




Last Aurora









Objective: Players race to reach the Aurora and end the game with the most fame.

Setup


1. Choose which side of the board to use for the game and place it in the middle of the table with the chosen Map facing up.
 - It is suggested players use the Alpha Map for their first few games.
2. Shuffle the 10 Special Waypoint counters (marked by an α on the back) and place one random face-up counter on each space of the Road board.
3. If playing the Beta map, place the 3 Avalanche counters () on the matching spaces of the Road board.
4. Place the Aurora token () beside the Waypoint on the Road board marked with the white number '1'.
5. Shuffle the Outcome deck and place it near the board.
6. Build the Exploration deck as follows:
 - i) Sort the Exploration cards into three decks based on the Time Periods marked on their backs (I, II, & III).
 - ii) Remove the cards from each deck that show a plus symbol () in a corner, placing each into a separate face-down pile, and then shuffle each pile separately.
 - iii) Pull out a number of cards from each deck in the previous step based on the number of players and add them to the respective Time Period decks:


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

- iv) Shuffle the cards from the previous step into their respective Time Period decks and return any unused plus symbol cards to the box without looking at them.
 - v) Build the Exploration deck by stacking the 3 Time Period decks together with III on the bottom, II in the middle and I on top; place the completed face-down deck to the right of the Exploration Zone of the board.
7. Sort the Loot cards into three decks based on the Time Periods marked on their backs (I-II, III-IV, and V-VI); shuffle each pile separately, and then build the Loot deck by stacking the 3 piles together with V-VI on the bottom, III-IV in the middle, and I-II on top; place the face-down deck near board.

8. Create the reserve by placing the Food () , Fuel () , Ammo () , Object () , and Survivor () tokens along with the Damage () and Contamination () counters near the board.
9. Shuffle the Object cards into a face-down deck and place it near the board.
 - The *Mine* card is optional; if playing with the *Mine* card, place the card into the Object deck and place the 2 Mine counters () in the reserve with the other counters and tokens.
10. Take the 2 *Rusted Container* cards from the Start deck (marked with an 'S' on the back of the cards), place them below the two leftmost slots of the Exploration Zone beneath the board, and then fill the three remaining slots with the top 3 cards of the Exploration deck.
11. Each player chooses a colour and takes the following components: A Player board, placing it in front of them, and in their chosen colour:
 - The Survivors, Truck, and Trailer cards are taken from the Start deck (marked with an 'S' on the back of the cards).


Turn Order counter ()





Fame counter (): Placing it on the space without stars on the Fame track of their Player board.

Target counters (): Placing both of the counters on the corresponding spaces of their Player board.


Survivor cards: Placing them to the bottom right of their Player board, in their Active Zone.


Truck and Trailer cards: Placing them to the top right of their Player board, in their Convoy Zone.

Wooden Convoy token (): Placing it on the space with the building on the bottom left-hand corner of the Road board.

12. 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 rules explained in the *Convoy Rules and Placement Rules* section of this guide.
13. The Turn Order counters of all players are placed on the Turn Order track in a random order, starting with the leftmost space.

Mine Card Rules (Optional Object Card)



Using Mines: After moving, a player may play a *Mine* card to take one Mine counter () from the reserve and place it on a road (not a movement space) that they just crossed over; the player then discards the *Mine* card and draws another card from the Object deck.

- When another player crosses the road with the Mine counter, they add one Damage counter () to their Truck card and then remove the Mine counter from the board.


- If a Mine counter is to be placed but there are none in the reserve, the player placing the Mine takes the counter that is closest to the starting space on the Road board.


End of Game



The game ends at the end of the round in which one of the following situations occurs:

- At least one player's Convoy has reach or gone beyond the space in which the Aurora token () is moored.
- The Aurora token () is at the space beside the white or red '6' on the Road board.

Each player scores Fame Points as follows:


Convoy Position: One Fame Point for each space that their Convoy token () is ahead of the Convoy token that is in last place.

- Shortcuts () are only considered if the Convoy in last place has the ability to use them.

Player Board: Any Fame Points gained () or lost (), as shown by the position of their Fame counter () on their Player board.


Object Cards: One Fame Point for each unused Object card that they have.


Cargo Boxes: Any Fame Points granted by undamaged Cargo Boxes that show Fame Points on their Convoy.

- A Cargo Box is considered damaged if it has a Damage counter () on it.



Survivor Cards: Any Fame Points granted by abilities on their Survivor cards.

