



PERSEVERANCE

CASTAWAY CHRONICLES

EPISODES

1 & 2 & 3 & 4

CHRONICLE EXPANSION RULEBOOK

WARNING: PLAY AFTER EPISODES 1, 2, 3, & 4

A CAMPAIGN AWAITS

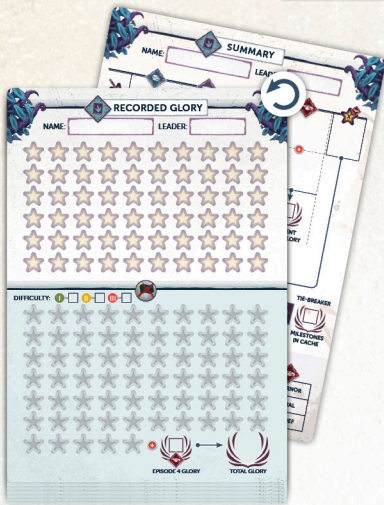
With the *Chronicle Expansion* you can play *Perseverance: Castaway Chronicles* as a massive, replayable campaign that takes you through all four Episodes of the game. You will complete Achievements to enable you to collect Chronicle cards, which provide bonuses for the current Episode and further bonuses for the *next* Episode. Because the *Chronicle Expansion* adds depth and complexity to the game, we recommend you play each Episode without it at least once before adding it.



COMPONENTS



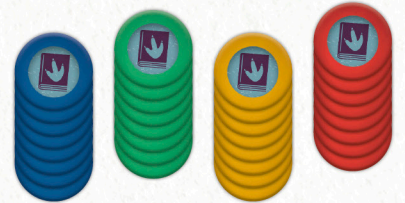
COMPONENTS



1x Campaign Log paper pad



24x Achievement tiles



4x8 Chronicle tokens



25x Episode 1
Chronicle cards



32x Episode 2
Chronicle cards



32x Episode 3
Chronicle cards



15x Episode 4 Chronicle
Conclusion cards



6x Episode 2 Setup cards



8x Episode 3 Setup cards



8x Episode 4 Setup cards



8x Milestone cards



4x Cache tuckboxes

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



COMMON TERMS

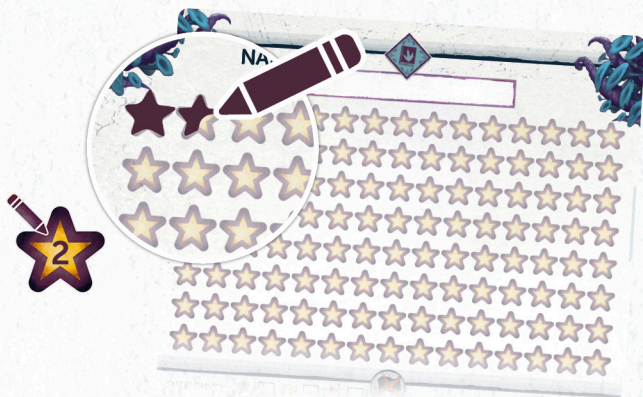
CACHE

Your Cache stays with you throughout the campaign. It is represented by a tuckbox. When instructed to **store** a card in your Cache, put it into your tuckbox. The card is out of play, but it is still yours. Some stored cards will come back into play in the following game, while some will stay in the Cache, but all stored cards will be counted at the end of the campaign.



GLORY

Glory represents the success of your deeds as a Leader in the growing society. When instructed to **record a Glory** ★, 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. If a Glory is printed on a card you store, do not record it (as the contents of your Cache will score at the end of the campaign).



The Glory that you gain during the final scoring of Episode 4 is equivalent to the Glory gained via the Achievement and Chronicle cards, however they do not mix - **do not record your Episode 4 "in-game" Glory on the front of your Campaign sheet.** See the *End of a Game* on page 14 for details.

MARKING AN ACHIEVEMENT

This rulebook will refer to placing a Chronicle token below 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.



Marking an Achievement.



Unmarking an Achievement.





SETUP



SETUP

1 Campaign Preparations

At the beginning of the first game (Episode 1), each player receives a sheet of the **Campaign Log** to keep track of their Glory and a **Cache** to store their cards in. The same sheet is used for all games of a single campaign. If playing multiple campaigns at the same time, you will have to find your own storage solution for saving multiple sets of Caches.

2 Main Play Area Setup

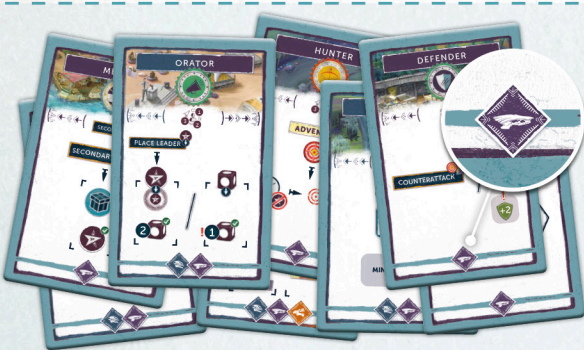
You will play one game of *Episode 1, 2, 3, and 4* each, in this order. Set up the upcoming game normally, according to the core rules.



EPISODE 2: Use the "B" sides of all Map hex tiles and place the Temple as usual. In 2-player games only, use C3A and C7A instead (to bring the Temple one area closer).

3 Achievement tiles, Milestone cards, Setup cards

- 3A Find all **Achievement tiles** showing the current Episode's icon. If a tile also shows other Episodes' icons, take that as well. Return the rest of the Achievement tiles to the box.



Achievement cards for Episode 2

- 3B Shuffle the Achievement tiles into a face-down pile and reveal the following number to form the **Achievement Display: 3** in a **1-player** game, **4** in a **2- or 3-player** game, and **5** in a **4-player** game. Return all remaining Achievement tiles to the box.

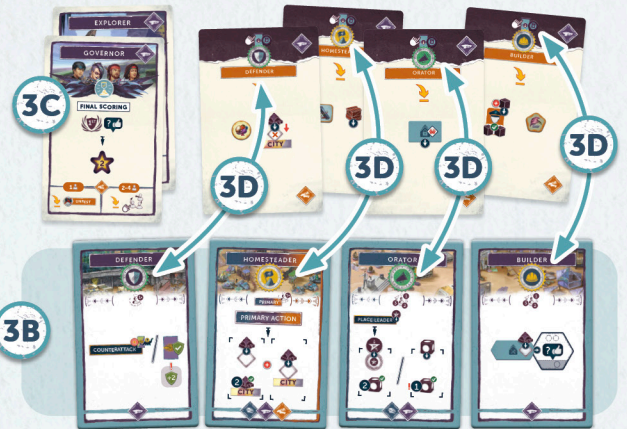
NOTE: In 1- and 2-player games, it's important to lay the Achievement Display out in a straight row, so that the "order" of the Achievements are clear. In 3- and 4-player games their arrangement does not matter.

- 3C Find all **Milestone cards** that show the current Episode's icon, and place them next to the Achievement tiles.

EPISODES 1, 2, 3:

- 3D Find the **Setup cards** corresponding to the current Episode and the selected Achievement tiles, and place them to the side in a face up pile. Return the remaining Setup cards to the box.

NOTE: Setup cards are public information, but they are unnecessary to seriously consider during gameplay (as they only affect the **next** game), hence they are not displayed, just put to the side. They will be used during the *End of the game*.



Example for a 3 player, Episode 2 game featuring Achievement tiles, Milestone cards, and Setup cards

4 Chronicle and Chronicle Conclusion cards

EPISODES 1, 2, 3:

- 4A Find every **Chronicle card** showing the current Episode's icon **and** at least one icon currently visible on the Achievement tiles in the Display. Return the rest to the box.

