MAURO CHIABOTTO SKELETON CREW

LAST AURORA



The radioactive dust of the Last War has frozen the northern countries. In the ice desert, the few survivors live in an icy hell: the resources of the "old world" are now exhausted, and travel to the south is too long and dangerous. But a radio message is rekindling hope: the last icebreaker ship, the Aurora, is cruising along the coast, looking for survivors. The winter is coming, and in a few days, those who cannot get on board will be doomed by the ice. It will be a race against time to arrive at the ship or surrender to despair: there's still the light of hope on the horizon, a light to grab before it's too late…

COMPONENTS

Last Aurora

- 1 Road board
- 4 Player boards
- 18 Start cards (with S on the back)
- 54 Exploration cards (with I, II, or III on the back)
- 14 Object cards
- 6 Enemy cards
- 6 Loot cards
- 12 Outcome cards
- 1 Aurora token
- 6 Object tokens
- 34 Resource tokens:
  - 10 Ammo tokens
  - 10 Food tokens
  - 14 Fuel tokens
- 20 Survivor tokens
- 4 Convoy tokens
- 4 Fame counters
- 4 Turn Order counters
- 8 Target counters
- 40 Damage counters
- 10 Contamination counters
- 10 Special Waypoint counters
- 3 Avalanche counters

Optional Object

- 1 Mine card
- 2 Mine counters

Last Automa (solo mode)

- 1 Automa Convoy board
- 6 Automa Action cards
- 1 Automa counter





SETUP

1. Choose the side of the Road board to use in the game. The following setup and rules refers to the Alpha Map, suggested for your first games (see page **16** to use the Beta Map).
2. Place the gameboard on the table, with the Alpha Map side up.
3. Mix the 10 Special Waypoint counters (marked with α) together, and randomly place them face up in the corresponding spaces on the Road board.
4. Place the Aurora token beside the Waypoint marked with the number 1.
5. Shuffle the Outcome deck and place it near the gameboard.
6. Build the Exploration deck:
   a. Sort the Exploration 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 pull out a number of them depending on the number of players, as follows:

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

   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 an Exploration card discard pile.
7. Sort the Loot cards into three 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 in Time Period order (V-VI on the bottom, III-IV in the middle, I-II on top), and place it near the gameboard.
8. Build the Objects deck by shuffling the Object cards (take out the optional Mine card, see page **12**), and place it near the gameboard, leaving space for an Object card discard pile.
9. Create a reserve near the gameboard with the Food, Fuel, Ammo, Object, and Survivor tokens, together with the Damage and Contamination counters.
10. Take the two Rusted Containers from the Start deck and place them in the first two slots of the Exploration Zone. Fill the three remaining slots by revealing the first three cards of the Exploration deck.

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.



Exploration Zone

11. Each player chooses a color and takes:

- a player board;
- the matching Turn Order counter;
- a Fame counter, placing it on his player board in the zero-value space (the one without stars) of the Fame Track;
- two Target counters, placing them on the corresponding spaces of his player board;
- the two Survivor cards of his color (out of the Start deck), placing them in his Active Zone (to the bottom right of his player board);
- the Truck and Trailer cards of his color (out of the Start deck), placing them in the Convoy zone on the right side of his player board.
- a round wooden Convoy token, placing it on the first space (at the left end) of the Road board.

Finally, each player 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, below.

12. Starting from the left space, put the Turn Order counters in the players' colors in random order on the Turn Order Table.

PLACEMENT RULES

A player's Convoy is made up of a Truck card and a number of Trailer cards. These cards show a number of Cargo Boxes where the player can store Resources like Food or Survivors.

When a player places a counter or a token on his Convoy, he must obey these restrictions:

- A Cargo Box may only hold a single token or counter. If a player needs to place a token or a counter in an occupied box, he must 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. The type of counter that can be placed in that box is shown 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**, a player is always allowed to move Resource and Survivor tokens as desired between the cards of his Convoy, while following these placement rules;
- A Damage counter may be placed on any Cargo Box except one that already holds a Damage counter. Once placed, a Damage counter may only be removed with a repair;

  Note: *if a player needs to place a Damage counter on a box already holding a token, they must discard that token. If the player must discard a Survivor token, he must also discard a Survivor card of his 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.

PLAYING THE GAME

GAME ROUNDS

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, the players take turns interacting with the cards in the Exploration Zone. In **Reverse Turn Order** (see below), each player takes one turn. After all players have taken one turn, the turn order is checked again, and each player takes another turn. Players continue taking turns in this way as long as they have Survivors in their Active Zones. When all players have run out of Survivors in their Active Zones, the phase ends.

When a player takes his turn, he must choose one of the following options: **EXPLORE** (on this page) or **PASS** (see page **8**).

TURN ORDER

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.

EXAMPLE 1: TURN ORDER



Andrew 🔴, ***David*** 🟢, ***Frances*** 🟡, and ***Simon*** 🔵 *need to determine the Reverse Turn Order for the Exploration Phase.* ***Frances*** 🟡, *being in the leftmost position, will be the first to play, then it will be the turn of* ***Andrew*** 🔴, *then* ***David*** 🟢, *and finally* ***Simon*** 🔵.

After a player has taken his turn, play passes to the next player. If the player does not have any Survivors in his Active Zone, he simply skips his turn. During this phase, players are always permitted to feed their own Survivors (see "Food").

