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v1

Dec 2022

Game:	LAST AURORA
Publisher:	Pendragon Games / Ares Games (2020)
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
Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers





SETUP


Choose a side of the **road board** to use (alpha or beta).

Mix the 10 special **waypoint counters** (marked with ) together, and randomly place them faceup in their spaces on the board.


Place the **Aurora token** beside the waypoint marked number 1.

Shuffle the **outcome deck** and place it near the board.

Build the **exploration deck**: sort the cards into 3 decks by the time period on the back (I, II, or III).

From each of these decks, remove all cards with the  symbol. Shuffle those cards separately and pull out a number of them depending on the number of players:

Players	I	II	III
2	4	4	2
3	6	6	2
4	9	9	2




Shuffle those 4 cards back into the corresponding decks, and return the remaining  cards unseen to the box.

Build the **exploration deck** by stacking these 3 decks on top of each other: 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 discard pile.

Sort the **loot cards** into 3 decks by time period (I-II, III-IV, V-VI).

Shuffle each deck separately, then build the loot deck by stacking the decks on top of each other: V-VI on the bottom, II-IV in the middle, I-II on top, and place it near the board.

Build the **objects deck** by shuffling the object cards (take out the optional *mine* card if you're not using it), and place it near the board, leaving space for a discard pile.

Create a **reserve** near the board with the **ammo** , **food** , **fuel** , **object**, and **survivor** tokens and the **damage** and **contamination** counters.

Take the two **rusty containers** from the start deck and place them in the first 2 slots of the exploration zone. Fill the 3 remaining slots with the first 3 cards of the exploration deck, faceup.





Each player chooses a color and takes a **player board**, their matching **turn order counter**, a **fame counter** (place it on your player board in the 0 value/no stars space of the fame track), 2 **target counters** (place these in the corresponding spaces of your player board), the 2 **survivor cards** of your color out of the start deck (place these in your active zone to the bottom right of your player board), the **truck** and **trailer** cards of your color out of the start deck (place these in the convoy zone on the right side of your player board), and a round wooden **convoy token** (place this on the first space at the left end of the road board).

Each player also takes 2 **survivor tokens**, 1 **food token**, 1 **fuel token**, and 1 **ammo token** from the reserve, placing them on their convoy according to the placement rules.

Starting from the left space, put the **turn order counters** in the players' colors in random order on the turn order table.

PLACEMENT RULES

Your convoy is made up of a truck card and a number of trailer cards. These have a number of **cargo boxes** where you can store resources. When you place a counter or a token on your convoy:

- A cargo box may only hold 1 token or counter. If you need to place a token or a counter in an occupied box, either move the token or counter that's already in that box to another cargo box (if possible) or put it back in the reserve.
- Some cargo boxes can only hold specific types of tokens or counters, as indicated by a symbol in the top left. A box with no symbols can hold any type of token or counter.
- During all game phases **except the fire weapons phase**, you are always allowed to move resource and survivor tokens as desired between the cards of your convoy.
 - A **damage counter**  may be placed on any cargo box except one that already holds a damage counter. Once placed, it may only be removed with a **repair** . If you need to place a damage counter on a box already holding a token, you must discard that token.
 - If you must discard a **survivor token**, you must also discard a **survivor card of your choice**.
 - 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.

REVEALING AN EXPLORATION CARD

When you need to reveal an exploration card, turn over the top card of the exploration 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.

GAME ROUNDS

1. EXPLORATION

In **reverse turn order** each player takes 1 turn.

After all players have taken 1 turn, the turn order is checked again, and each player takes another turn. Players continue taking turns as long as they have survivors in their active zones.

When all players have no survivors left in their active zones at the end of any player's turn, the exploration phase ends immediately.

When a player takes their turn, they must **explore** or **pass**.

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

Reverse turn order: The counter in the leftmost position plays first, then the turn passes to the second to last counter, and so on.

Forward turn order: The counter in the rightmost position plays first, then the turn passes to the second counter and so on.

Each survivor has a special ability that can be used in the phase listed. You may use a survivor's ability only if the survivor is in the **active** zone. Using an ability does not exhaust the survivor.

EXPLORE

To explore, you must:

- Choose 1 card in the exploration zone that is not an enemy.
- Choose 1 or more survivor cards in your own **active** zone so that the sum total of your **EXPLORATION** skill values (top left of the card) is equal to or greater than the exploration cost of the exploration zone slot the card is in.

3. Do the following, in any order:

(Mandatory) The **action** related to the chosen card;

(Optional) The **bonus action** shown in the exploration zone slot the card is in;

- Move the used survivor cards to your **exhausted** zone. If any food tokens are on those cards, move the tokens to the reserve.
- If the exploration card that you interacted with has been taken or discarded, slide the other exploration cards to the left to fill the empty slot, and reveal a new card to fill the rightmost slot.

FOOD

During your turn (prior to or following an explore action), you may discard any number of **food tokens** from your convoy. For each food token spent, you can either:

- Move 1 survivor card from your **exhausted** zone to your **rest** zone, or
- Increase the exploration skill of 1 survivor card by 1 point for the current turn (place the spent food token on the card as a reminder).




In the last round of the game, if the exploration deck runs out and you are not able to completely fill the exploration zone, you can only explore a slot that has a card in it.

CARD ACTIONS





1. Gather resources and/or objects


This action allows you to pick up resource and/or object tokens from a location card. You must:

- Resolve the effect (if any) in the top left of the location card:
 -  Place 1 damage counter on a cargo box of your convoy.
 -  Place a contamination counter on a survivor involved in the action this turn.
 -  Move your fame counter down 1 space on your fame track.
- Choose one of the 2 blocks on the card and take all of the resource and object tokens from that block;
- Put the gathered resource tokens onto your convoy, following placement rules. You may discard some (or all) of the resources just gathered to the reserve instead;
- Move the gathered object tokens to the reserve and draw the same number of cards from the objects deck; then
- If there are no resource tokens remaining on the card, move the location card to the exploration card discard pile.

