

Rules and setup

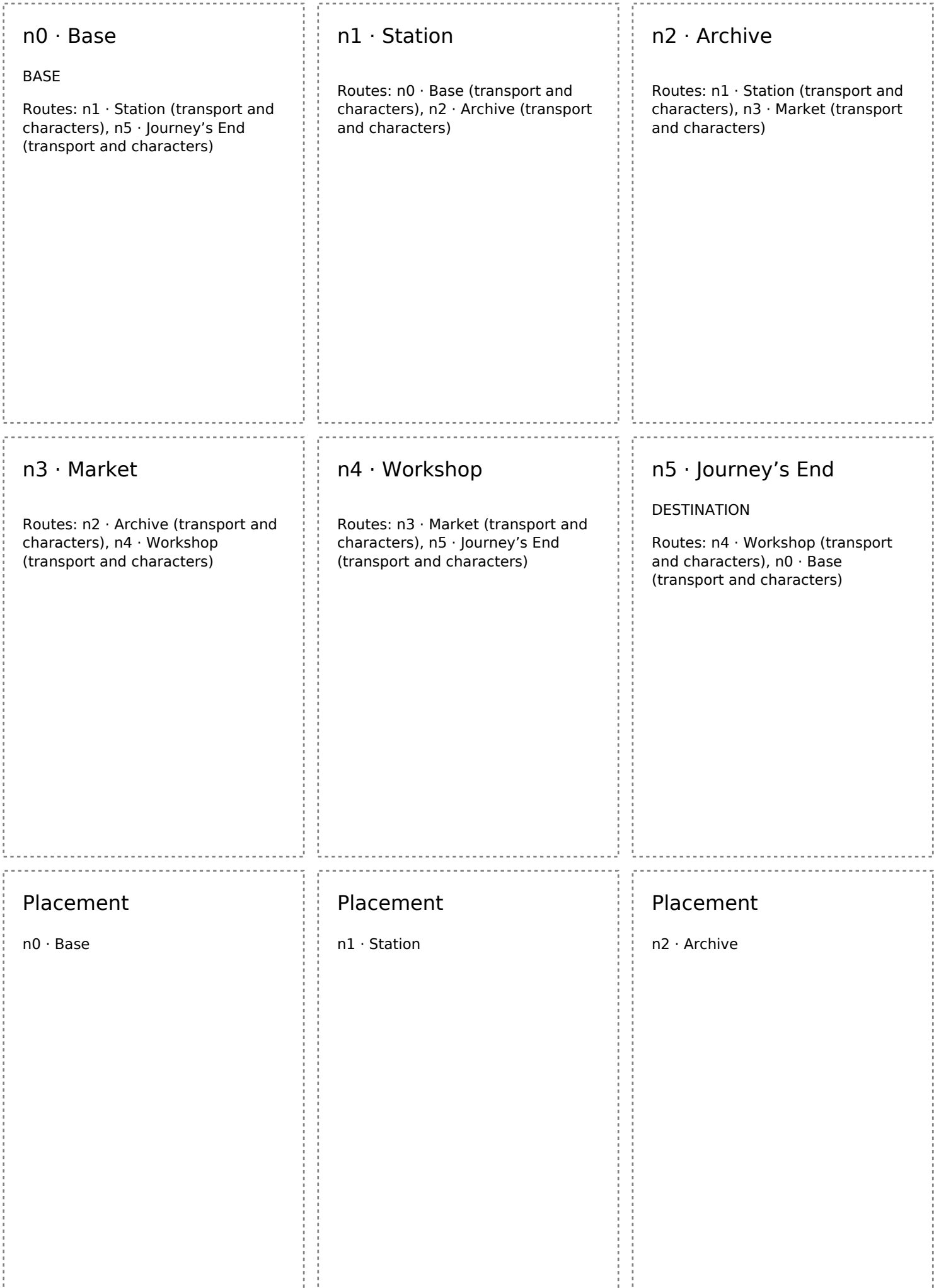
1. You play together, characters in any order. Each round you have 8 shared effort tokens. Unused effort does not carry over. Rounds: 6.
2. The map is known. An unexplored place (? token) is not an empty place. Arriving explores the place and reveals its content. Explore this place (1 effort) also reveals cards that arrival does not show. Knowledge belongs to the whole team and stays. Hazards are visible at once; some cards announce themselves with a signal token showing a category and deadline. The scenario keeper holds the other hidden cards; you do not know how many, and they do not count toward the limit of four active cards. A character with "scouting" (role, item or place gear) detects signals within 2 routes for 1 effort or fully reveals content for 2. From a transport anyone detects signals within 1 route, and a scout reaches one route further. Detecting a signal again reads its details: risk, needed capability and reward type. A character whose own capability matches reads them at once. Some cards are revealed only by exploring, by resolving another card or in a given round. Resolving "Repair the Transmitter" announces everything hidden within 3 routes. Hidden cards lie face down, revealed ones face up; turning a card sideways marks it urgent.
3. Moving a character along one route costs one effort. Card positions on the table do not change distances.
4. Resolve a situation at once for its printed effort. Capabilities may come from any participants at the same place, including from a transport. Choose the recipient of an item or skill among the participants.
5. Item slots per character: 2. Skills cannot be passed on and take no slot. Handing over at the same place, dropping, picking up, boarding and loading are free. Team cards work only at the base; limit 3. Place gear works only at its place.
6. Transport: seats including the operator: 2; cargo: two items. A mobile character with "driving" in the transport can move the transport up to two routes for one effort; when damaged for two. A broken transport does not move. All loaded items and characters travel with it. Use only routes marked "transport and characters"; the restriction applies to every route of the trip.
7. At the end of a round first discard urgent cards (for a hazard, worsen every character and transport at its place), then turn fresh cards sideways. After the last round you lose if the goal is not met. Otherwise advance the round token, refill effort and add at most two situations, by their visibility, up to four active.
8. Character: ↑ ready; → weakened, without its own ability; ↓ immobile, and cannot move on its own. Gear and learned skills still work. Worsening an immobile character has no effect. Recovery costs one effort and improves the state by one step. It needs a character at the same place with "care" for a character and "repairs" for a transport. A mobile character outside a transport can escort an immobile one outside a transport one route for two effort.
9. Goal: 4 resolved route cards and all remaining characters at the destination, together with a working transport. Then choose "Complete the journey" and turn the goal card over. Characters need not be in the transport together.
10. Permanent removal is off.