EXPLORE

To explore, a player must:

1. Choose one card in the Exploration Zone that is not an Enemy;
2. Choose **one or more Survivor** cards in his own Active Zone so that the sum total of their Exploration Skill values (the number in the 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 (see *Card Actions*, page **5**);
   - (optional) The Bonus Action shown in the Exploration Zone slot the card is in;
4. Move the used Survivor cards to the player's Exhausted Zone. If any Food tokens are on those cards (see *Food*, below), move the tokens to the reserve; then
5. If the Exploration card that the player 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 from the Exploration deck to fill the rightmost slot.

FOOD

During his turn (prior to or following an Explore action), a player may discard any number of Food tokens from his Convoy. For each Food token spent, he can either:

- Move one Survivor card from his Exhausted Zone to his Rest Zone; or
- Increase the Exploration Skill of one Survivor card by one point for the current turn - the player places the spent Food token on the card as a reminder.

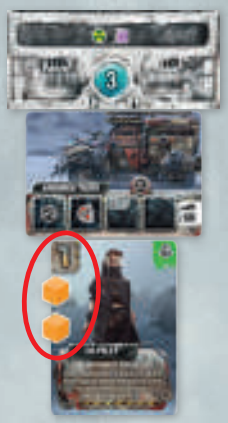
Note: *in the last round of the game the Exploration deck may run out. In this case, if you are not able to completely fill the Exploration Zone, you can only explore a slot that has a card in it.*

EXAMPLE 2: EXPLORE

David 🟢 *wants to explore the fifth Exploration Zone slot (exploration cost of 3).*

He chooses his Co-Pilot, even though she does not have enough Exploration Skill (1) to explore it.

So, he spends 2 Food to raise her Exploration Skill to 3 so she can explore the slot.



CARD ACTIONS

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

1. Gather Resources and/or Objects
2. Improve the Convoy
3. Recruit a Survivor
4. Resolve an Encounter

Gather Resources and/or Objects

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

1. Resolve the effect (if any) shown in the top left of the Location card (see *Location Card Effects*, below);
2. Choose one of the two blocks on the card and take **all** of the Resource and Object tokens from that block;
3. Put the gathered Resource tokens onto his Convoy, following the **Placement Rules**. The player may discard some (or all) of the Resources he just gathered 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 Exploration card discard pile.

LOCATION CARD EFFECTS

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

The player must place a Contamination counter on a Survivor involved in the action this turn.

The player must move his Fame counter down one space on his Fame Track.

OBJECT CARDS

When a player draws a card from the Objects deck, he looks at it and then places it face down on his player board.

Each player board may hold a maximum of 3 Objects: if a fourth Object is drawn, the player must immediately discard or **use** (if possible) one Object of his choice.

If a player must draw an Object but the deck has run out, shuffle the discarded Object cards and create a new deck.

An Object may be used during the player's turn in the phase specified on the card. It must be placed on the Object card discard pile after use.

EXAMPLE 3: GATHER RESOURCES



Frances *wants to use the Preacher to pick up the Resources from the left block of the Contaminated Storehouse in the second slot of the Exploration Zone. She must resolve the effect shown on the card first, so she adds a Contamination counter to the Preacher. Then, she gathers the Food and the Fuel tokens and moves the Preacher to her Exhausted Zone.*



FAME TRACK

The Fame Track shows the Fame Points gathered by the players during the game.

When a player gains a Fame Point ( ), he moves his Fame counter up one space. If the counter is already on the highest space, the player can immediately perform a instead.

When a player loses a Fame Point ( ), he moves his Fame counter down one space. If the counter is already on the lowest space, the player must place one Damage counter on a Cargo Box of his Convoy instead.

EXAMPLE 4: IMPROVE THE CONVOY

Simon *wants to improve his Convoy. Since his Truck can tow two Trailers, he simply attaches a second Trailer to the tail end.*



Improve the Convoy

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

TRUCK: the player discards the Truck card from his 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, then the player attaches the Trailer card to the tail end of his Convoy. Otherwise, the player must replace (discard) one of the Trailer cards in his Convoy with the new Trailer.

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

> ***Note:*** *once installed, Trailer and Device cards in a Convoy can only be replaced, never moved. If a player replaces a Truck or Trailer that has a Device installed, the Device is automatically installed in the new Truck or Trailer.If a player replaces his Truck with one that has a lower Towing Capacity than his previous one, he must discard enough Trailer cards to match the new, lower value. If a player discards a Trailer that has a Device installed in this way, the Device is discarded too.*

REPLACING A CARD IN A CONVOY

When a player replaces a card in his Convoy, he must remove all the tokens and counters from the card he wants 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 he wishes (following the **Placement Rules**).

EXAMPLE 5: RECRUIT A SURVIVOR

David *chooses to recruit the Hermit currently in the first slot of the Exploration Zone. He chooses the Co-Pilot to perform the action. He moves the Hermit to his Rest Zone and adds a Survivor token to his Convoy.*



Recruit a Survivor

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

> ***Note:*** *the player must complete this action by actually recruiting (therefore, he cannot simply discard the Survivor card and token during the same turn in which he acquired them just to prevent another player from recruiting!).*

Resolve an Encounter

If the player chooses to explore an Encounter card on his turn, he must do what the Encounter card text describes.