When you draw an object card, look at it, then place it facedown on your player board. Each player board may hold a maximum of 3 objects: if a fourth is drawn, you must immediately discard or use (if possible) one object of your choice.

If the object deck runs out and you must draw a card, shuffle the discarded cards to create a new deck. An object may be used during your turn in the phase specified on the card, and is placed on the object card discard pile after use.

When you gain a fame point , move your fame counter up 1 space. If it is already on the highest space, you can immediately perform a **repair**  instead.

When you lose a fame point , move your fame counter down 1 space. If it is already on the lowest space, you must place 1 damage counter on a cargo box of your convoy instead.

2. Improve the convoy

This action adds or replaces elements of your convoy.



Truck: Discard the *truck* card from your convoy and replace it with the new *truck* card.



Trailer: If the **towing capacity** of your truck is greater than the number of towed trailers, attach the trailer card to the

tail end of your convoy. Otherwise, you must replace (discard) one of the trailer cards in your convoy with the new trailer.



Device: Place the device card on a truck or trailer card in your convoy. Each truck or trailer may hold 1 device. You may discard a previously installed device to make room for the new one.

Once installed, trailer and device cards can only be replaced, never moved. If you replace a truck or trailer that has a device installed, the device is automatically installed in the new truck or trailer. If you replace your truck with one that has a lower towing capacity, you must discard enough trailer cards to match the new, lower value. If you discard a trailer that has a device installed in this way, the device is discarded too.



3. Recruit a survivor

This action allows you to add a survivor to your crew. Move the survivor card to your **rest** zone, then take a **survivor token** from the reserve and add it to your convoy, following the placement rules. You must complete this action by actually recruiting.

4. Resolve an encounter

If you choose to explore an encounter card, follow the encounter card instructions.

BONUS ACTIONS

During your turn, you may perform the bonus action shown in the exploration zone slot occupied by your chosen exploration card, either before or after taking your card action. See the reference sheet for bonus action descriptions.

CONTAMINATION



When you receive a contamination counter, place it on one of your survivor cards. **Each contamination counter lowers the card's exploration skill by 1 point.**

If the exploration skill reaches 0 (the number of contamination counters is equal to the total of the survivor's exploration skill plus any food tokens used to feed the survivor), discard the survivor card and 1 survivor token from your convoy.

If a survivor receives the contamination counter that kills them while they are performing a card action, they still carry out the action they were performing, but they cannot perform any bonus action that turn. If the survivor receives the contamination counter that kills them while they are performing a bonus action, they still carry out the bonus action they were performing, but they cannot perform the card action.

PASS

If you chooses to **pass**, move one of your survivor cards from your **active** zone to your **rest** zone. Then, you may remove a number of damage counters from your convoy equal to the exploration skill of the survivor card you moved. If you have no more survivors in your **active** zone, you simply pass your turn (you may still play object cards if you wish).

If you choose to pass, you can still decide to explore in a later turn, if you still have survivors in the **active** zone.

2. REST

All players must simultaneously follow these steps in order:

- (Optional)** Feed your survivor cards, if you wish;
- Move all of your survivor cards from your **rest** zone to your **active** zone;
- Move all of your survivor cards from your **exhausted** zone to your **rest** zone.

3. MOVEMENT

In **forward turn order** each player must:

1. Check if they have at least 1 survivor token on their truck. If there is no survivor token on your truck, you cannot move your convoy token this round;
2. Spend 1 fuel token from your convoy if you want to move. If you do not have any fuel, or do not want to spend any, you cannot move your convoy this round;
3. Move your convoy token on the road board a number of spaces equal to or less than your **movement speed**. This is equal to your truck's speed plus any bonuses from effects, character abilities, and/or objects you choose to play, plus 1 movement point for each additional fuel you spend.

Each space on the board is represented by a small group of buildings crossed by a road.

If a convoy has the **shortcut** icon, it may use the shortcuts marked on the map; otherwise, it must go the long way.

4. If your convoy ends its movement on a space with a special waypoint counter, resolve the effect shown.

Special waypoints



If you end your movement on a resource counter, you may discard it and add the indicated resource to your convoy.



If you end your movement on an object counter, you may discard it and draw 1 object card.



If you end your movement on a contamination counter, you must add 1 contamination counter to one of your survivor cards. Do not discard the counter from the board.

TURN ORDER UPDATE

At the end of the movement phase, players update the turn order table.

The player whose convoy is in the front moves their turn order counter to the rightmost position, then the one in second position moves their counter to the next space, and so on. Never take into account any type of shortcuts.

On a tie, the positions of the tied players on the turn order table doesn't change.

4. FIRE WEAPONS

Perform these 3 steps in order:

1. AMBUSH

If there is at least 1 enemy card in the exploration zone, there is an ambush.

Move the enemy above the region of the road board where the front convoy counter is located (determined the same way as the forward turn order). The 3 regions are indicated by white rectangles.

Without looking at it, take the top card from the loot deck and place it near the enemy. The defense boxes on this card show the amount of damage needed to defeat the enemy. The number of defense boxes an enemy has varies depending on the number of players; use the enemy card to cover the excess boxes for - or 3 player games.

Resolving the ambush

The effects of the ambush shown on the enemy card apply to all players whose convoys are currently in the region occupied by the enemy card (resolve effects in forward turn order).

If there is more than 1 enemy card in the exploration zone resolve 1 ambush for each card, starting with the one on the left. All of these enemies move to the same road board region. There is no limit to the number of enemies there can be in the same region.

Damage from an ambush is received by a convoy in the target area marked in red (top row: devices, bottom row: truck or trailers; or front cards of the convoy: truck or device on the truck).

If the convoy has no cards in the target area, or has only completely damaged cards, the attack has no effect.

After resolving an ambush, do not 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.

2. CONVOYS FIRE

In **forward turn order**, each player may spend 1 or more **ammo** to attack enemies in the same region as their convoy token. For each attack:

1. Discard 1 ammo token from your convoy.
2. Choose 1 weapon in your convoy that is not damaged and that has not been used to attack already in this phase;
3. Choose the enemy you want to attack.
4. 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.