A place means a post, a round means a stage; the map covers the expedition area.

Lay out the places by the routes printed on the cards. Shuffle the situation deck and, separately, the placement deck. Prepare situations by their visibility; the placement deck decides the place: turn over place cards, returning each to the bottom, until one the situation allows appears. In cycle mode every place is allowed. Exploration: a scenario keeper manages hidden cards out of the players' sight, or the app takes that role (the table stays physical, the app guards the hidden cards). The keeper draws a card and places it with the placement deck by the visibility on its face: hidden ones near the base, signals far away, visible hazards on chokepoints. A signal is marked with a token of its category at the place, a visible card lies face up, a hidden card is kept aside and its number not revealed. Put a ? token on every place except the base; remove it when the place is explored. When a reveal condition printed on a card is met, the keeper turns the card up; revealed cards stay known. Discarded unrevealed content is not shown to the players. Each later round add at most two situations by their visibility, up to four. Everyone starts at the base, so does the transport. Effort per round: 8. Situation and place cards share an indistinguishable back. A reward is marked by moving the same card to its owner.

Prepare 8 identical effort tokens, one round token and 5 distinguishable pawns.

Cut out 44 cards. Situation and placement decks need indistinguishable backs: use opaque paper or identical sleeves. Character pawns: 4; transports: 1; effort tokens: 8; round token: 1; exploration tokens: 17. Each card is 63 × 88 mm. The web game can save the state as an exact record; the physical game does not need the app.



Placement

n3 · Market

Placement

n4 · Workshop

Placement

n5 · Journey's End

Navigator

driving · red

Item slots: 2. Skills unlimited.

↑ ready · → weakened · ↓ immobile

Technician

repairs · blue

Item slots: 2. Skills unlimited.

↑ ready · → weakened · ↓ immobile

Scout

scouting · yellow

Item slots: 2. Skills unlimited.

↑ ready · → weakened · ↓ immobile

Medic

care · green

Item slots: 2. Skills unlimited.

↑ ready · → weakened · ↓ immobile

Transport

A mobile character with “driving” in the transport. Range 2 routes. Seats including the operator: 2. Cargo: 2 items.

↑ for 1 effort · → for 2 effort · ↓ stays

Agreement with the Neighbours

2 effort · negotiation

Visibility: announced by a signal token · Opportunity · needs: negotiation · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Tool Kit

1 effort · none

Visibility: hidden, revealed by exploring. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: item, repairs.

↑ fresh → urgent → discard.

Expires without penalty.

Agreement with the Neighbours

2 effort · negotiation

Visibility: announced by a signal token · Opportunity · needs: negotiation · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Negotiation Lessons

1 effort · scouting

Visibility: hidden, revealed by exploring. Revealed by: exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: skill, negotiation.

