

LAST AURORA FIRELANDS



RULEBOOK

INTRODUCTION

The world, devastated and frozen after Athena's nuclear attacks, now gives way to a new region: a desolate desert where the sun pierces the perpetual cloud layer that blankets the planet. Thanks to a massive atmospheric processor—originally designed for space colonization—the scientific elite of the Citadel has managed to breach the nuclear winter, allowing sunlight to reach the surface once again. Life in the Firelands is harsh: poverty and drought are rampant, as the Citadel claims territories for solar plants and enormous power lines that drain any small settlements of the little energy they can generate. Bands of marauders often sabotage these power lines, causing blackouts. When this happens, the permanent electrostatic storm that holds back the clouds collapses, unleashing destruction across much of the surface.

You represent four groups of survivors, racing to reach the Citadel after the latest blackout. An electrostatic storm looms behind you. Though the Citadel itself will withstand the disaster due to its fortifications, its access gates will close one by one, making it increasingly difficult to reach safety. If the gates were to close before you arrive, you could try to reach the caves in the mountain behind the citadel. However, the path to get there is even longer.
Can you make it to safety before the Firelands are once again swallowed by darkness?

QUICK RULES

Are you already familiar with the rules of Last Aurora: Frostlands?

The rules for Firelands are very similar, with just some new features. Everything that's new is written like this:

Rules that is different from in Last Aurora: Frostlands. You can read only the text marked with this red slash to quickly understand the changes and start playing right away.

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COMPONENTS

1 GAME BOARD

This double-layer board will hold the Map boards and the Bonus action tiles selected for each game.



3 REGION BOARDS

They form the map for the route. Each of their sides is marked with a region number (1,2 or 3) letter and a letter (A or B).



5 BONUS ACTION TILES

They feature the bonus actions and the costs must be paid to explore the exploration slots where they are placed during the game.



4 PLAYER BOARDS

They display the Fame points track, the four areas for placing player cards, and hold Object and Loot cards acquired during the game.



24 START CARDS

They contains the players starting crews and convoys. Each card is marked with a colored flag for each player.



65 EXPLORATION CARDS

They represents the various entities encountered during the game. The cards have three different back, divided by Time period (I, II, III).



14 OBJECT CARDS

They represent items collected and kept face down, revealed and played during the specified phase.



4 FURY CARDS

They show the benefits a player can gain by spending Fury points.



24 LOOT CARDS

They contain the loot that players can gain when participating in killing enemies. Some Loots contains Convoy parts or Survivors, others are very powerful objects.



6 ENEMY HITPOINTS CARDS

They are assigned to each enemy that comes out of the deck. They indicate the number of health points and the rewards each player earns by hitting the enemies.



12 OUTCOME CARDS

They indicate the results of the players' and enemies' attacks during the combat phase.



6 GATE COUNTERS

At the beginning of the game, they are placed near the map. At the end of each round, one gate counter is placed on the game board to close the matching entrance to the citadel.



48 RESOURCE AND OBJECT TOKENS

- 10 Ammo tokens ■
- 10 Food tokens ■
- 8 Contaminated Food tokens ■
- 14 Fuel tokens ●
- 6 Object tokens ■



24 SURVIVOR TOKENS

They represent the Survivors controlled by each player. Each Survivor occupies one slot of the Convoy.



4 CONVOY TOKENS

They indicate the position of the players' Convoys on the game map.



4 FURY COUNTERS

They are used to track the Fury points accumulated during the game.



4 FAME COUNTERS

They are used to track the Fame points accumulated during the game.



4 TURN ORDER COUNTERS

They are used to indicate the turn order during each phase of the rounds.



12 TARGET COUNTERS

They are used to indicate the turn order during each phase of the rounds.



40 DAMAGE COUNTERS

They are used to mark a Convoy cargo box as damaged.



10 CONTAMINATION COUNTERS

Each of these tokens decreases the exploration skill of the survivor on which it is placed by 1.



10 SPECIAL WAYPOINT COUNTERS

They are placed face up in the white spaces on the Map boards. Each shows a bonus or penalty gained by the players if their convoy stops exactly in their space.



8 ROCK COUNTERS

They are placed on the map, indicating a rock blocking a Shortcut. It can be flipped by specific vehicle with Drill.



2 CLOSED TUNNEL COUNTERS

They are placed on the map, indicating an avalanche blocking the Shortcut it slides on when a Convoy token crosses it.



1 AUTOMA CONVOY BOARD

This board is used in solo mode and represents the Automa's Convoy.



1 AUTOMA COUNTER

This counter is placed on the Automa Convoy board. It is used to unlock part of the Automa's bonus.



6 AUTOMA ACTIONS CARDS

They contain the Automa's actions and abilities to be applied during the indicated phases.



6 HARD AUTOMA ACTIONS CARDS

These are used in hard mode and contain the more challenging version of the Automa's actions.



4 PLAYER AID CARDS

They provide quick rule references during the game.

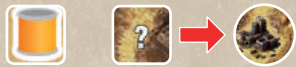


SETUP

1. Open the **Game board** on the Table.
2. Take the **Region boards**, each marked with a letter and number (1, 2 or 3) in the top right corner. Choose one side for **each** Map (C or D) and place them on the Game board as follows:
 - the Region board 1 goes in the left slot;
 - the Region board 2 goes in the center slot;
 - the Region board 3 goes in the right slot.
3. Randomly select a side (1 or 2) for each **Bonus Action tile**, then place one in each of the 5 slots at the bottom of the map, arranged by their Exploration Cost, following these rules:
 - ① in the leftmost slot;
 - ② in the three central slots, randomly placed;
 - ③ in the rightmost slot.
4. The Region boards are connected by Tunnels, which are spaces marked along its connecting edges. Some of them may be inaccessible to players: this is shown when one access of a Tunnel has collapsed and lacks a number. To clearly indicate which Tunnels are blocked during the game, place a **Closed Tunnel counter** on the entrance of the tunnel if one side is collapsed. Return the remaining counters into the box.



5. Mix the **Special Waypoint counters** together, and randomly place them face up in the corresponding spaces (white rectangle) on each Map board. Return the remaining counters into the box, if any.



6. Mix the **Rock counters** together, and randomly place them face up in the corresponding spaces (white rectangle) on each Map board. Return the remaining counters into the box, if any.



7. Stack the **Gate counters** in ascending order by number, with the **1** counter on top, and place them on in the corresponding space in the Region 3.
8. Build the **Outcome deck** by shuffling the Outcome cards and place it near the Game board, leaving space for an Outcomes discard pile.
9. Build the **Objects deck** by shuffling the Object cards and place it near the Game board, leaving space for an Objects discard pile.

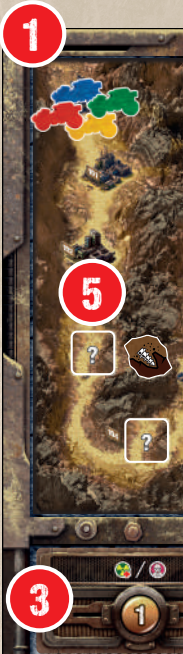
10. Build the **Exploration deck** with Exploration cards:

- a. Sort these cards into three decks by the Time period on the back (I, II, or III). From each of these decks, remove all cards with the **+** symbol in the corner. Shuffle those cards separately and then return a number of them into the decks depending on the number of players, as follows:

PLAYERS	I	II	III
	2	2	3
	5	5	3
	9	9	3


Shuffle those **+** cards back into the corresponding decks, and put the remaining **+** cards back in the box, without looking at them (they will not be used in this game).

- b. Build the Exploration deck by stacking these three decks on top of each other by Time Period (III on the bottom, II in the middle, I on top), and place it to the right of the Exploration Zone. Leave space for a Common discard pile.



11. Reveal the top 5 cards from the Exploration deck and place them in the Exploration zone. The exploration zone is located below the Bonus action tiles, with each card placed underneath a corresponding bonus action tile;

REVEALING AN EXPLORATION CARD

When you need to reveal an Exploration card, turn over the top card of the actual Region deck and place it in the empty slot furthest to the right in the Exploration Zone. If you reveal a Location or an Encounter, immediately place the Resource and Object tokens shown (from the reserve) on top of the card. If an Event card () is revealed, immediately resolve the specified effect, then discard it and reveal another card.


12. Sort the **Loot cards** into three deck by Enemy number (I-II, III-IV, V-III), then set them near the Game board.
13. Sort the **Enemy Hitpoints cards** into 3 deck by Enemy number (I-II, III-IV, V-VI). Randomly choose a side for each card and stack them on top of each other by Enemy number (V-VI on the bottom, III-IV in the middle, I-II on top);

14. Create the **Reserve** near the Game board with the Food, Contaminated Food, Fuel, Ammo, Object, and Survivor tokens, together with the Damage and Contamination counters.

DISCARD PILES

Leave space for three discard piles:

- Objects discard pile, next to the corresponding deck;
- Outcomes discard pile, next to the corresponding deck;
- Defeated Enemies pile, to collect card of defeated Enemies;
- Common pile, to the left of the Exploration Zone: All other discarded cards, including enemies that were not defeated, should be placed here.

***Note:** The Outcome and Object discard piles will be reshuffled during the game to reform their respective decks once they are depleted. The defeated enemies pile may be checked at the end of the game, as some effects may award Fame points based on the Enemies defeated. The common discard pile, however, can be examined by players to retrieve discarded cards (for example, through a  action).*



PLAYER SETUP

15. Each player chooses a color and takes:
 - a. a **Player board**, placing it in front of them;
 - b. the matching **Turn Order counter**, that will be placed on the Turn order Table in the next step;
 - c. the matching **Fame counter**, placing it on their Player board in the zero-value space (the one without stars) of the Fame Track;
 - d. the matching **Fury counter**, that will be placed on their Player board in the zero-value space (the lowest one) of the Fury Track;
 - e. the matching **Fury card**, placing it on the top of their Player board.
 - f. 3 **Target counters**, placing them on the corresponding spaces of their player board;
 - g. the 3 **Survivor cards** of their color (out of the Start cards), placing the *Desert Son* in their **Rest Zone**, and the other 2 Survivors in their **Active Zone** (to the bottom right of their player board);
 - h. the Truck and the 2 Trailer cards of their color (out of the Start deck), placing them in the **Convoy zone** on the right side of their Player board.
 - i. 3 **Survivor tokens**, 1 **Food token**, 1 **Fuel token**, and 1 **Ammo token** from the reserve, placing them on their Convoy according to the **Convoy Placement Rules**.
 - j. the matching Convoy token, placing it on the space marked with **100** on the Region I board.
16. Starting from the left space, put the **Turn Order counters** in the players' colors in random order on the Turn Order Table.

CONVOY PLACEMENT RULES

A player's Convoy consists of a Truck card and Trailer cards, each showing Cargo Boxes for storing Resources like Food or Survivors. When placing a counter or token on the Convoy, the player must follow these restrictions:

- A Cargo Box can hold only **one token or counter**. If a player needs to place something in an occupied box, they must either move the existing token or counter to another Cargo Box (if possible) or return it to the reserve;
- Some Cargo Boxes can only hold specific types of tokens or counters, indicated by a symbol in the top left. Boxes without symbols can hold any type;
- During all game phases **except the Fire Weapons Phase**, a player is always allowed to move Resource and Survivor tokens as desired between the cards of their Convoy, while following these placement rules;
- A Damage counter (☠) can be placed on any Cargo Box that doesn't already have one, and if placed on a box with a token (like a Survivor), the token must be discarded; the Damage counter can't be moved and can only be removed with a Repair (✂).
- An Armor box (🛡) can only hold a Damage counter;
- Weapon (🔫) and Special boxes have specific effects and may **only** hold Damage counters: as long as a Damage counter is in the box, the box effect cannot be used.