EXAMPLE 6: RESOLVE AN ENCOUNTER

Andrew *chooses to resolve an Encounter with the Merchant. He decides to discard 1 Object card (MRE) to draw 2 new Object cards.*



BONUS ACTIONS

During his turn, the player may perform the Bonus Action shown in the Exploration Zone slot occupied by his chosen Exploration card, either before **OR** after taking his card action. On the Alpha Map, the Bonus Actions are:



Remove one Damage counter from your Convoy **OR** remove one Contamination counter from a Survivor card **involved** in the action.



Remove up to two Contamination counters total from **one or more** Survivor cards involved in the action.



Remove up to two Damage counters from your Convoy.



Gain one Food and add one Damage counter to your Convoy **OR** gain one Ammo and add one Damage counter to your Convoy.



Gain one Fuel and add one Contamination counter to a Survivor card **involved** in the action.

EXAMPLE 7: PERFORM A BONUS ACTION

Simon *sends his Leader to explore the third slot. He wants to gather the Resources from the left block, but he has no space in his Convoy. So he decides to perform the Bonus Action first: he removes 2 Damage counters and then he gathers the 2 Resources he wanted.*



CONTAMINATION

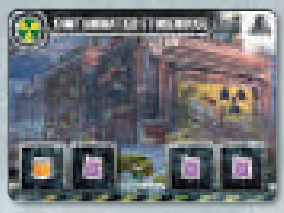
When a player receives a Contamination counter, he must place it on one of his Survivor cards. Each Contamination counter lowers the card's Exploration Skill by 1 point.
If the Exploration Skill reaches zero (i.e., the number of Contamination counters is equal to the total of the Survivor's Exploration Skill plus any Food tokens used to feed the Survivor), the player must discard the Survivor card and one Survivor token from his Convoy.

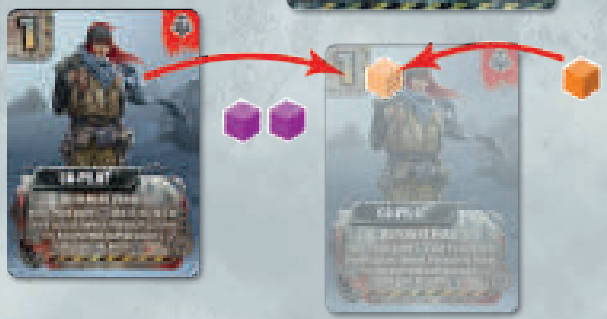
> ***Note:*** *if a Survivor receives the Contamination counter that kills him while he is performing a card action, he still carries out the action he was performing, but he cannot perform any Bonus Action that turn. if the Survivor receives the Contamination counter that kills him while he is performing a Bonus Action, he still carries out the Bonus Action he was performing, but he cannot perform the card action.*

EXAMPLE 8: CONTAMINATION

Andrew *would like to pick up the Fuel from the Contaminated Storehouse in the first slot of the Exploration Zone. He only has the Co-Pilot left to use this turn. However, since the location is Contaminated, his Survivor would die immediately after she has gathered the Resources (because the Co-Pilot's Exploration Skill is only 1, the first Contamination counter she receives would be fatal) and he would not be able to use the Bonus Action to remove the Contamination.* ***Andrew*** *therefore decides to feed the Co-Pilot 1 Food to raise his Exploration Skill to 2. Now he can gather 2 Fuel tokens and receive 1 Contamination counter, but he can then use the Bonus Action to remove the Contamination counter she just received. At the end of the action, the Food token is discarded and the Co-Pilot's Exploration Skill goes back to 1. The Survivor does not die and she is moved to his Exhausted Zone.*







SURVIVOR 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.

Using an Ability does not exhaust the Survivor in any way (see *Appendix: Survivor Cards*, page **15**).

PASS

If the player chooses to pass his turn, he must move **ONE** of his Survivor cards from his Active Zone to his Rest Zone. Then, he may remove a number of Damage counters from his Convoy equal to the Exploration Skill of the Survivor card he moved. If the player has no more Survivors in his Active Zone, he simply passes his turn (he may still play Object cards if he wants).

Note: *if a player chooses to pass, he can still decide to Explore in a later turn, if he still has Survivors in the Active Zone.*

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.

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 *Food*, page **4**);
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.*

EXAMPLE 9: PASS

Frances ● *chooses to pass her turn. She moves the Explorer from her Active Zone to her Rest Zone. The Explorer's Exploration Skill is 2, so she removes 2 Damage counters from her Convoy.*



PHASE 3: MOVEMENT

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

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

1. Check if he has at least one Survivor token on his Truck. If there is no Survivor token on his Truck, the player cannot move his Convoy token this round;
2. Spend one Fuel token from his Convoy if he wants to move. If the player does not have any Fuel, or does not want to spend any, he cannot move his Convoy this round;
3. Move his Convoy token on the Road board a number of spaces equal to or less than his movement speed. This speed is equal to the total of:
   - his Truck's speed; plus
   - any bonus he gets from effects, Character Abilities, and/or Objects he chooses to play; plus
   - one movement point for each additional Fuel he spends.
4. If the player's Convoy ends its movement on a space with a Special Waypoint counter, resolve the effect shown.

EXAMPLE 10: MOVEMENT

David ● *calculates his current movement speed:*

1. *He spends 1 Fuel to move;*
2. *He starts with his Truck's speed (3);*
3. *He adds 1 point for the Special box of his Truck;*
4. *He adds 1 point for the Co-Pilot's ability;*
5. *He adds 1 point for the effect of the Nitrous Oxide;*
6. *Finally, he spends 1 additional Fuel to add another point for a total of 7 movement points;*



SPECIAL WAYPOINTS



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



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



A player ending his movement on a Contamination counter must add one Contamination counter to one of his Survivor cards. **Do not discard** the counter from the board.