End Game Condition: Additional Fame Points are granted based on the condition that triggered the end of the game:

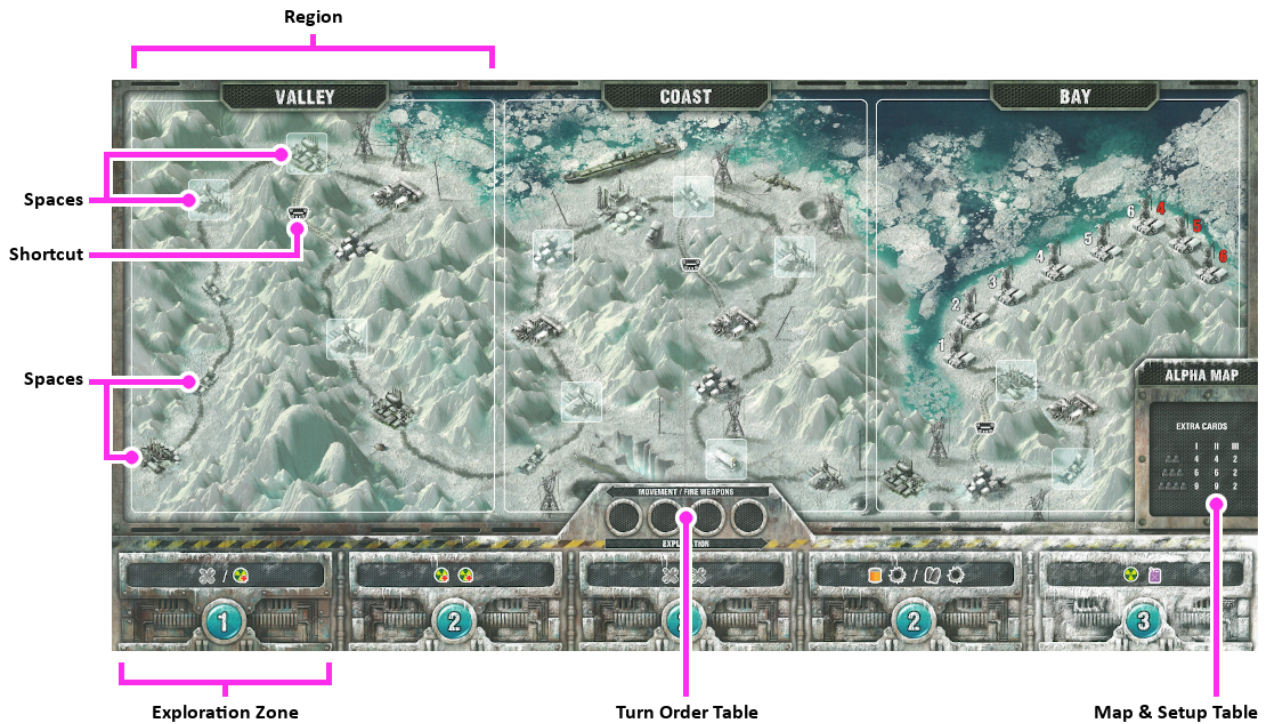
At least one player's Convoy reached the Aurora: Each player gains one Fame Point for each Survivor card they have that contains no Contamination counters (), regardless of the zone of the player's Player board that they occupy.

No players' Convoy reached the Aurora: Each player gains one Fame Point for each Convoy card (Truck, Trailer, and/or Device) that does not have any Damage counters () on it.

The player with the most Fame Points wins the game.


Tie-breaker: In the event of a tie, the tied player with the Convoy token () in the most forward position on the Road board is the winner and if players are still tied, the tied player whose Turn Order counter () is furthest on the right on the Turn Order table is the winner.

Board Anatomy




Regions: The Road board is divided into 3 Regions; each Region is outlined by a white rectangle.

Spaces: The Road board is made up of a series of spaces that the Convoys must traverse; each space on the board is represented by a small group of buildings that are intersected by a road.

Shortcuts (): If a player’s Convoy shows the corresponding Shortcut symbol, they can use Shortcuts to avoid spaces and travel more quickly.

Exploration Zones: Location cards are assigned to Exploration Zones which players will explore during the game. Each Exploration Zone has an Exploration Cost that a player must be able to meet or exceed in order to explore the corresponding zone and also has an associated a Bonus Action that the player exploring the zone can choose to take.

Turn Order Table: The Turn Order table is used to determine player order when moving, firing weapons, and exploring. When resolving turn order, players check the positions of the Turn Order counters () on the Turn Order table:

Reverse Turn Order: Players turns are resolved beginning with the leftmost counter and work towards the rightmost counter.