Damage : Place the damage counters on the enemy's defense boxes.

Jammed : The weapon used in the attack is damaged: you must immediately place a damage counter on the cargo box for the weapon you used.

Miss: You do not inflict any damage.

You gain 1 **fame point** for each attack that inflicts at least 1 point of damage to an enemy. Then, you must move one of your 2 target counters to the first empty target box on the enemy you just hit, starting from the left.

After resolving your attack, you may make another attack using a different weapon in your convoy (if you have one), and may keep attacking as long as you have weapons (and ammo) to use, or stop attacking and end your turn.

After all players have had a chance to attack, this step ends.

To keep track of a weapon used, you may temporarily put the ammo token you spent on the corresponding cargo boxes before discarding it.

DEFEATING AN ENEMY

If all of an enemy's defense boxes are marked with damage counters, that enemy is defeated. If this happens, *immediately* determine which of the players who damaged that enemy (ie, those with at least 1 target counter on the enemy) gets to claim the **loot**.

Reveal the top card from the outcome deck and look at the target boxes (the letters A, B C, and D) listed at the bottom of the card. Starting from the left, find the first letter that matches a target box on that enemy which is occupied by a player's target counter: the owner of that target counter flips over the enemy's loot card and adds it to their convoy at the *end* of the convoys fire step. The enemy card is discarded and the players immediately recover their target counters.

Each of the *other* players with target counters on the defeated enemy gains 1 object card for *each* of their target counters there at the *end* of the convoys fire step.

After the loot is distributed, discard the enemy card.

If you need to place a target counter but all of your target counters are already on enemy cards, you must choose any of your target counters to place on the enemy that you just hit. Slide any other target counters on the enemy the counter was removed from to the left, if necessary.

If you need to place a target counter on an enemy but all of the target boxes are already full, remove 1 counter of your choice from that enemy and return it to its owner, then places your own target counter in its place on the player board.

If the outcome deck is exhausted, re-shuffle the discarded outcome cards to create a new outcome deck.

3. ENEMIES FIRE

Starting from the right of the road board, reveal 1 **outcome card** for each region occupied by at least 1 enemy.

The **ENEMY** section on the right of the card show the effects of the enemy attacks, with each row linked to a type of enemy by a red number. Every convoy in the attacked region suffers the indicated damage and/or other effects of the enemy attack.

Only 1 outcome card is revealed for each region, even if there is more than 1 enemy there: the effects of all the enemies shown on the card are added together.

These are the possible outcomes for an enemy attack:

Damage : The players receiving damage must add the number of damage counters shown on the outcome card to their convoys. The back of the outcome card that is now on top of the deck shows (in red) which convoy cards the players must distribute their damage on.

Ambush: Apply the ambush effect shown on the enemy card.

Miss: The enemy does not inflict any damage.

An attack has no effect if it inflicts damage to a position of a convoy that has no card or that only has completely damaged cards.

Discarding an enemy

If a region contains an enemy that has not been defeated by the players but no convoy tokens (because the players have already left that region), discard that enemy along with their loot card (without revealing it). All players immediately recover any target counters they had on that enemy.

5. END OF ROUND

If at least 1 player has reached (or has gone beyond) the space where the *Aurora* is moored, or if the *Aurora* is beside the space numbered with a white or red 6, the game ends and the winner is determined.

If neither of those conditions are met, then:

1. **Move the *Aurora* forward 1 space;** and
2. **If there are more than 3 cards (2 cards in a 2 player game) in the exploration zone**, discard the excess cards, starting with the first slot on the left. Then, slide the remaining cards to the left and fill any empty slots by revealing the necessary number of cards from the exploration deck.

END OF THE GAME

When the game ends, the winner is the player who has the most **fame points**. You get:

- 1 fame point for each space that your convoy is ahead of the one currently in the last position (considering shortcuts only if the last convoy has the means to use them);
- Any fame points gained or lost during the game;
- 1 fame point for each unused object card you have; and
- Any fame points shown in the *undamaged* cargo boxes of your convoy and the abilities of your survivor cards (even if they are not in your **active** zone).

Players gain additional fame points depending on the overall outcome of the scenario:

- If at least 1 player has reached the *Aurora*, each player adds 1 fame point for each uncontaminated survivor card they have (regardless of which zone that card is in); or
- If no player has reached the *Aurora*, 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. On a tie, the tied player in the most forward position on the road board is the winner. On a further tie, the tied player whose turn order counter is further to the right on the turn order table is the winner.

If you lose all your survivors, you are out of the game and must remove all of your tokens from play.

OPTIONAL OBJECT CARD: MINE

Add the mine card to the object deck and the 2 mine counters to the reserve.

After moving, you may play a mine card to take 1 mine counter from the reserve and place it on a **road** (not on a movement space) that you just crossed over. Then immediately draw another object card. When another player crosses the road with the mine counter, they must add 1 damage counter to their truck card. Then, remove the mine counter from the board.

If you need to place a mine counter but there are none in the reserve, use the mine counter furthest back on the map instead.

BETA MAP

SETUP

Put the 3 **avalanche counters** on the corresponding spaces of the road map.

GAME ROUNDS

PHASE 1: EXPLORATION

New bonus actions

See the reference sheet for bonus action descriptions.

Additional turn order update

At the end of the exploration phase, update the turn order table. The player whose convoy is in the front moves their turn order counter to the rightmost position. Then the one in second place moves their counter to the next space, and so on.

PHASE 3: MOVEMENT

At the end of this phase, update the turn order table again.

NEW SHORTCUTS

Dangerous shortcut: When you cross this road, immediately add any contamination counters shown to your survivors and add any damage counters shown to your convoy.

Avalanche hazard shortcut: When you cross this road, immediately resolve the effect indicated and move the avalanche counter to cover the road. This shortcut is no longer available for the rest of the game.

Shortcuts without can be crossed by any convoy.



LAST AUTOMATA SOLO MODE

SETUP

Set up a 2 player game as normal, following the standard setup using the alpha map (normal mode) or the beta map (hard mode).

Take a set of player components for yourself.