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

SHORTCUTS: if a Convoy has the symbol, it may use the shortcuts marked in this way on the map to move faster. Otherwise, it must go the long way.

TURN ORDER UPDATE

At the **end** of the Movement Phase, the players must update the Turn Order Table: the player whose Convoy is in the front moves his Turn Order counter to the rightmost position, then the one in second position moves his counter to the next space, and so on.

In case of a tie, the positions of the tied players on the Turn Order Table doesn't change.

Important: *never take into account any type of shorcuts when you have to determine the Turn Order.*

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:

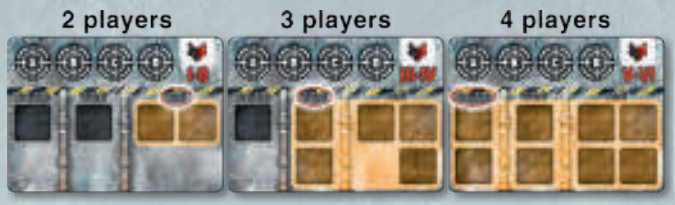
1. **Ambush:** if there is at least one Enemy card in the Exploration Zone, there is an ambush (see *Ambush*, below).
2. **Convoys fire:** each player may attack Enemies in the same region as his Convoy token (see *Convoys fire*, page **10**).
3. **Enemies fire:** in each region occupied by at least one Enemy, Convoys are attacked (see *Enemies fire*, page **11**).

AMBUSH

If there is at least one 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 three regions are indicated by white rectangles.

Next, 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 actual number of Defense boxes that an enemy has varies depending on the number of players in the game. Use the Enemy card to cover the excess boxes for 2- 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 (effects are resolved in **Forward Turn Order**).

If there is more than one Enemy card in the Exploration Zone, resolve one 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 effects.

Note: *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.*

EXAMPLE 11: AMBUSH

At the start of the Fire Weapons Phase, there is 1 Enemy card in the Exploration Zone. The Riderwolves are moved to the Valley, the region where the Convoy in the lead is located. The Enemy applies the effect of its ambush: each player currently located in the Valley must add 1 damage in any cargo box on the bottom row of their convoy ( ).



CONVOYS FIRE

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

1. Discard one Ammo token from his Convoy;
2. Choose one Weapon in his Convoy that is not damaged and that has not been used to attack already in this phase;
3. Choose the Enemy he wants to attack; and
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. There are three possible outcomes:
   - **Damage** : Place the Damage counters shown on the Enemy's Defense boxes;
   - **Jammed** : The Weapon used in the attack is damaged: the player must immediately place a Damage counter on the Cargo box for the Weapon he used; or
   - **Miss:** The player does not inflict any damage.

The player gains one Fame Point for each attack that inflicts at least one point of damage to an Enemy. Then, he must move one of his two Target counters to the first empty Target box on the Enemy he just hit, starting from the left.

After resolving his attack, the player may make another attack using a different Weapon in his Convoy (if he has one), and may keep attacking as long as he has Weapons (and Ammo) to use, or stop attacking and end his turn.

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

> ***Note:*** *to keep track of a weapon used, the player may temporarily put the Ammo token spent to fire on the relative 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 (i.e., those with at least one Target counter on the Enemy) gets to claim the Loot. Reveal the top card from the Outcome deck and look

EXAMPLE 12: CONVOYS FIRE

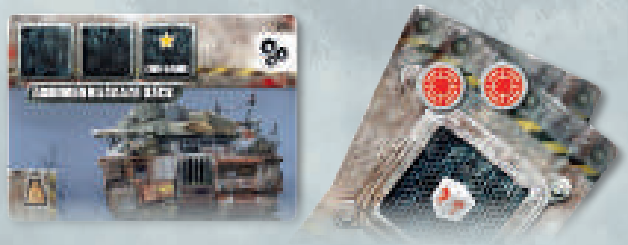


Andrew *spends 1 Ammo to shoot the Riderwolves with his 2-rating Weapon . He reveals the first Outcome card and looks at the row for the Weapon he used:* ***Andrew*** *inflicts 2 damage to the Enemy but he also jams his own Weapon. Then he places his Target counter on the first empty box of the Enemy card, puts 1 Damage counter on his Weapon and gains 1 Fame Point.*

EXAMPLE 13: DEFEATING AN ENEMY



Andrew *has just defeated the Riderwolves, inflicting the 2 decisive points of damage. He then reveals the top Outcome card to determine who wins the Loot, between* ***Frances*** *(who also took part in the killing) and himself. The card shows the letter* ***D*** *first, but since there is no Target counter in the* ***D*** *box, they proceed to the second letter:* ***B****. The* ***B*** *box holds* ***Frances****'s counter, so* ***Frances*** *takes the Loot card. She will add it to her Convoy at the end of the Convoy Fire Step.* ***Andrew*** *gets two Object cards instead.*



at the Target boxes (shown by 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 his Convoy at the **end** of the Convoys Fire Step (see *Example 13: Defeating an Enemy*, page **10**). 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 one Object card for **each** of their Target counters there at the **end** of Convoys Fire.

After the loot is distributed, discard the Enemy card.