Forward Turn Order: Players turns are resolved beginning with the rightmost counter and work towards the leftmost counter.



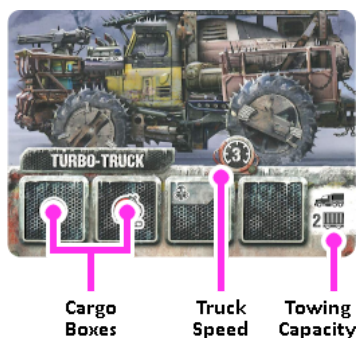
Map & Setup Table: The name of the map and the number of extra cards (🟡) are added to the Exploration deck during setup based on the number of players.

Convoy Rules and Placement Rules

This section covers rules regarding Convoys. Each player has a Convoy that is made up of a Truck card, a number of Trailer cards, and possibly some Device cards, each of which shows a number of Cargo Boxes that can hold resources such as Food (🟠), Ammo (🟡), Fuel (🟣), and Survivors (🧑).

Truck Cards (🚚)

Each player has a single truck card which is used to carry Resources, Survivors, Trailers, and move on the Road board.



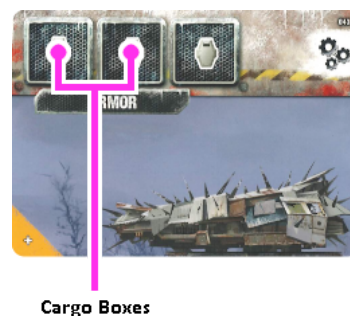
Trailer Cards (🚛)

Trailer cards can be used to carry additional Resources and Survivors.



Device Cards (⚙️)

Each Truck or Trailer card can have a single Device card above it which can carry additional Resources and Survivors.



Cargo Boxes: Each Cargo Box can hold a single counter or token. The restrictions for placing tokens and counters in Cargo Boxes can be found in the *Placement Rules* on the following page.

Truck Speed: The Truck Speed indicates the maximum number of Movement Spaces a player can move their Truck during the *Movement Phase*.

- Additionally, in order to move during the *Movement Phase* a player will need a Survivor token (🧑) on their Truck card, and to spend a Fuel token (🟣) from their Convoy.


Towing Capacity: The Towing Capacity of a Truck card indicates the maximum number of Trailer cards that can be added to the Convoy.



- If a player gains a Trailer card that would put the number of Trailer cards in their Convoy above their Truck card's Towing Capacity, they will have to discard an existing Trailer card from their Convoy.

Device & Trailer Cards: Once installed, Trailer and Device cards in a Convoy can only be replaced, but never moved.

- If a player replaces a Truck or Trailer card that has a Device card installed on it, the Device card is automatically installed on the new Truck or Trailer card.
- If a player replaces their Truck card with one that has a lower Towing Capacity than their previous one, they must discard enough Trailer cards to match the new, lower Towing Capacity; if any Device cards are installed on the discarded Trailer cards in this way, the Device cards are also discarded.

Replacing a Card in a Convoy: When a player replaces a card in their Convoy, they must remove all of the tokens and counters from the card they are replacing:



Damage Counters (): Damage counters are returned to the reserve.

Resource (*i.e.* ) and **Survivor tokens** (): Resource and Survivor tokens are temporarily set aside; after replacing the card, the player places the Resource and Survivor tokens that were set aside following the Placement Rules (as per below).


Placement Rules: When placing a token or counter on their Convoy, a player must comply with the following restrictions:



Each Cargo Box can only hold a single token or counter: If a player needs to place a token or counter on a Cargo Box that is already occupied, they must move the original token or counter to another Cargo Box on their Convoy, if possible, or return it to the reserve.



Some Cargo Boxes can only hold specific types of tokens or counter: If this is the case, the type of token or counter that can be placed in the Cargo Box is shown on the top left-hand corner of the box; if a Cargo Box shows no symbol, it can hold any type of token or counter.

- An Armour box () can only hold a Damage counter ().

Moving tokens and counters: During all game phases except for the *Fire Weapons Phase*, a player can freely move Resource and Survivor tokens between the Cargo Boxes on their Convoy providing that they comply with the Placement Rules.

Damage counters (): Damage counters may be placed on any Cargo Box, with the exception of a Cargo Box that already contains a Damage counter.


- Once placed, a Damage counter cannot be moved; the only way a Damage counter can be removed is with a Repair ().
- If a player needs to place a Damage counter onto a Cargo Box that already holds a token, they must discard that token; if a player discards a Survivor token () in this manner, then they must also discard a Survivor card of their choice.