Put the **automa convoy board** near the road board, with the **automa counter** on the box marked 1.

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.

Shuffle the **automa action cards** and place them facedown in the deck zone to create the action deck (to the right of the board).

Choose a color for the automa and take:

- **1 fame counter**, placing it on the 0 value space of the fame track on the automa convoy board (the one with no stars);
- **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);
- **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).

1. EXPLORATION

Before you take your 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 facedown 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 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.

The action card shows an **EXPLORATION** skill value which determines the exploration zone slot the automa will explore that turn.

AUTOMATA CARD ACTIONS

The automa can perform 5 types of card actions, depending on the card present in the slot and its current action card:

1. Gather resources and/or objects

1. Resolve any effect shown in the top left of the location card.
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 (start 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.
5. If there are no resource tokens remaining on the card, move the location card to the exploration card discard pile.

Starting from the first round, **the automa convoy board can store up to 7 resource tokens of each type.**

If the location card only has 1 block with resources, the automa always chooses that block, ignoring the arrow on the action card.

Any time the automa gains an object or loot card, place it in the matching zone without revealing it.

2. Improve the convoy

The automa discards the convoy card (truck, trailer, or device) and immediately removes 1 damage counter from its convoy.

3. Recruit a survivor

The automa discards the survivor card and adds 1 survivor token to the matching empty cargo box furthest to the left on the automa convoy board.

Starting from the first round, **the automa convoy board can store up to 6 survivor tokens.**

If the automa recruits a seventh survivor, it discards the card and moves 1 survivor from its contaminated zone to a matching cargo box (if it has any) instead of adding a survivor token.

4. Resolve an encounter

The automa just discards the encounter card.

5. 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).

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.

1. 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.
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.
3. 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.

PASS THE TURN

After it runs out of facedown cards in its action zone, the automa passes each turn.

2. REST

The automa discards 1 food (if possible) to draw an action card from the action deck. Place the card faceup to the right of the last action card used in the exploration phase.

It repeats this process for each food it has but it stops immediately if the deck is empty.

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.

3. MOVEMENT

During its turn, the automa **moves its convoy**. It *always* moves, even if it has no fuel in its convoy. Calculate its speed as follows:

A base speed of 2 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, and suffering any effects of special waypoints as normal.

CONTAMINATION

When the automa suffers a 🦠, it moves the rightmost survivor token from its cargo boxes to the contaminated zone of its convoy board.

If the automa suffers a 🦠 when it only has contaminated survivors, it must return 1 survivor token from its contaminated zone to the reserve.

4. FIRE WEAPONS

1. AMBUSH

The automa suffers ambushes just like a normal player. If an ambush lets a player choose between options, the automa always chooses the first one.

When the automa's convoy suffers damage, the automa reveals a card from the outcome deck. The leftmost letter at the bottom 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.

The automa ignores the convoy damage grid: instead, to assign damage, the automa must reveal 1 outcome card for each point of damage, even if they come from the same card.

2. 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, including the outcome deck, gaining fame points, and gaining object or loot cards.

3. 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 leftmost letter at the bottom of the card.

REMOVING DAMAGE

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.

The automa can never remove damage from a cargo box to the right of the automa round counter.

5. END OF ROUND

1. The automa resolves all *end of round* abilities on revealed action cards, as appropriate, starting from the leftmost one.
2. The automa moves all of the revealed action cards from its action zone to its discard zone.
3. If it is not the last round, move the automa counter 1 step to the right and immediately remove the damage counter below it in row A.
4. **If there are more than 2 cards in the exploration zone**, discard the excess cards, starting with the first slot on the left. Then, slide the remaining cards to the left and fill any empty slots by revealing the necessary number of cards from the exploration deck.

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 (the number of stars on the space of its fame track that its fame counter is on);
- 1 fame point for every 2 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.**

PROJECT ATHENA

NUCLEAR BATTERIES

Fully-charged batteries and half-charged batteries are different resources, but they share the same type.



Fully-charged battery: When an effect forces you to consume a fully-charged battery, you must discard 1 fully-charged battery from your convoy.



Half-charged battery: When an effect forces you to consume a half-charged battery, choose between discarding a half-charged battery or flipping over a fully-charged battery in your convoy. You cannot combine 2 half-batteries to create and/or spend a fully-charged battery.



ENERGY WEAPONS

Energy weapons work like standard weapons, except they consume 1 fully-charged battery instead of an ammo to fire. You cannot use the object card *Incendiary Ammunition* with an energy weapon.

THE ALERT TABLE

This table represents the level of attention which Athena has towards each player. When you player gain a you must move your alert counter up 1 space (if possible). When you gain a you must move your alert counter down 1 space (if possible).

AUTOMATIC TURRETS



Each automatic turret guards a portion of the map, represented on the road board by the perimeter around it. The perimeter works for the turret in the same way a region works for enemies: when your convoy is in a space within the perimeter, it can receive damage from the turret (based on your alert level) and can inflict damage to the turret.

ANDROIDS

Android survivors work like normal survivors (and suffer contamination as normal, except they cannot be fed by consuming food but only by consuming a half-charged battery. You cannot use any type of object on an android.

ARMED LOCATIONS

When you gather resources from an armed location, you may immediately spend 1 ammo to fire the weapon shown at a turret in range or an enemy in that region (except for any enemy still in the exploration zone) before or after taking the card action.

Resolve this attack in exactly the same way as a normal attack, except that you cannot benefit from abilities and objects usable only during the fire weapons phase.

If the result of the attack (on the outcome card) shows a , place a damage counter over the location's weapons: it cannot be repaired and will not be available for the rest of the game.

SETUP

Place the **road board** on the table, gamma side up. Place each **automatic turret counter** on the matching space of the board (matching the numbers shown on the board and counters).

Mix the 10 special **waypoint counters** (marked with) together, and randomly place them faceup in the spaces on the board.

Put the 3 **avalanche counters** on their spaces.

Place the **Aurora token** beside the waypoint marked number 1.

Shuffle the **outcome deck** and place it near the board.