> ***Note:*** *if a player needs to place a Target counter but all of his Target counters are already on Enemy cards, he must choose any of his Target counters to place on the Enemy that he just hit. Slide any other Target counters on the Enemy the counter was removed from to the left, if necessary.*
>
> ***Note:*** *if a player needs to place a Target counter on an Enemy but all of the Target boxes are already full, he removes one counter of his choice from that Enemy and returns it to its owner, then places his own Target counter in its place on the Player Board.*
>
> ***Note:*** *if the Outcome deck is exhausted, re-shuffle all of the discarded Outcome cards and create a new Outcome deck.*

ENEMIES FIRE

Starting from the right of the Road board, reveal one Outcome card for each region occupied by at least one 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 damage and/or other effects of the Enemy attack, as shown on the card.

> ***Note:*** *only one Outcome card is revealed for each region, even if there is more than one Enemy there; the effects of all the Enemies shown on the card are added together.*

There are three 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 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 (as described in Step 1); or
- **Miss:** The Enemy does not inflict any damage.

> ***Note:*** *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 their Target counters from that Enemy (if present).

PHASE 5: END OF ROUND

If at least one 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 the above conditions are met, then:

1. Move the Aurora forward one space; and
2. If there are more than **three** cards (**two** 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.

EXAMPLE 14: ENEMIES FIRE

The players have not defeated the Warwolves and the Riderwolves, so they attack the players in their region. An Outcome card is revealed, and the rows with the matching Enemy numbers (I and II) show 1 damage each. Each player in that region receives 2 damages that they must distribute however they wish to the Convoy cards marked in red on the back of the top card of the Outcome deck ( ).



END OF THE GAME

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

- One Fame Point for each space that his 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 (i.e., the number of stars (★ / ★) in the space of the Fame Track that his Fame counter is in);
- One Fame Point for each unused Object card he has; and
- Any Fame Points (★) shown in the **undamaged** Cargo boxes of his Convoy and the Abilities of his Survivor cards (even if they are not in his Active Zone).

Furthermore, players gain additional Fame Points depending on the overall outcome of the scenario:

- If **at least** one player has **reached the Aurora**, each player adds one Fame Point for each **uncontaminated** Survivor card he has (regardless of which zone that card is in); or
- If **no player has reached the ship**, each player adds one Fame Point for each Convoy card he has that does not have any Damage counters on it.

The player with the most Fame Points is the winner! In the event of a tie, the tied player in the most forward position on the Road board 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.

LOSING ALL SURVIVORS

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

EXAMPLE 15: FAME POINT CALCULATION



Simon ● *calculates his final Fame score. He gets:*

- *3 Fame Points for his lead on the Road board;*
- *-1 Fame Point (★) from his Fame Track;*
- *2 Fame Points for his 2 unused Object cards;*
- *2 Fame Points for the Nuclear Generator bonus attached to his Convoy;*
- *2 Fame Points from the Bounty Hunter's Ability; and*
- *since the Aurora has been reached, he gains 1 additional Fame Point for having rescued a Survivor with no contamination.*

His total score is 9 Fame Points.

OPTIONAL OBJECT CARD: MINE

Components

1 Object card, 2 Mine counters.

Setup

Simply add this card to the Object deck and the two Mine counters to the reserve.

Using the Mines

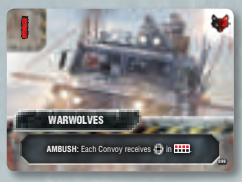
After moving, you may play a Mine card to take **one** Mine counter from the reserve and place it on a **road** (not on a movement space) that you just crossed over. Then, immediately draw another Object card. When another player crosses the road with the Mine counter, he must add one Damage counter to his **Truck** card. Then, remove the Mine counter from the board.



Note: *if you need to place a Mine counter but there are none in the reserve, use the Mine counter that is the furthest back on the map instead.*

APPENDIX

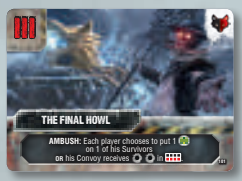
ENEMY CARDS



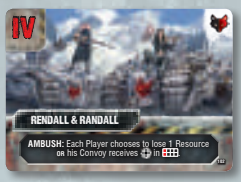
Warwolves (Ambush) inflicts 1 damage in the top row of each Convoy in the region.



Riderwolves (Ambush) inflicts 1 damage in the bottom row of each Convoy in the region.



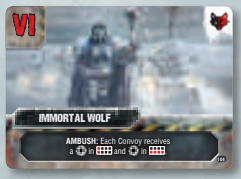
The Final Howl (Ambush) forces each player in the region to add 1 Contamination counter to 1 of his own Survivors. If he does not want to do it, he must inflict 2 damage to the bottom row of his Convoy.



Rendall and Randall (Ambush) forces each player in the region to choose if he will discard 1 Resource (of his choice). If he does not want to (or if he cannot) discard 1 Resource, they inflict 1 damage to the first column of his Convoy.



Ulmar, The Metal Wolf (Ambush) inflicts 1 damage in the first column and 1 damage to the top row of each Convoy present in the region.

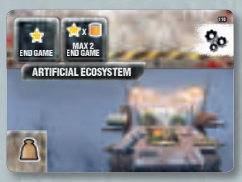


Immortal Wolf (Ambush) inflicts 1 damage to the first column and 1 damage to the bottom row of each Convoy in the region.

