



MINDCLASH
GAMES

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PERSEVERANCE

CASTAWAY CHRONICLES

EPISODES

1 & 2

CHRONICLE EXPANSION RULEBOOK

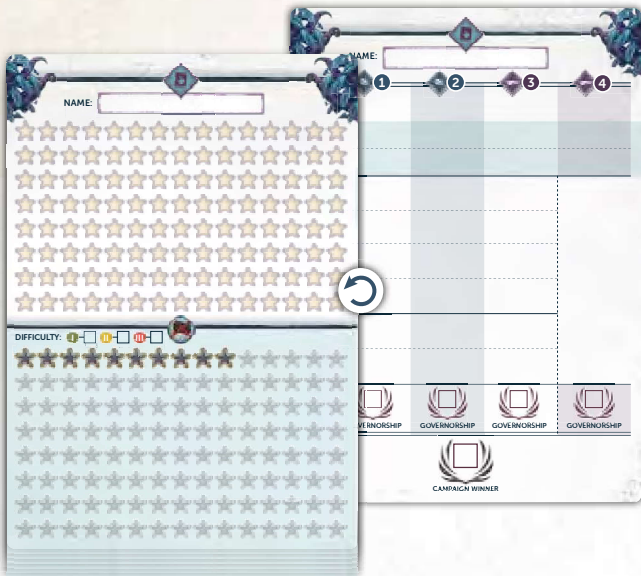
WARNING: PLAY AFTER EPISODES 1&2

A CAMPAIGN AWAITS

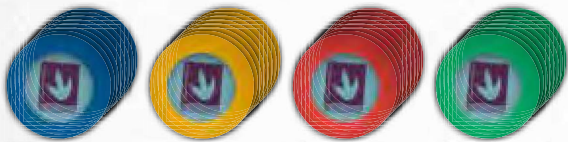
With the *Chronicle Expansion* you can combine the *Episodes of Perseverance: Castaway Chronicles* into a massive, replayable campaign. Be aware that while this rulebook only concentrates on the rules needed for the campaign itself, those rules are built on the rules of *Episode 1* and *Episode 2*, so we strongly recommend you play those games at least two or three times each before attempting to play the campaign. This is an expansion to an already complex and immersive game, so take your time and don't rush in.

The campaign included in this box takes you through four games in total, playing both *Episode 1* and *Episode 2* twice. While it already provides a complete experience on its own, the system is designed to accommodate further, not yet released, Episodes as well. In this expansion we provide you with a paper pad to record each of your games, so you can have multiple campaigns going on concurrently, even with different players.

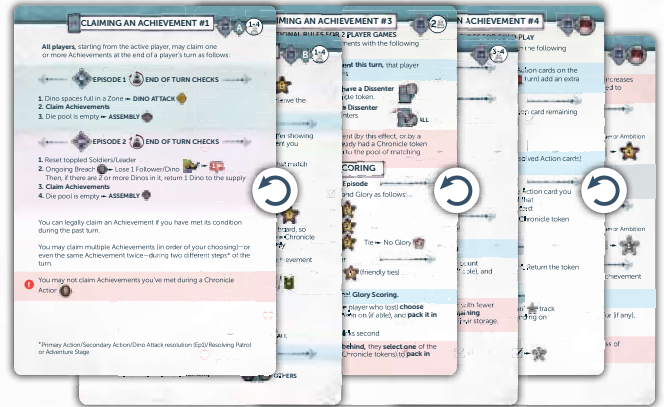
ADDITIONAL COMPONENTS



Campaign Log (paper pad)



8x4 Chronicle tokens



9x Chronicle Expansion player aids



8x Achievement tiles



50x Chronicle cards



SETUP

1 Campaign preparations:

At the beginning of the first game, each player receives a sheet of the Campaign Log to keep track of their Glory. The same sheet is used for all games of a single campaign.



1-PLAYER RULES: Mark the difficulty of the campaign (Easy I, Medium II, or Hard III) on your Campaign Log. (We recommend playing the campaign on Easy for your first time.)

2 Main play area setup:

You play the first two games in *Episode 1* and the second two games in *Episode 2*. Set up the upcoming game normally, including determining turn order and placing starting Settlements/Influence cubes, and receiving Perks and Bonuses in *Episode 2*.

- In the **first game** (*Episode 1*), use the "A" side of the *Episode 1* Player boards.
- In the **second game** (*Episode 1*), use the "B" side of the *Episode 1* Player boards.
- In the **third game** (*Episode 2*), do not place the Temple (use the other side of both relevant Map hex tiles), and leave the Temple Adventure cards in the box. Use the "A" side of all other Map hex tiles.
- In the **fourth game** (*Episode 2*), use the "B" sides of all Map hex tiles and place the Temple as usual.



1-PLAYER RULES: You may freely set the difficulty level of the Dissenters independently to the difficulty of the campaign, and even change it in between the games of the same campaign.



NOTE: For thematic reasons, we suggest keeping the Dissenters' Agenda cards unchanged between the two games of *Episode 2*, but feel free to change them anyway if you wish.

3 Prepare the Achievement tiles deck by following these steps in order:

3A Take all Achievement tiles from the box.

3B At the beginning of the first and second game, remove every Achievement tile that only shows *Episode 2's* icon, and return them to the box. You will not need them for the first and the second game. (See Figure 1.)

3C At the beginning of the second and any later game, deal each player the Achievement tiles they carried over from the previous game (if any). These are recorded on their Campaign Log sheet.



Figure 1

4 Prepare the Chronicle cards deck by following these steps in order:

4A Take all Chronicle cards from the box.

4B At the beginning of the first and second game, remove every Chronicle card from the deck that only shows *Episode 2's* icon, and return them to the box. You will not need them for the first and the second game. (See Figure 2.)

4C At the beginning of the second and any later game, deal each player the Chronicle cards they carried over from the previous game (if any). These are recorded on their Campaign Log sheet.