Take the **exploration deck** from the core game and return to the box all of the cards marked with and the 6 enemy cards and 6 loot cards marked with .

Sort the cards into 3 decks by the time period on the back (I, II, or III). Add the appropriate **alert scan card** to each deck.

From each of these decks, remove all cards with the symbol. Shuffle those cards separately and pull out a number of them depending on the number of players:

Players	I	II	III
2	4	4	3
3	6	6	3
4	9	9	3

Shuffle those cards back into the corresponding decks, and return the remaining cards unseen to the box. Add to each deck the corresponding enemy cards (marked with .

Build the exploration deck by stacking these 3 decks on top of each other: 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 discard pile.

Sort the **loot cards** marked with into 3 decks by time period (I-II, III-IV, V-VI). Shuffle each deck separately, then build the loot deck by stacking the decks on top of each other: V-VI on the bottom, II-IV in the middle, I-II on top, and place it near the board.

Build the **objects deck** by shuffling the object cards (add the 2 object cards from this expansion), and place it near the board, leaving space for a discard pile.

Create a **reserve** near the board with the **ammo** , **food** , **fuel** , **object**, **nuclear battery**, and **survivor** tokens and the **damage** and **contamination** counters.

Take the two **rusted containers** from the start deck and place them in the first 2 slots of the exploration zone. Fill the 3 remaining slots with the first 3 cards of the exploration deck, faceup. If you reveal an event card (I), resolve its effects immediately, discard it, then reveal another card to replace it and fill the exploration zone.

Each player chooses a color and takes a **player board**, an **alert counter** (place it on an unoccupied slot in the lowest row of the alert table), their matching **turn order counter**, a **fame counter** (place it on your player board in the 0 value/no stars space of the fame track), 2 **target counters** (place these on the corresponding spaces of your player board), the 2 **survivor cards** of your color out of the start deck (place these in your active zone to the bottom right of your player board), the **truck** and **trailer** cards of your color out of the start deck (place these in the convoy zone on the right side of your player board), and a round wooden **convoy token** (place this on the first space at the left end of the road board).

Each player also takes 2 **survivor tokens**, 1 **food token**, 1 **fuel token**, and 1 **ammo token** from the reserve, placing them on their convoy according to the placement rules. Starting from the left space, put the **turn order counters** in the players' colors in random order on the turn order table.

GAME ROUNDS

1. EXPLORATION

NEW BONUS ACTIONS See the reference sheet.

ADDITIONAL TURN ORDER UPDATE

At the end of the exploration phase, update the turn order table.

The player whose convoy is in the front (along the main road) moves their turn order counter to the rightmost position. Then the one in second place moves their counter to the next space, and so on. If your convoy token is on a shortcut, your position is calculated as if it was on the nearest corresponding parallel space (vertically) on the main road. On a tie, the player who is on the main road is considered to be the one further ahead.

PHASE 3: MOVEMENT

At the end of this phase, update the turn order table again.

A **fixed waypoint** works the same as a standard special waypoint, except the effect remains available to every player who stops there.

PHASE 4: FIRE WEAPONS

1. AMBUSH

After the resolution of enemy ambushes, the automatic turrets on the map fire at all convoys within their perimeters. The amount of damage you receive is determined by the position of your alert counter on the alert table (on the lowest row you do not receive any damage). Reveal 1 outcome card for each automatic turret's attack: the back of the outcome card now on top of the deck shows (in red) which convoy card you must place your damage on. Automatic turrets attack each turn during the ambush phase, even if there is no enemy ambush to resolve.

2. CONVOYS FIRE

During your turn, you may attack a turret if your convoy token is within its perimeter.

- Choose 1 weapon in your convoy that is not damaged and that has not been used to attack already this phase;
- Discard 1 ammo token from your convoy (or a fully-charged battery counter if you are using an energy weapon);
- Flip over the top card of the outcomes deck and check the attack outcome to see if the attack succeeds.

Damage : If the amount of damage is equal to or higher than the automatic turret's **ARMOR** value, the turret is destroyed. Otherwise, the automatic turret doesn't suffer any damage.

Jammed : The weapon used in the attack is damaged: you must immediately place a damage counter on the cargo box for the weapon you used.

Miss: You do not inflict any damage.

If you destroy a turret, immediately move that automatic turret counter to your player board and add the resource shown on the automatic turret's space to your convoy. You do not immediately gain any fame points for destroying a turret. Instead, each turret awards at the end of the game.

3. ENEMIES FIRE

This step is resolved normally: automatic turrets never attack during the enemies fire step.

END OF THE GAME

In addition to your normal fame points, you get:

- 1 fame point for each automatic turret you destroyed during the game.
- 1 or 2 fame points if your alert counter is in the first or second row of the alert table.

CARDS

ENCOUNTER CARD: SCRAP DEALER

The player who encounters the *Scrap Dealer* may either:

- Discard the *Scrap Dealer* and a half-charged battery to draw 1 object card and move their alert counter down 1 space (if possible); or
- Discard the *Scrap Dealer* to gain 1 fully-charged battery, lose 1 fame point, and improve their convoy by taking a truck, trailer, or device card from the discard pile.

The player cannot take a Convoy card of an opponent's color from the discard pile.



EVENT CARD: ALERT SCAN III

Each player must move their alert counter up 1 space for each fully-charged battery and/or half-charged battery in their convoy. Then, check the highest alert counter between the players: the *Aurora* moves forward the number of spaces indicated to the right of this row.

FROZEN STEEL

MODULE 1: EXPLORATION DECK

SETUP

Replace all the base exploration cards marked with  with the expansion exploration cards marked with . Shuffle all the expansion object cards into the object deck. Then, follow the standard setup.

MODULE 2: ASGAROR ENEMY CLAN

SETUP

To include the Asgaror clan, replace the base enemy clan (6 enemy cards and 6 loot cards) with these new cards.

ASGARDIAN DEFENSE BOX

When you damage an Asgaror clan enemy, place the damage counters starting with any defense boxes marked with Asgardian armor. At the end of the round, remove *all* damage counters present on Asgardian defense boxes from each surviving enemy.