LOOT CARDS



The **Armored Baggage Rack** device has a special Cargo box that provides one Fame Point at the end of the game if it is not damaged.



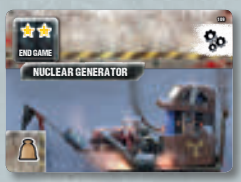
The **Artificial Ecosystem** device has a special Cargo box that provides one Fame Point at the end of the game if it is not damaged, and a second box that provides one Fame Point for each Food token in the player's Convoy at the end of the game (up to a maximum of 2 Fame Points) if it is not damaged.



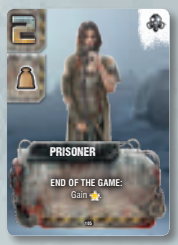
The **Biomass Turbo-truck** truck has a special Recycle box: during the Movement Phase, the player may spend any combination of Food and/or Fuel to add 1 movement point to his Truck for each token spent (he must still spend 1 Fuel to move). When a player gains this card, he may replace his current Truck with it.



The **Gauss Cannon** device consists of a value 4 Weapon and a special Cargo box that provides one Fame Point at the end of the game if it is not damaged.



The **Nuclear Generator** device has a special Cargo box that provides two Fame Points at the end of the game if it is not damaged.



The **Prisoner** is a Survivor that gives the player one Fame Point at the end of the game. A player who gains this card places it in his Rest Zone and adds a Survivor token to his Convoy. If desired, the player may discard this card (and the Survivor token).

ENCOUNTER CARDS



When you reveal the **Merchant**, place a Fuel token on it.

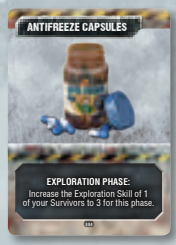
When you encounter him, you can trade 1 Resource of a different type from your Convoy, placing it on the Merchant, to gain his Resource and 1 Object card; or discard 1 Object card to gain 2 Object cards.



When you reveal the **Travelers**, place 1 Food and 1 Fuel token on them.

When you encounter them, you can discard 1 Resource from your Convoy to gain 2 Fame Points and 1 Object card; or take all Resources on their card to gain 1 Object card and lose 1 Fame Point. Discard the Travelers after the encounter.

OBJECT CARDS



The **Antifreeze Capsules** allows the player to increase the Exploration Skill of 1 Survivor to 3 for the remainder of the current Phase.



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



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



The **Incendiary Ammunition** allows the player to attack an Enemy without spending 1 Ammo.

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 Survivor immediately. If it is used during the Exploration Phase, he may re-use that Survivor immediately.

Note: *during the Exploration Phase, you can use a MRE to recover 1 Survivor card even if you have already passed one or more turns and you can immediately use him to explore. But, since you can only play an Object card during your turn, if the phase ends at the end of another player's turn, you cannot use a MRE to recover a Survivor and force the Exploration Phase to continue.*



The **Nitromethane** allows the player to move his Convoy without spending 1 Fuel.

The player may still increase his 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 his Truck.



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



The **Welding Torch** allows the player to remove up to 3 Damage counters total from any Cargo boxes in his Convoy.

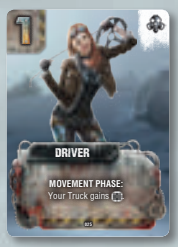
SURVIVOR CARDS



At the end of the game, if the **Bounty Hunter**'s player has at least one Loot card, he gains 2 Fame Points.



During the Movement Phase, the **Co-Pilot** increases the speed of her player's Truck by 1. If the player's Convoy token is 6 or more spaces behind the Convoy token of the player in the lead, the Truck gains 1 additional speed point. Always consider the shortest path when checking the distance (including shortcuts, if you can use them, even if you do not plan to!).



During the Movement Phase, the **Driver** increases the speed of her player's Truck by 1.



The **Explorer** allows his player to perform any Bonus Action he wants from any of the 5 slots in the Exploration Zone regardless of which slot he chooses to explore.



When the **Hermit** explores, his player can perform any normal and bonus actions without gaining Contamination counters on any of the survivors involved with him in the action.



The **Jackal** allows his player to take 1 Resource from the reserve that is not already present in his Convoy.

The ability of this Survivor is obviously useless if the player has at least 1 Resource of each type.



The **Leader's** ability means that he is never moved to the Exhausted Zone. As a consequence he always returns to the Active Zone every round during the Rest Phase.

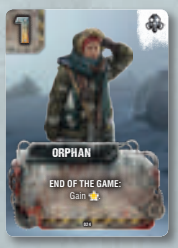


During the Rest Phase, the **Mechanic** allows her player to remove up to 2 Damage counters from any Cargo boxes of her convoy.



During the Movement phase, the **Medic**'s player can move 1 survivor card from his Rest Zone to his Active Zone.

If the chosen Survivor has an ability that is activated in the Movement Phase, he can use it immediately.



At the end of the game the **Orphan** awards his player 1 Fame Point.



When the **Preacher** explores, his player can perform any normal action of the chosen card without losing any Fame Points.

Any loss of Fame caused by a Bonus Action cannot be ignored with this card.



At the beginning of the Fire Weapon Phase, the **Renegade** allows her player to choose 1 Enemy: the player must ignore the chosen Enemy's ambush effect and attack that phase.

During different rounds, the player can freely change the target of this ability.



During the Fire Weapons Phase, the **Shooter** increases the damage inflicted by your first successful shot at an Enemy by 1.