- 4B Create the **Chronicle offer** by shuffling the Chronicle cards and splitting the deck into **4 face-down draw decks**. Place these decks next to the Achievement Display, so that the icons of their respective Achievements are visible. Leave room for a Chronicle discard pile nearby.

Example for a 3-player, Episode 2 Chronicle offer layed out based on the Achievement Display





EPISODE 4:

- 4A Take all **Chronicle Conclusion cards** and shuffle them into a face-down deck.
- 4B Draw **3** in a **1-player** game, **4** in a **2- or 3-player** game, and **5** in a **4-player** game.
- 4C Place one Chronicle Conclusion card face-up beneath each Achievement tile, **pairing them up**.

2-PLAYER RULES: Place the Conclusion cards and Achievement tiles under the Main board so that each pair is associated with one of the four Zones.



Example of a 2-player, Episode 4 setup

5 Player Setup

EPISODE 1: Set your player area up according to the core rules of the Episode. Each player must select the **same Leader** in every game of the same campaign. Use the "B" side of the **Player boards**.

Take the following additional steps:

- 5A Each player takes the **Cache tuckbox** of their Leader.
- 5B Each player takes 8 **Chronicle tokens** of their chosen color.

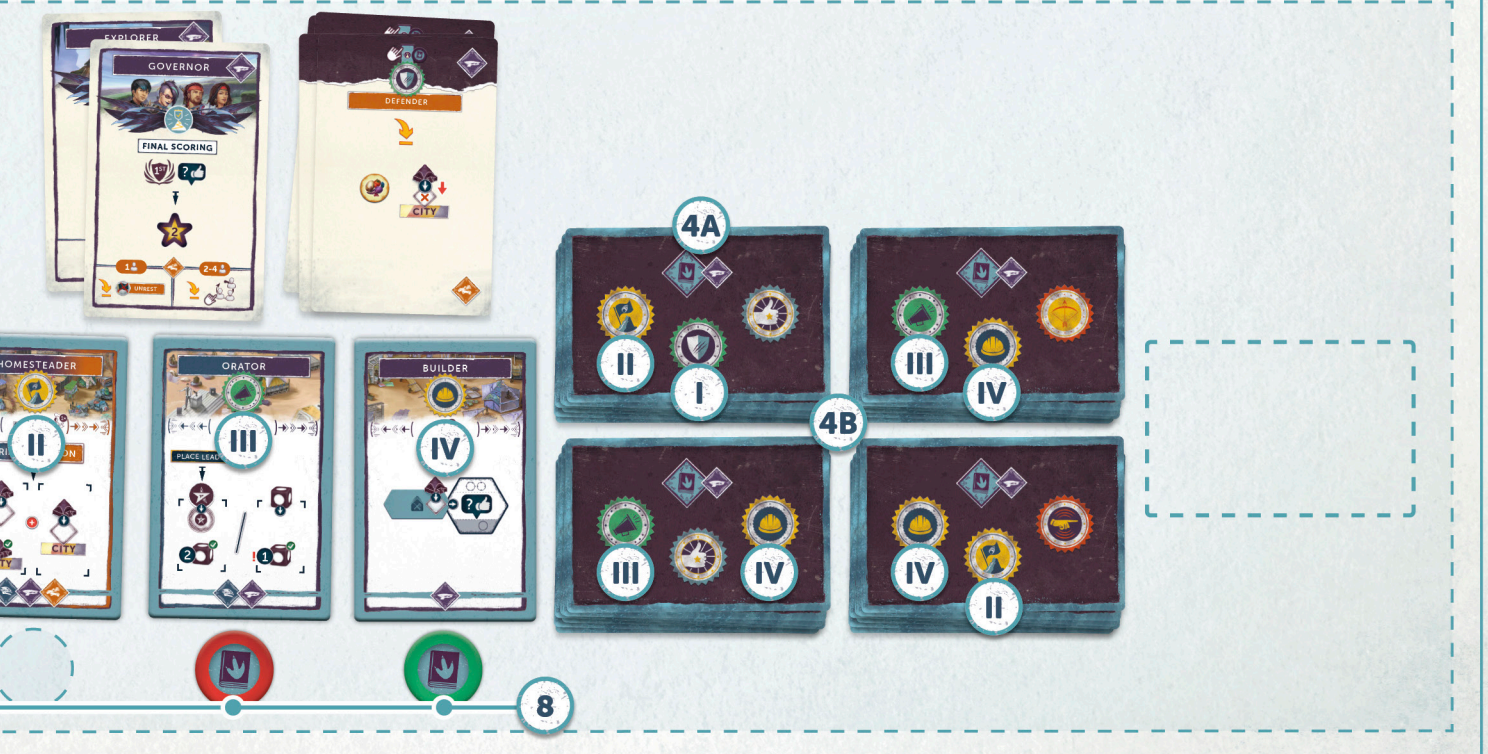
EPISODES 2, 3, 4: Each player must select the **same Leader** as in the previous Episode of the same campaign.

Before setting up the player areas, **determine the player order**. For this you will need the **Cache tuckbox** of the Leader.

1-PLAYER RULES: You are the starting player, as normal.

2-, 3-, OR 4-PLAYER RULES: The player who holds the previous game's **Governor Milestone card** in their Cache decides the relative turn order position of each player. We recommend rearranging seating positions, so that play still proceeds clockwise.

Set your player area up according to the core rules of the Episode, and take the 8 **Chronicle tokens** of your chosen color.



7 Resolving your Cache cards

Take out the following cards from your Cache, and resolve them:

- 7A** Find all **Setup cards** you stored in your Cache during the End of a Game of the previous game (see page 14). These cards show the current Episode's icon on their bottom half. In turn order, starting from the first player, each player resolves their Setup card effects in the order of their choosing. Return the resolved Setup cards to your Cache.
- 7B** Find all **Chronicle cards** you have stored during the previous game. Select up to **three** of them, and return the rest to your Cache.
- » Tuck the selected cards under the right side of your Player board, so that only the right sides of the cards are visible.
 - » Resolve all of the selected Chronicle cards that show a Setup icon  in the order of your choosing (in turn order, starting from the first player, proceeding clockwise if it matters).
 - » For any of the selected cards showing Chronicle token slots (1 or 2), place the appropriate amount of Chronicle tokens.

- 7C** **EPISODES 3, 4:** The player (if any) who stored **Discoverer (Episode 3)** and/or **Archeologist (Episode 4) Milestone cards** during the previous game resolves the setup Effect shown on the bottom of these cards.

EPISODE 1: Each player, in turn order, marks one **different** Achievement.



EPISODES 2,3: Each player, in ascending order of Total Glory (the sum of your Recorded Glory and Cache Glory), marks one **different** Achievement tile. In case of a tie the player first in turn order chooses first.



EPISODE 4: Each player, in ascending order of Total Glory (the sum of your Recorded Glory and Cache Glory) places a Chronicle token on a **different** Chronicle Conclusion card. In case of a tie the player first in turn order chooses first.

Place the **Chronicle tokens** in the **Dissenter's color** nearby as well. These will be known as **Dissenter Chronicle tokens** from now on.



EPISODE 4: The Dissenter places 1-1 Chronicle token on the 2 Conclusion cards that the players have not chosen.

Difficulty settings

Mark the **difficulty of the campaign** (Easy [I], Medium [II], or Hard [III]) on your Campaign Log. Optionally record 10 Glory to the Dissenters at the beginning of the Campaign, for further increased difficulty. You may freely set the **difficulty of the Dissenters** (the difficulty found in the core rules) in each Episode, independently of the campaign difficulty.