4D At the beginning of the third and fourth game, remove any Chronicle card from the deck showing only *Episode 1's* icon. (See Figure 3.)

NOTE: Players can still have Chronicle cards showing only an *Episode 1* icon in front of them as a result of following the above steps in order.



Figure 2



Figure 3





5 Player setup:

In addition to their starting assets and resources, give each player all 8 of their Chronicle tokens.

- 1- or 2-PLAYER RULES:** Place 4 Chronicle tokens in the Dissenter's color nearby as well - choose one of the two Dissenters' colors freely if playing solo. They will be needed later. These will be known as Dissenter Chronicle tokens from now on.

At the beginning of the second and any later games:

- 5A** Players tuck the Chronicle cards they carried over from the previous game face up under their Player board, so the top part of each card is hidden. (See Figure 1.)
- 5B** Then, starting with the first player in player order and proceeding clockwise, each player resolves any Setup Bonus found (if any) on the bottom part of the Chronicle cards and on the Achievement tiles they carried over. (See Figure 1.)
- 5C** Place the corresponding number of Chronicle tokens on any Chronicle card you carried over showing an ability with Chronicle token spaces. (See Figure 1.)



Figure 1

6 Create the Achievement Display by following these steps in order:

- At the beginning of the second and any later games, collect the Achievement tiles carried over from the previous game from the players, shuffle them, and place them on the bottom of the Achievement tiles deck.
- Reveal a number of Achievement tiles from the Achievement tiles deck to form the Achievement Display: 3 for one player, 4 for two and three players, and 5 for four players. (See Figure 2.)

Figure 2





7 Create the Chronicle cards offer by following these steps in order:

- Look through the Chronicle deck: put aside any card that shows none of the icons currently visible on Achievement tiles—in the Achievement Display. Return them to the box.

Example: No icon (A and B) on the back of this Chronicle card matches any icon (X, Y and Z) of the Achievement tiles in the Achievement Display. Therefore, the Chronicle card is returned to the box.



- To create the Chronicle cards offer, shuffle the Chronicle deck, and split it into four roughly even piles (7A). Place each of the four decks face down next to the Achievement Display, so that the icons of their respective Achievements are visible (7B). Leave room for a Chronicle discard pile nearby (7C).

In this example below, you can see a 2-player preparation for a game in Episode 1.



8 Marking Achievements:

- From now on, we'll refer to placing a Chronicle token under an Achievement tile as "marking an Achievement", and returning your Chronicle token from an Achievement to your supply as "unmarking an Achievement". An Achievement can either be marked or not marked, based on the presence or absence of your Chronicle token under it.

In **ascending order** of total Glory, each player chooses an Achievement tile and places one of their Campaign tokens under it to **mark** it. If two or more players are tied (this includes the first game, when no player has received any Glory yet), start amongst the tied players with the first one in turn order, proceeding clockwise, until every tied player has marked an Achievement tile. Each player can only mark an Achievement tile that has **not yet been marked** by another player.

1-2 1- or 2-PLAYER RULES: Dissenters do not mark any Achievement tile during setup.

NOTE: Chronicle tokens are intended to be unlimited. In the unlikely event of them running out, use any proxy as necessary.



CHANGES IN PLAY



GLORY

Glory represents the success of your deeds as a Leader in the growing society. Fill in the pale star icons on the top of the track of your Campaign Log sheet to mark the Glory you gain. You can never lose Glory in any way, you gain it permanently.

ACHIEVEMENTS

An Achievement represents a status you can claim in the forming community.

TYPES OF ACHIEVEMENTS

There are 8 types of Achievements, each symbolized with a different icon.



Defender



Hunter



Scout



Homesteader



Orator



Commander



Mentor



Builder

Each Achievement tile in play shows a condition you need to meet in order to claim it and thus gain its reward. You can claim the Achievement during any player's turn during the End-of-Turn checks, right before an Assembly is triggered.

In turn order, players may **mark one or more Achievements** during the **End-of-Turn checks of any player's turn**, including right before resolving an Assembly (if necessary).



Episode 1 End-of-turn checks:

- Dino spaces full in a Zone ➔ DINO ATTACK
- **Claim Achievements**
- If there are no dice in the dice pool ➔ ASSEMBLY



Episode 2 End-of-turn checks:

- Reset toppled Soldiers/Leader.
- Resolve ongoing Breach
- **Claim Achievements**
- If there are no dice in the dice pool ➔ ASSEMBLY

CLAIMING ACHIEVEMENTS

You can claim an Achievement if you have met its condition during this turn.

You may claim multiple Achievements, in any order, or claim the same Achievement twice.

In order to claim a particular Achievement twice on the same turn, you must meet its condition **during two different steps of this turn as follows:**

- Resolve Primary Action (including Dino Attack resolution in *Episode 2*),
- Resolve Secondary Action (including Dino Attack resolution in *Episode 2*),
- Resolve Dino Attack in *Episode 1*, and
- Resolve Patrol/Adventure Stage.

! It is possible to claim an Achievement another player already claimed during this turn. If multiple players want to claim Achievements, start with the current player and proceed clockwise until all players claimed their Achievements.



Claim an Achievement as follows:

- If you **haven't marked this Achievement yet**, mark it with one of your Chronicle tokens, and **gain 1 Glory**.

- If you have **already marked** this Achievement (in a former turn or when claiming an Achievement twice) you can decide weather to gain a reward and unmark this Achievement, or leave your Chronicle token in place.

- If you decide to gain a reward:**

Gain a Chronicle card, if there is a Chronicle card in the offer showing at least one Achievement icon that matches an Achievement you marked as follows:

- 1 Draw the top card of each of the four Campaign decks showing at least 1 Achievement icon matching the Achievements you marked in this or any former turn. (See X and Z on the Example below.)

- 2 **Choose one** of the Chronicle cards drawn to keep (2A) and discard the rest to the discard pile (2B).

- 3 **Gain the Glory indicated** on the chosen card.