MODULE 3: ASYMMETRICAL STARTING CREW COMPONENTS

SETUP

To include the asymmetric crew in the game, replace the standard starting crews (*Leaders* and *Co-Pilots*) with these cards.

MODULE 4: STORY CARDS

SETUP

Follow the standard setup. Then, sort the story cards into 3 decks by time period (I, II, III) and shuffle each deck separately. Put the period I deck near the exploration deck. Put the other 2 decks aside for now.

TRIGGER CONDITION

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


Only **visible** story cards can be activated. A story card is visible if it is the top card of the current story deck; or a story card archived under a card in the exploration zone (the effects of some story cards force you to put them under certain cards).

You can resolve only 1 story card during a single turn in any phase of the game. Thereafter, you must ignore all other visible story cards (including the story card on top of the deck) for the rest of your turn.

Some story cards are triggered outside of your turn. If this happens, the first player in forward turn order must resolve the card. After resolving it, ignore all other visible story cards that could be triggered at the same moment of the game.

FACING A STORY CARD

When you trigger a Story card, you must **face** it. The player to your left draws the card and reads its name and introduction out loud. Then, they read all the options listed on the card, so their opponent can choose how to face it, but does not read the possible results of those options yet. Once you have chosen an option, you must determine if your decision succeeds or fails:

No particular condition: You automatically succeed, reading the success text .



ATTEMPT: An immediate test you must try to pass.

MISSION: A particular task you must undertake in order to gain a benefit.

Unless otherwise noted, after the resolution of the story card, the player who faced it must continue the game normally.

If the resolution indicates *without performing any actions*, and the bonus action was not completed before the card action, both the triggering action and the bonus action are not performed.



MAKING AN ATTEMPT

An attempt will say something like **ATTEMPT (A, B)**. This means that in order to make the attempt, you must reveal 1 outcome card and look at the first letter at the bottom, starting from the left. If that letter is listed for the attempt, you succeed and immediately read the success text . If you fail the mission, read the failure text .

Some attempts allow you to improve your chances to succeed by spending resources (before making the attempt) or being in a particular situation.

PERFORMING A MISSION

A mission is a specific task that you can complete in order to gain certain benefits, as described on the card. Unless otherwise noted, when you accept a mission, you must place the story card in your active zone as a reminder. You can accept and have any number of active missions in his active zone.


When you complete the mission, immediately read the success text . If you fail the mission, read the failure text .

STORY CARD KEYWORDS


ATTEMPT: A test which you must immediately resolve by revealing an outcome card.

ARCHIVE: Put the card in a specific zone or under a specific card. If a card is archived under a convoy card, the cargo boxes at the bottom of the card must be considered for any rule of the game as if they were part of the card they are attached to. If that convoy card is discarded in any way, the archived card attached to it must also be discarded. You cannot archive 2 story cards on the same card (you must keep 1 story card of your choice and discard the other).

DISCARD: Discard the story card into the story discard pile.

FAIL: The player fails the attempt/mission and reads the failure text .

MISSION: A task you must perform, with a description of the conditions to resolve it or fail.

RESOLVE: The player completes the mission and reads the success text .

END OF ROUND

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

CHANGING THE DECK

During the game, when the first period II card appears on the top of the exploration deck, remove the period I story deck from the game, without removing any archived or 'active' mission story cards in play. From then on, use the period I story deck in its place.

Do the same with the period III story deck when the first period III exploration card appears on top of the exploration deck.

MODULE 5: PLAYER VS PLAYER COMPONENTS

SETUP

Follow the standard setup, but replace the standard outcome deck with the new one. When you prepare enemies for the game, randomly remove 1 enemy card (without looking at it) from each time period deck (I, II, and III). Remove 1 loot card from each deck (I-II. III-IV V-VI in the same way.

Each player places their fame counter on their player board in the -1 value space of their fame track (instead of the 0 space).

After all standard steps are completed, each player takes 1 **PvP card** and places it above their player board. Put a **damage counter** on the first space of the evasion track and on the first space of the aggression track. Damage counters used in this way are called **evasion counters** and **aggression counters**.

The aggression track is formed by 8 spaces in 2 rows. Consider it a single track. When you have to move the aggression counter past the 4th space, move it to the bottom row, starting from the leftmost space.

PHASE 4: FIRE WEAPONS

During your turn, you may choose to fire at an opponent player in the same region, in addition to or instead of shooting at any enemies. Follow these steps:

1. The attacker chooses an unused and undamaged weapon, spends 1 ammo, and reveals the top outcome card: it shows the amount of damage the attack can potentially inflict.
2. The defender reduces this damage by the number of icons shown to the left of the evasion counter on their evasion track.
3. If the defender was not able to reduce the damage to 0 or less, they must distribute the remaining damage counters to their convoy, as indicated by the back of the card on top of the outcome deck. The defender also moves the evasion counter on their evasion track 1 space to the right for each damage counter they add to their convoy in this way.
4. The attacker moves their aggression counter 1 space forward for each damage counter the defender actually placed on their convoy as the result of the attack (if possible).

A player may perform multiple attacks to one or more opponents during the same phase. In this way, you can move your aggression counter further to gain more bonuses at the end of the phase.





The damage reduction from the evasion track is applied only when an opponent attacks (not when damage comes from any other source, such as enemies)

Other players are not considered enemies: all effects in the game which involve an enemy cannot be applied to other players.

At the end of the fire weapons phase, in forward turn order, each player must:

- Move their evasion counter back (to the left) 1 space;
- Gain *all* the bonuses shown to the left of their aggression counter on their aggression track;
- Move their aggression counter back to the first space of their aggression track.

AGGRESSION TRACK BONUSES

-  Gain 1 fame point on your fame track.
-  Remove 1 damage counter from your convoy.
-  Draw 1 object card.
-  **Player hit:** remove 1 fame point from the fame track of 1 opponent you hit during this phase. If it is not possible. The opponent must add 1 damage counter to any cargo box of their convoy.