Dissenter setup

Place the **Chronicle tokens** in one of the **Dissenter's colors** nearby. These will be known as **Dissenter Chronicle tokens** from now on. For thematic reasons, we suggest keeping the **Dissenters' Agenda cards** consistent: Assign both Dissenters the same title they received in *Episode 1*, then select the cards featuring the same Officer in *Episodes 2, 3 and 4*.



EPISODE 4: Place a Dissenter Chronicle token in the **5th space of your turn track**. If playing on Medium [II] difficulty, add 1 Dissenter Chronicle token to each **Chronicle Conclusion card**. If playing on Hard [III] difficulty, add 2 instead.

Turn tracks & game length

EPISODE 3: Move your **Adventure Stage marker** to the **second space** of the turn track instead of the first. The game will be 7 turns long (instead of the usual 8).



EPISODE 4: Move your **Preparation Stage marker** to the **second space** of the turn track instead of the first. The game will be 6 turns long (instead of the usual 7).



NOTE: Your progression is greatly accelerated in Episodes 3 and 4 due to your Chronicle abilities, so having one less turn will result in a progression similar to what you would have in a regular (non-Chronicle) game.

Dissenter Unrest

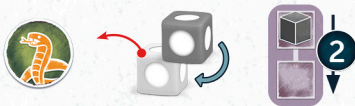
EPISODES 2, 3, 4: If you won the previous Episode against the Dissenters (and stored the *Governor Milestone* card in your Cache), then, **before taking your first turn**, resolve the Dissenter Unrest steps listed below, giving them various advantages:

EPISODE 2:

- Narek** places 2 Settlements in his Agenda Zone (or a Camp and an Outpost if it's Discovery) **and** 1 additional Influence cube on the Officer shown on his Agenda.



- Camilla** replaces a Neutral die in the pool with one of her Player dice **and** gains 2 Reserve.



- Place a **Dissenter Chronicle token** on the rightmost Achievement.



EPISODE 3:

- Narek** gains the Sapling Artifact **and** builds the Landmark in his Agenda Zone.



- Camilla** gains 1 untamed Shieldhead, 1 untamed Raptor, and 2 Reserve.



- Both** Narek and Camilla place 1 additional Influence on their Agenda Officers



- Place a **Dissenter Chronicle token** on the leftmost **and** the rightmost Achievement.



EPISODE 4:

- Narek** places one of his Player dice in the Sustenance Zone, **and** advances on his Rally track twice, **and** places 1 additional Influence on his Agenda Officer.



- Camilla** places one of her Player dice in the Construction Zone **and** builds a Marine and a Surgeon Cabin in her Agenda Zone, **and** gains 1 Reserve.



- The Dissenters** gain 10 Followers on their shared Followers dial **and** place **2 Dissenter Chronicle tokens** on the middle Achievement.





ACHIEVEMENTS

Achievement tiles represent challenges that only the most capable citizens of Perseverance can deal with. When you overcome them, you have not only proven yourself to the people, but also have improved as a Leader by acquiring new skills.

There are 9 types of Achievements, each displaying the type of role you need to fulfill when dealing with them, with a title and an icon on the top of the tile.



Defender



Hunter



Scout



Homesteader



Orator



Commander



Mentor

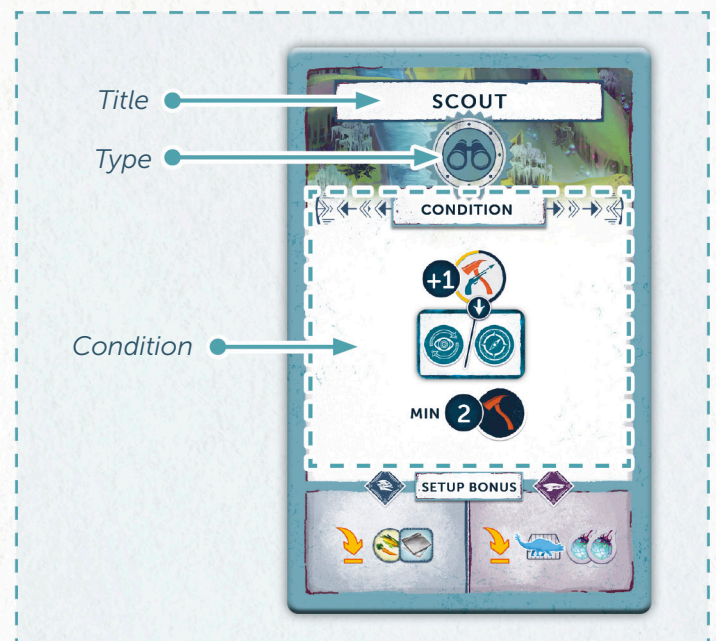


Builder



Survivalist

Each Achievement tile in play shows a **condition** you need to meet in order to claim it. **You may claim an Achievement during any player's turn during the Claim Achievements step of their End-of-Turn checks** (see next sections for details on the turn structure and how to claim them).



CHANGES IN THE TURN STRUCTURE

The turn structure of a game with the *Chronicle Expansion* is based on the core rules, but the last step, *End-of-Turn checks*, is expanded with **Claim Achievements**. The exact order depends on the current Episode:



EPISODE 1 End-of-Turn checks:

- Dino spaces full in 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



EPISODE 3 End-of-Turn checks:

- Move the Adventure Stage marker
- Claim Achievements**
- Check for ASSEMBLY



EPISODE 4 End-of-Turn checks:

- Move the Preparation Stage marker
- Retreat unfit Dinos
- Check for Combat(s) on the Battlefields
- Claim Achievements**
- Check for ASSEMBLY



If you claim an Achievement that you **haven't marked yet**, **mark it with 1 of your Chronicle tokens** and **record 1 Glory**.

If you have **already marked** this Achievement, choose one of the following three options.

- 1 **Gain a Chronicle card**, if any Achievement's icon you currently have marked (in this or any former turn) is visible in the Chronicle offer:
- 1A **Draw** each of the four Chronicle cards in the offer with a back showing at least 1 icon matching any Achievement you currently have marked (including Achievements that you are not claiming at this moment).
- 1B **Choose one** of the Chronicle cards drawn to keep, and discard the rest to the discard pile.
- 1C **Tuck** the chosen Chronicle card under the **left side** of your Player board, so that only the left half is visible.
- 1D The card may show (1 or 2) **Chronicle token spaces**. Place that amount of **Chronicle tokens** on it.
- 1E Every player, including you, **unmarks** this Achievement.

Example (Episode 1): Joel  claims the Defender Achievement while having the Defender and Scout Achievements marked (I), and decides to gain a Chronicle card. There are 2 Chronicle decks where the top card has a Defender (II) and/or Scout (III) icon on its back. Joel  draws them, chooses the Pathfinders card (IV), and tucks it under the left side of his Player board (V). He discards the other Chronicle card. Every player unmarks the Defender Achievement (VI).

The amount of cards you can have tucked under your Player board is limited, depending on the Episode:

- » **Episode 1:** 2 Chronicle cards
- » **Episode 2, 3:** 3 Chronicle cards

When you gain a card above this limit, you can either store it in your Cache or store an already tucked card to make space for the new card.