BETA MAP



The Beta Map introduces new rules to the game. The following rules apply when using it instead of the Alpha Map.

SETUP

Place the gameboard on the table, with the Beta Map side up then prepare the game as you would for the Alpha Map, with one additional step:

- Place the three Avalanche counters on the matching spaces of the road map.

PHASE 1: EXPLORATION

NEW BONUS ACTIONS

There are new Bonus Actions for the Exploration Zone slots:



1. Remove one Damage counter from your Convoy **OR** remove one Contamination counter from a Survivor **involved** in the action **OR** spend one Fuel to immediately move your Convoy up to two 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 (i.e., special waypoints, radiation, etc.).
- This 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. For example, if you perform the action with the Hermit, you can use his ability to prevent radiation if you move over a contaminated waypoint or road.
- You cannot benefit from abilities or items that can be used only during the Movement Phase. For example you cannot use the Co-Pilot's ability to improve your speed.



2. Remove up to two Contamination counters (total) from one or more Survivors **involved** in the action **OR** improve your Convoy by taking a Truck, Trailer, or Device card from the discard pile.

   Important: *you cannot take a Convoy card of an opponent's color from the discard pile.*



3. Remove up to two Damage counters from your Convoy **OR** you may spend one Ammo to activate one 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 (see page **10**). In this case, 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.



4. Gain one Food and add one Damage counter to your Convoy **OR** gain one Ammo and add one Damage counter to your Convoy **OR** gain one Fuel and lose one Fame Point.

   Note: *if you have -1 Fame Points on your Fame Track, you can still gain Fuel by adding one Damage counter to your Convoy.*



5. Gain one Fuel and add one Contamination counter to a Survivor involved in the action.

ADDITIONAL TURN ORDER UPDATE

At the end of the Exploration Phase, the players must update the Turn Order Table: the player whose Convoy is in the front moves his Turn Order counter to the rightmost position, then the one in second moves his counter to the next space, and so on.

PHASE 3: MOVEMENT

At the end of the Movement Phase, the players must update the Turn Order Table **again**.

> ***Note:*** *when you are using the Beta Map, there are two Turn Order updates each round (the first at the end of the Exploration Phase and the second at the end of the Movement Phase).*

NEW SHORTCUTS

The Beta Map introduces new types of Shortcuts.

Dangerous Shortcut: When a player crosses this road, he must immediately add any Contamination counters shown to his Survivors and add any Damage counters shown to his Convoy.

Avalanche Hazard Shortcut: When a player crosses this road, he must 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.

> ***Note:*** *shortcuts without*  *can be crossed by any Convoy.*

EXAMPLE 16: DANGEROUS SHORTCUT

A player who chooses to use this Shortcut must add 1 Contamination counter to one of his Survivors and 1 Damage counter to his Convoy.



EXAMPLE 17: AVALANCHE HAZARD SHORTCUT

Simon ● *crosses an Avalanche Hazard Shortcut: he moves his Convoy to its destination and immediately adds 2 Damage counters to his Convoy.*



Then, he moves the Avalanche counter over the Shortcut. No other player can use it for the rest of the game.



LAST AUTOMA
SOLO MODE

SETUP

Set up a two-player game as normal, following the standard setup using the Alpha Map (normal mode) or the Beta Map (hard mode). Follow the instructions until you reach Step 11 (see page **3**). Take the components listed in Step 11 only for yourself.

Then:

12. Put the Automa Convoy board near the Road board. Shuffle the Automa Action cards and place them face down in the Deck Zone to create the Action Deck (to the right of the board).
13. Put the Automa counter on the box marked "1" on the Automa Convoy board.
14. 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.
15. 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);
    - 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).



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

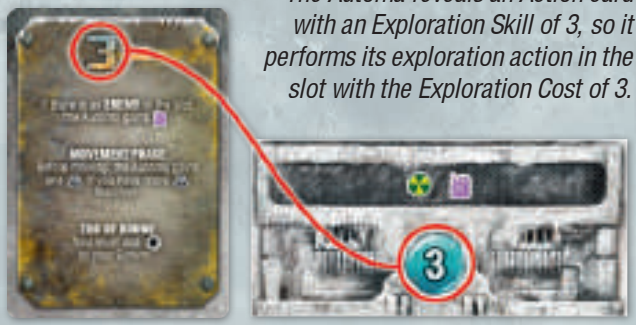
The Automa can perform five types of card actions, depending on the card present in the slot and its current Action card:

Gather Resources and/or Objects

1. Resolve the effect (if any) shown in the top left of the Location Card (see *Location Card Effects*, page **5**);
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 18: 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.



EXAMPLE 19: GATHER RESOURCES



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 OBJECTS AND LOOT CARDS

Any time the Automa gains an Object or Loot card, place it in the matching zone without revealing it.

Improve the Convoy

The Automa discards the Convoy card (Truck, Trailer, or Device) and immediately removes one Damage counter from its Convoy (see *Removing Damage*, page **21**).

Recruit a Survivor

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

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.

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 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 **22**).

EXAMPLE 20: 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

The Automa discards 1 Food (if possible) to draw an Action card from the Action Deck and places the card face up 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.

> ***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 (2); plus
   - 1 movement point for each +1 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 **22**), 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.

> ***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 21: 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 first one.

SUFFERING DAMAGE

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.