- 4 Tuck the chosen card on the **top side of your Player board**, so that only the top half is visible. If it shows one or more Chronicle token spaces, place Chronicle tokens on it respectively.

! You are **limited to four cards** under the top of your Player board. If you already have 4, discard either the card you just chose or one of your previous Chronicle cards.

- 5 Every player, including you, unmarks this Achievement.

NOTE: To speed up the game if no other step needs to be resolved before, experienced players may agree to let the active player choose their Chronicle card while the next player begins their turn.

Example: The example below shows a possible resolution of "A) Gain a Chronicle card" in a 1-player game of Episode 1.



Gain a bonus, if there is no Chronicle card showing an Achievement icon matching an Achievement you marked as follows:

- 1 Gain 2 Glory and either the Production of 1 Zone of your choice or 1 Officer Bonus of your choice.
 - 2 Discard the top card of all four Chronicle decks.
 - 3 Every player, including you, unmarks this Achievement.
- **If you decide to leave your Chronicle token in place:**
 - Do nothing, but all other players must still unmark this Achievement.

NOTE: We suggest to only choose this option if you are close to the end of the game, in order to secure a particular Achievement for after Final Scoring.

2-PLAYER RULES: If, on any turn, only one of the two players claimed at least 1 Achievement, that player must choose one of the following options:

- Select an Achievement not marked by the Dissenters yet and mark it with one of the Dissenters' Campaign tokens.

OR

- Select an Achievement already marked by the Dissenters. Every player (including the Dissenters) unmarks this Achievement.
- Whenever the Dissenters unmark an Achievement, return their retrieved Chronicle token to their Supply.

As soon as one of the four Chronicle card decks is empty, shuffle the discard pile, roughly halve it, and place one half face down in the empty space to recreate the deck. Place that other half back into the discard pile.

ACHIEVEMENTS IN SOLO PLAY

"You" refers to the human player, while "The Dissenters" or "they" refers to both automated opponents, as from the campaign's perspective Narek and Camilla act as one.

You claim Achievements, gain Glory, and use Chronicle cards the same way as you do in a multiplayer game. Whenever the Dissenters unmark an Achievement, return their retrieved Chronicle token to their Supply.

On the Dissenters' turn, **after Step 2** (placing Action cards on the Dissenter board) and before **Step 3** (resolving Narek's turn), add an extra step:

Step 2B: Place a Dissenter Chronicle token on the lone Action card remaining in the Action Row. (See Figure 1.)

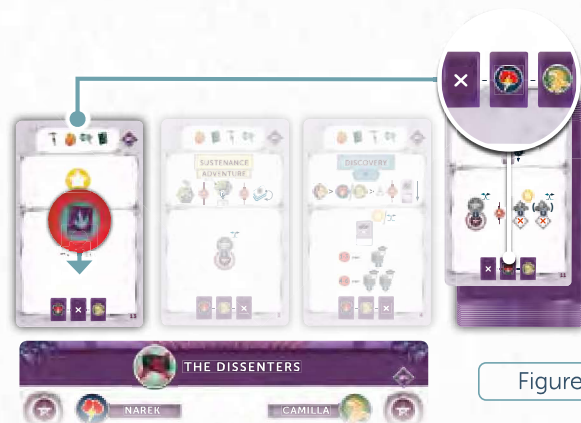


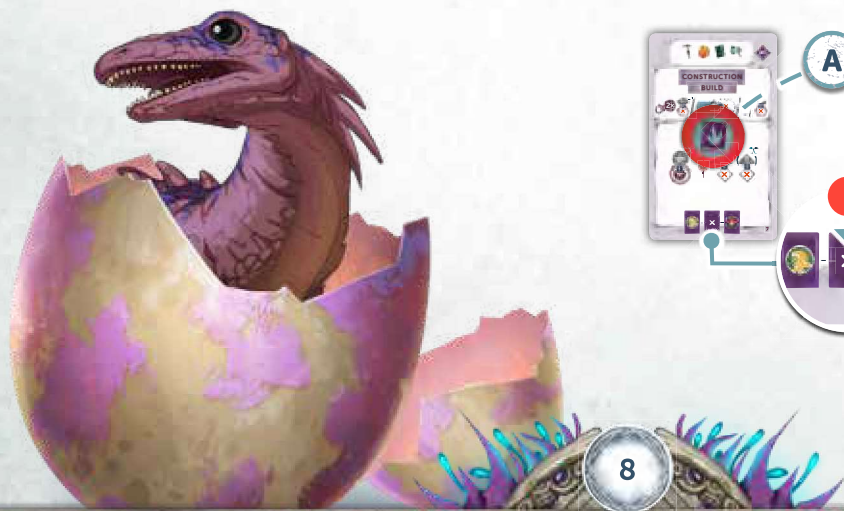
Figure 1

Also add another step **after Step 7** (discarding resolved Action cards) and before **Step 8** (refilling the Action Row):

Step 7b: Take the Chronicle token from the last Action card in the Action Row, and look at the three icons on the **bottom of that card**: these now represent the three Achievement tiles. Determine the Achievement tile that corresponds to the position of the **crossed-out** icon:



Figure 2





• Then, resolve A) or B) as follows:

- Ⓐ If this Achievement tile is not marked by the Dissenters yet then mark it with the Dissenters' Campaign token from the Action card. (See Figure 2.)
- Ⓑ If this Achievement tile is already marked by the Dissenters, they unmark it (also return the Chronicle token from the Dissenter Action card to their Supply). You must unmark that Achievement tile too. Check a number of spaces on the "Opposition track" on the bottom of your Campaign Log sheet depending on the difficulty of your campaign: 1 on Easy, 2 on Medium, and 3 on Hard difficulty. (See Figure 2.)

CHRONICLE CARDS

Chronicle cards represent momentous events connected to your Achievements, and your personal gains from them, your personal mementos. Each Chronicle card is a fragment of a large scale story you will be experiencing throughout the campaign - and you're the one writing it.