Weapons (i.e. ) and Special Boxes: Have special effects and may only hold Damage counters () .

- As long as a Damage counter is in a Weapon or Special box, the effect of that box cannot be used.

Card Anatomies

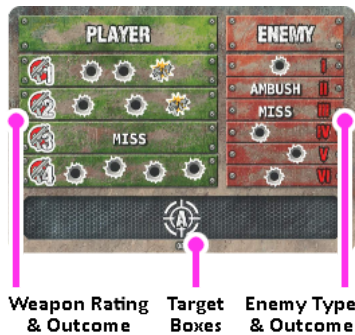
Outcome Cards (back)

The backs of Outcome cards are used to determine which cards in players' convoys take Damage () when enemies fire upon them; red sections indicate a hit.




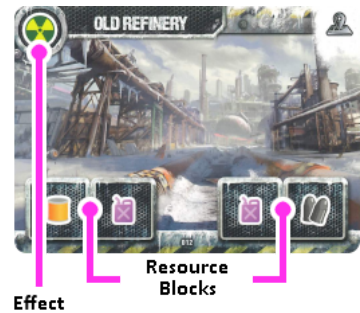
Outcome Cards (front)

The fronts of Outcome cards are used to determine an outcome when player Convoys fire on Enemies and vice-versa.




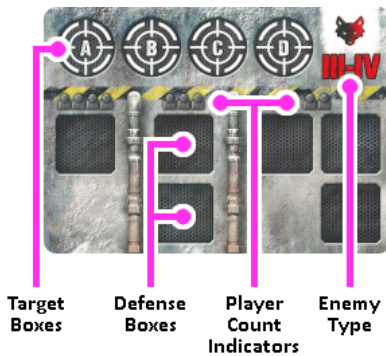
Location Cards ()

Location cards are places that Survivors () can explore to gain Resources over the course of the game.



Loot Cards (back)

The backs of Loot cards are used to track Damage () done to Enemies by players and which players dealt the Damage.



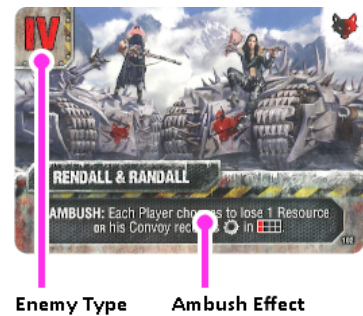
Loot Cards (front) ()

A Loot card is a Truck, Trailer, Device, or Survivor card that is awarded to a player after an Enemy has been defeated.



Enemy Cards ()

Enemy cards represent Enemies that players encounter on the Road board.



Event Cards ()

Whenever an Event card is revealed, the listed effects are resolved immediately, and then the Event card is discarded and replaced with another card from the Exploration deck.



Object Cards

Object cards are one-time use cards that a player may use on their turn during the phase specified on the card before being discarded.

Encounter Cards

When a player explores an Encounter card, they are presented with options of which they must choose and perform one.

Survivor Cards ()

A player's Survivor cards allow them to take actions over the course of a round (*i.e. they are workers for worker placement*).



Exploration Skill **Survivor Ability**



Resources Placed on Encounter Card


Survivors ()



This section covers rules regarding Survivors.

Losing All Survivors: In the very unlikely case a player loses all of their Survivors, that player is out of the game and must remove all of their tokens from play.

Survivor Abilities: Each Survivor has a special ability that can be used during the phase listed.

- A player may only use a Survivor's Ability if the Survivor is in their Active Zone.
- Using the ability of a Survivor does not exhaust that Survivor in any way.


Contamination (): When a player receives a Contamination counter, they must place it on one of their Survivor cards; each Contamination counter on a Survivor card lowers the Exploration Skill of that Survivor by 1.


- If the number of Contamination counters on a Survivor card is equal to the Survivor's Exploration Skill, plus any Food tokens () used to feed that Survivor, the Survivor dies; the player must discard the Survivor card and one Survivor token () from their Convoy.

- If a Survivor receives a Contamination counter that kills them while they are performing a card action, they still carry out the action they were performing but cannot proceed to perform the corresponding Bonus Action or vice-versa.



General Rules



Revealing an Exploration Card: When revealing an Exploration card, a player turns over the top card of the Exploration deck and places it below the rightmost empty slot of the Exploration Zone beneath the board.