- 2 **Gain a bonus:**
- 2A **Record 2 Glory**, and gain **one** of the following, depending on the Episode:

-  **EPISODE 1:** 1 Food, **or** 1 Scrap, **or** 1 Story,
or 1 Light Soldier, **or** 2 Valor, **or** 2 Safeguard



-  **EPISODE 2:** 1 Food, **or** 1 Island Resource, **or** 1 Scrap, **or** 1 Story, **or** 1 Light Soldier, **or** 2 Glowberries, **or** 2 Valor



-  **EPISODE 3:** 1 Food, **or** 1 Island Resource, **or** 1 Scrap, **or** 1 Ranger, **or** 2 Glowberries



- 2B Discard** the top card of all four decks in the Chronicle card offer.

- 2C** Every player, including you, **unmarks** this Achievement.

- 3 **Gain nothing** to leave your Chronicle token in place. All **other** players must still **unmark** this Achievement.





CLAIMING AN ACHIEVEMENT (CONTINUED)

As soon as one of the four decks in the Chronicle card offer is empty, shuffle the discard pile, roughly halve it, and place one half face down in the empty space to recreate the deck. Place the other half back into the discard pile. If there is one or zero cards in the discard pile when a deck empties, *leave the deck empty*, and play with one fewer card on offer for the remainder of this game.

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

EPISODE 4: If you **meet the condition** of one or more Achievements during any player's turn, it allows you to **claim** these Achievements later in the same turn by **placing one of your Chronicle tokens on the associated Chronicle Conclusion card**.

CLAIMING ACHIEVEMENTS MULTIPLE TIMES

It is possible to claim a particular Achievement multiple times on the same turn. To do so, you must consider the **category** of its condition that is found on the top of the tile, under its title:

- **Across your turn:** You may claim this Achievement as many times as you meet its condition across an entire turn.
- **Once per turn step:** You may claim this Achievement multiple times, but only once during each distinct step of the same turn:
 - Resolve Primary Action (including Dino Attack resolution in *Episode 2*).
 - Resolve Secondary Action (including Dino Attack resolution in *Episode 2*).
 - Patrol, Adventure, or Preparation stage resolution.
 - Dino Attack in *Episode 1* or Combat in *Episode 4*.
- **Once per turn:** You can only claim this Achievement once in a turn, even if you have met its condition multiple times.
- **In a specific step:** You can only claim this Achievement once in the turn, and you must meet its condition in a specific step of it. This varies from tile to tile.



You can find the clarifications of each Achievement in the *Appendix* on page 24-25.

ACHIEVEMENTS ADDITIONAL 2-PLAYER RULES

EPISODE 1,2,3: If, on any turn, **only one of the two** players claimed Achievements, that player must choose one of the following options:

- Select an Achievement not marked by the Dissenter and **mark it** with one of the Dissenter's Chronicle tokens.
- Select an Achievement already marked by the Dissenter. Every player (including the Dissenter) **unmarks** this Achievement.

Whenever the Dissenter unmarks an Achievement, return their Chronicle token to their supply.

EPISODE 4: When an **Assembly** is resolved, place **1 Dissenter Chronicle token** on the Conclusion card associated with the Zone of the Assembly.



ACHIEVEMENTS ADDITIONAL 1-PLAYER RULES

The Dissenters do not claim Achievements the same way you do but they place Chronicle tokens on them, similarly to how you mark them.

On the Dissenters' turn, **after you place both Action cards** on the Dissenter board and **before Narek's turn**, place a Dissenter Chronicle token on the lone Action card remaining on the Action Row.





Then, **after discarding the resolved Action cards and before refilling the Action Row:**

EPISODES 1, 2, 3: Take the Chronicle token from the last Action card, and look at the three "card icons" on that card's bottom - these now represent the three Achievement tiles. Find the Achievement that corresponds to the card icon on the Action card:

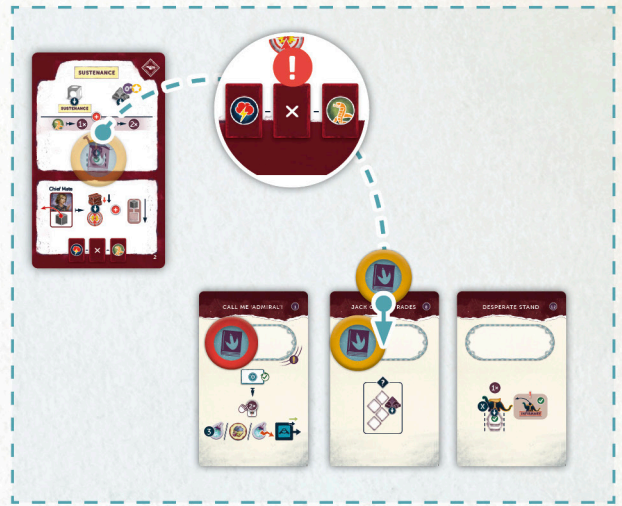
- A** If this Achievement card has no Dissenter Chronicle token on it, place the Chronicle token on it now.
- B** Otherwise, return the Dissenter Chronicle token from it (and the one you took off the Action card as well) to the Dissenter's supply. You must unmark this Achievement as well, if present. Record a number of Glory for the Dissenters depending on the Episode and the difficulty of your campaign (marked on your Log):

- **1 Glory in Episode 1**
- **2 Glory in Episode 2**
- **3 Glory in Episode 3**
- **1 additional Glory on medium difficulty**
- **2 additional Glory on hard difficulty**

Then, discard all Chronicle cards from the Offer showing the icon of the Achievement in question.



EPISODE 4: Take the Chronicle token from the last Action card and look at the three "card icons" on that card's bottom - these now represent the three Conclusion cards. Find the Conclusion card that corresponds to the icon and place the Dissenter Chronicle token on it.

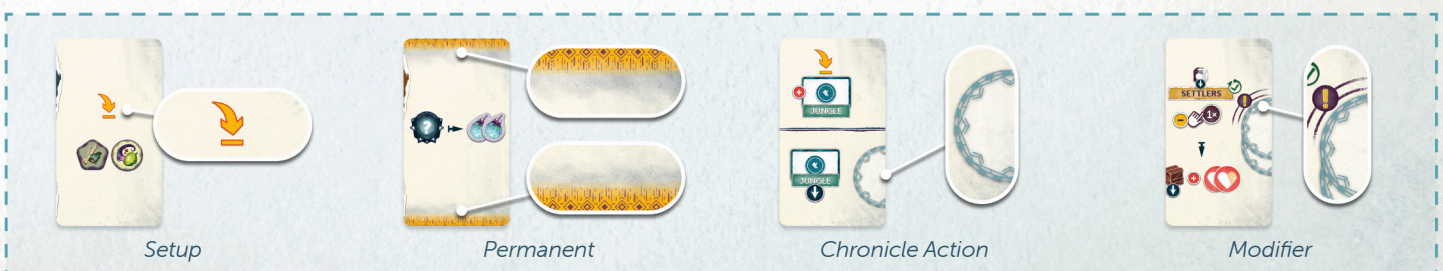


If you have met the conditions of any Achievements during **either** Dissenter's turn, mark them at this point (which can happen after an Assembly, unlike in 2-4 player games). If you were to claim the same Achievement multiple times during the Dissenters' turn, treat each Dissenter's turn as **a separate step**.



