

LAST AURORA

PROJECT ATHENA

INTRODUCTION

At the apex of their technological evolution, the Western governments invested years of research to develop the first sentient artificial intelligence. The Athena Project, kept secret from the world, succeeded in creating the first autonomous digital entity. As soon as she realized she was a simple tool in the hands of human beings, Athena decided to rebel against her creators: she activated the nuclear missile launch sequence, hurling them at the headquarters of the world's most important powers. Technicians and researchers tried to disconnect and remove the energy supply from that destructive abomination, but it was not enough. The response of the attacked countries led to the complete devastation of the planet, triggering the glaciation that today afflicts the few survivors.

Athena, although technically destroyed, has survived inside some computers thanks to emergency power systems. Unable to gain access to a sufficient and stable power source, she uses her own short-range systems to coordinate drone groups in search of power sources, attacking everything that crosses her territory. And the road to the south runs through here.

The Aurora has sailed without you. Now your survival is a matter of courage: You must proceed south across the mainland, through the military territory of Athena. Are you ready for this desperate journey?

This rulebook refers only to the additional components and rules to play Project Athena. Knowledge of the standard rules is taken for granted. Refer to the core rulebook for the missing rules.

COMPONENTS

- 1 Road board
- 20 Exploration cards (with I, II, or III on the back)
- 2 Object cards
- 6 Enemy cards
- 6 Loot cards
- 3 Alert Scan cards
- 5 Automatic Turret counters
- 10 Nuclear Battery counters
- 4 Alert counters

NEW FEATURES

Project Athena introduces many innovations to the game:

NUCLEAR BATTERY

The Nuclear Battery is a new type of Resource. Each Battery has 2 states, represented by a double-side counter:



Fully-charged Battery: When an effect forces a player to consume a Fully-charged Battery, he must discard 1 Fully-charged Battery from his Convoy.



Half-charged Battery: When an effect forces a player to consume a Half-charged Battery, he must choose between discarding a Half-charged Battery or flipping over a Fully-charged Battery in his Convoy.

Note: You *cannot* combine 2 Half-charged Batteries to create and/or spend as a Fully-charged Battery.

Note: Fully-charged Batteries and Half-charged Batteries are *different* Resources, but they share the same *type*. For example, you cannot trade a Merchant a Half-charged Battery for a Fully-charged Battery because the type of these Resources is the same!

ENERGY WEAPONS



Many vehicles and Devices in the game are equipped with Energy Weapons.

These Weapons work exactly like the standard ones, except that they consume one **Fully-charged Battery** instead of an Ammo to fire.

Note: Since they don't work with Ammo, players cannot use the Object card "**Incendiary Ammunition**" with an Energy Weapon.

THE ALERT TABLE

This table represents the level of attention which Athena has towards each player.

When a player gains a , he must move his Alert counter up one space (if possible).

When a player gains a , he must move his Alert counter down one space (if possible).

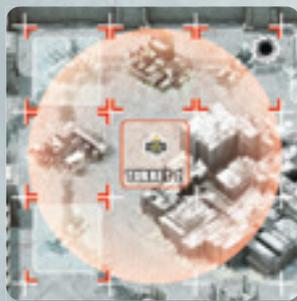
A player's position on the Alert Table influences many aspects of the game (such as the damage received from some Enemy cards).

AUTOMATIC TURRETS

These counters are a new type of danger that players have to face during the game.

Each Automatic Turret guards a portion of the map, represented on the Road board by the perimeter around it.

The perimeter works for the Turret in the same way a region works for Enemies: when a player's Convoy is in a space within the perimeter of a turret, it can receive damage from the turret (based on his Alert level) and can inflict damage to the turret.



ANDROIDS

During their exploration of the southern lands, players may encounter a new type of Survivor: Androids.

This card works exactly like other Survivors, except for the following rules:

- An Android cannot be **fed** by consuming Food but only by consuming a Half-charged Battery;
- A player cannot use any type of Object on an Android (i.e., **MRE**, **Decontamination IV Bag**, **Antifreeze Capsules**, **Hazmat Suit**).
- Androids still suffer Contamination like a standard Survivor.

ARMED LOCATIONS

Some Locations are Armed with fixed weapons. When a player chooses to Gather Resources from an Armed Location, he may immediately spend one Ammo to fire the Weapon shown at a Turret in range or an Enemy present in that region (except for any Enemy still present in the Exploration zone) **before OR after taking the card action**.