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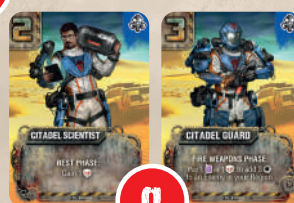
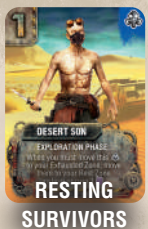
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EXHAUSTED SURVIVORS



PLAYING THE GAME

A game is composed of rounds, each of which has 5 phases that are completed in the following order:

Phase 1 - EXPLORATION

Phase 2 - REST

Phase 3 - MOVEMENT

Phase 4 - FIRE WEAPONS

Phase 5 - END OF ROUND

PHASE 1 - EXPLORATION

During this phase, players take turns interacting with the cards in the Exploration Zone. Players act in **Left Turn Order** (see definition below), with each player taking one turn. After every player has taken a turn, the turn order resets, and each player takes another turn. Players keep taking turns in this sequence as they have Survivors in their Active Zones. The phase ends when all players run out of Survivors in their Active Zones.

When a player takes their turn, they must choose one of the following options: **EXPLORE**, **TAKE A BREAK** or, if they run out of Survivors, they **SKIP THE TURN**.

TURN ORDER - LEFT AND RIGHT

When you need to determine the turn order, check the positions of the Turn Order counters on the Turn Order table:

- **LEFT TURN ORDER:** The counter in the leftmost position plays first, then the turn passes to the second to last counter, and so on.
- **RIGHT TURN ORDER:** The counter in the rightmost position plays first, then the turn passes to the second counter, and so on.

EXAMPLE - TURN ORDER



Red player ●, Green player ●, Yellow player ●, and Blue player ● need to determine the Turn Order:

Left turn order: Red player ●, Blue player ●, Green player ● and Yellow player ●;

Right turn order: Yellow player ●, Green player ●, Blue player ● and Red player ●.

EXPLORE

To explore, a player must:

1. Choose 1 slot in the Exploration Zone **that is not an Enemy**; **Note:** Players cannot explore slots with an Enemy, and in Period III also slots that are empty when the deck runs out.
2. Choose a **Survivor** cards in their own Active Zone with an Exploration Skill value (the number in the top left of the card) equal to or greater than the Exploration Cost indicated on the Bonus action tile present in that slot; Player may increase the Exploration Skill value of a Survivor using **Food** 🍲 / 🍄 ;
Note: The player may send 2 or more Survivors together, combining their Exploration Skill values to cover a cost that a single Survivor would not be able to meet.
3. Do the following, in any order:
 - **(MANDATORY)** The action associated to the card present in the explored slot type;
 - **(OPTIONAL)** The Bonus Action shown in the Bonus Action tile present into the explored slot;
4. Move the used Survivor (or Survivors) cards to their Exhausted Zone. If there are any Food tokens on those cards, move them to the reserve;
5. If the card in the explored slot has been discarded or taken by the player, slide the remaining Exploration cards to the left to fill the empty slot, then reveal a new card from the Exploration deck to fill the rightmost slot.

FOOD 🍲 AND CONTAMINATED FOOD 🍄

During their turn (**prior to or following an Explore action**), a player may discard any number of Food and or Contaminated Food tokens from their Convoy.

For each token spent, they can either:

- Move one Survivor card from their Exhausted Zone to their Rest Zone; **OR**
- Increase the Exploration Skill of one of their Survivor cards by 1 point (using 🍲) or 2 points (using 🍄) for the current turn.

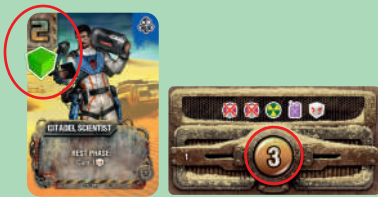
In addition to the previous effects, if the token spent is a Contaminated Food (🍄), the player must place 1 Contamination counter (☢️) on the fed Survivor.

The player places the spent token on the Survivor card as a reminder, moving it to the reserve once the Survivor is moved into the Exhausted Zone.

Note: a player can't spend Food just gathered if they don't have space in your Convoy to hold it;

Note: a player can't spend Food during the entire resolution of an action.

EXAMPLE - FOOD



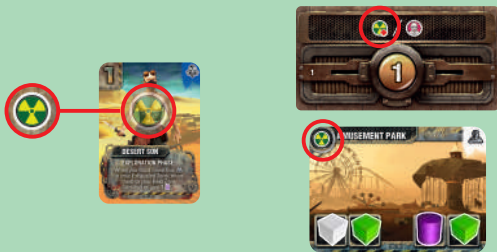
Blue player wants to explore the fifth Exploration Zone slot, which has an exploration cost of 3. They choose their Citadel Scientist, even though their Exploration Skill (2) is not high enough. To compensate, they spend 1 Contaminated Food and place 1 Contamination counter on them to explore the slot. The resulting Exploration Skill is equal to 3: 2 was its original value, +2 for the Contaminated Food, -1 for the Contamination counter (see below).

CONTAMINATION

When a player receives a Contamination counter, they must place it on one of their Survivor cards. Each Contamination counter lowers the card's Exploration Skill by 1 point. If the Exploration Skill reaches zero or less, the player must discard the Survivor card and 1 Survivor token from their Convoy.

Note: If a Survivor receives a Contamination counter that would reduce their Exploration Skill to zero (resulting in their removal) while performing an action, they still complete the entire action, including any associated Card and Bonus actions. However, if they manage to remove the Contamination counter before the action concludes, they can avoid being discarded and continue to keep in play.

EXAMPLE - MANAGING CONTAMINATION



Blue player sends their Desert Son to explore the first slot, adding 1 Contamination counter due to the Location card effect. With the Desert Son's Exploration skill reduced to 0, **Blue player** uses a bonus action to remove 1 Contamination counter from them, preventing their death.

CARD ACTIONS

There are four types of card actions, each related to a different type of card:

GATHER RESOURCES AND/OR OBJECTS

Location card

A player choosing this action may pick up Resource and/or Object tokens from a Location card. The player must:

1. Resolve the effect shown in the top-left of the Location card, if any (see below);
2. Choose one of the 2 blocks on the card and take **all** of the Resource and Object tokens from that block;
3. Place the gathered Resource tokens onto the player's Convoy, following the **Convoy Placement Rules**. If there isn't enough space in the Convoy, the player may discard some or all of the newly gathered Resources to the reserve instead.
4. Move the gathered Object tokens to the reserve and draw the same number of cards from the Objects deck; then
5. If there are no Resource tokens remaining on the card, move the Location card to the Common discard pile.

EXAMPLE - GATHER RESOURCES



Blue player uses the Welder to gather resources from the Oil Platform. They resolve the location effect, adding a Contamination counter to the Welder. Then, they gather the 2 Fuel tokens on the left block and moves the Welder to their Exhausted Zone.



LOCATION CARD EFFECTS



The player must place 1 Damage counter on a Cargo Box of their Convoy.



The player must place 1 Contamination counter on a Survivor **involved in the current action**.



The player must move their Fame counter down one space on their Fame Track. If the counter is already on the lowest space, the player must place 1 Damage counter (⚙️) on a Cargo Box of their Convoy instead.

FAME POINTS ☆

Fame Points represent the renown you earn during your journey and are displayed on the Fame Track. When a player gains 1 Fame Point (☆), they move their Fame counter up one space. If the counter is already on the highest space, the player can immediately perform a repair (✂️) instead. When a player loses a Fame Point (★), they move their Fame counter down one space. If the counter is already on the lowest space, the player must place 1 Damage counter (⚙️) on a Cargo Box of their Convoy instead.

Note: Fame Points gained during the game move the Fame counter along the Fame Track, while those earned at the "end of the game" are added directly to the final score.

DAMAGE ⚙️

When a player gets, a Damage counter (⚙️) must be placed on any Cargo box that doesn't already have one. If the box contains a token (such as a Survivor or a Resource), the token must be discarded. Damage counters can't be moved, but it can be removed with a Repair action (✂️). If a Damage counter is placed in a Special Cargo box, the Weapon (🔪) or the ability associated to that box becomes unusable until it has been repaired. Unless otherwise specified, players may place a received Damage counter on any undamaged Cargo box of their Convoy (they choose). Some game effects require players to place the received Damage counter in a specific area of the Convoy (for example, 🟦🟦🟦). In such cases, players must place the damage on the indicated cards, but they are still free to choose which slot on those cards to damage.

Note: If a player must place damage in a specific area where they have no Convoy cards or all the available Cargo boxes are already damaged, the player does not add any damage.

OBJECTS 🗡️

When a player draws a card from the Object deck, they look at it and place it face-down on the matching space of their Player Board. Each Player Board can hold a maximum of 3 Object and/or Loot cards (this limit can be increased through special Cargo Boxes). An Object card can be used during the player's turn (unless otherwise specified) in the phase indicated. When used, place it in the Object discard pile.

Note: If a 4th card is drawn, the player must immediately discard or use one card of their choice, if possible.

Note: If the Object deck is empty, shuffle the discarded Object cards to form a new deck. If both are empty, players simply ignore to gain Objects.

Note: On many cards, items are represented by white cubes (👉): When a player gains a cube, they return it into the Reserve and draw the top card from the Item deck.

IMPROVE THE CONVOY

Truck 🚚, Trailer 🚛 and Device card ⚙️

This action adds or replaces elements of the player's Convoy:

TRUCK (🚚): the player discards the Truck card from their Convoy and replaces it with the new Truck card.

TRAILER (🚛): if the **Towing Capacity** of the player's Truck is greater than the number of towed Trailers, the player attaches the Trailer card to the tail end of their Convoy. Otherwise, the player must replace one of the Trailer cards in their Convoy with the new Trailer, and the replaced Trailer must be discarded.

DEVICE (⚙️): the player places the Device card on a Truck or Trailer card in their Convoy. Each Truck or Trailer may hold one Device. The player may discard a previously installed Device to make room for the new one.

TRUCK
SPEED



TRUCK'S TOWING
CAPACITY



Note: A Convoy card is never discarded unless the player chooses to do so, even if it is completely damaged.

Note: Once installed in a Convoy, Trailer and Device cards can only be replaced, not moved. If a player replaces a Truck or Trailer that has an installed Device, the Device is automatically transferred to the new Truck or Trailer. However, if a player replaces a Truck with one that has a lower Towing Capacity, they must discard enough Trailer cards to match the new capacity. In that case, any Device remained without a Trailer card is also

discarded.

REPLACING A CONVOY CARD

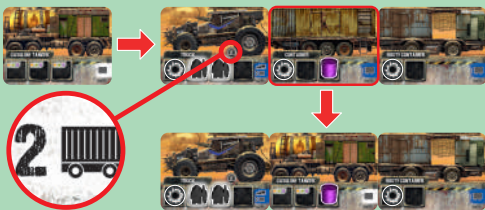
When a player replaces a card in their Convoy, they must remove all the tokens and counters from the card they want to replace: the Damage counters go back to the reserve while the Resource and Survivor tokens are temporarily set to the side. Then, the player moves the discarded card to the matching discard pile and replaces it with the new card. Finally, the player places the Resource and Survivor tokens set aside earlier as they wish (following the **Convoy Placement Rules**).

