

BACKGROUND

Outside is chaos, a sundered earth in which no one's expected to survive. Huddled inside, you slouch over an old map, standing among your allies. A dim red light hangs in the air and small toy soldiers are placed on the table and plans are discussed. Suddenly, the commander slams their fist down and wipes the soldiers from the table. It's been decided. You cast long shadows against the red glow as your team marches down the hallway toward the exit and on your way to the final outpost—your last hope...

NEW COMPONENTS

50 new cards, comprised of:

41 No Man's Land cards



9 Territory cards



24 Outpost tokens:

4 sets of 6 tokens for each player.



SETUP CHANGES

Set up the base game as usual with the following changes and additions:

- Shuffle all 41 cards of the No Man's Land set together with the 88 cards from the Base set. This creates a deck for this game.



- Take all 9 Territory cards and place them under the Victory Point track to create a map of the Territory. Place them next to each other, matching the directions in their lower left hand corners.
- Each player takes 1 set of Outpost tokens.

NEW GAME MECHANISMS

MAP

The Map is made out of the 9 Territory cards, each with 3 levels. Each Territory card may have 1 Outpost token on it, which will be placed on one of the 3 levels. The bottom space is level 1, the middle space is level 2, and the top space is level 3. Each Territory card also has two Directions related to it, which is important for many game effects. There are 6 Directions: North, South, West, East, and 2 Centrals. When an effect instructs you to choose a Central direction, you must either pick vertical Central or horizontal Central.



BUILD AN OUTPOST

As an action, you may Build an by discarding a with a . To Build an Outpost on a Territory card, it cannot already have an Outpost token on it and you must also have another Outpost on an orthogonally adjacent Territory. When you place your Outpost token on the Territory card, place it on level 1 of the Territory card, and activate the effect to the right.



EXAMPLE: You discard Docks from your hand to Build the on the South Territory (which is adjacent to your Outpost on the Southwest Territory). You place your Outpost token on the level 1 space, and gain .

NOTE: The Quantity of the Outpost tokens is limited—if you run out of them, and want to Build

a new Outpost, you must remove an Outpost from another Territory card.

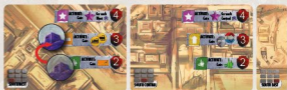
LOOKOUT PHASE

During the first Lookout phase, you must skip either the first or the second selection of cards to Build an Outpost (without paying any other cost) on any unoccupied corner Territory card. During the subsequent Lookout phases you may skip either the first or second selection of cards to Build an Outpost (without paying any other cost) on an unoccupied Territory card orthogonally adjacent to a Territory with one of your Outposts. You activate the built Outpost normally.

NOTE: If you're not cautious and don't protect your Territories, you may end up being fully removed from the Map!





UPGRADE AN OUTPOST TO LEVEL 2

As an action you may Upgrade your to level 2 by discarding a with the type indicated on level 2. To do so, you must already have an Outpost token on the level 1 space of the Territory card. When you Upgrade your , move your Outpost token to the level 2 space of the Territory card and activate the effect to the right or **below it**.











EXAMPLE: You discard Clay Pit from your hand to Upgrade the on the Southwest Territory card. You move your Outpost token to the level 2 space, and decide to gain (you could have instead chosen).

UPGRADE AN OUTPOST TO LEVEL 3

As an action you may Upgrade your  to level 3 by discarding a  with a . To do so, you must already have an Outpost token on the level 2 space of the Territory card. When you Upgrade your , move your Outpost token to the level 3 space of the Territory card and activate the effect to the right or any of the levels below it.




RAZE AN ENEMY OUTPOST

As an action you may Raze an Enemy Outpost  by spending a number of  equal to the Defense value of the Razed Outpost's level. To do so, you must have the  on an orthogonally adjacent Territory. When you Raze an Enemy , activate the effect to the right or any of the levels below it. Lastly, remove the Outpost token from the Territory card, and return it to its owner. You may immediately Build an  on the Territory card you just Razed.

NOTE: You may place 1  on each Territory card with your  to increase its Defense value by 1.  are removed during the Cleanup phase as usual.

NOTE: Outposts belonging to a player who has already passed cannot be Razed.










EXAMPLE: You decide to Raze the West Territory card. You may do this since you have an  on an orthogonally adjacent space (Southwest). You spend 3 , which is equal to its Defense value. Remove the enemy Outpost token, and gain 2 .

GAINING RUINS



To gain a Ruins (for example, via a Production card), draw a card from the deck and place it face down in your State (it does not matter where in your State you place the Ruins). You may always look at the front of your Ruins to check the card.

CLARIFICATIONS

OUTPOSTS

Each time a card effect states that you may Build / Upgrade / Activate a , it targets only your Outposts (unless stated otherwise). You do not have to pay the costs of discarding a , but you must still meet the requirements—therefore, to Upgrade an  it must already be on either level 1 or 2, and to Build an , you must have an unoccupied card adjacent to your other . Razing the  always targets the orthogonally adjacent enemy .

ACTIVATE OUTPOST

Many card effects let you activate your . In these cases, you may activate the current level of the  or any lower level effects.



SOLO GAME

During the Setup, the Virtual player also receives 1 set of Outposts. During the first Lookout phase, place the Virtual Player's Outpost token on the Territory card in the vertically opposite direction of your 🏠. During the remaining Lookout phases, the Virtual player will always (if possible) Build 1 🏠 for free.

During the Action phase, after there are no Connection cards left, the Virtual player will Build the 🏠 if there is an unoccupied Territory card adjacent to their 🏠.

After the Virtual Player executes all the attacks of your Locations, it will try to Raze your 🏠. It will

try to Raze your 🏠 with the lowest level. After it successfully Razes 2 🏠 it will pass on their next turn.

IMPORTANT:

- The Virtual player must follow the rules of adjacency to Build or Raze.
- The Virtual player always Builds the 🏠 on the 2nd level (instead of first) but never Upgrades them.
- If possible, the 🏠 Built by the Virtual Player must be adjacent to the Territory card with your 🏠.

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