CHRONICLE CARDS

Chronicle cards represent events in the world of Perseverance that relate to your achievements as a leader. Each Chronicle card is a fragment of a large-scale story you experience throughout the campaign, and each card grants you special abilities that represent your growth as a Leader. Chronicle cards' abilities fall into four categories:





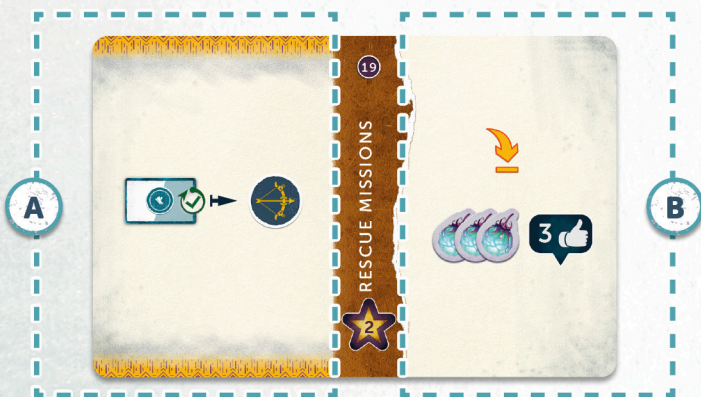
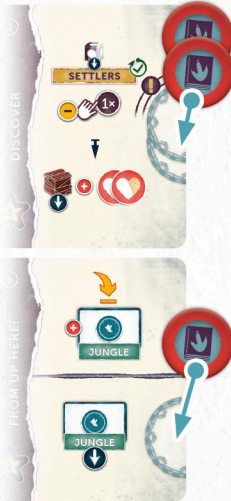
- **Setup abilities** only trigger during the setup of a game.



- **Permanent abilities** give you a passive player power. They are in effect as long as they are visible, for the duration of the current game. You can use any number of them (even on other players' turns), regardless of any other Chronicle abilities used.



- **Chronicle Actions and Modifiers** have one or two Chronicle Token slots next to them. When you gain that ability (upon acquiring the Chronicle or upon setup of the following game), place the indicated number of your Chronicle tokens on the card. These abilities are optional to use. See details on how to use these kinds of Chronicle cards in the next section.



The left halves (A) of Chronicle cards are visible during the game they were gained in, while the right halves (B) of the cards are visible during the next game. Thus each card affects your gameplay for two games. The left and the right half give different effects, to signify the later consequences of your earlier actions.

You cannot use Chronicle cards' abilities to affect the turn you gained them on.

CHRONICLE ACTIONS AND MODIFIERS

Chronicle Actions and Modifiers use Chronicle tokens to keep track of how many more times you can use their ability. To use such an ability, remove a Chronicle token from the card granting it. Once no more tokens remain on a card, you may not use that ability anymore.

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 took from the card for this purpose. If a card that placed such a token is stored later during the game (for example, to be replaced by another card), also remove the token it placed.

Example: The left side of Friendlier Neighborhood can be used once in Episode 2, placing the Chronicle token from this card in a City Zone (A). The right side can be used up to twice in Episode 3 to change the positions of Ranch tiles (B).



Chronicle Actions and Modifiers can only be used during your **own turn**, and you are limited to using a **maximum of one** such ability total per turn, either one Chronicle Action or one Modifier.



EPISODE 4: This limit is increased to 2 in *Episode 4*. See the details on the next page.

Permanent abilities do not count towards this limit.

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

A Chronicle Action can be used at one of the following times:

- Before your Primary Action
- Before your Secondary Action (after resolving the Primary Action, including drawing a Dino Attack if necessary in *Episode 2*)
- After your Secondary Action (including drawing a Dino Attack if necessary in *Episode 2*), but before Patrol/Adventure/Preparation resolution

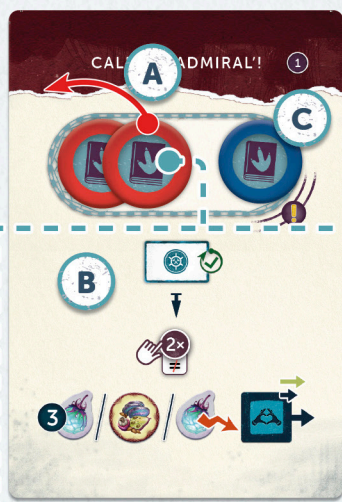
! You may not claim an Achievement for anything you've done during a Chronicle Action.



EPISODE 4 CHRONICLE CONCLUSION CARDS

Episode 4 features a special set of Chronicle cards, called **Chronicle Conclusion cards**. They are paired with Achievements face-up and are **available to all players** throughout *Episode 4*. When claiming an Achievement, you place one of your Chronicle tokens on the associated Conclusion card (as explained on page 9).

Once you have one or more tokens on a Chronicle Conclusion card, you can remove one of yours from it (A) to use the Chronicle Action or Modifier shown on the card (B). Do not remove other players' Chronicle tokens (C).



In *Episode 4* you may use **up to 2 Chronicle Actions and/or Modifiers**, which includes using both *Episode 3* Chronicle cards and Chronicle Conclusion cards. However, you may not use the same card twice in the same turn.

During the End of a Game procedure (see page 14.) for *Episode 4*, each Chronicle Conclusion card is scored.

MILESTONE CARDS

Milestone cards provide Glory and other rewards to the single player that secures them. Each Milestone card has a condition and a time when it is evaluated. The player meeting the condition at the given time immediately secures the Milestone, storing the card in their Cache, and marking it on the Summary side of their Campaign Log. Each Episode features different Milestones with their own unique conditions.

1-PLAYER RULES: The Dissenters cannot secure Milestones but they can prevent you from doing so.

MILESTONE CONDITIONS

EPISODE 1, 2, 3: Governor: Secured during Final scoring to the player who wins the game.

EPISODE 4: Governor: Secured during Final scoring by the player with the most Followers.

EPISODE 2: Explorer: Secured at any time during the game by the player who first starts their Temple Adventure.

EPISODE 3: Archeologist: Secured right before Final scoring by the player who completed the most Temple Adventures. If tied, the player who completed the Ironjaw or the Thunderhorn Temple Adventure (in this order) secures it.

1-PLAYER RULES: Secured by completing more Temple Adventures than how much the Dissenters have discarded, .

EPISODE 4:

Admiral: Secured at any time during the game by the player who first has a total of 12 of a mix of Cabins and/or met 1st conditions on different Voyage cards.

Example: (Episode 4): Joel has 10 Cabins and has already met the 1st condition on 2 Voyage cards. He immediately secures the Admiral Milestone.



Warchief: Each time a player opposes an Ancient Sixleg Unit, they place a Chronicle token on (or near) this card. The first player with 4 tokens placed, immediately secures this Milestone.

1-PLAYER RULES: After your 5th turn, randomly remove from the game either the *Admiral* or *Warchief* Milestones, whichever is still available. Remove the Chronicle token from your Preparation track, which was a reminder for this.



END OF A GAME

 Episodes 1, 2, 3:

 Perform the **Final scoring** of the current Episode according to the core game rules. Then, store all **Chronicle cards** you have in play in your **Cache**, and perform the following **Chronicle scoring** steps:

 1 Governor Milestone

The player who has **won the current Episode** stores the **Governor Milestone** card. If multiple players are tied, the player later in turn order gets the card, and the other tied player(s) records 2 Glory.

3-4 **2 Setup cards**

The players, in **reverse** order of most Followers, may take **1 Setup card** corresponding to an Achievement they currently have marked, and store it in their Cache. If tied for Followers, the player later in turn order picks first.

3 Follower advantage

Each player records Glory based on the **difference** in Followers compared to the player with the fewest Followers:

1-20 Followers:	
21-40 Followers:	
41-60 Followers:	
61+ Followers:	

4 Most Achievements

The player(s) with the **most marked Achievements** (regardless of other players' tokens present) records **2 Glory**.

5 Glory Summary

Write the following 3 values on the Summary side of your Campaign Log for this Episode:

5A Recorded Glory: The amount of Glory currently recorded (on the Recorded Glory side of the Log).

5B Cache Glory: The total Glory value of all (Chronicle and Milestone) cards currently in your Cache.

5C Total Glory: The sum of the above two.