EXAMPLE - IMPROVE THE CONVOY - TRUCK



Blue player performs the *Improve the Convoy* action, replacing their Truck with a new one. They discard the oldest Truck, returning the Damage counter into the Reserve and moving their 2 Survivor tokens on the new card.

EXAMPLE - IMPROVE THE CONVOY - TRAILER



Blue player performs the *Improve the Convoy* action, taking a new Trailer card. Since the Towing Capacity of their Truck is 2, they cannot attach the new Trailer at the end of their Convoy. So they decide to discard 1 Trailer card, returning the Damage counter into the Reserve and moving their Fuel token on the new card.

EXAMPLE - IMPROVE THE CONVOY - DEVICE



Blue player performs the *Improve the Convoy* action, replacing their Truck with a new one. They discard the oldest Truck, returning the Damage counter into the Reserve and moving their 2 Survivor token on the new card.

RECRUIT A SURVIVOR

Survivor card

With this action, the player adds a Survivor to their crew. They move the Survivor card to their Rest Zone, then takes a Survivor token from the reserve and adds it to their Convoy, following the **Convoy Placement Rules**.

EXAMPLE - RECRUIT A SURVIVOR



Blue player chooses to recruit the Fanatic currently in the second slot of the Exploration Zone. They choose the Desert Son to perform the action. They move the Fanatic to their Rest Zone and adds a Survivor token to their Convoy.

RESOLVE AN ENCOUNTER

Encounter card


If the player chooses to explore an Encounter card on their turn, they must do what the Encounter card text describes. Typically, an Encounter card offers multiple options, and players can choose to resolve the effect they prefer. The player must be able to activate **at least one** of its effects. If they cannot, they cannot choose this action.

Note: Unless specified in the option chosen, Encounter cards are not discarded at the end of the exploration action.

Note: Some Encounter cards display a resource icon in the top-left corner: when an Encounter card of this type is revealed in the exploration area, remember to place the corresponding resource token on the card.

EXAMPLE - RESOLVE AN ENCOUNTER



Blue player  interacts with the Wastedland Nomad. They may choose to pay 1 Object (🔧) to obtain 2 Resources of different type, choosing between Food (🍌), Fuel (🚰) and Ammo (🔫); or to discard the card, losing 1 Fame Point (★) and gaining 2 Food (🍌), 2 Fuel (🚰) or 2 Ammo (🔫);


BONUS ACTIONS

During their turn, the player may perform the Bonus Action shown in the Exploration Zone slot occupied by their chosen Exploration card, either before **OR** after taking their card action.

Many Bonus actions offer multiple effects (separated by "/") that the players can choose, but each player may perform only one of these effects, if they wish.

EXAMPLE - RESOLVE A BONUS ACTION



Blue player  sends the Fanatic to explore the third slot. They want to gather the Resources from the left block, but they have no space in their Convoy. So they decide to perform the Bonus Action first: they remove 2 Damage counters and then they gather the 2 Resources they wanted.

BONUS ACTIONS EFFECTS



The player must remove 1 Damage counter (🔧) from a Cargo Box of their Convoy.



The player must remove a Contamination counter from a Survivor **involved in the current action**.



The player must move their Fame counter up one space on their Fame Track.



The player must move their Fame counter down one space on their Fame Track. If the counter is already in the lowest space, the player can't perform the action.



The player gains 1 Resource of the indicated type and place it in their Convoy.



The player draws the top card from the Item deck.



The player searches the Common discard pile for any white Truck card (🚚), including Truck with a Loot icon (📦) and replaces it with their own.

Note: White means not of an Opponent's color.

Note: The Icon (🚚) and (🚚) work in the same way for Trailer (🚚) and Device (🔧) cards.



The player must place one Damage counter on a Cargo Box of their Convoy.



The player must place a Contamination counter on a Survivor **involved in the current action**.



The player must move their Fame counter down one space on their Fame Track. If the counter is already on the lowest space, the player must place 1 Damage counter (🔧) on a Cargo Box of their Convoy instead.

SURVIVORS ABILITIES

Each survivor has a special Ability that can be used in the phase listed. A player may use a Survivor's Ability **only** if the Survivor is in the Active Zone.

Note: Survivor Abilities are **always** optional: players may entirely resolve them or simply ignore them;

Note: Using an Ability does not exhaust the Survivor.

Note: Unless otherwise specified, each ability may be used only once per round.

TAKE A BREAK

Take a Break allows the player to choose **ONE** Survivor in their Active zone and move them directly to their Rest zone. Afterward, they may perform the following actions in any combination and a number of times equal to the chosen Survivor's Exploration Skill:

- remove 1 Damage counter (☉) from their Convoy;
- gain 1 Fury Point (☉);

Note: if a player chooses to take a Break, they can still decide to Explore in a later turn, if they still have Survivors in the Active Zone.

SKIP THE TURN

If a player has no Survivors in their Active Zone, they simply skip their turn and wait for the end of the Exploration Phase.

END OF THE EXPLORATION PHASE

If **ALL** players have no Survivors left in their Active Zones at the end of any player's turn, the Exploration Phase ends immediately.

EXAMPLE - TAKE A BREAK



Blue player ● performs a *Take a Break*: they move their *Citadel Scientist* to their Rest Zone. They have 2 points to spend (as the *Citadel Scientist* has Exploration Skill 2), so they choose to remove 1 Damage counter from their Convoy and gain 1 Fury point.

FURY POINTS ☉ AND FURY CARD

When a player gains a Fury Point (☉), they move their Fury counter up one space on the Fury Track on its Player Board. If the counter is already on the highest space, the player does not gain any additional Fury Points.

When a player loses a Fury Point, they move their Fury counter down one space (☒). If the counter is already on the lowest space, the player **CANNOT** perform anything that requires spending Fury.

At any time during their turn in the Exploration Phase, but outside the resolution of an action, players may spend Fury Points to gain one of the bonuses indicated on their Fury Track card.

Many Bonus actions require the player to spend Fury Points to be performed. If the player cannot pay the required Fury Points, they cannot perform the Bonus action.

EXAMPLE: SPENDING FURY POINTS



Blue player ● has 4 Fury points. On their turn, they explore the second slot with the *Citadel Guards*. they chooses to perform the Bonus actions, that cost 2 Fury Points. They move their Fury counter down by 2 spaces to perform it to gain 1 Object card.

PHASE 2 - REST

During the Rest Phase, the Survivors recover to be used again later. All players must, in the following order:

1. (Optional) Feed their Survivor cards, if they wish (see page .9 **Food** 🍌 and **Contaminated Food** 🦠);
2. Move all of their Survivor cards from their Rest Zone to their Active Zone;
3. Move all of their Survivor cards from their Exhausted Zone to their Rest Zone.

Note: This phase is performed by all players simultaneously.




Note: Survivors with abilities that can be activated during the Rest phase can still use them, even if they are moved to the

Active Zone during the same Rest phase by any effect.

PHASE 3 - MOVEMENT

In this phase, the players may move their Convoy tokens on the Road board.

In **Right Turn Order**, each player must:

1. Check if they have at least one Survivor token on their Truck. If there is no Survivor token on their Truck, the player cannot move their Convoy token this round;
2. Spend 1 Fuel token () from their Convoy if they want to move. If the player does not have any Fuel, or does not want to spend any, they cannot move their Convoy this round;
3. Move their Convoy token on the Map boards a number of spaces **equal to or less** than their total movement speed, following roads, Tunnels and/or Shortcuts. This speed is equal to the total of:
 - their Truck's speed;
 - +1 for each Speed icon () from effects and abilities used and/or Objects revealed;
 - +1 for for each additional Fuel () they spend.

Note: the first fuel spend at point 2 doesn't give +1 speed;

4. If the player's Convoy ends its movement on a space with a Special Waypoint counter, resolve the effect shown.

Note: Each Space on the map is marked by a numbered sign.

Note: Region boards are connected by Non-collapsed Tunnels (i.e., Tunnels that can be crossed by Convoy tokens). Each Tunnel has a numbered sign on both ends as a standard space, but it is not connected by a street. Crossing a Tunnel (moving from one Region board to the next) costs 1 movement point.

Note: Players cannot move past the Citadel space (marked with a white flag). If a player reaches this spaces with remaining movement points, they stop there without any bonus or effect for the unused movement points.

SPECIAL WAYPOINTS



A player ending their movement on a Resource counter may discard it from play and add the indicated resource to their Convoy.



A player ending their movement on an Object counter may discard it from play and draw one Object card.



A player ending their movement on a Contamination counter must add one Contamination counter to one of their Survivor cards. This counter is not discarded when a Convoy stop on it (if indicated by the icon ∞).

EXAMPLE - MOVEMENT



Blue player  calculates their current movement speed:

1. They spend 1 Fuel to move, starting with their Truck's Speed (3);
2. They add 1 point for the Digger's ability;
3. They add 1 point for the effect of the Nitrous Oxide;
4. Finally, they spend 1 additional Fuel to add another point for a total of 6 movement points;


SHORTCUTS

The map board may have different roads connecting two spaces. Standard roads have no special rules, while Shortcuts, marked by tread marks, have unique features described below.

Note: There are three types of shortcuts, but some shortcuts can belong to multiple types (even 2 or 3). In such cases, all the individual rules for each type must be applied.

SHORTCUTS EFFECT





Rough Shortcut: This shortcut can only be crossed if the vehicle has the undamaged  Special Cargo Box.



Dangerous Shortcut: When a Convoy token crosses this road, the owner must immediately assign the shown Contamination counters to their Survivors (of their choice) and apply the Damage counters to their Convoy.






Mountain Shortcut: This shortcut contains one or more Rock counters. The first time it is crossed, a Special Cargo Box Drill () is required to flip all the rock tokens, and the player immediately suffers their effects. Once the tokens have been flipped (or removed, based on their type explained in the next page), another Convoy can cross without the drill (), but they suffer anyway the effects shown on the flipped Rock counters still present on the map.

Note: a single shortcut between two spaces requires always 1 speed point to be crossed regardless the number of Rock counters on it.

EXAMPLE - MOUNTAIN SHORTCUT



Blue player moves their Convoy with a 2 value Speed. As their Convoy has an undamaged , they want to take the Mountain Shortcut. They move from space 105 to 109, revealing 1 Rock counter. It shows a (permanent) radiation, so they place it on the table for future Convoys and add 1 Contamination counter to one of their Survivors. The next Convoys may cross it even without the , but they will suffer the .

ROCK COUNTER EFFECTS



A player crossing this Rock counters must add 1 Contamination counter to one of their Survivors. This counter is not discarded when a Convoy stop on it (as indicated by the icon ∞).



A player crossing this Rock counters place it near their Player Board. This counter will give 1 Fame point at the end of the game.



A player crossing this Rock counters must add 1 Damage counter to their Convoy. This counter is not discarded when a Convoy stop on it (as indicated by the icon ∞).

TURN ORDER UPDATE

At the end of the Movement Phase, players must update the **Turn Order Table**. To do this, compare the numbered sign of the spaces where each player's Convoy token is located: the player whose Convoy is on the highest number moves their Turn Order counter to the rightmost position. The player in second place moves their counter to the next available space, and so on.

Note: The turn order for two or more Convoy tokens on the same space does not change.