If a Location () or Encounter card is revealed: Immediately take the depicted Resource and Object tokens from the reserve and place them onto the card.


If an Event card () is revealed: Immediately resolve the effects of the card, discard it, and then reveal another card from the Exploration deck.

Fame Track: Each player has a Fame track on their Player board that shows the number of Fame Points they have gained during the game.

When a player gains a Fame Point (): The player moves their Fame counter () up one space on the Fame track on their Player board.

- If a player's counter is on the highest space of their Fame track, they immediately perform a Repair () instead by remove one Damage counter () from their Convoy and returning it to the reserve.

When a player loses a Fame Point (): The player moves their Fame counter () down one space on the Fame track on their Player board.

- If a player's counter is on the lowest space of their Fame track, they must place one Damage counter () on a Cargo Box in their Convoy instead.

Object Cards: Whenever a player draws a card from the Object deck, they look at it and then place it face-down on their Player board.

- A player's Player board can hold a maximum of 3 Object cards; if a player has 3 Object cards and draws a fourth, the player must immediately discard, or if possible, use one Object card of their choice.
- If a player needs to draw an Object card but the deck is empty, they shuffle the discarded Object cards into a new face-down deck and then draw a card.
- A player may use Object cards on their turn during the phase specified on the card; once an Object card has been used, the player places it into the Object discard pile.

Card Actions

There are 4 types of card actions, each related to a different type of card:

Gather Resources and/or Objects (📍): A player taking this action may pick up Resource and/or Object tokens from a Location card. To perform this action the player must:

1. Resolve the effect if one effect is shown on the top left-hand corner of the Location card:



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



The player must place a Contamination counter on a Survivor card that is involved in this action.



The player must move their Fame counter (★) down one space on the Fame track on their Player board.

2. Choose one of the two blocks (left or right) shown on the Location card and take all of the Resource and Object tokens from that block.
 - If one block has already been taken, the player must take the remaining block.
3. Put any gained Resource tokens onto their Convoy following the *Placement Rules* (see the *Convoy Rules and Placement Rules* section).
 - The player may choose to discard some, or all, of the Resources gained to the reserve instead.
4. Move any gained Object tokens (📦) to the reserve and draw that number of Object cards from the Object deck.
5. If there are no more Resource tokens remaining on the Location card, the Location card is placed in the Exploration card discard pile.


Recruit a Survivor (👤): A player taking this action takes the Survivor card and adds it to their crew by placing it into their Rest Zone and also takes a Survivor token (👤) from the reserve, adding it to their Convoy following the *Placement Rules* (see the *Convoy Rules and Placement Rules* section)

- A player taking this action must be able to recruit the Survivor and add it to their Convoy, they cannot take this action and discard the Survivor card and Survivor token during the same turn that it was recruited to block another player from recruiting the Survivor.


Resolve an Encounter: A player taking this action must do what the text on the Encounter card describes.

Improve the Convoy: A player taking this action takes the card and adds it to or replaces an element of their Convoy.


- A player taking this action must add the card to their Convoy, they cannot take this action and discard the card during the same turn that it was taken to block another player from getting the card.

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

- If a player replaces their Truck card with one that has a lower Towing Capacity than their previous one, they must discard enough Trailer cards to match the new, lower Towing Capacity.

Trailer (): If the Towing Capacity of the player's Truck card is greater than the current number of Trailer cards being towed by their Truck, the player adds the Trailer card to the end of their Convoy.

- If adding the Trailer card to the player's Convoy would cause the number of Trailer cards to exceed the Truck's Towing Capacity, they must discard an existing Trailer card and replace it with the new Trailer card.

Device (): The player places the Device card above a Trailer or Truck card in their Convoy.



- Each Truck or Trailer card can only hold a single Device card.
- The player may discard a previously installed Device card to make room for the new card.

Bonus Actions


A player may perform the corresponding Bonus Action when they are exploring a Location card on their turn, before or after taking the Location card's action.

Alpha Map Bonus Actions: These Bonus Actions are present on the *Alpha Map*.




The player removes 1 Damage counter () from their Convoy or 1 Contamination counter () from a Survivor involved in the action.



The player removes up to 2 Contamination counters () (total) from one or more Survivors involved in the action.





The player removes up to 2 Damage counters () from their Convoy.






The player gains 1 Food token () and adds 1 Damage counter () to their Convoy, or gains 1 Ammo token () and adds 1 Damage counter to their Convoy.



The player gains 1 Fuel token () and adds one Contamination counter () to a Survivor involved in the action.