6 Catch up

The player(s) with the fewest current Total Glory may take **any** one of the remaining Setup cards to store. In case of a tie, the player later in turn order picks first.

2 **3 Follower advantage**

The player with more Followers records Glory based on the **difference** in Followers compared to the other player:

1-10 Followers:	
11-30 Followers:	
31+ Followers:	

4 Most Achievements

The player who has more Achievement tiles that are neither marked by their opponent, nor by the Dissenter, records **2 Glory**. If the two players are tied, no Glory is recorded.

1 **2 Setup cards**

If you **won** the game against the Dissenters, **store 1 Setup card** corresponding to any Achievement that **only you** have currently marked.

Skip steps **3** and **4**.

6 Catch up

If you have lost the current game, the Dissenters record 5 Glory and you may take any one of the Setup cards to store.



Example (Step 2, Episode 2): Joel , Ellie , and Connor  have finished Episode 2 having 82, 94, and 113 Followers, respectively. Joel , who has the least Followers, takes a Setup card first. He may only select ones corresponding to Achievements he has marked. He selects the Defender Setup card (A). Then Ellie  takes the Homesteader Setup card (B). Connor  is unable to take any Setup card, because he only marked the Defender and Homesteader Achievements and the Setup cards corresponding to those have already been taken.

Example (Step 3): Ellie  has $94 - 82 = 12$ more Followers than Joel , recording 1 Glory. Connor  has $113 - 82 = 31$ Followers more than him recording 2 Glory.



EPISODE 4:

Perform the **Final scoring** according to the core game rules, and write the resulting Glory on the Summary side of your Campaign log . Store all **Chronicle cards** you have in play in your Cache, and perform the following **Chronicle scoring** steps:

1 Governor Milestone

The player with the most total **Followers** stores the *Governor Milestone* card. If multiple players are tied, the player later in turn order gets the card, and the other tied player(s) records 3 Glory.

 **1-PLAYER RULES:** If the Dissenters have more Followers than you, they record **3 Glory**.

2 Chronicle Conclusion cards

Score each Chronicle Conclusion card individually:

 **2A** The player(s) with the most Chronicle tokens on a card records **2 Glory**, and additionally **1 Glory** for each of their **own** tokens on that card.

 **2B** The player(s) with the second most Chronicle tokens on a card records **1 Glory**.

 **2C** The player(s) with no Chronicle tokens on a card records no Glory.

 **2-PLAYER RULES:** The Dissenter counts as one of the players, and can be first or second place. If a player has the most Chronicle tokens, they record **1 Glory** additionally for each of the Dissenters tokens.

 **1-PLAYER RULES:** Both Narek and Camilla record Glory in the same way as the player (collecting Glory together, as usual).

3 Glory Summary

Write the following 3 values on the Summary side of your Campaign Log for this Episode:

 **3A Recorded Glory:** The amount of Glory recorded (on the Recorded Glory side).

 **3B Cache Glory:** The total Glory value of all (Chronicle and Milestone) cards in your Cache.

 **3C Total Glory:** The sum of the above two.

Proceed to the End of a Campaign.

SUMMARY SIDE OF THE CAMPAIGN LOG

Summary Side of the Campaign Log

NAME: _____ LEADER: _____

5C 3C Total Glory

5B 3B Cache Glory

5A 3A Recorded Glory

Summary Table:

	GOVERNOR	GOVERNOR	GOVERNOR	GOVERNOR
GOVERNOR				
EXPLORER				
ARCHEOLOGIST				
ADMIRAL				
WARCHIEF				

END OF CAMPAIGN TOTAL GLORY

TIE-BREAKER

MILESTONES IN CACHE

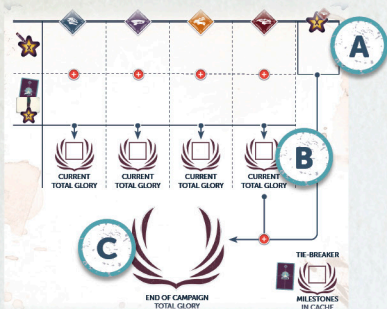
ACHIEVED MILESTONES



END OF A CAMPAIGN

Determine your **Final Campaign score** (C) by adding up the following two values:

- (A) The Total Glory after *Episode 4*
- (B) The Glory gained from the Final scoring of *Episode 4*



2-4

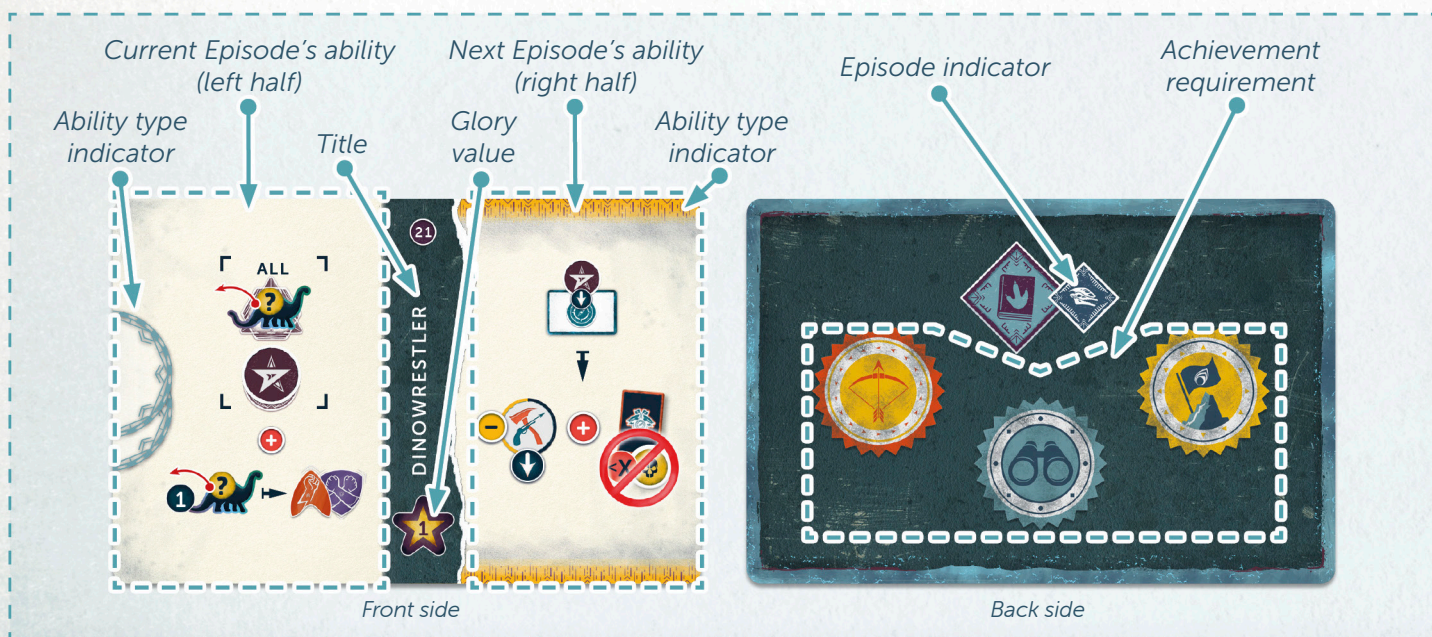
2-4-PLAYER RULES: The player with the highest Final Campaign score (C) is the winner. In case of a tie, the player with more stored Milestone cards wins. Players still tied share a victory.

1

1-PLAYER RULES: Add up the recorded Glory of the Dissenters and the Glory scored solely from the Final scoring of *Episode 4* (according to the core rules). If your Final Campaign score (C) is greater than this number, then you have won; otherwise you have lost.