Note: In the Region 3, the last spaces have not the sign but the white (or red) number

EXAMPLE - TURN ORDER UPDATE



Red player, **Green player**, **Yellow player**, and **Blue player** need to update the turn order after their Convoy movements: **Red player's** Convoy is on space 106, **Green player** and **Blue player** are on space 102, and **Yellow player** is on space 108. The new turn order is determined based on ascending space numbers, starting from the left. **Green player** and **Blue player** are the first to place and they share the same space (102). In that case, their relative order on the Turn Order Table remains unchanged, so **Blue player's** Turn Order counter is placed in the leftmost position, followed by **Green player**.

Red player is on space 106, so their Turn Order counter is placed third. **Yellow player** is leading with their Convoy on space 108, so their turn order is last.

The new turn order is: **Blue player**, **Green player**, **Red player**, **Yellow player**.



PHASE 4 - FIRE WEAPONS

In this phase, the players must resolve the attacks of all revealed Enemies, possibly inflicting and receiving damage. This phase is divided into three steps, which must be performed in order:

- Ambush:** if there is at least one Enemy card in the Exploration Zone, there is an Ambush;
- Convoys fire:** each player may attack Enemies in the same region where are their Convoy token;
- Enemies fire:** in each region occupied by at least one Enemy, Convoys are attacked.






Note: during this phase, player **cannot** change the position of any of their Survivor or resource tokens into the Convoy.

AMBUSH

If there is at least one Enemy card in the Exploration Zone, an Ambush occurs and you must follow these steps:

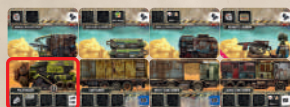
- Move the Enemy card above the Region board, placing it where the front Convoy counter is located (determined using the same method as the **Right Turn Order**);
- Based on the Enemy's number (I-II, III-IV, V-VI) take the top card from the corresponding Enemy Hitpoints deck and place it next to the Enemy card. The number of Defense boxes indicate how much Damage is needed to defeat the Enemy and it varies depending on the number of players.

3. Resolve the Ambush effect shown on the Enemy card to all players whose Convoy tokens are in the same Region board as the Enemy (resolved in **Right Turn Order**). Damage from an ambush is dealt to a Convoy's target area marked in red, such as:

-  Bottom, first spot: Damage to Truck.
-  Bottom row: Damage to Truck or Trailers.
-  Top row: Damage to Devices.
-  Front column: Damage to Truck or Device on the Truck.
-  Second column: Damage to the leftmost Trailer or the Device on it.


Note: after resolving an ambush, **do not move or add any cards** to the Exploration Zone to fill the slots emptied by removing the Enemies. They will be filled at the end of the round.

CONVOY LAYOUT




EXAMPLE - MOVEMENT



At the start of the Fire Weapons Phase, there is 1 Enemy card in the Exploration Zone. The Destroyers are moved to the Region where the Convoy in the lead is located. The Enemy applies the effect of its ambush: each player currently located in that Region must add 2 Damage counters in any cargo box on the top row of their Convoy (.


CONVOYS FIRE

In **Right Turn Order**, each player may spend one or more Ammo () to attack Enemies in the same region as their Convoy token. For each attack, the player must:

4. Open fire

Place one of their Ammo token on an undamaged Cargo Box with a Weapon (this help them keeping track of the Weapon used) and choose the Enemy they wants to attack. Then, flip over the top card of the Outcome deck and look at the row matching the rating of the Weapon used, in the **Player** section of the card. There are three possible outcomes:



Place the Damage counters () shown on the matching Enemy Hitpoints card.



The Weapon used in the attack is damaged: the player must immediately place a Damage counter on the Cargo box for the Weapon they used.



The player gains the indicated number of Fury points.

The player must place the Damage on the Defence boxes according to the arrows and they must start placing Damage counters from the Defence Box corresponding to the number of players in game. If the card was previously damaged, start placing the Damage counters from the first empty box, following the arrows between the Defence boxes. If the total Damage exceeds the available Defence boxes, the excess Damage is discarded and cannot be assigned to another enemy.

EXAMPLE - DAMAGE ENEMY HITPOINTS CARDS







Four situations for placing damage on an Enemy Hit Point card. The red arrow shows where to place the first Damage counter in:

1. 4-players game, Enemy Hitpoints card undamaged;
2. 3-players game, Enemy Hitpoints card undamaged;
3. 2-players game, Enemy Hitpoints card undamaged;
4. Enemy Hitpoints card already damaged:

5. Apply damage boxes effects

The player must **immediately** resolve the effect indicated on the Defence boxes hit. There are many possibilities:

-  Gain 1 Fame point.
-  Gain 1 Resource of the indicated type.
-  Gain 1 Object card.
-  Place 1 of your Target counter on the Enemy card.

Note: Resource and Object gained in this way may immediately be used to perform other attack.

EXAMPLE - CONVOY FIRE



Blue player spends 1 Ammo to shoot the Destroyers with their 2-rating Weapon. They reveal the first Outcome card, inflicting 2 damage. Since the Enemy is undamaged, they place 2 Damage counters in the first Defense box, starting from the Blue arrow. As a result, **Blue player** gains 1 Object card and places a Target counter on the Warwolves card.

6. Defeating an Enemy / Share the loot

If the Enemy is defeated (all Damage boxes are filled), players with at least one Target counter on the Enemy share the loot:

- a. Draw a number of Loot cards equal to the total number of Target counters on the defeated Enemy. The Loot cards come from the corresponding Loot deck (I-II, III-IV, V-VI), based on the number in the top-right corner of the defeated Enemy Hitpoints card.
- b. Shuffle the drawn Loot cards, then deal to each player a number of cards equal to their Target counters on the defeated Enemy.
- c. Return the Target counters to the players.
- d. Each player secretly chooses **ONE** of their Loot cards and take it. **At the end** of the Convoys Fire step, that card will be placed in their play area.
- e. The remaining Loot cards, if any, are shuffled back into the matching Loot deck without revealing them.
- f. Then, discard the Enemy card into the Defeated Enemies discard pile and the Enemy Hitpoints into the Common Discard Pile.

LOOT CARDS

There are different types of Loot that players can obtain:

- **Convoy Card:** This can be a Truck, Trailer, or Device and must be immediately placed in the Convoy, following the **Improve the Convoy** rules.
- **Survivors:** These must be placed in the Rest Zone, following the same rules as the **Recruit a Survivor**.
- **Special Loot card:** This type of card follow the same rules of Object cards with some differences:
 - When gained, place it in the corresponding space on the Player Board. It can hold up to 3 and/or cards (or more through other effects). If a card exceeds this limit, the player must immediately discard or use one card of their choice, if possible.
 - Can be used during the player's turn (unless otherwise specified) in the phase indicated.
 - It cannot be used when an effect requires the player to discard an Object card.
 - It does not provide 1 Fame point if it remains unrevealed at the end of the game like an Object card (there is no on its back).

Note: The player is not forced to keep 1 Loot card if they don't like the cards drawn. In that case, they simply return them into the matching Loot deck.

Note: Each Loot deck contains 4 common Loot cards and 4 Enemy Loot cards. The second group is related to the Enemy clan you are using in your game, but their are treated in the same way of the common Loot cards.

Note: When a player discards a Loot card, they must place it into the Common Discard Reserve.

7. Perform additional attacks

After resolving their attack (and the Loot sharing), the player may **immediately** make another attack using a different Weapon in their Convoy (if they has one), and may keep attacking as long as they have Weapons (and Ammo) to use, or stop attacking and end their turn. When they finish their attack, the next player in **Right Turn Order** takes their turn.

Note: if a player needs to place a Target counter but all of their Target counters are already on Enemy cards, they **may** choose any of their Target counters to place on the Enemy that they just hit.

Note: if the Outcome deck is exhausted, reshuffle all of the discarded Outcome cards and create a new Outcome deck.

Note: Some Special Cargo boxes and certain abilities allow players to deal damage to enemies. In these cases, there is no need to draw an outcome card; simply place the indicated damage on the Enemy Hitpoints card, resolving the effect indicated on the Defence boxes hit.

EXAMPLE - DEFEATING AN ENEMY



Destroyers have been defeated by the **Blue player's** ● and **Red player's** ● attacks. **Blue player** ● has 3 Target counters on the defeated Enemy, so draw 3 Loot cards from the I-II deck, look secretly at them and choosing 1 card, re-shuffling the other 2 into the Loot deck I-II. **Red player's** ● has only 1 Target Counter on the defeated Enemy, so draw 1 Loot card from the I-II deck and keep it.



ENEMIES FIRE

If at least one Enemy survives the players' attacks, reveal 1 Outcome card. The Enemy section (on the right side of the card) shows the effects of the Enemy's counterattack, listed by number. Each Convoy in the region of the corresponding Enemy suffers the damage or effects indicated in the matching row.

There are three possible outcomes for an Enemy attack:



The players receiving damage must add the number of Damage counters shown on the Outcome card to their Convoys. The back of the card now on top of the Outcome deck shows (in red) which Convoy cards the players must distribute their damage on;

AMBUSH

The player gains the indicated number of Fury points.

MISS

The Enemy does not inflict any damage.

Note: only one Outcome card is revealed, even if there are Enemies in different regions.

Note: ignore attacks that inflicts damage where the Convoy has no card or that only has completely damaged cards.

EXAMPLE - ENEMIES FIRE



Destroyers, that Survive the Convoys fire, attack: an Outcome card is revealed, showing that they inflict 1 Damage. The players in their region must add 1 Damage counter (●) in the last column of their Convoy, as shown by the back of the card on top of the Outcome deck.

PHASE 5 - END OF ROUND

Check if the game ends in one of these cases:



- If at least one player has reached the Citadel space (white flag space);



- If the last Gate counter has been move to the Citadel wall;

If it happens follow the End of the Game rules.

If none of the endgame conditions are triggered:

1. Move the Gate counter on top of the stack on the corresponding gate space on the map (checking its number);
2. Discard any undefeated Enemy on a Region that has already been crossed by **ALL** Convoy tokens (where there are no Convoy tokens remaining). That Enemy must be discarded in the Common Discard pile.
3. If there are more than four cards in the Exploration Zone, discard the excess cards, starting with the first slot on the left.
4. Slide the remaining cards to the left and fill the gaps by revealing cards from the Exploration deck.

END OF THE GAME

When the game ends, the winner is the player who has collected the most Fame Points. Each player gets:

- 1 Fame Point for **each space** that their Convoy is ahead of the one currently in the last position (considering shortcuts only if the last Convoy has the means to use them);
- The Fame Points shown in the space of the **Fame Track** that their Fame counter is in (+1 for each ★, -1 for ★);
- 1 Fame Point for each unused Object card (🗡️) they have on their Player board (ignoring the Special Loot cards, that are explained in the next step);
- 1 Fame Point for each Rock counter with ★ gathered during the game;
- Any Fame Points gained revealing **Special Loot cards** which have an **End of the game** effect;
- Any Fame Points (★) shown in the **undamaged Cargo boxes** of their Convoy and the Abilities of their **Survivor cards** (even if they are not in their Active Zone and even if they have ☢️).

Furthermore, players gain additional Fame Points depending on their final position:

- **THE CITADEL:** If **at least one** player has reached the Citadel space, each player adds 1 Fame Point for each **uncontaminated** Survivor card (card without ☢️) they have (regardless of which zone that card is in);
- **OUTSIDE:** If **no player** has reached the Citadel, each player adds 1 Fame Point for each Convoy card they have that does not have any Damage counters on it.