Beta Map Bonus Actions: These Bonus Actions are present on the *Beta Map*.

The player removes 1 Damage counter () from their Convoy; or removes 1 Contamination counter () from a Survivor involved in the action; or spends 1 Fuel token () to immediately move their Convoy forward to 2 spaces on the Road board.







- The movement is resolved immediately during the *Exploration Phase* as part of the action, not during the *Movement Phase*.
- The player suffers, gains, and uses all of the effects on the map that they would with normal movement (*i.e. radiation, special waypoints etc.*).
- Abilities that can be only used during the *Exploration Phase* are valid; however, abilities or items that can only be used during the *Movement Phase* are not.



The player removes up to 2 Contamination counters () (total) from one or more Survivors involved in the action, or improves their Convoy by taking a Truck, Trailer, or Device card from the discard pile and adding it to their Convoy.



- The player cannot take a Convoy card of another player's colour from the discard pile.

The player removes up to 2 Damage counters () from their Convoy or may spend 1 Ammo token () to activate one Weapon (*i.e.* ) and immediately attack an Enemy card in their Convoy token's () current region one time.





- The player cannot attack an Enemy card that is in another region or still in the Exploration Zone.
- If the player kills the Enemy with this attack, they immediately follow the steps for *Defeating an Enemy* in the *Turn Order* section of this guide (see *Phase 4: Fire Weapons*); 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 following *Fire Weapons Phase*.



The player gains 1 Food token () and adds 1 Damage counter () to their Convoy; or gains 1 Ammo token () and adds one Damage counter to their Convoy; or gains 1 Fuel token () and loses 1 Fame Point.

- A player can still choose to lose 1 Fame Point if they are already on the '-1' space on the Fame track on their Player board by instead adding 1 Damage counter to their Convoy.







The player gains 1 Fuel token () and adds 1 Contamination counter () to a Survivor involved in the action.

Turn Order


Phase 1: Exploration – Players take turns in Reverse Turn order to interact with cards in the Exploration Zone. During each turn a player must either choose to Explore or Pass.

- Players continue to take turns so long as they have Survivor cards in their Active Zone; when all players have run out of Survivors in their Active Zones, the Exploration Phase ends immediately.


End of Phase Turn Order Update (Beta Map Only): Players must update the Turn Order table at the end of the Exploration Phase.

- The player whose Convoy token () is in front (closest to the Aurora token – ), moves their Turn Order counter () to the rightmost position on the Turn Order table, and then the second closest player places their Convoy token to the left of the first token etc.
- If players Convoys share the same space on the Road board, the positions of the tied players do not change relative to each other on the Turn Order table.
- No type of Shortcut () is to be taken into account when determining Turn Order.

Explore: To explore, a player must perform the following steps:

Food (): A player may discard any number of Food tokens from their Convoy during their turn, prior to or following an Explore action. For each Food token discarded the player can:

- Move one of their Survivor cards from their Exhausted Zone to their Rest Zone.
- Increase the Exploration Skill of one of their Survivor's by one for the current turn; the player places the discarded Food token on the card as a reminder.

- Choose one card in the Exploration Zone that is not an Enemy card ().
 - If there are slots in the Exploration Zone that do not contain cards due to the Exploration deck running out, a player may only choose a slot that contains a card, never an empty slot.
- Choose one or more Survivor cards in their Active Zone, ensuring that the sum total of their Exploration Skill values is equal to or greater than the Exploration Cost of the Exploration Zone slot that the card is in.


3. Perform the following actions in any order:

- The Card actions and Bonus actions are covered in detail in the *Card Actions* and *Bonus Actions* section of this guide.

Card Action (mandatory): The action that is related to the card they have chosen.

Bonus Action (optional): The Bonus Action shown in the Exploration Zone slot that the card occupies.


4. Move the Survivor cards used for the action into their Exhausted Zone.

- If there are any Food tokens () on the cards, the tokens are returned to the reserve.


5. If the Exploration card that the player has interacted with has been taken or discarded, the remaining Exploration cards are slid to the left to fill in any gaps left behind; a new card is then drawn from the Exploration deck and placed into the rightmost slot of the Exploration Zone.

- It is possible for the Exploration deck to run out during the last round of the game, if this happens, the Exploration Zone will not be completely full.