> ***Note:*** *the Automa ignores the layout convoy grid used to put damage on a regular player's Convoy.*
>
> *To assign damage, the Automa must reveal one Outcome card for each point of damage, even if they come from the same card.*

EXAMPLE 22: AMBUSH



Immortal Wolf performs an Ambush. The effect says to add 1 damage to the first column and 1 damage to the bottom row of the Convoys in his 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 **10**), including the Outcome deck, gaining Fame Points, and gaining Object or Loot cards.

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.

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 **22**).

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.



Remember that the Last Automa follows the rules for two-player games: keep ***two*** cards into the Exploration Zone and discard the rest at the end of this phase.

EXAMPLE 23: CONVOYS FIRE



The Automa takes its turn. It decides to attack Rendall & Randall since it has a ⬅ on his first Action card. It spends 1 Ammo to shoot with the 🔫 because its 4 is damaged.

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.

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

EXAMPLE 24: REMOVING DAMAGE



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 C.

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 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 25: FAME POINT CALCULATION



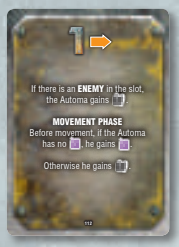
In this case, the Automa scores:

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

Its total score is 7 Fame Points.

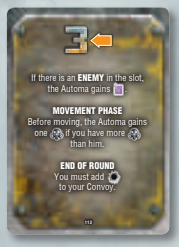
APPENDIX

AUTOMA ACTION CARDS



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

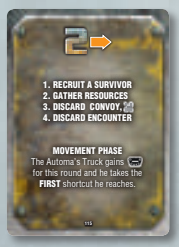
During the Movement Phase, the Automa gains 1 Fuel if it has no Fuel, otherwise it gains 1 Ammo.



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

During the Movement Phase, the Automa recruits 1 Survivor if it has fewer Survivors than you.

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



During the Movement Phase, the Automa takes the **first** Shortcut it encounters (suffering the effects, if any).

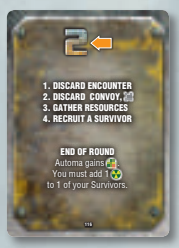
Note: *if there is a tie for the nearest Shortcut, the Automa always takes the Shortcut that suits it better.*



At the end of the round, you lose 1 Fame Point if you have more Fame Points than the Automa (on the Fame Tracks).



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



At the end of the round, the Automa moves 1 Survivor from its Contaminated Zone to a matching Cargo Box. You must then add 1 Contamination counter to 1 of your Survivors.



Pendragon Games Credits

A game by
Mauro Chiabotto

Editor
Andrea Vigiak

Graphic Design & Layout
Davide Corsi

Cover illustration
Skeleton Crew

Illustrations
Skeleton Crew with
Davide Corsi and
Wahtari Studio

English translation
Paolo Robino

English revision
William Niebling

Production
Silvio Negri-Clementi

Thanks to
Marika Beretta,
Tricia Sloviak
Kelly Stocco and
Roberto Vicario

Ares Games Credits

Production
Roberto Di Meglio and
Fabio Maiorana

Layout
Honda Eiji

Supervision
Roberto Di Meglio and
Fabrizio Rolla

I want to dedicate and give thanks to all beautiful people who help me to develop and improve this game. I want to thank:

My girlfriend Magui to be my first point of confrontation about all the aspects of the game (and life).

My group of amazing playtesters: Andrea, Dario, Davide, Diego, Davide, Didier, Erik, Jeanmari, Joel, Marco, Mikhael, Patrick, without whom the game would not be the same.

Alessandro, Flavio, Francesco, Luca, Lorenzo, Marco for the big help and the suggestions to improve the game experience.

Francesco "Il Folletto" and the friends of Dado Giallo's Club for the enthusiasm and kindness to house many playtest sessions.

The authors and playtesters met at Ideag's conventions, the players of giocAosta and all the other amazing people I've met thanks to this game over the years.

Special thanks to Andrea Dado, without whom the game probably will not be here at the moment.

A Game Created and Produced by **Pendragon Game Studio Srl**.

Kickstarter Edition Distributed by
Pendragon Game Studio Srl,
Via Curtatone 6, 20122, Milano (MI), Italy.
pendragongamestudio.com,
info@pendragongamestudio.com.
Retain this information for your records.

Retail Edition Distributed by
Ares Games Srl,
Via dei Metalmeccanici 16,
55041, Capezzano Pianore (LU), Italy.
www.aresgames.eu.
Retain this information for your records.

© 2020 Pendragon Game Studio Srl. Last Aurora is a trademark of Pendragon Game Studio Srl. All rights reserved. Made in China.

APPENDIX

ICONS


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 in this attack 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: it links Loot and Damage to an Enemy card.


Survivor's Exploration Skill.


Additional card. Only some of the cards with this symbol are used each time you play.



Truck's Towing Capacity: it shows the maximum number of Trailers that the player may attach to this Truck.

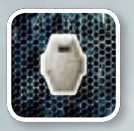


Truck Speed



+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 Food or Fuel (or Damage).



Special: this box provides 1 Food token at the end of each round. Put that Food in any other Cargo Boxes.


Weapon: this box allows the player to attack: it shows the Weapon rating (1, 2, 3, or 4).


Target: it shows the part of the Convoy cards where players must distribute damage, marked in red.


Top row: damage to Devices.


Bottom row: damage to Truck or Trailers.


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


Damage to Truck.