The player with the most Fame Points is the winner! In case of a tie, the tied player whose Convoy token is on the space with the highest number is the winner. In case of a further tie, the tied player whose Turn Order counter is further to the right on the Turn Order Table is the winner.

OTHER RELEVANT RULES

LOSING THE LAST SURVIVOR

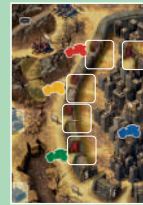
It's almost impossible for a player to lose all of their Survivors, but if it happens, that player is out of the game and they must remove all of their tokens from play.

EXAMPLE - END OF THE GAME



Blue player ● is calculating their total Fame points:

1. ADVANTAGE ON THE MAP



Their Convoy Token has 5 spaces of advantage from the **Red player's** ● one, so they gain 5 Fame points;

2. FAME TRACK



Their Fame counter is on the space with ★, so they lose 1 Fame points;

3. UNUSED OBJECT CARDS



They have 1 unused Object card (🗡️) that give them 1 Fame point;

4. SPECIAL LOOT CARDS



They reveal the Special Loot card **War book**, which give them 1 points for each undamaged Weapon (up to 3). There are two 2-rating Weapons (🔫) and 1 Special weapon (🔪) in their Convoy, so they gains 3 Fame points;

5. CARGO BOXES AND SURVIORS



They gain 2 Fame points from the **Cooker** (because they have 2 Food) and 1 from the **Ripper Cyclone**, for a total of 3 Fame points;

Then, **Blue player's** ● has reached the Citadel, so they gain 1 additional Fame points for their uncontaminated Survivor, for a final score of 13 Fame points;

LAST AUTOMA (SOLO MODE)

Set up a two-player game as normal, following the standard setup. Follow the instructions until you reach Step 15 (see page 8). Take the components listed in Step 15 only for yourself.

Then:

16. Put the **Automa Convoy board** near the Road board. Choose either the standard or hard Automa Action deck, shuffle it, and place it face down in the Deck Zone to the right of the board to create the Action Deck.
17. Put the Automa counter on the box marked "1" on the Automa Convoy board.
18. Using Damage counters, cover each Cargo Box in the second row of the Automa Convoy board (Row A) except for the one furthest to the left.
19. Choose a color for the Automa and take the following:
 - 1 **Fame counter**, placing it on the zero-value space of the Fame Track on the Automa Convoy board (the one with no stars);
 - the matching **Turn Order counter**, that will be placed on the Turn order Table in the next step;
 - 2 **Target counters**, placing them on the matching spaces of the Automa Convoy board;
 - 1 **Convoy token**, placing it on the first space of the Road board (at the left end);
 - Finally, take 2 Survivor tokens, 1 Food token, 1 Fuel token, and 1 Ammo token (from the reserve) and place them in the matching Cargo Boxes of the Automa Convoy board (starting from the left).
20. Starting from the left space, put the **Turn Order counters** in the player and Automa colors in random order on the Turn Order Table.

PHASE 1: EXPLORATION

Before the player take his turn, draw a number of Automa Action cards equal to the number of Survivors on the Automa's Convoy (including any Survivors with ☘) and create a face-down pile on the left side of the Action Zone. If the Action deck runs out, create a new deck by re-shuffling the discarded Action cards.

The Automa acts like a normal player, performing an action (if possible) during its turn. When it takes a turn, reveal the next Action card in the Action Zone, and move the card to the right of the last Action card revealed.

The Action card shows an Exploration Skill value, which determines the Exploration Zone slot that the Automa will explore that turn.

AUTOMA CARD ACTIONS

The Automa can perform five types of card actions, depending on the card present in the slot and its current Action card.



EXAMPLE - AUTOMA EXPLORATION



The Automa reveals an Action card with an Exploration Skill of 3, so it performs its exploration action in the slot with the Exploration Cost of 3.

GATHER RESOURCES AND/OR OBJECTS

Location card

1. Resolve the effect (if any) shown in the top left of the Location Card (see *Location Card Effects*, page 10);
2. Take all of the Resource and Object tokens from the block indicated by the arrow on the current Action card ( : take the left block,  : take the right block);
3. Put any Resource tokens gathered on the Automa Convoy board in matching Cargo Boxes (starting from the leftmost available box);
4. Move any Object tokens gathered to the reserve and draw an equal number of cards from the Objects deck, putting them in the Object/Loot Zone without revealing them; then
5. If there are no Resource tokens remaining on the card, move the Location card to the Exploration card discard pile.



EXAMPLE - AUTOMA EXPLORATION



The Automa gathers the Resources on the Location in the fifth slot. It loses 1 Fame Point due to the Location card effect, then it gathers the Resources in the second block (since the Action card shows).

Note: Starting from the first round, the Automa Convoy board can store up to seven Resource tokens of each type.

Note: If the Location card only has one block with Resources, the Automa always chooses that block, ignoring the arrow on the Action card.

GAINING OBJECT AND LOOT CARDS

Any time the Automa gains an Object or Loot card, place it in the matching zone without revealing it. In the case that the Object deck runs out, reshuffle all discarded Object cards and also include the Object cards currently held by the Automa. Before shuffling, note the number of Object cards the Automa had. This number will still count toward final scoring.

IMPROVE THE CONVOY

Truck , Trailer and Device card

The Automa discards the Convoy card (Truck, Trailer, or Device) and immediately removes one Damage counter from its Convoy (see *Removing Damage*, page 23).

RECRUIT A SURVIVOR

Survivor card

The Automa discards the Survivor card and adds one Survivor token () to the matching empty Cargo Box furthest to the left on the Automa Convoy board.

Note: starting from the first round, the Automa Convoy board can store up to six Survivor tokens.

Note: if the Automa recruits a seventh Survivor, it discards the card and moves one Survivor from its Contaminated Zone to a matching Cargo Box (if it has any) instead of adding a Survivor token.

RESOLVE AN ENCOUNTER

Encounter card

The Automa simply discards the Encounter card.

INTERACTING WITH AN ENEMY

If an Enemy card is in the explored slot, the Automa resolves the effects shown on the Automa Action card (if any).

Note: The Automa never interacts with an Enemy in a slot with an Exploration Cost of 2.

EXPLORING A 2-SLOT

When an Action card with an Exploration Skill value of 2 is revealed, the Automa must determine which slot to explore by following the Priority Table shown on the Action card.

- Starting from the top, it checks the first action type to see if the type matches a card in the slots with an Exploration Cost of 2;
- If no card matches the first action type, it checks the second action type on the Priority Table and so on until it finds a match;
- When it finds a match, it resolves that action.

If there are multiple cards that match the action type, the Automa chooses the leftmost card if the Action card shows or the rightmost one if the Action card shows .

BONUS ACTIONS

The Automa always ignores the Bonus Action of the slot it explores.

SKIP THE TURN

After it runs out of face-down cards in its Action Zone, the Automa passes each turn.

ACTION CARD ABILITIES




The Action cards have abilities that take effect during the indicated phase of that round. Starting from the leftmost one, the Automa resolves all the abilities on all revealed Action cards as appropriate (see *Appendix: Automa Action Cards*, page 33).

EXAMPLE - EXPLORING A 2 - SLOT



The Automa reveals an Action card with an Exploration Skill value of 2. It checks the first action on the Priority Table: Gather Resources. Since there is no Location card available to perform this action, it checks the second action on the table: Recruit a Survivor. There are 2 Survivors, so this action can be performed. The Automa chooses to recruit the Mechanic since the Action card shows the .


PHASE 2: REST

During this phase, the Automa spends its Food tokens to draw Action cards. The Automa discards 1 Food  (if available) to draw 1 Action card from the Action Deck, placing it face up to the right of the last Action card used in the Exploration Phase. If it has no Food, it discards 1 Contaminated Food  (if available) to do the same, but it also suffers 1 . The Automa repeats this process for each remaining Food or Contaminated Food it has, stopping immediately if the Action Deck is empty.

Note: the Action cards revealed in this way only have effects during the remaining phases of the current round and do not allow the Automa to explore.

PHASE 3: MOVEMENT

During its turn, the Automa moves its Convoy following these rules:

1. It always moves, even if it has no Fuel in its Convoy.
2. Its speed is calculated as follows:
 - The base speed (3); plus
 - 1 movement point for each  in undamaged Convoy Boxes on its Convoy board; plus
 - 1 movement point for each Fuel in its Convoy - the Automa **always** uses all of its Fuel to speed up its Convoy; plus
 - 1 movement point if its Convoy is 6 or more spaces behind your Convoy.


The Automa **always** moves its maximum speed on the map, taking the nearest Shortcut if the appropriate Action card has been revealed (see *Appendix: Automa Action cards*, page 33), suffering any effects of special waypoints and/or Rock counters as normal.


When there are multiple ways, the Automa always proceed to reach the space with the highest number. In any case, the Automa never takes a street that will be blocked by a Collapsed tunnel.

Note: the Automa always takes Mountain Shortcuts opened by the player.

Note: the Automa collects Rock counters as a standard player.


CONTAMINATION

When the Automa suffers a , it moves the rightmost Survivor token from its Cargo Boxes to the Contaminated Zone of its Convoy Board.

Note: if the Automa suffers a  when it only has contaminated Survivors, it must return one Survivor token from its Contaminated Zone to the reserve.

EXAMPLE - CONTAMINATION



The Automa suffers 1 . It moves its Survivor token furthest to the right to its Contaminated Zone.

PHASE 4: FIRE WEAPONS

AMBUSH

The Automa suffers Ambushes just like a normal player. If an Ambush lets a player choose between options, the Automa **always** chooses the second one.

SUFFERING DAMAGE

When the Automa's Convoy suffers damage, the Automa reveals a card from the Outcome deck. The letter at the top left determines which row is damaged: place a Damage counter in the row indicated, starting with the column under the position of the Automa counter and moving to the left.

Note: the Automa ignores the layout convoy grid used to put damage on a regular player's Convoy.

Note: To assign damage, the Automa must reveal one Outcome card for each point of damage, even if they come from the same card.

EXAMPLE - AMBUSH



Destroyers perform an Ambush. The effect says to add 2 damage to the top Row of the Convoys in its region for a total of 2 damage, so the Automa reveals 2 Outcome cards - one for each point of damage.

The first card shows a **C** so the Automa adds 1 Damage counter to Row C, in the Cargo Box directly below the Automa counter.

Then, it reveals a second Outcome card that shows a **D**, so it adds 1 Damage counter to Row D. Since Row D already has a Damage counter in the Cargo Box directly below the Automa counter, it puts the Damage counter in the next undamaged Cargo Box to the left.

CONVOYS FIRE

During its turn, the Automa fires with the Weapons in undamaged Cargo Boxes of its Convoy board. It always consumes all of the Ammo it has (if possible) and it can use each of its Weapons only once during this phase.

On its turn, it must:

1. Determine an enemy to attack by checking the arrow on the **first** Action card revealed during the last Exploration Phase: The forces the Automa to attack the Enemy with the **highest** number, while the forces the Automa to attack the one with the **lowest** number; *then*
2. Discard 1 Ammo (from the rightmost Cargo Box) from its Convoy. If it has no Ammo, it immediately stops firing for the turn; *if it does, then it*
3. Fires with the visible, undamaged Weapon furthest to the right in its Convoy, following the normal procedure (described in *Convoys Fire*, page 16), including the Outcome deck, gaining Fame Points, and gaining Object or Loot cards.