Chronicle cards have abilities that can be divided into **four categories**:

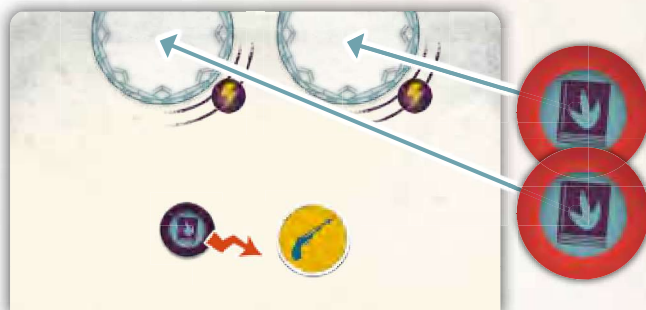
- **Permanent** abilities give you a passive player power. They are in effect as long as they are visible and last for the duration of the current game. You can use any number of permanent abilities, regardless of any other Chronicle abilities used. Some can even be used during other players' turns.



- **Setup** abilities only trigger at the beginning of a game, during Step 5 of the Chronicle setup (See "Player setup" on page 4.) They are found on the bottom half of Chronicle cards; therefore, they always affect the next game.



- **Chronicle Actions** and **Modifiers** have one or two designated Chronicle token spaces. The spaces of the Chronicle Actions are marked with a Chronicle Action icon. When you gain that Ability (either by gaining the Chronicle card or during the setup of the following game), place a matching amount of your Chronicle tokens on the card's Chronicle token spaces. See details on how to use these Abilities in the next section.



Each Chronicle card affects your gameplay for up to two games as the top half is in effect during the game you gained the card (A) and the bottom half is in effect during the subsequent game if you chose to carry it over (B). The top and bottom halves often have different abilities to signify the later consequences of your earlier actions. Some cards have two different abilities on their bottom half—one for games in *Episode 1* (C) and one for games in *Episode 2* (D).

- ! Since you can only gain Chronicle cards at the end of a turn, their Abilities only start to affect the gameplay on the next turn.



USING CHRONICLE ACTIONS AND MODIFIERS

Your Chronicle tokens on a Chronicle card indicate how many times you can use the **Chronicle Action** or **Modifier**. Return a Chronicle token from the card to your personal Supply each time you use the card's Ability. You cannot use an Ability if you don't have at least 1 Chronicle token on it. Some Abilities require you to place one or more Chronicle tokens on a particular part of the play area - you may use the same token you just took from the card for this purpose.

You can only use Chronicle Actions and Modifiers **during your own turn** and you are limited to a **maximum of one** Chronicle Action or Modifier total per turn. In other words, you can either use 1 Chronicle Action OR 1 Modifier. Permanent abilities **do not** count toward this limit.

Modifiers explicitly show when they can be used. They modify a rule during the resolution of an Effect, or during a Dino Attack, etc.

Example: You can use "Our Scouts Report..." up to twice, each time before a Primary Action in Episode 1 to avoid placing the Dinosaurs after you placed your die (A) or before the Primary or the Secondary Action in Episode 2 to avoid a Dino Attack card being drawn after you've placed the Rally marker. (B).



Chronicle Actions can only be used at the following occasions:

- before your Primary Action,
 - before your Secondary Action (after completely resolving the Primary Action, including drawing a Dino Attack if necessary in *Episode 2*), and
 - after your Secondary Action (including drawing a Dino Attack if necessary in *Episode 2*) but before Patrol/Adventure resolution.
- ❗ Chronicle Actions don't count toward the conditions of the Achievements in order to claim them.

END OF A GAME

3-4 IN 3- AND 4-PLAYER GAMES

- 1 After performing the current Episode's Final Scoring, the player with the most total Followers gains **2 Glory** as a **Governor Bonus** and marks **1 Governorship** on their Campaign Log sheet. If multiple players are tied, all gain the 2 Glory Governor Bonus and mark 1 Governorship on their respective Campaign Log sheets.
- 2 Then, each player **except** the player(s) with the fewest total Followers gain:
 - 1 Glory, if they have 1-20 Followers more than the player(s) with the fewest Followers.
 - 2 Glory, if they have 21-40 Followers more than the player(s) with the fewest Followers.
 - 3 Glory, if they have 41-60 Followers more than the player(s) with the fewest Followers.
 - 4 Glory, if they have 61 or more Followers more than player(s) with the fewest Followers.
- 3 The players with the **most marked Achievement tiles** score **an additional Glory**.
- 4 If this was the fourth game, proceed to Final Glory Scoring (See page 12 for details.), skipping the remaining steps and clean-up.
- 5 The player with the fewest total Followers may choose **one** Achievement tile they currently have a Chronicle token on to carry over to the next game by recording it in their Campaign Log sheets. Then the player with the next fewest Followers repeats this procedure, and so on, until each player had a chance to do so. (If two or more players are tied for Followers, whoever had their last turn later picks later.) Each Achievement tile can only be chosen by one player. It is possible for a player to be unable to choose any.
- 6 Now, the player with the **fewest Glory** chooses one of the remaining Achievements (regardless of Chronicle tokens) to carry over to the next game, and records it on their Campaign Log sheet.

- If there is a tie for fewest Glory, break ties with fewer new Chronicle cards gained. If two or more players are tied for both Glory and new Chronicle cards, neither of them can choose an Achievement.

NOTE: It is possible for the player with the fewest Glory to end up with two Achievements they can carry over to the next game, as they could have taken an Achievement during Step 5 as well.

2 IN 2-PLAYER GAMES

- 1 After performing the current Episode's Final Scoring, the player who has more Followers at the end of the game marks one **Governorship** on their Campaign Log, and gains

- 1 Glory, if they have 1-10 Followers more than the other player;
- 2 Glory, if they have 11-30 Followers more than the other player; or
- 3 Glory, if they have at least 31 Followers more than the other player.