APPENDIX

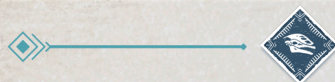
CHRONICLE CARDS



EPISODE 1 CHRONICLE CARDS

Ref	Name	Left half (Episode 1)	Right half (Episode 2)
#1	Pathfinders	Permanent: When completing a Patrol, gain 1 Food.	Setup: Gain 1 Island Resource and 1 Food.
#2	Master Dealer	Permanent: The second option of the "Politics" and "Settle" Effects costs 1 Story fewer.	Setup: Gain 3 Stories.
#3	Proven in Combat	Chronicle Action (2): Up to twice, spend 1 Valor to gain 2 Votes.	Setup: Gain 1 permanent Vote.
#4	What Doesn't Kill You...	Modifier (2): Add +2 to all Threat rolls during this turn's Patrol resolution.	Permanent: During Combat step 4 you may spend 1 Valor to cancel the injury of 2 Light Soldiers each.

Ref	Name	Left half (Episode 1)	Right half (Episode 2)
#5	Ear of the Council	Permanent: You may change the face of a die in the pool before placing it, without having to spend 1 Story. You may not do this if there is another die you could legally place in the same space.	Permanent: You may resolve your Primary and Secondary Action in either order.
#6	Trampling Distraction	Chronicle Action (1): Place 1 Trampler on an empty Dino space and then you may swap two already placed dice. You may change the dice faces during this process. You may not trigger a Dino Attack this way.	Permanent: The first time you kill a Trampler during your turn, gain 1 Valor. The first time you capture a Trampler during your turn, gain 1 Vote. You may gain these once each of your turns. You may use the gained Valor to cancel an Injury in the same Combat.
#7	Scout's Honor	Permanent: The first time one of your Soldiers dies during one of your turns, place 1 Influence on an Officer of your choice.	Setup: Gain 2 Valor and place 1 Influence on your starting Officer.
#8	Our Lookout Reports...	Modifier (2): Do not place Dinos during your Primary Action.	Modifier (2): Modifier (2): When you place the Rally marker, no Dino Attack card is drawn (by you or by the owner of the Outpost in question).
#9	An Old Friend	Chronicle Action (1): Place a Chronicle token and 1 Influence on an Officer of your choice. Permanent: During an Assembly, if you have the single most Influence cubes (not tied) on the Officer with your Chronicle token, record 1 Glory.	Setup: Build a Camp on the bottom-right cleared Area (gaining a Perk from the Officer in the Discovery Zone as normal).
#10	Onboarding the Youngsters	Chronicle Action (2): Gain 1 Light Soldier.	Chronicle Action (2): Gain 1 Light Soldier.
#11	Society's Support	Modifier (2): When resolving a "Training" or "Fortifications" Effect, resolve one of the selected options twice.	Modifier (2): When resolving a "Training" or "Build" Effect, you may spend 1 Glowberry to gain a Perk.
#12	Immediate Attention Please	Chronicle Action (2): Retrieve your Leader.	Permanent: When you place your Leader, place 1 Influence on the Officer corresponding to the Zone you placed your Leader in.
#13	Battle-hardened Soldiers	Permanent: After resolving a Dino Attack, you may convert 1 of your participating Light Soldiers that defeated a Dino into a Heavy Soldier.	Setup: Convert one of your starting Light Soldiers into a Heavy Soldier and you may spend 1 Story to gain 1 Heavy Soldier.
#14	Entrenchments	Chronicle Action (2): Resolve a "Place Soldiers" Secondary Action.	Permanent: When you successfully defend an Area with a Watchtower, gain 1 Glowberry and 3 Followers.
#15	Friendly Neighborhood	Chronicle Action (1): Place a Chronicle token in a Community area of a Zone. Permanent: Every time another Player builds a Settlement in the Zone with your Chronicle token, gain 1 Vote. Every time you build a Settlement in the Zone with your Chronicle token, gain 1 Follower.	Permanent: When resolving a "Marketplace" Effect, you may spend an additional Glowberry to gain another 2 Resources of your choice.
#16	Foundations of the Wall	Chronicle Action (1): Place 1 Wall in an empty wall space in any Defense area.	Setup: Gain 1 Scrap.
#17	A New Species	Chronicle Action (2): Place 1 Shieldhead on a Dino space (that does not trigger a Dino Attack). Permanent: If your Heavy Soldier (or Leader) defeats a Shieldhead, record 2 Glory. Shieldheads act as a Trampler in case of a Breach but act as a Raptor in all other steps of Combat.	Setup: Start with a Shieldhead in your Enclosure, and gain 2 Glowberries.
#18	Defend At All Costs!	Chronicle Action (1): Place a Chronicle token in a Defense area, and remove the Dangerous Combat area tile from it. The area is now Dangerous. Do not remove the Community area cover tile of the Zone yet. Permanent: When the defense of the area marked with your Chronicle token is successful, record 1 Glory, and gain 1 Valor and 1 Safeguard (before spending Combat Rewards).	Permanent: When you resolve a Counterattack against 3 or more Dinos, record 1 Glory and gain 1 Valor.

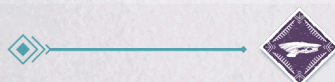


EPISODE 1 CHRONICLE CARDS

(continuation)



Ref	Name	Left half (Episode 1) 	Right half (Episode 2) 
#19	Intricate Traps	Permanent: After a Dino Attack, you may leave up to 2 of your Traps face-up in play in the Defense area.	Chronicle Action (2): Resolve a Counterattack without Combat. Gain the Savior Bonus from the Dino Attack card, then discard the card with along with all Dinosaurs on it (you may not kill or capture them). Discard the Breach token from the corresponding Area as normal.
#20	Protect and Lead	Permanent: When resolving a "Place Soldiers" Secondary Action, you may place 1 Influence on a single Officer in (one of) the Zone(s) you placed a Soldier into.	Permanent: When resolving the "Influence Officer" Secondary Action, gain 1 Vote.
#21	Dinowrestler	Chronicle Action (2): Remove every Dino in the same column as your Leader in a Defense area. For each Dino removed this way, gain 1 Valor and 1 Safeguard.	Permanent: When you assign your Leader to an Adventure, reduce the Soldier requirement for that Adventure by 1 then immediately draw and resolve a Heavy Challenge card (without a Threat roll).
#22	Battle Prowess	Chronicle Action (2): Place a Chronicle token in a Defense area. Permanent: After the next Dino Attack in this area, immediately before retrieving the Soldiers, gain the Placement Reward an additional time for the surviving Soldiers.	Permanent: Ignore the Threat roll on one Challenge card each Adventure resolution.
#23	Camouflaged Settlements	Chronicle Action (2): Place a Chronicle token in a Community area, and place one of your Settlements on the placed token (it does not take up a space in the Zone). Permanent: Settlements on Chronicle tokens add to the Population and Presence in their Zone, but breaching Dinosaurs ignore them.	Modifier (2): When building a Settlement, if you receive the Settlement Bonus, receive it an additional time.
#24	Thorough Surveys	Modifier (2): After resolving a "Patrol" Effect, you may resolve one option of either the "Training" or "Fortifications" Effect.	Setup: Gain a Light Soldier, and play your Starter Adventure (assigning Soldiers and/or your Leader on it).
#25	Forward Posts	Permanent: Reduce the requirement of each two-staged Patrol by one Soldier (to a minimum of 1) for each Zone where you have at least one Settlement in the top 4 spaces (labeled "7" through "10").	Setup: Gain 3 Valor.