Note: Any revealed on Outcome cards is resolved damaging the weapons used during the attack.

Note: Any revealed on Outcome cards is ignored.

Note: If there are no more Target counters on its board, the Automa must move all its remaining Target counters from other Enemies onto the currently attacked Enemy.

Defeating an Enemy / Share the loot

The players share the loot as in a standard game. Draw a number of **Loot cards** () equal to the total number of Automa's Target counters () on the defeated Enemy and place them under their **Automa Convoy board** (without revealing them). Return the Target counters on their place on the Automa Convoy board.

EXAMPLE - CONVOYS FIRE



The Automa takes its turn. It decides to attack plasma Perforator since it has a on his first Action card. It spends 1 Ammo to shoot with the because its is damaged.

ENEMIES FIRE

When you reveal an Outcome card to determine the effect of Enemies' attack, the Automa adds up all of the damage caused by the Enemies and adds it to the row indicated by the letter at the top left of the card.

PHASE 5: END OF ROUND

The Automa resolves all End of Round abilities on revealed Action cards, as appropriate, starting from the leftmost one (see *Appendix: Automa Action Cards*, page 33).

Then, the Automa moves all of the revealed Action cards from its Action Zone to its Discard Zone.

Finally, if it is not the last round, move the Automa counter one step to the right and immediately remove the Damage counter below it in Row A.



REMOVING DAMAGE (REPAIR)

When the Automa removes damage, it always removes the **first** Damage counter it encounters, starting with the column under the Automa Round counter from top to bottom and moving to the left.

Note: the Automa can **never** remove damage from a Cargo Box to the **right** of the Automa Round counter.

EXAMPLE - CONVOYS FIRE



The Automa may repair 1 damage. Starting from the Automa Round counter, it goes down that column. Since there is no damage in this column, it moves 1 column to the left and proceeds from the top to the bottom. It encounters and removes the Damage counter in Row D.

END OF THE GAME

When the game ends, add up the Fame Points for the Automa:

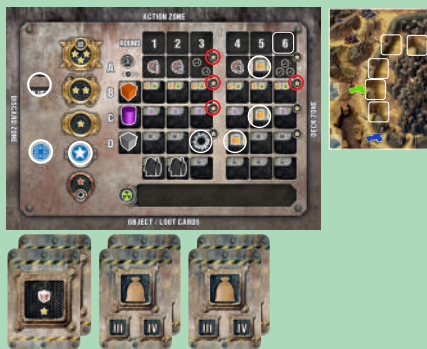
- 1 Fame Point for each space that its Convoy is ahead of yours (considering Shortcuts only if you have the ability to use them);
- Any Fame Points gained or lost during the game (i.e., the number of stars or Rock counters collected or on the space of its Fame Track that its Fame counter is on);
- 1 Fame Point for every **two** Object and/or Loot cards it has (in any combination, rounded down).

Depending on the overall outcome of the scenario:

- If you or the Automa has **reached the Aurora**, the Automa adds 1 Fame Point for each **uncontaminated** Survivor token it has; or
- If **no one has reached the ship**, the Automa adds 1 Fame Point for each group of Cargo Boxes it has that do not have any Damage counters on them.

Calculate your Fame Points normally. You win if you score more Fame Points than the Automa.

EXAMPLE - FAME POINTS CALCULATION



In this case, the Automa scores:

- *2 Fame Points because its Convoy is one space ahead of the player's;*
- *0 Fame Point from its Fame Track;*
- *3 Fame Point for having 2 Object and 4 Loot cards (for a total of 6 cards);*
- *4 Fame Points for having 4 sets of undamaged Cargo Boxes marked with ★, since neither player has reached the Aurora.*

Its total score is 9 Fame Points.

SOLO VARIANT

At any phase, a player may lay down one of the Automa's contaminated Survivors to cancel the effect of a single **End of Round** ability from a revealed Automa's Action card. If an Automa's Survivor is healed (🏠), the player must first move all standing Survivors out of the Contamination Zone. At the end of the round, all lying-down Survivors are stood back up.

Note: You may place the Survivor on the text of the canceled ability as a reminder.

MIXING THE GAMES

You can combine Frostlands and Firelands materials to create unique playthroughs. To do this, divide the game content into Periods I, II, and III. For each Period, choose whether to use the materials from Frostlands or from Firelands.

Here is an example of a combined playthrough, choosing:

Firelands for **Period I**, **Frostlands** for **Period II** and **Firelands** for **Period III**.

COMBINED SETUP

Follow the **Firelands** setup taking into account the following rules:

1. Freely choose the **Game board** you prefer;
2. Choose 2 **Region boards** from 1 game and 1 **Region board** from the other one: the Region 1 will influence the starting crews. The Region III will influence the end of the game conditions;

Example: **Firelands Region 1**, **Frostlands Region 2** and **Firelands Region 3**;

3. Choose any side of **Bonus Action tile** following this rule:
 - Cost 1 in the leftmost slot, matching the Region 1 ;
 - Cost 2 in the three central slots. 2 Bonus Action tiles must correspond to Region 2, 1 from Region 1;
 - Cost 3 in the rightmost slot, matching the Region 3.

Example (starting from the left):

- Slot 1 - **Firelands Action tile** ①;
- Slot 2 - **Frostlands Action tile** ②;
- Slot 3 - **Firelands Action tile** ②;
- Slot 4 - **Frostlands Action tile** ②;
- Slot 5 - **Firelands Action tile** ③.

4. place the **Closed Tunnel counters**, **Special Waypoints**, **Rock counters** on each Region according to its origin. For example, if Region 1 is taken from Firelands, use the counters from the Firelands box for that Region; On Region 3, place the **Aurora token** or the **Gate counters** based on its origin.
5. Choose freely the **Outcome deck**;
6. Build 2 **Objects deck**, 1 from each game box. During the game, each player will draw Object cards from the deck corresponding to the Region where their Convoy is. Prepare 2 different spaces for discarded Object cards;
7. Prepare the **Exploration deck** as usual, but build each Period deck according to the chosen Regions:
 - Period I deck corresponds to the selected Region 1;
 - Period II deck corresponds to the selected Region 2;
 - Period III deck corresponds to the selected Region 3;

Remove any excess cards from each Period deck following the standard rules.

8. Prepare the **Loot deck** and **Enemy Hitpoints cards** as usual, but build each Period deck according to the chosen Regions:

- I-II deck corresponds to the selected Region 1;
- III-IV deck corresponds to the selected Region 2;
- V-VI deck corresponds to the selected Region 3;

STARTING CREWS

The starting player setup depends on the chosen Region 1. Players begin the game with the starting equipment from **Frostlands** if Region 1 is from **Frostlands**, or with the starting equipment from **Firelands** if Region 1 is from **Firelands**.

END OF THE GAME

The end-game conditions and scoring system depend on the chosen Region 3. If it is from **Frostlands**, the objective is to reach the ship and players follow the **Frostlands** scoring rules. If it is from **Firelands**, the objective is to reach the Citadel and players follow the **Firelands** scoring rules.

OTHER USEFUL RULES

- If you draw an Item or a Loot card from the **Firelands** deck because your Convoy is in a **Firelands** Region, you may still use that Item later when your Convoy is in a **Frostlands** Region. However, when discarded, the card must be placed in the discard pile of the deck it was originally drawn from.

APPENDIX

SURVIVOR CARDS

STARTING SURVIVORS (COMMON)



When the **Desert Son** explores, his player may choose to:

- move him to the Rest Zone instead of the Exhausted Zone; or
- gain 1 Fuel;

STARTING SURVIVORS (RED)



When the player explores with the **Tribal Warrior**, they pay 2 Fury Points to gain 1 Food, 1 Fuel or 1 Ammo.



When the player explores with the **Tribal Sister**, they gain 1 Fury Point for each other Survivor in their Active Zone.

STARTING SURVIVORS (GREEN)



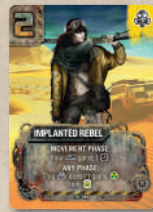
The **Implanted Rebel** has 2 abilities:

1. When the Incursor explores, his player performs the Bonus action on the slot explored ignoring any Fury cost.
2. During the movement phase, his player may pay 1 Object to increase the speed of their Truck by 1.



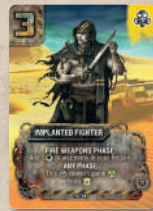
When the player explores with the **Spy**, they lose 1 Fame point to gain 1 Food, 1 Fuel, 1 Ammo or 1 Object.

STARTING SURVIVORS (YELLOW)



The **Implanted Rebel** has 2 abilities:

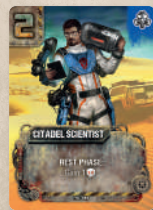
1. During the Movement Phase, they increases the speed of the Truck by 1.
2. They never get a Contamination counter when they are fed with Contaminated food.



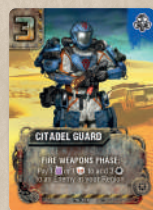
The **Implanted Fighter** has 2 abilities:

1. During the Fire Weapons Phase, they add 1 Damage counter to an Enemy in their region (without spending Ammo or revealing any Outcome card).
2. They never get a Contamination counter when they are fed with Contaminated food.

STARTING SURVIVORS (BLUE)



The **Citadel Scientist** provides 1 Object during the Rest Phase.

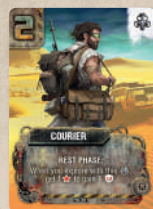


During the Fire Weapons Phase, the **Citadel guard** let this player to pay 1 Fuel or 1 Object to inflict 3 damages to an Enemy in their Region (without spending Ammo or revealing any Outcome card).

COMMON SURVIVORS



At the end of the game, the **Cooker** gives to their Player 2 Fame points if they have at least 2 Food tokens in their Convoy.



When the player explores with the **Courier**, they lose 1 Fame point to gain 1 Object card.



The **Cutthroat** allows their player to spend 1 Fame point to add 2 Damages to an Enemy in their region (without spending Ammo or revealing any Outcome card).



The **Digger** gives the Drill ability to her Player's Truck. If it already have it, the Truck gains 1 speed.



Once per round, the **Fanatic** allows the player to add 1 Damage counter to any Cargo box of their Convoy instead losing 1 Fame point.



At the end of the game, the **Gambler** gives to their Player 2 Fame points if they don't have any part of their Convoy marked as Loot card.

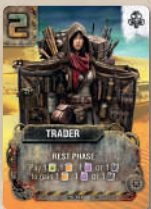


The **Paramedic** allows their player to spend 1 Food to move up to 2 Survivors from their Rest Zone to their Active Zone. If the chosen Survivors have an ability that is activated in the Movement Phase, they can use it immediately.

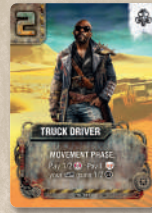


For one attack, the **Sheriff** allows their Player to choose between:

- Consider a 1-rating Weapon as 2-Rating Weapon; or
- Consider a 2-rating Weapon as 3-Rating Weapon.



During the Rest phase, the **Trader** let her player to spend 1 Contaminated Food, 1 Food, 1 Fuel or 1 Ammo to gain 1 Food, 1 Fuel or 1 Ammo.



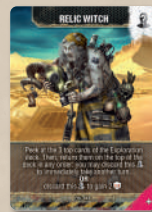
The **Truck Driver** allow this player to choose between:

- Spend 1 Fury point to gives 1 Speed point to their Truck; or
- Spend 2 Fury point to gives 2 Speed points to their Truck.