If both players are tied for most Followers, neither of them gains Glory.

- 2 The player with more Chronicle tokens on Achievement tiles **not also marked** by the other player nor the Dissenters scores an additional 1 Glory. If the players are tied, neither player gains Glory.
- 3 If this was the fourth game, proceed to Final Glory Scoring (See page 12 for details.), skipping the remaining steps and clean-up.
- 4 The player with the fewest total Followers may choose **one** Achievement tile they currently have a Chronicle token on to carry over to the next game by recording it in their Campaign Log sheet. Then, the player with the most total Followers may do the same. If both players are tied for most total Followers, the player who took the last turn chooses second. Each Achievement tile can only be chosen by one player. It is possible for a player to be unable to choose any.
- 5 Now, if one of the players has at least 3 Glory fewer than the other player, they select one of the remaining Achievement tiles (regardless of Chronicle tokens) to carry over to the next game, and record it on their Campaign Log sheet.

NOTE: It is possible for the player with at least 3 Glory fewer than the other player to end up with two Achievements they can carry over to the next game, as they could have taken an Achievement during Step 4 as well.

1 IN 1-PLAYER GAMES

- ! When evaluating your Victory Condition, each **previous Governorship** marked on your Campaign Log sheet increases both your **Follower and your Ambition Victory Conditions by 5.**

- 1 After performing the current Episode's Final Scoring, if you met your Victory Conditions, mark one **Governorship** on your Campaign Log sheet, and gain:
 - 1 Glory, if playing with Squatter Ambition;
 - 2 Glory, if playing with Pioneer Ambition;
 - 3 Glory, if playing with Trailblazer Ambition; or
 - 4 Glory, if playing with Conqueror Ambition.
- 2 When playing a game in *Episode 1*, score 1 fewer Glory than indicated (to a minimum of 0) for each Dissenter with a rightmost Readiness. Score an additional 1 Glory for each Dissenter with a leftmost Readiness.
- 2 If you did not meet your Victory Conditions, mark an amount of Opposition on the bottom of your Campaign Log sheet as follows:
 - 4 Opposition, if playing with Squatter Ambition
 - 3 Opposition, if playing with Pioneer Ambition
 - 2 Opposition, if playing with Trailblazer Ambition
 - 1 Opposition, if playing with Conqueror Ambition
- 3 Score 1 Glory per Chronicle token you have on Achievement tiles not also marked by the Dissenters.
- 4 If this was the fourth game, proceed to Final Glory Scoring (See page 12 for details.), skipping the remaining steps and clean-up.
- 5 Choose 1 Achievement tile you marked and the Dissenters did not mark, and record it in your Campaign Log sheet. It is possible to be unable to choose one.
- 6 If you have **failed** to meet your Victory Conditions, choose an (additional) Achievement tile to carry over to the next game by recording it in your Campaign Log sheet. You may choose any of the remaining Achievement tiles, regardless of whether it is marked by anyone or not.

NOTE: It is possible for you to end up with two Achievements carried over this way.

1-4 CARRYING OVER CHRONICLE CARDS

Every player takes all their Chronicle cards from the **top** of their Player board and, records them in their Campaign Log sheet to be **carried over** into their next game.

FINAL GLORY SCORING AND CAMPAIGN VICTORY

2-4 PLAYERS

After scoring for Achievements for the fourth game as described in the previous section, the player with the **most total Glory wins the campaign**, and gets to name the island the town of Perseverance is flourishing on. If at least 2 players are tied, the player who won Governorship more times is the winner. If players are still tied, all tied players share the victory and name the island together.

1 PLAYER

After resolving your Victory Conditions and scoring for Achievements for the fourth game as described in the previous section, mark 1 Opposition on the bottom of your Campaign Log sheet for each Dissenter Chronicle token still on an Achievement tile.

Determine your **total Glory** and the Dissenter's **total Opposition**, including the pre-printed 10 Opposition. **If your total Glory exceeds the total Opposition, you have won the campaign** and may name the island the town of Perseverance is flourishing on. Otherwise, you have lost the campaign—the Dissenters have managed to permanently ruin your chance of leading this society and are probably planning on getting you exited...



APPENDIX

For the Chronicle cards, please apply the following reference system shown on the "Friendly Neighborhood" Chronicle card. When either half of a card has only one ability, it will be referenced with normal bullet point(s) from top to bottom. When it has specific abilities for Episode 1/Episode 2, you will see the matching icon, meaning you can use that ability only during that Episode.

! The number of card icons shown here represent how many copies of this card are available in the game.



Card 15, **Friendly Neighborhood**

Top half:

- Chronicle Action (1)*: Place a Chronicle token in a Community area.
- Permanent: Each time another player or Dissenter builds a Settlement in this area, gain 1 Vote. Each time you build a Settlement in this Area, gain 1 Follower.

Bottom half:

- Permanent: Gain 1 additional Food or 1 additional Scrap when resolving a Supply Effect.
- Permanent: You may spend 1 Glowberry to gain 2 Resources twice when resolving a Marketplace Effect.

* The number in parenthesis refers to the number of Chronicle tokens placed on the card.



EPISODES 1 AND 2 CHRONICLE CARDS

The following Chronicle cards can be used in games of both *Episode 1* and *Episode 2*.

Card 1, Pathfinders

Top half:

- Permanent: When completing a Patrol, gain 1 additional Food.
- Permanent: When completing an Adventure, gain 1 additional Food.

Bottom half:

- Setup: Gain 1 Food and 1 Valor.
- Setup: Gain 1 Island Resource and 1 Food.

Card 2, Master Dealer

Top half:

- Permanent: All "Politics" and "Settle" Effects cost you 1 Story fewer.

Bottom half:

- Permanent: All "Politics" and "Settle" Effects cost you 1 Story fewer.

Card 3, Proven in Combat

Top half:

- Chronicle Action (2): Spend 1 or 2 Valor to gain 2 or 4 Votes respectively.