↑ fresh → urgent → discard.

Expires without penalty.

Difficult Route

3 effort · driving

Visibility: announced by a signal token · Warning · high risk · needs: driving · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Repair the Transmitter

3 effort · repairs

Visibility: announced by a signal token · Unknown signal · needs: repairs · reward: route card. Revealed by: arrival, exploring the place, remote scouting. Once resolved, announce everything hidden within 3 routes.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Lost Plan

2 effort · scouting, repairs

Visibility: announced by a signal token · Opportunity · needs: scouting · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Navigation Aid

1 effort · none

Visibility: hidden, revealed by exploring. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: item, driving.

↑ fresh → urgent → discard.

Expires without penalty.

Transport Breakdown

2 effort · repairs

Visibility: visible at once. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n2 · Archive, n3 · Market, n4 · Workshop, n5 · Journey's End

Averted hazard.

↑ fresh → urgent → discard.

On expiry, worsens every character and transport at the place.

Passage

2 effort · driving, scouting

Visibility: announced by a signal token · Opportunity · needs: driving · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Transport Breakdown

2 effort · repairs

Visibility: visible at once. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n2 · Archive, n3 · Market, n4 · Workshop, n5 · Journey's End

Averted hazard.

↑ fresh → urgent → discard.

On expiry, worsens every character and transport at the place.

Report from the Lookout

3 effort · scouting

Visibility: announced by a signal token · Unknown signal · needs: scouting · reward: route card. Revealed by: arrival, exploring the place, remote scouting, resolving "Repair the Transmitter".

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Infirmary

2 effort · none

Visibility: hidden, revealed by exploring. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: team gear, care.

↑ fresh → urgent → discard.

Expires without penalty.

Passage

2 effort · driving, scouting

Visibility: announced by a signal token · Opportunity · needs: driving · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Binoculars

1 effort · none

Visibility: hidden, revealed by exploring. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: item, scouting.

↑ fresh → urgent → discard.

Expires without penalty.

Blocked Route

2 effort · driving

Visibility: visible at once. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n2 · Archive, n3 · Market, n4 · Workshop, n5 · Journey's End

Averted hazard.

↑ fresh → urgent → discard.

On expiry, worsens every character and transport at the place.

Workshop

2 effort · none

Visibility: hidden, revealed by exploring. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: place gear, repairs.

↑ fresh → urgent → discard.

Expires without penalty.

Illness in the Camp

2 effort · care

Visibility: announced by a signal token · Emergency call · urgent · high risk · needs: care. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Averted hazard.

↑ fresh → urgent → discard.

On expiry, worsens every character and transport at the place.

First-aid Kit

1 effort · none

Visibility: hidden, revealed by exploring. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: item, care.

↑ fresh → urgent → discard.

Expires without penalty.

Illness in the Camp

2 effort · care

Visibility: announced by a signal token · Emergency call · urgent · high risk · needs: care. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Averted hazard.

↑ fresh → urgent → discard.

On expiry, worsens every character and transport at the place.

Blocked Route

2 effort · driving

Visibility: visible at once. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n2 · Archive, n3 · Market, n4 · Workshop, n5 · Journey's End

Averted hazard.

↑ fresh → urgent → discard.

On expiry, worsens every character and transport at the place.

Repair the Transmitter

3 effort · repairs

Visibility: announced by a signal token · Unknown signal · needs: repairs · reward: route card. Revealed by: arrival, exploring the place, remote scouting. Once resolved, announce everything hidden within 3 routes.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Difficult Route

3 effort · driving

Visibility: announced by a signal token · Warning · high risk · needs: driving · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Lost Plan

2 effort · scouting, repairs

Visibility: announced by a signal token · Opportunity · needs: scouting · reward: route card. Revealed by: arrival, exploring the place, remote scouting.

Placement: n2 · Archive, n3 · Market, n4 · Workshop

Once resolved: ROUTE CARD.

↑ fresh → urgent → discard.

Expires without penalty.

Navigation Lessons

2 effort · none

Visibility: hidden, revealed by exploring. Revealed by: arrival, exploring the place, remote scouting.

Placement: n0 · Base, n1 · Station, n5 · Journey's End

Once resolved: skill, driving.

↑ fresh → urgent → discard.

Expires without penalty.

Stage

□ 1 □ 2 □ 3 □ 4 □ 5 □ 6

Free passage

4 resolved route cards + everyone at the destination with a working transport → turn the card over. VICTORY.

Exploration tokens