PHASE 5: END OF ROUND

Discard the excess cards if there are more than 4 cards in the exploration zone (3 cards in a 2 player game) before refilling the exploration zone.



BONUS ACTIONS: ALPHA MAP



Remove 1 damage counter from your convoy **OR** remove 1 contamination counter from a survivor card involved in the action.



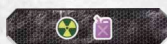
Remove up to 2 contamination counters total from 1 or more survivor cards involved in the action.



Remove up to 2 damage counters from your convoy.



Gain 1 food and add 1 damage counter to your convoy **OR** gain 1 ammo and add 1 damage counter to your convoy.



Gain 1 fuel and add 1 contamination counter to a survivor card involved in the action.

BONUS ACTIONS: BETA MAP



Remove 1 damage counter from your convoy **OR** remove 1 contamination counter from a survivor involved in the action **OR** spend 1 fuel to immediately move your convoy up to 2 spaces on the road board.

When moving with this bonus action you suffer, gain, and use all of the effects on the map as you would with normal movement. The movement is resolved *immediately*, during the exploration phase, as part of the action.

Abilities that can be used only during the exploration phase are valid, but you cannot benefit from abilities or items that can be used only during the movement phase.



Remove up to 2 contamination counters (total) from 1 or more survivors involved in the action **OR** improve your convoy by taking a truck, trailer, or device card from the discard pile.

You cannot take a convoy card of an opponent's color from the discard pile.



Remove up to 2 damage counters from your convoy **OR** you may spend 1 ammo to activate 1 weapon and immediately attack an enemy in your region once.

When attacking with this bonus action you cannot attack an enemy in another region or still in the exploration zone.

If you kill an enemy with this attack, immediately follow the steps for defeating an enemy; the player who wins the loot gains it immediately.

A weapon used in this way may be used for later actions and/or during the fire weapons phase.



Gain 1 food and add 1 damage counter to your convoy **OR** gain 1 ammo and add 1 damage counter to your convoy **OR** gain 1 fuel and lose 1 fame point. If you have -1 fame points, you can still gain fuel by adding 1 damage counter to your convoy.



Gain 1 fuel and add 1 contamination counter to a survivor involved in the action.

BONUS ACTIONS: PROJECT ATHENA



Remove 1 damage counter from your convoy **OR** remove 1 contamination counter from a survivor card involved in the action **OR** spend 1 fuel to immediately move your convoy up to 2 spaces on the road board.

This movement is resolved *immediately* as part of the action. Since this is done in the exploration phase, you *cannot* benefit from abilities or items that can be used only during the movement phase. However, abilities that can be used only during the exploration phase are valid.

You suffer, gain, and/or use all of the effects on the map as you would with normal movement.



Remove up to 2 contamination counters (total) from 1 or more survivors involved in the action **OR** gain 1 fully-charged battery and add 1 damage counter to your convoy.



Remove up to 2 damage counters from your convoy **OR** move your alert counter down 1 space (if possible) and add 1 damage counter to our convoy.



Gain 1 food and add 1 damage counter to your convoy **OR** spend 1 half-charged battery to gain 1 ammo **OR** gain 1 fuel and lose 1 fame point.

If you have -1 fame points, you can still gain fuel by adding 1 damage counter to your convoy.



Gain 1 fuel and add 1 contamination counter to a survivor involved in the action **OR** spend 1 half-charged battery to gain 1 fuel and move your alert counter up 1 space (if possible).

You cannot perform an action with if you don't spend 1 half-charged battery.



BONUS ACTIONS: ALPHA MAP



Remove 1 damage counter from your convoy **OR** remove 1 contamination counter from a survivor card involved in the action.



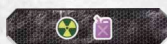
Remove up to 2 contamination counters total from 1 or more survivor cards involved in the action.



Remove up to 2 damage counters from your convoy.



Gain 1 food and add 1 damage counter to your convoy **OR** gain 1 ammo and add 1 damage counter to your convoy.



Gain 1 fuel and add 1 contamination counter to a survivor card involved in the action.

BONUS ACTIONS: BETA MAP



Remove 1 damage counter from your convoy **OR** remove 1 contamination counter from a survivor involved in the action **OR** spend 1 fuel to immediately move your convoy up to 2 spaces on the road board.

When moving with this bonus action you suffer, gain, and use all of the effects on the map as you would with normal movement. The movement is resolved *immediately*, during the exploration phase, as part of the action.

Abilities that can be used only during the exploration phase are valid, but you cannot benefit from abilities or items that can be used only during the movement phase.



Remove up to 2 contamination counters (total) from 1 or more survivors involved in the action **OR** improve your convoy by taking a truck, trailer, or device card from the discard pile.

You cannot take a convoy card of an opponent's color from the discard pile.



Remove up to 2 damage counters from your convoy **OR** you may spend 1 ammo to activate 1 weapon and immediately attack an enemy in your region once.

When attacking with this bonus action you cannot attack an enemy in another region or still in the exploration zone.

If you kill an enemy with this attack, immediately follow the steps for defeating an enemy; the player who wins the loot gains it immediately.

A weapon used in this way may be used for later actions and/or during the fire weapons phase.



Gain 1 food and add 1 damage counter to your convoy **OR** gain 1 ammo and add 1 damage counter to your convoy **OR** gain 1 fuel and lose 1 fame point. If you have -1 fame points, you can still gain fuel by adding 1 damage counter to your convoy.



Gain 1 fuel and add 1 contamination counter to a survivor involved in the action.

BONUS ACTIONS: PROJECT ATHENA



Remove 1 damage counter from your convoy **OR** remove 1 contamination counter from a survivor card involved in the action **OR** spend 1 fuel to immediately move your convoy up to 2 spaces on the road board.

This movement is resolved *immediately* as part of the action. Since this is done in the exploration phase, you *cannot* benefit from abilities or items that can be used only during the movement phase. However, abilities that can be used only during the exploration phase are valid.

You suffer, gain, and/or use all of the effects on the map as you would with normal movement.



Remove up to 2 contamination counters (total) from 1 or more survivors involved in the action **OR** gain 1 fully-charged battery and add 1 damage counter to your convoy.