Phase 2: Rest – Survivor rest to be used again in later turns. All players simultaneously perform the following steps:

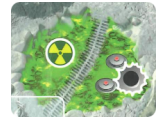
1. Each player may feed their Survivor cards; for each Food token () discarded from their Convoy, the player can:
 - a) Move one of their Survivor cards from their Exhausted Zone to their Rest Zone.
 - b) Increase the Exploration Skill of one of their Survivor's by one for the current turn; the player places the discarded Food token on the card as a reminder.
2. Each player moves all of their Survivor cards that are in their Rest Zone to their Active Zone.
3. Each player moves all of their Survivor cards that are in their Exhausted Zone to their Rest Zone.


Phase 3: Movement – Players move their Convoy tokens () along the Road board. In Forward Turn Order, each player must perform the follow steps:

Shortcuts (): If a player's Convoy contains a Shortcut symbol, it may use Shortcuts marked on the Road board that show the matching symbol, otherwise it must go the long way.

- Shortcuts without the Shortcut symbol can be crossed by any Convoy, regardless of whether or not a player's Convoy has the Shortcut symbol; this type of shortcut is not present on the *Alpha Map*.







Dangerous Shortcut (Beta Map Only): When a player crosses this type of Shortcut, they must immediately add the number of Contamination counters () shown to their Survivor cards and the number of Damage counters () shown to their Convoy.






Avalanche Hazard Shortcut (Beta Map Only): When a player crosses this type of Shortcut, they must immediately resolve the indicated effect and then place an Avalanche counter () to cover the road; once covered the Shortcut is no longer available to any players for the remainder of the game.



End of Phase Turn Order Update: Players must update the Turn Order table at the end of the *Movement Phase*.

- The player whose Convoy token () is in front (closest to the Aurora token – ), moves their Turn Order counter () to the rightmost position on the Turn Order table, and then the second closest player places their Convoy token to the left of the first token etc.
 - If players Convoys share the same space on the Road board, the positions of the tied players do not change relative to each other on the Turn Order table.
 - No type of Shortcut () is to be taken into account when determining Turn Order.
1. The player checks to see if they have at least 1 Survivor token () on their Truck card; if there is no Survivor token(s) on the player's Truck card, the player cannot move their Convoy token this round.
 2. If the player wants to move, they spend 1 Fuel token () from their Convoy; if the player does not have a Fuel token or does not want to spend a Fuel token, the player cannot move their Convoy token this round.
 3. The player moves their Convoy token a number of spaces (each space is represented by a small group of buildings crossed by a road) on the Road board less than or equal to their Convoy's speed:

Convoy Speed = Truck card's Movement Speed (i.e. ) + bonus effects from Character Abilities and/or Object cards + 1 for each additional Fuel token () the player spends.

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



The player may discard the counter and add the indicated Resource to their Convoy.






The player may discard the counter and draw 1 Object card.






The player must add one Contamination counter to one of their Survivors; the Special Waypoint counter is not discarded.


Phase 4: Fire Weapons – Players have an opportunity to attack Enemies and must resolve the attacks of all revealed Enemy cards. This phase is divided into three steps:




- If the Outcome deck becomes exhausted, players are to shuffle the discarded Outcome cards into a face-down pile to create a new Outcome deck.

1. **Ambush:** If there is at least one Enemy card () in the Exploration Zone, there is an ambush and the following steps are performed:
 - i) The Enemy card is moved above the region of the Road board where the leading Convoy token () is located; this can be determined in the same manner as Forward Turn Order is determined.
 - If there is more than one Enemy card in the Exploration Zone, an Ambush is resolved for each card, starting with the leftmost card.
 - No cards are added to the Exploration Zone after resolving an ambush; cards will be refilled at the end of the round.
 - ii) Take the top card from the Loot deck it and place it beside the Enemy card with the card back facing up.
 - The Defense Boxes on the card show the amount of Damage () that is required to be dealt to the enemy in order to defeat it; this varies based on the number of players in the game.


- If playing with 2 or 3 players, use the Enemy card to cover up any sections of Defense Boxes that show player counts greater than the number of players in the game.
- iii) The effects of the ambush shown on the Enemy card are applied to the Convoys of all players whose Convoys are located in the region of the card; these effects are resolved in Forward Turn Order.
- Damage from an ambush is dealt to Convoys in the target areas marked in red (Device cards on the top row, Truck and Trailer cards on the bottom row).
 - If a Convoy has no cards in the target areas or cards in which the target areas are all damaged, the attack has no effect.
2. **Convoys Fire:** Each player may attack Enemy cards () in the same region as their Convoy token (). In Forward Turn Order, each player may spend one or more Ammo tokens () to attack Enemies in the same Region as their Convoy token. For each attack, a player must:


- On their turn, a player is not limited to one attack; after their first attack, they may make further attacks using different Weapons in their Convoy, providing they have Ammo to use. Once a player cannot or does not want to make any further attacks, their turn ends.
- The Convoys Fire step ends once each player has had a turn to complete their attacks.