Bottom half:

- Setup: Gain 3 Votes.
- Setup: Gain 1 Permanent Vote.

Card 4, What Doesn't Kill You...

Top half:

- Modifier (2): Add +2 to all results of Threat rolls during one Patrol/Adventure resolution.

Bottom half:

- Setup: Gain 2 Stories.
- Permanent: You may save up to 2 Soldiers per 1 Valor spent in Combat. (Saving a Heavy Soldier still requires the relevant Perk.)

Card 5, Ear of the Council

Top half:

- Permanent: When placing a die during your Primary Action, you may change its face without spending 1 Story. You may not do this if there is another die you can legally place in the same space.

Bottom half:

- Permanent: When placing 2 or more Influence cubes during an Influence Officer Secondary Action, you may optionally retrieve your Leader, and then optionally perform a Place Leader Secondary Action. The Leader space you choose must be a different one than the one you retrieved your Leader from.
- Permanent: You may perform your Primary and Secondary Action in either order.



Card 6, Trampling Distraction

Top half:

- Chronicle Action (1): Place 1 Trampler on any empty Dino space and then swap two dice on the main board. You may change die faces in the process. In *Episode 1*, you may not trigger a Dino Attack this way.

Bottom half:

- Permanent: When placing a die on the "Salvage" or "Rations" Effect, you may add or remove a Trampler from that Zone.
- Permanent: If you killed at least 1 Trampler in Combat, gain 1 Valor. If you captured at least 1 Trampler in Combat, gain 1 Vote. On each of your turns, you may gain these bonuses once each.

Card 7, Scout's Honor

Top half:

- Permanent: If at least one of your Soldiers was defeated, place 1 Influence cube on an Officer. You may use this Ability on each of your turns once.



Bottom half:

- Setup: Gain 3 Valor and a second Influence cube on your starting Officer.





Card 8, **Our Scouts Report...**

Top half:

- Modifier (2):
-  Do not place Dinos.
-  Do not draw a Dino Attack card.

Bottom half:

- Modifier (2):
-  Do not place Dinos.
-  Do not draw a Dino Attack card.

Card 9, **An Old Friend**

Top half:

- Chronicle Action (1): Place a Chronicle token on an Officer of your choice and place 1 Influence cube there.
- Permanent: During Assembly, if you score the first place for that Officer's scoring condition, not being tied with another player or any Dissenter, you also gain 1 Glory.

Bottom half:

- Chronicle Action (1): Place a Chronicle token on an Officer of your choice and place 1 Influence cube there.
- Permanent: During Assembly if you score the first place for that Officer's scoring condition, not being tied with another player or any Dissenter, you also gain 1 Glory.

Card 10, **Conscription**

Top half:

- Chronicle Action (2): Gain 1 Light Soldier.

Bottom half:

- Chronicle Action (2): Gain 1 Light Soldier.

Card 11, **Greasing Society's Wheels**

Top half:

- Modifier (2): When resolving a "Training" or "Fortifications/Build" Effect, perform one of the selected options twice, as part of the same pick.

Bottom half:

- Modifier (2): When resolving a "Training" or "Fortifications/Build" Effect, perform one of the selected options twice, as part of the same pick.

Card 12, **Immediate Attention Required**

Top half:

- Chronicle Action (2): Retrieve your Leader.

Bottom half:

- Permanent: Any time you place your Leader in a Zone on the Main board, place 1 Influence cube on the Officer assigned to that Zone.

Card 13, **Rugged and Battle-Hardened**

Top half:



- Permanent: After resolving a Combat, you may convert one of your participating Light Soldiers that dealt a damage to a Dino into a Heavy Soldier.

Bottom half:



- Setup: You may pay 1 Story to convert your starting Light Soldier to a Heavy Soldier, additionally, gain Heavy Soldier.

Card 14, **Entrenchments**

Top half:

- Chronicle Action (2):
-  Perform a "Place Soldiers" Secondary Action.
-  Perform a "Counterattack" Secondary Action.

Bottom half:



-  Permanent: Your Traps always match the Dino type.
-  Permanent: Whenever you successfully defend a tile with a Watcher, gain 1 Glowberry, and 3 Followers.

Card 15, **Friendly Neighborhood**

Top half:

- Chronicle Action (1): Place a Chronicle token in a Community area.
- Permanent: Each time another player or Dissenter builds a Settlement in this area, receive 1 Vote. Each time you build a Settlement in this Area, receive 1 Follower.

Bottom half:

-  Permanent: Gain 1 additional Food or 1 additional Scrap when resolving a Supply Effect.
-  Permanent: You may spend 1 Glowberry to gain 2 Resources twice when resolving a Marketplace Effect.

EPISODE 1 CHRONICLE CARDS


For the following cards, the Top half abilities work only during games of *Episode 1*. The Bottom half abilities work as usual.


Card 16, Foundations of the Wall

Top half:

- Chronicle Action (1): Place 1 Wall.

Bottom half:

 Setup: Place 1 Wall.


 Setup: Gain 1 Scrap.


Card 17, A New Species

Top half:

- Chronicle Action (2): Place 1 Shieldhead on a Dino space which would not trigger a Dino Attack.
- Permanent: If you kill the Shieldhead with a Heavy Soldier, gain 1 Glory and 3 Followers. It ignores Traps, Walls, and Light Soldiers. If a Breach occurs, it counts as a Raptor.

Bottom half:

 Setup: Start with 3 additional Safeguard.


 Setup: Start with a Shieldhead in your Enclosure. Gain 2 Glowberries.


Card 18, Defend at All Costs!

Top half:

- Chronicle Action (1): Place a Chronicle token in a Defense area, and mark it Dangerous (if not yet Dangerous).
- Permanent: Each time the defense of this area is successful, you gain 1 Glory, 1 Valor and 1 Safeguard (before spending Combat Rewards).

Bottom half:

 Permanent: If you killed at least 5 Dinos during a successful defense, gain 1 Valor, 1 Safeguard, and 1 Glory.