Remove up to 2 damage counters from your convoy **OR** move your alert counter down 1 space (if possible) and add 1 damage counter to our convoy.



Gain 1 food and add 1 damage counter to your convoy **OR** spend 1 half-charged battery to gain 1 ammo **OR** gain 1 fuel and lose 1 fame point.

If you have -1 fame points, you can still gain fuel by adding 1 damage counter to your convoy.



Gain 1 fuel and add 1 contamination counter to a survivor involved in the action **OR** spend 1 half-charged battery to gain 1 fuel and move your alert counter up 1 space (if possible).

You cannot perform an action with if you don't spend 1 half-charged battery.

ICONS

CORE GAME

- Ammo token
- Food token
- Fuel token
- Object token or card
- (Gain 1) damage counter
- Remove 1 damage counter
- (Gain 1) contamination counter
- Remove 1 contamination counter
- (Gain 1) fame point
- Lose 1 fame point
- Jammed:** The weapon used is damaged; place a damage counter on the weapon box.

- Survivor icon
- Truck icon
- Trailer icon
- Device icon
- Location icon
- Enemy clan icon
- Event icon
- Loot icon
- Enemy identification:** Links loot and damage to an enemy card.
- Survivor's exploration skill
- Additional card:** Only some of these cards are added at setup.
- Truck's towing capacity:** The maximum number of trailers that you may attach to this truck.
- Truck speed
- +1 truck speed

- Tracks:** This convoy may use shortcuts.
- Armor:** This box may only hold a damage counter.
- Cargo:** This box may only hold a survivor (or damage).
- Cargo:** This box may only hold fuel or fuel (or damage).
- Special:** This box provides 1 food token at the end of each round (put it in other cargo boxes).
- Weapon:** This box allows you to attack with the given weapon rating.
- Target:** Shows the part of the convoy cards where you must distribute damage (marked in red):
 - Top row:** Devices
 - Bottom row:** Truck or trailers
 - Front column:** Truck or device on the truck
 - Truck**

PROJECT ATHENA

- Fully-charged battery
- Half-charged battery
- Move the alert counter up 1 space (if possible)
- Move the alert counter down 1 space (if possible)
- Enemy clan icon
- Additional card:** Only some of these cards are added at setup.
- At the end of the round, this box allows you to spend 1 half-charged battery to remove 1 contamination counter from 1 of your survivors.
- This box provides 1 fully-charged battery counter at the end of each round. Put the battery in any other cargo box.
- During the rest phase, this box lets you spend 1 half-charged battery to remove up to 2 damage counters from your convoy.
- Before movement, this box lets you spend 1 half-charged battery to gather all the resources on the special waypoints (including fixed waypoints) you cross during the upcoming movement. The special waypoints with contamination are not included in this effect.

FROZEN STEEL

- Junk weapon:** These weapons work exactly like standard ones except they consume 1 object card instead of 1 ammo to fire. As they don't work with ammo, you cannot use the object card *Incendiary Ammunition* with a junk weapon.
 - Special:** This cargo box provides 1 object card at the end of each round.
 - Special:** This cargo box increases the maximum number of objects you can hold by 1 (this bonus is cumulative).
 - Asgaror enemy icon
 - Asgardian armor box:** This is treated as a standard armor box (it can contain only a counter).
- During each end of round phase, this metal automatically regenerates, so you may remove the from it (if present).

ICONS

CORE GAME

- Ammo token
- Food token
- Fuel token
- Object token or card
- (Gain 1) damage counter
- Remove 1 damage counter
- (Gain 1) contamination counter
- Remove 1 contamination counter
- (Gain 1) fame point
- Lose 1 fame point
- Jammed:** The weapon used is damaged; place a damage counter on the weapon box.

- Survivor icon
- Truck icon
- Trailer icon
- Device icon
- Location icon
- Enemy clan icon
- Event icon
- Loot icon
- Enemy identification:** Links loot and damage to an enemy card.
- Survivor's exploration skill
- Additional card:** Only some of these cards are added at setup.
- Truck's towing capacity:** The maximum number of trailers that you may attach to this truck.
- Truck speed
- +1 truck speed

- Tracks:** This convoy may use shortcuts.
- Armor:** This box may only hold a damage counter.
- Cargo:** This box may only hold a survivor (or damage).
- Cargo:** This box may only hold fuel or fuel (or damage).
- Special:** This box provides 1 food token at the end of each round (put it in other cargo boxes).
- Weapon:** This box allows you to attack with the given weapon rating.
- Target:** Shows the part of the convoy cards where you must distribute damage (marked in red):
 - Top row:** Devices
 - Bottom row:** Truck or trailers
 - Front column:** Truck or device on the truck
 - Truck**

PROJECT ATHENA

- Fully-charged battery
- Half-charged battery
- Move the alert counter up 1 space (if possible)
- Move the alert counter down 1 space (if possible)
- Enemy clan icon
- Additional card:** Only some of these cards are added at setup.
- At the end of the round, this box allows you to spend 1 half-charged battery to remove 1 contamination counter from 1 of your survivors.
- This box provides 1 fully-charged battery counter at the end of each round. Put the battery in any other cargo box.
- During the rest phase, this box lets you spend 1 half-charged battery to remove up to 2 damage counters from your convoy.
- Before movement, this box lets you spend 1 half-charged battery to gather all the resources on the special waypoints (including fixed waypoints) you cross during the upcoming movement. The special waypoints with contamination are not included in this effect.

FROZEN STEEL

- Junk weapon:** These weapons work exactly like standard ones except they consume 1 object card instead of 1 ammo to fire. As they don't work with ammo, you cannot use the object card *Incendiary Ammunition* with a junk weapon.
 - Special:** This cargo box provides 1 object card at the end of each round.
 - Special:** This cargo box increases the maximum number of objects you can hold by 1 (this bonus is cumulative).
 - Asgaror enemy icon
 - Asgardian armor box:** This is treated as a standard armor box (it can contain only a counter).
- During each end of round phase, this metal automatically regenerates, so you may remove the from it (if present).