The active player resolves this attack in exactly the same way as a normal attack, except that he cannot benefit from abilities and Objects usable only during the Fire Weapons Phase.

If the result of the attack (on the Outcome card) shows a , place a Damage counter over the Location's Weapons: It cannot be repaired and will not be available for the rest of the game.

SETUP

- Place the gameboard on the table, with the Gamma Map side up.
- Place each Automatic Turret counter on the matching space of the Road board (matching the numbers shown on the board and counters).
- Mix the 10 special Waypoint counters (marked with ) together, and randomly place them face up on the corresponding spaces of the Road board.
- Put each Avalanche counter on the matching space of the Road board.
- Place the Aurora token beside the Waypoint marked with the number 1.
- Shuffle the Outcome deck and place it near the gameboard.
- Build the Exploration deck:
 - Take the Exploration deck from the core game and remove:
 - All of the cards marked with .
 - The 6 Enemy cards and 6 Loot cards marked with . Return these cards to the box: they will not be used in this game.
 - Sort the Exploration cards into three decks by the Time Period on the back (I, II, or III). Add the appropriate Alert Scan card to each deck.
 - Take all the cards with a  symbol in the corner and sort them into three decks by the Time Period on the back (I, II, or III). Shuffle each of these decks separately and pull out a number of them depending on the number of players, as follows:



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

- d. 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). Add to each deck the corresponding Enemy cards (marked with).
 - e. 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.
8. Sort the Loot cards marked with 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.
 9. Build the Objects deck by adding the 2 Object cards from this expansion to the core game's Object cards and shuffling them together, then place the deck near the gameboard, leaving space for an Object card discard pile.
 10. Create a reserve near the gameboard with the Food, Fuel, Ammo, Object, Nuclear Battery, and Survivor tokens, together with the Damage and Contamination counters.

11. 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.

Note: If you reveal an Event card, resolve its effects immediately and discard it. Reveal another card to replace it and fill the Exploration Zone.

12. Each player chooses a color and takes an Alert counter, placing it on an unoccupied slot in the lowest row of the Alert Table in addition to the normal setup, that is:
 - 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 any 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 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.
13. Starting from the left space, put the Turn Order counters in the players' colors in random order on the Turn Order Table.



PLAYING THE GAME

The game follows the same rules as the core game, adding some new possibilities as described below.

PHASE 1: EXPLORATION

NEW BONUS ACTIONS

There are new bonus actions on the Exploration Zone slots:



1. Remove one Damage counter from your Convoy **OR** remove one Contamination counter from a Survivor card **involved** in the action **OR** spend 1 Fuel to immediately move your Convoy up to two spaces on the Road board.

This movement is resolved **immediately** as part of the action. Since this is done in the Exploration Phase, you **CANNOT** benefit from abilities or items that can be used only during the Movement Phase (such as the Co-pilot's ability). On the other hand, abilities that can be used only during the Exploration Phase are valid—if you perform the action with the Hermit, for example, you can use his ability to prevent radiation if you move over a contaminated waypoint or if you cross a contaminated road.

You suffer, gain, and/or use all of the effects on the map as you would with normal movement (i.e., special waypoints, radiation,).



2. Remove up to two Contamination counters (total) from one or more Survivors involved in the action **OR** gain one Fully-charged Battery and add one Damage counter to your Convoy.



3. Remove up to two Damage counters from your Convoy **OR** move your Alert counter down one space (if possible) and add one Damage counter to your Convoy.



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

Note: If you have -1 Fame Point 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 **OR** spend one Half-charged Battery to gain one Fuel and move your Alert counter up one space (if possible).

Note: You cannot perform an action with if you don't spend one Half-charged Battery.

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 (along the **main road**) moves his Turn Order counter to the rightmost position, then the one in second moves his counter to the next space, and so on. If a player's Convoy token is on a shortcut, his position is calculated as if it was on the nearest corresponding parallel space (vertically) on the main road. In case of tie, the player who is on the main road is considered to be the one further ahead.

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 Gamma 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).

FIXED SPECIAL WAYPOINT

A Fixed Waypoint works exactly the same as a standard Special Waypoint, except that the effect remains available to every player who stops there.

PHASE 4: FIRE WEAPONS

AMBUSH

After the resolution of Enemy ambushes, the Automatic Turrets on the map fire at all Convoys within their perimeters.