 Permanent: If you perform a Counterattack against at least 3 Dinos, gain 1 Valor and 1 Glory.


Card 19, Intricate Traps

Top half:

- Permanent: After a Dino Attack has been resolved in a Defense area, you may leave up to 2 of your Traps face up in that Defense area.

Bottom half:

 Setup: Place 2 Traps. Then place 1 Influence cube on the Chief Engineer.

 Chronicle Action (2): Discard a Breach, gaining its Savior Bonus. Dinos on the card are returned to supply, do not kill or capture any of them.

Card 20, Protect and Lead

Top half:

- Permanent: When performing an "Place Soldier" Secondary Action, you may place 1 Influence cube on the Officer corresponding to one of the Zone(s) you just placed Soldiers in.

Bottom half:


- Permanent: When performing an "Influence an Officer" Secondary Action, gain 1 Vote.


Card 21, Dinowrestler

Top half:

- Chronicle Action (2): Remove every Dino in the same column as your Leader in a Defense area. Gain 1 Valor and 1 Safeguard for each Dino removed this way.

Bottom half:

 Permanent: Gain 3 Followers each time you place your Leader in a Defense area.

 Permanent: When your Leader is assigned to an Adventure card, reduce the number of required Soldiers by 1, and draw an additional Heavy Challenge card.





Card 22, Battle Prowess

Top half:

- Chronicle Action (2): Place a Chronicle token in a Defense Area.
- Permanent: After a Dino Attack in this area, immediately before retrieving Soldiers, gain a Safeguard/Valor again for each of your surviving Soldiers respectively.

Bottom half:

-  Permanent: You may ignore 1 Injury dealt to 1 of your Light Soldiers during each Combat.
-  Permanent: When resolving an "Adventure" Effect, ignore the Threat of 1 Challenge card.

Card 23, City Center

Top half:

- Chronicle Action (2): Place a Chronicle token in a Community area.
- Permanent: During Assemblies, this Chronicle token counts as as one of your Settlements.

Bottom half:

- Modifier (1): When building a Settlement, gain the Settlement bonus twice.

Card 26, Unexpected Loot

Top half:

- Permanent: When completing an Adventure, gain 1 Island Resource.

Bottom half:

- Setup: Gain 1 Island Resource and 2 Glowberries.

Card 27, Training the Beasts

Top half:

- Chronicle Action (1): Gain 1 Dino from the general supply of any type and place it into your Enclosure, OR return 1 Shieldhead, 1 Raptor, and 1 Trampler from your Enclosure to gain 2 Heavy Soldiers and 3 Glory.

Bottom half:

- Setup: Gain 1 Raptor into your Enclosure.

Card 28, We must keep watch!

Top half:

- Chronicle Action (1): Build 1 Watchtower.
- Chronicle Action (1): Resolve a "Counterattack" Secondary Action against a Breach on a Cleared Area with a Watchtower.

Bottom half:

- Setup: Clear 1 Plains Map hex tile of your choice and build a Camp and a Watchtower tile on it at no cost, ignoring the reward on the covered Camp space.

EPISODE 2 CHRONICLE CARDS

For the following cards, the Top half abilities work only during games of *Episode 2*. The Bottom half abilities work as usual.

Card 24, Structure on the Horizon

Top half:

- Chronicle Action (2): Resolve an "Adventure" Effect.

Bottom half:

- Chronicle Action (1): Resolve an "Adventure" Effect.
- Permanent: If you're the first to resolve a Temple Adventure, gain 2 Glory and 5 Followers.

Card 25, Pioneers

Top half:

- Chronicle Action (1): Build an Outpost at no cost.

Bottom half:

- Permanent: When building an Outpost or a Camp, gain the reward indicated on the covered space twice.

Card 29, Defining Moment

Top half:

- Chronicle Action (1): Spend 1 Valor to perform a Secondary Action of your choice.

Bottom half:

- Chronicle Action (1): Spend 1 Valor to gain a Perk from any Officer. If gaining a Tier 2 Perk, you don't need to already have a Tier 1 Perk of that Officer. If gaining a Tier 3 Perk, you are only required to have one Perk (of any Tier) of that Officer.



Card 30, Shifting Loyalties

Top half:

- Chronicle Action (2): Remove 2 of your Influence cubes from Perks and Officer tiles of your choice, in any combination. Then, place 2 Influence cube on **one** Officer of your choice.

Bottom half:

- Chronicle Action (1): Place a Chronicle token on an Officer.
- Permanent: During the next Assembly, you gain twice the amount of Followers from that Officer, then return the token to your personal supply.

Card 31, Rampage

Top half:

- Chronicle Action (1): Place up to 2 Raptors on a Plains Map hex tile.
- Permanent: Whenever you kill and/or capture at least 2 Raptors in a single Combat, gain 3 Followers.

Bottom half:

- Chronicle Action (1): Place up to 2 Shieldheads on a Canyon Map hex tile.
- Permanent: Whenever you kill and/or capture at least 2 Shieldheads in a single Combat, gain 1 Glory.

Card 32, Reinforced Outposts

Top half:

- Chronicle Action (1): Place a Chronicle token on one of your Outposts on a Plains area.
- Permanent: This Outpost always counts as Defended.

Bottom half:

- Chronicle Action (1): Place a Chronicle token on one of your Outposts on a Plains area.
- Permanent: This Outpost always counts as Defended.

Card 33, Rich New Frontiers

Top half:

- Permanent: When resolving an "Explore" Secondary Action, gain an additional 2 Glowberries or 1 Valor or 1 Story.

Bottom half:

- Permanent: Every time you perform a Counterattack, build 1 Settlement at no cost.

Card 34, They Owe Me a Favor

Top half:

- Permanent: When gaining an Officer Bonus, also gain a Perk from that Officer.

Bottom half:

- Setup: Gain a Perk from any Officer except the Officer of your starting Perk.