The **Welder** lets their player to remove 1 Damage counter from their Convoy for each other Survivor in their Active Zone.

ENCOUNTER CARDS



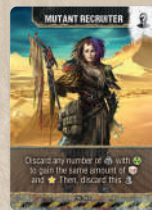
The **Relic Witch** lets the player who encounter them to choose between:

- Peek at the first three top card of the Exploration deck. They may return them in any order and they can decide to discard this card to immediately take another rounds after the current one; or
- Discard this card to gain 2 Object.



The **Wastedland Nomad** lets the player who encounter them to choose between:

- Discard 1 Object to gain 2 different resources between Food, Fuel and Ammo; or
- Lose 1 Fame point to gain 2 Food, 2 Fuel or 2 Ammo and discarding this card.



When a player encounters the **Mutant Recruited**, they discard any number (even 0) of contaminated Survivors. For any Survivor discarded in this way, they gain 1 Object and 1 Fame point. Then, the player discard this card.

OBJECT CARDS



The **Anti-Heat Capsules** allows the player to increase the Exploration Skill of 1 of their Survivor to 3 for the the current Phase.



The **Anti-Rad Kit** allows the player to choose one of their Zone (Active, Exhausted or Rest Zone) and remove 1 Contamination counter from each Survivor in that Zone.



The **Anti-Tank Missile** allows the player to add 2 damage to an Enemy in the region (without spending Ammo or revealing any Outcome card).



The **Durable Canned Goods** allows the player to gain 2 Foods.



The **Decontamination IV Bag** allows the player to remove up to 2 Contamination counters total from one or more Survivors in their Convoy.



The **Hazmat Suit** allows the player to prevent 1 of their Survivor from gaining 1 Contamination counter from any source.



The **Incendiary Ammunition** allows the player to attack an Enemy without spending 1 Ammo (if Weapon that require this Resource to shoot). In addition, if the attack inflicts at least 1 damage, this card adds 1 additional damage to the attack.



The **MRE** allows the player to recover 1 of their Survivor immediately. If it is used during the Exploration Phase, they may re-use that Survivor immediately. A player can't use 2 MRE during the same phase. When all the Exploration Zone are empty, a player can't use a MRE, because the phase ends immediately.



The **Nitromethane** allows the player to move their Convoy without spending 1 Fuel. The player may still increase their Truck speed by spending additional Fuel as normal. At the end of the movement, the player must add 1 Damage counter to any Cargo box on their Truck.



The **Nitrous Oxide** allows the player to increase the speed of their Truck by 1.



The **Smoke Grenade** allows the player to choose one Enemy card in their region, removing up to 2 Opponent's Target counters from it.



The **Stealth Device** allows the player to ignore any effect caused by Enemies' Ambushes and attack all over the current Fire Weapons Phase.

EVENT CARDS



Electrostatic Prelude forces each Player to add 2 Damages on their Convoy (choosing the Cargo Boxes to damage) and add 1 Contamination counter to one of their Survivor of their choice.



Close the Gap force the players to place the Gate counter on the top of the Gate Stack to be placed on the corresponding Gate on the Region 3 board.

Note: if this card is revealed before round 6, the game lasts 1 round less.

ENEMY CARDS - SAWJACKERS



Destroyers (Ambush) inflicts 2 Damages in the top row of each Convoy in the region.



Pathfinder (Ambush) inflicts 2 Damages in the third and fourth column of each Convoy in the region.



Metal Smasher (Ambush) inflicts 1 Damage in the Truck and 2 Damages in the third and fourth Convoy card in the bottom row of each Convoy in the region.



Plasma Perforator (Ambush) forces each player in the region to choose to discard 1 Resource of any type. If they don't want to (or if they cannot), they must place 2 Damages counters to the top row of their Convoy.



The Wild Horde (Ambush) forces each player in the region to remove 1 Survivor from their Convoy. If they don't want to, they must place 3 Damages in their Truck.



Baron Tesla (Ambush) forces each player in the region to move 1 Survivor from their Active Zone to their Rest Zone. In addition, she inflicts 2 Damages in the first column of each Convoy in the region.

COMMON LOOT CARDS

COMMON LOOT CARDS I - II



Atomic Fuel increases the Truck movement speed by 4, but forces their player to add 1 Contamination on 1 of their Survivors.



Blaze Buster is a device with a special Cargo box that provides 1 Fame Point at the end of the game if it is not damaged and a Special Cargo Box containing a 2-rating Flamethrower weapon. To fire, it uses 1 Fuel instead of Ammo. When this weapon attacks, reveal Outcome cards one by one until you reveal a card showing a Jammed result in the Weapon Level 2 row. The Flamethrower inflicts the total sum of all Damage values revealed (including the Damage on the card with the Jammed result) to an Enemy in the Region.



Epic Luggage Rack device has a special Cargo Box that increases the maximum number of Object and Loot cards a player can hold on their player board and a special Cargo box that provides one Fame Point at the end of the game if it is not damaged.



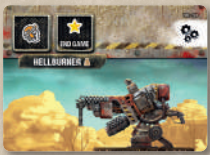
The player may reveal **Scientist's Head** in two ways:

- during an Exploration phase, to gain 1 Food, 1 Object and 4 Fury points; or
- at the End of the Game, gaining 3 Fame points.

COMMON LOOT CARDS III - IV



Hyper Booster is a Device with 1 Special Cargo Box incrementing the Truck speed by 1 if undamaged and a special Cargo box that provides one Fame Point at the end of the game if it is not damaged.



Hellburner is a device with a special Cargo box that provides 1 Fame Point at the end of the game if it is not damaged and a Special Cargo Box containing a 3-rating Flamethrower weapon. To fire, it uses 1 Fuel instead of Ammo. When this weapon attacks, reveal Outcome cards one by one until you reveal a card showing a Jammed result in the Weapon Level 3 row. The Flamethrower inflicts the total sum of all Damage values revealed (including the Damage on the card with the Jammed result) to an Enemy in the Region.



Metal Detector allows the Player to gain 1 Object and draw 2 Loot cards from the Loot deck I-II (if possible). The player may gain 1 of the revealed card, returning the other one into the matching deck.



Survival kit provides 2 Fuel, 1 Food, 1 Ammo and you can remove up to 2 Contamination counter from its Player's Survivors.

COMMON LOOT CARDS V - VI



Metal Recycler device has a special Cargo box that provides 1 Fame Point for each Device card (undamaged or not) in the player's Convoy at the end of the game.



Health Certificates gives 1 Fame point at the end of the game. Then, if they reach the Citadel space at the end of the game, 1 additional Victory point for each of their contaminated Survivors.



Drone Repair Kit allows the player to choose between:

- remove 1 Damage counter from each of their Convoy cards (Truck, Trailers and Devices).
- gain 2 Fame points;



Sanitizer Kit allows the player to choose between:

- remove 1 Contamination counter from each of their Survivors.
- gain 2 Fame points;

ENEMY LOOT CARDS - SAWJACKERS

WOLVES LOOT CARDS I - II



Bushwacker is a Truck with 3 speed and 3 Towing Capacity. Is has 2 Special Cargo Boxes: a 2-rating Weapon and Tracks to cross Rough Shortcuts.



Ironstorm Grenade adds 3 Damages to each Enemy in the region.



Ripper Cyclone is a Device with 2 Special Cargo Boxes. One grants 1 Fame Point at game end if undamaged, the other is a 1-rating Saw. This weapon requires no Ammo and adds 1 Damage to each Enemy in the region when used. It then becomes jammed (place 1 Damage counter on it).



Chrome Spray gives 4 Fury points and 2 Fame points.

WOLVES LOOT CARDS III - IV



The player reveals the **Harpoon** before moving. They move their Convoy at the same speed as another Convoy that has already moved in the current phase. This counts as the player's movement, so they cannot perform a regular move and gaining extra speed in any way if they use this Special Loot card.



Steel Titan is a Truck with 4 speed and 3 Towing Capacity. It has 2 Special Cargo Boxes: a 3-rating Weapon and Tracks to cross Rough Shortcuts.



Ripper Cyclone is a Device with 3 Special Cargo Boxes: one grants 1 Fame Point at game end if undamaged, and the other two contain 1-rating Saws. These weapons require no Ammo and each adds 1 Damage to every Enemy in the region when used. After use, they become jammed (place 1 Damage counter on them).



V8 Holy Book gives 1 Fame point at the end of the game for each Fame point its player has (up to a maximum of 3 Fame Points). To check it, verify the Fury counter position on the Fury Track at the end of the game.

WOLVES LOOT CARDS V - VI



Battery Pack Device has a special Cargo box that provides 2 Fame points at the end of the game if it is not damaged.



Luxury Briefcase doubles the Fame points gained by any other Loot card in its Player's own.



War Book gives 1 Fame point at the end of the game for each undamaged Weapon (up to a maximum of 3 Fame Points).

Note: this effect is influenced by any type of Weapons (like , or).



Tesla Spear gives 1 Fame point at the end of the game. In addition, it gives 1 Fame point for each couple of Enemy killed during the game (rounded down, up to a maximum of 3 Fame Points). To check it, you must count the number of Enemy card present in the defeated Enemies Discard Pile.

Note: the limit of 3 Fame points influences only the points gained by the Enemy killed (so potentially this Object can give 4 Fame points).

FURY CARDS



During the Exploration Phase, outside the resolution of an Action, players may pay any number of Fury points to gain a bonus:

- 1 **FURY POINT**: get 1 Repair or gain 1 Contaminated Food.
- 2 **FURY POINTS**: get 1 Contamination Treatment and 1 Repair.
- 3 **FURY POINTS**: gain 1 Food **OR** 1 Ammo.
- 4 **FURY POINTS**: gain 1 Fuel **OR** 1 Object.

BONUS ACTION TILES (SIDE 1)



Get 1 Contamination Treatment
OR Gain 1 Fury point.



Get 2 Repair OR Get 2 Contamination
Treatments on the Survivors involved
in this action OR Gain 1 Fury point.



Get 2 Repair OR Pay 2 Fury points
and gain 1 Object.



Add 1 Damage counter on any Cargo
Box of your Convoy and gain 1 Ammo
OR Pay 1 Fury point and add 1 Damage
counter on any Cargo Box of your
Convoy and gain 1 Food.



Pay 2 Fury points and add
1 Contamination counter to any of your
Survivor and gain 1 Fuel.

BONUS ACTION TILES (SIDE 2)



Get 1 Repair and 1 Contamination
Treatment OR Add 1 Damage counter on
any Cargo Box of your Convoy and gain
2 Fury points.



Pay 1 Fury point to get recycle 1 Truck,
1 Trailer or 1 Device card from the
discarded pile.



Gain 1 Fury point and get 1 Repair
OR Pay 1 Fury point, get 1 Repair and
gain 1 Contaminated Food.



Pay 2 Fury points and gain 1 Food OR
Add 1 Damage counter on any Cargo
Box of your Convoy and gain 1 Ammo.



Pay 1 Fame point, add 1 Damage
counter on any Cargo Box of your
Convoy and gain 1 Fuel OR Pay 2 Fury
points, add 1 Damage counter on any
Cargo Box of your Convoy and gain 1
Fuel.

AUTOMA ACTION CARDS



At the end of the round, the player
reveals 1 Outcome card (**HARD: 2
cards**): the Automa repairs the entire
row corresponding to the letter in the
revealed card.



If there is an enemy in Slot 1,
the Automa gains 1 Food (**HARD: +1
Ammo**).