Defeating an Enemy: If all of the Defense Boxes on an Enemy card are marked with Damage counters (), that Enemy is defeated and players immediately determine which player gets to claim the corresponding Loot by performing the following steps:




- i) Reveal the top card of the Outcome deck and look at the Target boxes listed on the bottom of the card; from left-to-right, find the first letter that matches a Target box on the Enemy card which is occupied by a player's Target counter ().
- The owner of the determined Target counter flips over the Enemy's Loot card and adds it to their Convoy at the end of the *Convoys Fire* step.
 - All other players with Target counters on the Enemy card that did not gain Loot each gain an Object card for each of their Target Counters on the Enemy card at the end of the *Convoys Fire* step.
- ii) Once Loot has been distributed, the Enemy card discarded and all players take back their Target counters.
- i) The player discards one Ammo token () from their Convoy.
- ii) The player chooses one Weapon (*i.e.* ) on their Convoy that is not damaged and that has not already been used to attack during this phase.
- To keep track of Weapons a player has used, they can instead take the Ammo token from the previous step and place it on the Weapon they have attacked with; once they have finished all of their attacks, the player discards any Ammo tokens on their Weapons.
- iii) The player chooses an Enemy card in their Convoy's region that they want to attack.

- iv) The player flips over the top card of the Outcome deck and looks at the row that matches the rating of the Weapon used in the *Player* section of the card:

Damage (): The player places the number of 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 that they used.


Miss: The player does not inflict any Damage on the Enemy.


- v) The player gains one Fame Point () if their attack inflicted Damage on the Enemy.
- vi) If the player's attack inflicted Damage, the player must place one of their Target counters () onto the first empty Target box on the Enemy card () that they just Damaged, placing it on the leftmost empty space.
- If a player needs to place a Target counter but all of their counters are on Enemy cards, they must choose one that is already assigned to any Enemy card and place it on the Enemy card that they just Damaged. Any gaps left behind by the removed Target counter are filled in by sliding the remaining counters to the left.
 - If a player needs to place a Target counter on an Enemy card but all of the target boxes on that card are full, they remove one Target counter of their choice from that Enemy card, return it to its owner, and then place their own Target counter in its place.

3. **Enemies Fire:** Convoys are attacked in each region that is occupied by at least one Enemy card ().

- i) Starting from the right of the Road board, reveal one Outcome card for each region that contains at least one Enemy card.
- Only a single Outcome card is revealed per region, regardless of the number of Enemy cards in that region.
- ii) Each Convoy in the attacked region suffers the damage and/or effects of the enemy attack as shown on the *Enemy* section of the Outcome card:
- As there is only one Outcome card per region, the effects of all of the Enemy cards in the region are added together.
 - Each Enemy card will have a number that corresponds to a row on the *Enemy* section of the Outcome card; the number will determine the outcome of the attack for each particular Enemy card.

Discarding an Enemy: If a region contains an Enemy card that has not been defeated by the players and no Convoy tokens () remain in that region, discard that Enemy card along with the corresponding Loot card (without revealing it).



- When this happens, all players immediately recover their Target counters () present on the Enemy card.

Damage (): Players receiving Damage must take the depicted number of Damage counters shown on the Outcome card and add them to their Convoys on Cargo Boxes indicated in red by the card on top of the Outcome deck.

- If a Convoy has no cards or only completely Damaged cards in the targeted area(s), the attack has no effect.

Ambush: The effects of the ambush are applied as per the *Ambush* step of the *Fire Weapons Phase*.

Miss: The Enemy does not inflict any damage on players' Convoys.

Phase 5: End of Round – If at least one player's Convoy token () has reached or moved past the space that the Aurora token () is moored at, or if the space the Aurora token is by is numbered with a red or white '6', the game ends. If the game has not ended players perform the following steps:

1. Move the Aurora token up one space along the numbered track.
2. If there are more than 3 cards (or 2 cards in a 2-player game) in the Exploration Zone, discard the excess cards, starting with the leftmost card.
3. Slide the remaining cards to the leftmost slots of the Exploration Zone and then fill in the empty spaces with cards from the top of the Exploration deck.
 - It is possible for the Exploration deck to run out during the last round of the game, if this happens, the Exploration Zone will not be completely full.