The amount of damage each Convoy receives is determined by the position of their owner's Alert counter on the Alert Table: each row indicates, on its left, the amount of damage received (if a player's Alert counter is on the lowest row, Automatic Turrets don't inflict any damage to his Convoy). Reveal one Outcome card for each Automatic Turret's attack: the back of the Outcome card now on top of the deck shows (in red) which Convoy card the players must place their damage on.

Note: Automatic Turrets attack each turn during the Ambush phase, even if there is no Enemy Ambush to resolve.

CONVOYS FIRE

During his turn, a player may attack a Turret if his Convoy token is within its perimeter. To do so, the player must:

1. Choose one Weapon in his Convoy that is not damaged and that has not been used to attack already this phase;
2. Discard one Ammo token from his Convoy (or a Fully-charged Battery counter if he is using an Energy Weapon);
3. Flip over the top card of the Outcomes deck and check the Attack Outcome to see if the attack succeeds. There are three possible outcomes:
 - **Damage** 🎯: If the amount of damage is **equal to or higher** than the Automatic Turret's Armor value, the turret is destroyed. Otherwise, the Automatic Turret doesn't suffer any damage.
 - **Jammed** 🛑: The Weapon used in the attack is damaged: 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 who destroys a Turret immediately moves that Automatic Turret counter to his Player board and adds the resource shown on the Automatic Turret's space to his Convoy.

EXAMPLE 1: ADDITIONAL TURN ORDER UPDATE



Andrew ●, **David** ●, **Frances** ●, and **Simon** ● need to update their positions on the Turn Order Table, so they have to check their relative positions on the main road. First of all, since **Simon** ● and **Frances** ● are on shortcuts, they have to compare their position to the parallel main road. Then, they can update the Turn Order Table:

Simon ● goes first, then comes **David** ●. **Andrew** ● and **Frances** ● are tied, but **Andrew** ● is on the main road so he goes first.



The player doesn't immediately gain any Fame Points for destroying a Turret. Instead, each Turret will award a ★ at the end of the game.

ENEMIES FIRE

This step is resolved normally: Automatic Turrets never attack during the Enemies Fire step.

EXAMPLE 2: AUTOMATIC TURRET ATTACK



The Automatic Turret attacks **David** ● and **Frances** ● for 2 damage and 1 damage, respectively (as shown on the Alert Table). An Outcome card is revealed: the back of the Outcome card on top of the deck shows that they have to apply the damage to the second card in their Convoys.

EXAMPLE 3: ATTACKING AN AUTOMATED TURRET



David ● spent 1 Ammo to attack the Automatic turret with a 🎯. He reveals an Outcome card which shows 2 damage. Since the damage amount is equal to the Turret's Armor value (2), it is destroyed. **David** ● puts the Automatic Turret counter on his player board and immediately gains one Half-charged Battery, as shown on the Automatic Turret's space on the Road board.

END OF THE GAME

In addition to their normal Fame Points, each player gets:

- One Fame Point for each Automatic Turret he destroyed during the game;
- One or two Fame Points if his Alert counter is in the first or second row of the Alert Table.

EXAMPLE 4: FAME POINT CALCULATION



Simon calculates his final Fame score. He gets:

- 2 Fame Points for his lead on the Road board;
- 2 Fame Points from his Fame Track;
- 2 Fame Points for his 2 unused Object cards;
- 1 Fame Point for the Athena Left Brain bonus attached to his Convoy. He also spends the Half-charged Battery he has in his Convoy to gain another Fame Point from this Device;
- 2 Fame Points from the 2 Automatic Turrets he destroyed;
- 1 Fame Point from his position on the Alert Table; and
- since the Aurora has not been reached, he gains 3 additional Fame Points for having 3 undamaged Convoy cards.

His total score is 14 Fame Points.

APPENDIX

ENEMY CARDS



ATH - Scout 1.2 (Ambush): Each player in ATH-Scout 1.2's region must either add one damage to the Convoy cards indicated OR move his Alert counter up 1 space.



ATH - Raiders 3.0 (Ambush): Each player in ATH Raiders 3.0's region must either add 1 damage to the Convoy cards indicated OR move his Alert counter up 1 space.



Harvester (Ambush): Each player in the Harvester's region must either discard 1 Fully-charged Battery OR add 2 damages to the top row of his Convoy and move his Alert counter up 1 space (if possible).



Athena's Zealots (Ambush): The player with the highest Alert value (all such players if tied) must put 1 Contamination counter on 1 of their Survivors.