Card 35, Bold Expansion

Top half:

- Chronicle Action (1): Place a Chronicle token on one of your Outposts.
- Permanent: Whenever this Outpost is successfully defended, you may gain 1 Perk from any Officer.

Bottom half:

- Permanent: When you build a Camp or Outpost on a Cleared Area where you already have an Outpost or Camp, gain 1 Permanent Vote and 1 Glowberry.

Card 36, Settlements Beyond the Wall

Top half:

- Modifier (2): After building a Camp, immediately draw and resolve a Dino Attack. If the Defense is Successful, additionally build a Settlement in any City Zone (at no cost).

Bottom half:

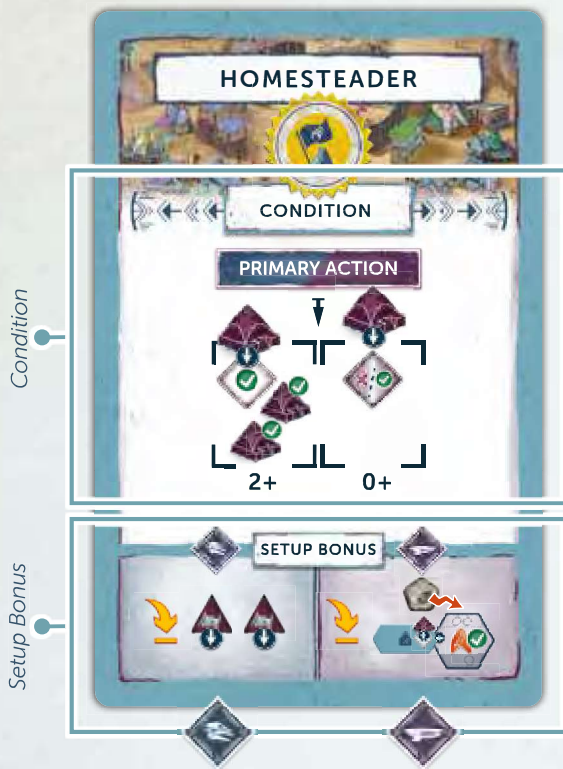
- Modifier (2): After resolving the third stage of an Adventure card, build a Settlement in any City Zone (at no cost).



For the Achievement tiles, please apply the following reference system shown on the "Homesteader" Achievement tile.

When either half of a tile has only one condition/bonus, it will be referenced with normal bullet point(s) from top to bottom.

When it has specific conditions/bonuses for Episode 1/Episode 2, you will see the matching icon, meaning that condition/bonus applies only during that Episode.



Homesteader

Condition:

- Build 2 Settlements during your Primary Action. At least one of them must be in a Zone you have already built at least 2 Settlements.

Setup Bonus:

- ◆ Place 2 Traps.
- ◆ Spend 1 Island Resource to Build an Outpost (and receive its Valor bonus).

EPISODE 1 AND 2 ACHIEVEMENT TILES

Commander

Condition:

- Gain an Officer Bonus.

Setup Bonus:

- Gain 1 Heavy Soldier and 1 Valor.

Defender

Condition:

- ◆ Build a Wall in a Defense area where you already have at least 1 Trap and at least 1 Heavy Soldier.
- ◆ Perform a "Counterattack" Secondary Action, OR successfully Defend a Dino Attack in a Canyon area.

Setup Bonus:

- ◆ Place a Settlement (on the lowest available space), but do not receive the Settlement bonus.
- ◆ Spend 1 Scrap to place a Settlement (in any Zone except your starting Zone), and receive the Settlement bonus.

Homesteader

Condition:

- Build 2 Settlements during your Primary Action. At least one of them must be in a Zone you have already built at least 2 Settlements.

Setup Bonus:

- ◆ Place 2 Traps.
- ◆ Spend 1 Island Resource to Build an Outpost (and receive its Valor bonus).

Hunter

Condition:

- ◆ Kill 2 Raptors during the same Dino Attack using your Soldiers or your Leader.
- ◆ Deal at least 3 Damage using your Soldiers during an Adventure Effect. Damage dealt by your Leader does not count toward this Achievement.

Setup Bonus:

- Gain 10 Followers.





Orator

Condition:

- Either place (not move) your Leader in a Zone with at least two of your dice, OR place 1 of your dice in a Zone with exactly one other die of yours.

Setup Bonus:

- Build a Wall.
- Gain 1 Island Resource and 1 additional Adventure card.

Scout

Condition:

- Start a Patrol/Adventure with at least 2 Heavy Soldiers plus one more Soldier of any type (including Leader) than the required number of Soldiers shown on the card.

Setup Bonus:

- Gain 1 Food and 1 Scrap.
- Gain 2 Glowberries. Then, place 1 Trampler from the general supply into your Enclosure.

CREDITS

For credits, please refer to the final pages of the *Episode 2* rulebook.

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EPISODE 2 ACHIEVEMENT TILES

You can achieve these only during games of *Episode 2*.

Builder

Condition:

- Build an Outpost on a space with a Follower reward.

Setup Bonus:

- Place a second Influence cube on your starting Officer, and receive the respective Officer bonus a second time.

Mentor

Condition:

- During your Secondary Action, gain a Perk from the Officer assigned to the Zone where your Leader is currently placed.

Setup Bonus:

- You may spend 1 Food to replace a Neutral die with one of yours and gain 2 Followers.

ICON GLOSSARY

For icons also used in *Episode 1* and *Episode 2*, please refer to the back of those rulebooks.



CHRONICLE TOKEN



DISSENTERS' CHRONICLE TOKEN



CHRONICLE ACTION



GLORY



DISSENTERS' OPPOSITION



DISSENTERS' STARTING OPPOSITION



PICK ONE MORE, MUST BE THE SAME



CHRONICLE CARD DECK



ONCE PER TURN



ACHIEVEMENTS



DEFENDER



HUNTER



SCOUT



HOMESTEADER



ORATOR



COMMANDER



MENTOR



BUILDER