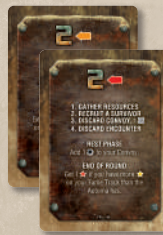
During the Movement Phase, the
Automa gains +1 Speed if it has
no Fuel, otherwise it gains 1 Ammo.



If there is an enemy in Slot 3, the
Automa gains 1 Fuel.

Before moving during the Movement
Phase, you must discard 1
Contaminated Food or 1 Food (**HARD:
or 1 Ammo**) from their Convoy, if
possible.

At the end of the round, you must add
1 Damage counter to your Convoy.



At the end of the round, if the Automa
has 2 or more Foods, discard 2 Food
from its Convoy and add 1 Damage in
your Convoy. Then, you lose 1 Fame
Point if you have more Fame Points
than the Automa (on the Fame Tracks).
**HARD: During the Rest phase, the
player adds 1 damage to their Convoy.**



Before moving, the Automa gain Trucks
and Drill and takes the **first** Shortcut
it encounters (suffering the effects, if
any). (**HARD: Automa's Truck gain also
1 Speed for the next movement**)

**Note: if there is a tie for the nearest
Shortcut, the Automa always takes
the Shortcut that suits it better.**







Before Moving, the Automa get 1
(**HARD: 2**) Contamination treatments.
At the end of the round, if the Automa
has 1 or more Ammo, discard 1 Ammo
from its Convoy and you lose 1 Fame
point.

ICONS

RESOURCES AND OBJECT



Ammo: Primarily spent to shoot Enemies with standard weapons ( ,  ,  , ).



Food: Primarily spent to increment a Survivor Exploration Skill by 1 or to move them from the Exhausted to the Rest Zone.



Contaminated Food: used as Food, but the Survivor who uses it receive 1 Contamination counter.



Fuel: Primarily spent to move the Convoy.



Object: It is discarded to draw an Object card, to be used in the indicated phase during their turn (unless otherwise specified).

CARD TYPE



Location card: It contain Resources and/or Objects.



Survivor: It represents a person to recruit and use during the game.



Encounter: It represents a person, a group fo them or a point of interest to interact with.



Truck: It represents the vehicle that moves your Convoy.



Trailer: It represents a card you connect to your Convoy to gain extra space, weapons and special abilities.



Device: It represents a card to attach on a Truck or Trailer, to gain extra space, weapons and special abilities.



Event: It represents a card to be immediately resolved when revealed from the Exploration deck.



Enemy: It indicate an Enemy card. Each Enemy clan has their own Icon.



Loot: It indicate a Loot card, gained inflicting damage to Enemies.

SPECIAL CARGO BOXES



(Standard) Weapon: This box allows the player to attack and it shows the Weapon rating (1, 2, 3, or 4). It consumes Ammo to shoot. The Damage is added to a single Enemy.



Flamethrower Weapon: This box allows the player to attack and it shows the Weapon rating (1, 2, 3, or 4). It consume Fuel to shoot. When this weapon attacks, reveal Outcome cards one by one until you reveal a card showing a Jammed result in the Weapon Level 3 row. The Flamethrower inflicts the total sum of all Damage values revealed (including the Damage on the card with the Jammed result) to an Enemy in the Region



Saw Weapon: This box allows the player to attack and it shows the Weapon rating (1, 2, 3, or 4). These weapons require no Ammo and each adds 1, 2, 3 or 4 Damage to every Enemy in the region when used. After use, they become jammed (place 1 Damage counter on them).



Tracks: This Convoy may use Rough Shortcuts.



Drill: This Convoy may take Rough Shortcuts which contain unrevealed Rock counters.



Object / Loot cards MAX+1: It increments, until undamaged, by 1 the maximum limit of Object and/ or Special Loot cards a player may holds on their Player board.

Note: when this Special Cargo Box is damaged, if the player exceed the new limit, they must immediately discard or play (if possible) Object or a Special Loot cards to respect it.



Gain Fame Points: The player gains 1 Fame point at the end of the game for each of the entity they own at the end of the game, up to the indicated maximum.



Reveal an additional Outcome cards: when they attack, the player may reveal an additional Outcome card if they don't like the result obtained on the first Outcome card revealed. If they do it, they must apply the second results.



Anti-Contamination : During the End of Round phase, the player remove 1 Contamination counter from any 1 of their Survivors.



End Game Fame points: The player gains the shown amount of Fame points at the end of the game.



Recycle Truck: The player searches the Common discard pile for any Truck card (including an opponent's color) and replaces it with their own, following the Improve the Convoy rule.



Recycle Trailer: The player searches the Common discard pile for any Trailer card (including an opponent's color) and adds it to their Convoy, following the Improve the Convoy rule.



Recycle Device: The player searches the Common discard pile for any Device card (including an opponent's color) and adds it to their Convoy, following the Improve the Convoy rule.

OTHER ICONS



Fame gain: The player gains 1 Fame point.



Loss of Fame: The player loses 1 Fame point.



Damage: It represents a Damage counter. When received, it must be placed on any (unless otherwise specified) Cargo Box of their Convoy that doesn't contain a damage. When inflicted, it must be placed on a Defence box on an Enemy Hitpoints card. Damaged Cargo Boxes can't be used and Damage can't be moved but only repaired.



Contamination: It represents a Contamination counter. When received, it must be placed on any Survivor. Their Exploration Skill value is decreased by 1 for each Contamination counter placed on it. When reach 0, the Survivor die (finishing the entire action they're performing, if any).

Note: If it show on an Explored card or Bonus action, the Contamination counter must be placed on a Survivor involved in the action.



Jammed: The Weapon used in this attack is damaged, place a Damage counter on the Weapon Cargo box.



Contamination Treatment: remove 1 Contamination counter from a Survivor.

Note: If shown on an Explored card or Bonus action, remove the Contamination counter from a Survivor involved in the action.



Repair: remove 1 Damage counter from their Convoy.



Armor: it indicates a Cargo Box that can only hold a Damage counter.



Fury gain: The player moves the Fury counter up by one space (if possible). If the counter is already in the highest space, nothing happens.



Spend Fury: The player moves the Fury counter down by one space. If the counter is already in the lowest space, the player can't perform the action.



Target: it indicates a Target counter, used to keep track of players who will share the Loot from an Enemy.



Speed: it indicates 1 additional Speed point, that lets a Truck to move up to 1 additional space.



Discard a Resource: it indicates that the player may discard the indicated resource.



Towing Capacity: it indicates the maximum number of Trailer a player may attach to their Truck.



Cargo Box Restriction: it indicates that this Cargo Box may hold only a Survivor.



Cargo Box Restriction: it indicates that this Cargo Box may hold only a Food or a Fuel.



Truck speed: it indicates the number of space your Convoy moves when you pay 1 Fuel (this value can be incremented in many ways).

TARGET AREAS



Bottom, first slot: Damage to Truck.



Bottom row: Damage to Truck or Trailers.



Top row: Damage to Devices.



Front column: Damage to Truck or Device on the Truck.



Second column: Damage to the leftmost Trailer or the Device on it.

GAME FLOW

PHASE 1 - EXPLORATION

TURN ORDER: Left Turn Order.

During their turn, player may:

- **EXPLORE:** send 1 or more Survivors to explore a slot to perform the (mandatory) Action card and the (optional) Bonus action, in any order; The Survivors used are moved into the Exhausted Zone;
- **TAKE A BREAK:** move 1 Survivor from the Active Zone to the Rest Zone. They may spend their Exploratoin Skill value to perform the equal number of Repair (✂) and/or gaining Fury points (🔥), in any combination.
- **SKIP THE TURN:** if there are no more Survivors into their Active zone, pass the turn.

USE FOOD (🍖): During their turn, a player may discard food to:

- Increase a Survivor's Exploration Skill by 1;
- Move a Survivor from the Exhausted Zone to the Rest Zone.

USE CONTAMINATED FOOD (🍖🚫): During their turn, a player may discard food to:

- Increase a Survivor's Exploration Skill by 2, adding 1 Contamination counter on them (🚫).
- Move a Survivor from the Exhausted Zone to the Rest Zone, adding 1 Contamination counter on them (🚫).

PHASE END: When the Active Zones are all empty.

PHASE 2 - REST

TURN ORDER: Simultaneously.

USE FOOD (🍖): a player may discard food to Move a Survivor from the Exhausted Zone to the Rest Zone.

USE CONTAMINATED FOOD (🍖🚫): During their turn, a player may discard food to move a Survivor from the Exhausted Zone to the Rest Zone, adding 1 Contamination counter on them (🚫).

Player moves their Survivors from the Rest Zone to their Active Zone. Then, they move their Survivors from the Exhausted Zone to the Active Zone.

PHASE 3 - MOVEMENT

TURN ORDER: Right Turn Order.

Players may move their Convoy up to the speed gained:

- paying 1 Fuel (🛢) to move;
- incrementing their Truck speed using abilities, objects and or paying extra Fuel (each one gives +1 Speed (🚗)).

SPECIAL WAYPOINT: Player resolve the effect only if their Convoy stop on their spess (they are ignored when it simply crosses them).

SHORTCUT: Player may use Shorcut if they can.

Perform the **Turn Order Update**, based on Convoy tokens position on map.

PHASE 4 - FIRE WEAPONS

TURN ORDER: Right Turn Order.

3. **Ambush:** If there are Enemy in the Exploration Zone, move them over the Region where there is the Leading Convoy. Assign a Enemy Hitpoints card to that Enemy and perform their Ambush;
4. **Convoy Fire:** each player takes turn to shoot in that way:
 - choose 1 undamaged weapon, placing 1 Ammo (🔫) on it;
 - reveal an Outcome card, applying its effect;
 - place the Damage counters shown on the Outcome card, placing them in the Defence Boxes of the Enemy hitpoints card (following the arrows sense) and apply the shown effects;

ADDITIONAL ATTACKS: Playes may shoot as many times as desired consecutively, but only with undamaged weapons not yet used in this phase.

DEFEAT AN ENEMY: When an Enemy is defeated, place its card in the Defeated Enemy discard pile. Players draw a number of Loot cards (📦) from the corresponding Loot deck equal to the number of Target counters placed on the matching Enemy's Hitpoints cards-

5. **Enemy Fire:** Survived enemies attack: draw 1 Outcome cards and apply the effect shown in the row corresponding to the Enemy Number. Damage counters must be placed according to the back of the first top card of the Outcome deck.

PHASE 5 - END OF ROUND

the game ends if:

- At least one player has reached the Citadel (white flag space); or
- If the last Gate counters has been placed on the Citadel Wall (so nobody can enter in the Citadel anymore);

Otherwise:

1. Place the Gate counter on the top of the stack on the corresponding space on the Citadel wall on the Game Board;
2. Discard the survived Enemy into the Common Discard pile if all the Convoy have abandoned their region;
3. If there are more than 3 cards in the Exploration Zone, discard the excess, shift all remaining cards to the left, and draw until there are 5 cards again.

END OF THE GAME

Each player gains Fame points (★):

1. +1 ★ for **each space** that their Convoy is ahead of the one currently in the last position, considering available Shortcuts;
2. -1/0/1/2/3 ★ from the Fame counter on the Fame Track;
3. +1 ★ for each unsued Object card (🗡) on their Player board.
4. the ★ shown on the revealed Special Loot cards;
5. The ★ shown in the **undamaged Cargo boxes** of their Convoy and the Abilities of their **Survivor cards**;