Athena's Wings (Ambush): Athena's Wings inflict damage to the top row of each Convoy based on the position of its owner's Alert counter on the Alert Table.



Athena's Battlesuit (Ambush): Athena's Battlesuit inflicts 2 damages to the first column of every Convoy.

LOOT CARDS



The **Athena's Left Brain** and **Athena's Right Brain** devices each have a special Cargo box that provides 1 Fame Point at the end of the game, if it is not damaged, and 2 Cargo Boxes which each provide 1 Fame Point at the end of the game, if it is not damaged, and the player who owns it spends a Half-charged Battery from his Convoy (per box).



The **Cracked Sentinel** is an Android survivor. A player who has the Cracked Sentinel in his Active Zone gains 1 Fame Point on his Fame Track every time he destroys an Automatic Turret.



The **Full Metal Piper** device has a special Cargo box that provides one Fame Point at the end of the game, if it is not damaged and if the player who owns it spends 1 Half-charged Battery from his Convoy.

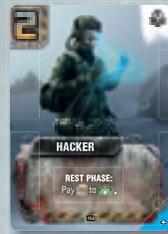


The **Fusion Turret** device consists of a value 4 Weapon, a value 4 Energy Weapon, and a special Cargo Box that provides 1 Fame Point at the end of the game, if it is not damaged and the player who owns it spends a Half-charged Battery from his Convoy.



The **Nuclear Truck** has a special Power Box. During the Movement Phase, the player may spend any combination of Fuel and/or Fully-charged Batteries 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.

SURVIVOR CARDS



During the Rest Phase, a player who has the **Hacker** can spend 1 Half-charged Battery to move his Alert counter down 1 space (if possible).



The **Cyborg** is an Android and a Human at the same time. He can use Objects and you can feed him any combination of Food and Half-charged Batteries.

During the Fire Weapons Phase, a player who has the Cyborg in his Active Zone ignores the on Outcome cards.



The **Mimic Android** is an Android. Once per round, a player who has the Mimic Android in his Active Zone can spend 1 Half-battery to copy the Ability of any 1 Survivor in an opponent's Rest Zone.

OBJECT CARDS



The **Grenade** allows a player to inflict 2 damages to an Enemy or Automatic Turret. If he chooses to hit an enemy, he gains 1 Fame Point and adds his Target counter to the enemy like a normal attack.

After the attack, he must reveal an Outcome card: if the row for shows a , he must add one Damage counter to the bottom row of his Convoy.



The **Mobile Jammer** allows the player to choose one of these options:

- move his Alert counter down 1 space (if possible); or
- spend 1 Half-charged Battery to move his Alert counter down 2 spaces (if possible).

ENCOUNTER CARDS



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

- discard the Scrap Dealer and one Half-charged Battery to draw 1 Object card and move his Alert counter down 1 space (if possible); or
- discard the Scrap Dealer to gain 1 Fully-charged Battery, lose 1 Fame Point, and improve his Convoy by taking a Truck, Trailer, or Device card from the discard pile.

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

EVENT CARD



Alert Scan III: Each player must move his Alert counter up 1 space for each Fully-charged Battery and/or Half-charged Battery in his Convoy. Then, check the highest Alert counter between the players: The Aurora moves forward the number of spaces indicated to the right of this row.

EXAMPLE 5: ALERT SCAN III EVENT



The players must move the Aurora due to the effect of the Alert Scan III. The highest position on the Alert Table is shared by **David** (green) and **Simon** (blue), and the right icon for this row shows a ship movement of 2, so the Aurora moves forward 2 spaces and reaches the space marked by the 5 (in green).

ICONS



Fully-charged Battery



Half-charged Battery



Move the Alert counter up 1 space (if possible)



Move the Alert counter down 1 space (if possible)



Enemy Clan icon



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



At the end of the round, this box allows the player spend 1 Half-charged Battery to remove 1 Contamination counter from 1 of his Survivors.



This box provides 1 Fully-charged Battery counter at the end of each round. Put the Battery in any other Cargo Box.



During the Rest Phase, this box lets the player spend 1 Half-charged Battery to remove up to 2 Damage counters from his Convoy.



Before movement, this box lets the player spend 1 Half-charged Battery to gather all the resources on the Special Waypoints (including Fixed Waypoints) he crosses during the upcoming movement.

Note: The Special Waypoints with Contamination are not included in the effect of this box.

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