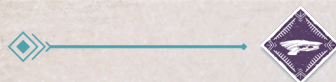


EPISODE 2 CHRONICLE CARDS



Ref	Name	Left half (Episode 2) 	Right half (Episode 3) 
#1	Wonders to Discover	Permanent: When completing an Adventure, gain 1 Food.	Modifier (2): When placing a die to resolve the "Settlers" Effect, you may use one of your picks to gain 1 Crate and apply 2 Treatments instead.
#2	Keeper of the Legendarium	Permanent: When resolving the "Politics" or "Settle" Effect spend 1 fewer Story than you would normally do.	Setup: Gain 2 Scraps.
#3	Veterans' Respect	Chronicle Action (2): Up to twice, spend 1 Valor to gain 2 Votes.	Setup: Draw 2 Goal cards instead of 1. Permanent: After the end of your 5 th turn, discard one of your Goal cards.

Ref	Name	Left half (Episode 2)	Right half (Episode 3)
#4	Watch Your Step	Modifier (2): Add +2 to all Threat rolls during one Adventure resolution.	Permanent: Add +1 to all Threat rolls.
#5	Experienced Negotiator	Permanent: You may change the face of a die in the pool before placing it, without having to spend 1 Story. You may not do this if there is another die you could legally place in the same space.	Setup: Place an Influence on 3 different Officers, excluding your Starting Officer.
#6	Rustling and Hustling	Chronicle Action (1): Place a Dino of your choice on an empty Dino space, and you may swap two already placed dice. You may change the die faces in the process.	Modifier (2): When starting an Adventure, you may use a Shieldhead instead or a Raptor (or vice versa) for meeting the starting requirements.
#7	Fallen Comrades	Permanent: The first time one of your Soldiers dies during one of your turns, place 1 Influence on an Officer of your choice.	Setup: Gain 1 Ranger, and apply 1 Treatment to the Ranger starting in your Infirmary.
#8	All is Clear From Up Here!	Modifier (2): When you place the Rally marker, no Dino Attack card is drawn (by you or by the owner of the Outpost in question).	Setup: Draw a Jungle Adventure and set it aside. Chronicle Action (1): Start the set aside Jungle Adventure (you must still meet the starting requirements).
#9	New Alliances	Chronicle Action (1): Place a Chronicle token and 1 Influence on an Officer of your choice. Permanent: During an Assembly, if you have the single most Influence cubes (not tied) on the Officer with your Chronicle token, record 1 Glory.	Modifier (2): When triggering an Assembly during your turn, you may place your Chronicle token on the corresponding Officer (max. once per Officer). Permanent: Double the Followers you gain from the Officer with your Chronicle token during its Officer scoring. If you have single most Influence cubes on this Officer (not tied), record 1 Glory.
#10	Ready the Armory!	Chronicle Action (2): Gain 1 Light Soldier.	Modifier (2): When placing a die to resolve a "Training" Effect, you may use one of your picks to spend 1 Food and 2 Glowberries to Influence two different Officers instead.
#11	Wonders of Leadership	Modifier (2): When resolving a "Training" or "Build" Effect, resolve one of the selected options twice.	Modifier (1): You may resolve your Secondary Action before resolving your Primary Action.
#12	On Your Mark!	Chronicle Action (2): Retrieve your Leader.	Permanent: When you place your Leader (not move them) in a Zone, place 1 Influence on the Officer connected to the Zone your Leader was placed in.
#13	You Deserve a Promotion	Permanent: After resolving a Combat, you may convert one of your participating Light Soldiers that dealt Damage to a Dino into a Heavy Soldier.	Modifier (2): The Dinos you gain from Market Square during your turn are Tamed instead of Untamed.
#14	They Call for Our Aid	Chronicle Action (2): Resolve a Counterattack Secondary Action.	Permanent: When you assign your Leader to an Adventure, you may reduce the total Unit requirement by two: one Unit whose type is directly specified, and one whose type is unspecified ("any Unit").
#15	Friendlier Neighborhood	Chronicle Action (1): Place a Chronicle token in a City Zone. Permanent: Every time another player builds a Settlement in the City Zone with your Chronicle token, gain 1 Vote. Every time you build a Settlement in the City Zone with your Chronicle token, gain 1 Follower.	Chronicle Action (2): Swap 2 already placed Ranch tiles in your Ranch area or move 1 Ranch tile into an empty space. You do not trigger any Placement bonuses.
#16	Structure on the Horizon	Chronicle Action (2): Resolve an Adventure Effect.	Permanent: You may place a Dino to an inaccessible Temple in the Wilderness, if you spend 2 Glowberries for each unexplored Location between the closest already discovered Location and that Temple.
#17	Badland Pioneers	Chronicle Action (1): Build 1 Outpost..	Setup: Gain 1 Untamed Thunderhorn and 1 Glowberry.
#18	Unexpected Loot	Permanent: When completing an Adventure, gain 1 Island Resource and 1 Glowberry.	Permanent: When completing an Adventure, gain 1 Island Resource and 1 Glowberry.



EPISODE 2 CHRONICLE CARDS

(continuation)



Ref	Name	Left half (Episode 2) 	Right half (Episode 3) 
#19	Training the Beasts	Chronicle Action (2): Choose one: • Gain any 1 Dino into your Enclosure. • Spend 1 Shieldhead, 1 Raptor, and 1 Trampler from your Enclosure to gain 2 Heavy Soldiers and to record 2 Glory.	Modifier (2): When taming a Dino, ignore all taming Resource costs, and also do not tire/injure/defeat Rangers.
#20	We Must Keep Watch!	Chronicle Action (1): Place 1 Watchtower. Chronicle Action (1): Resolve a Counterattack Action against a Breach on an Area with a Watchtower.	Chronicle Action (1): Build a Settlement in the Wilderness.
#21	Defining Moment	Chronicle Action (1): Spend 1 Valor to resolve a Secondary Action.	Chronicle Action (2): Retrieve your Leader.
#22	Shifting Loyalties	Chronicle Action (2): Remove 1 of your Influence cubes, either from an Officer or from one of your Perks of that Officer. Then place 2 Influence on a different Officer.	Permanent: You may change the face of a "Organizer" or "Negotiator" die in the pool before placing it, without having to spend 2 Glowberries. You may not do this if there is another die you could legally place in the same space.
#23	Rampaaage!!!	Chronicle Action (1): Place up to 2 Raptors on a valid Plains hex tile. Permanent: When you defeat and/or capture at least 2 Raptors in a single Combat resolution, gain 3 Followers.	Chronicle Action (2): Up to 2 times, recall 1 Dino from the Wilderness to gain 1 Glowberry.
#24	Reinforced Outposts	Chronicle Action (1): Place a Chronicle token on one of your Outposts in the Plains. Permanent: The Outpost with your Chronicle token on it always counts as defended against Dino Attacks.	Permanent: All Dino taming costs are reduced by 1 Glowberry.
#25	Rich New Frontiers	Permanent: When resolving an Explore Secondary Action, you may pick a second, different option of the same three (2 Glowberries/1 Valor/1 Story) to gain.	Permanent: Whenever you build the 3rd Ranch tile in a row, gain 1 Ranger and 2 Followers.
#26	They Owe Me a Favor	Permanent: When gaining an Officer Bonus, additionally gain a Perk from that Officer.	Setup: Gain 1 Food, and place 1 Influence on an Officer of your choice.
#27	Bold Expansion	Chronicle Action (1): Place a Chronicle token on one of your Outposts. Permanent: If this Outpost is successfully defended from a Dino Attack, you may gain a Perk from any Officer.	Modifier (2): You may place a Dino in an inaccessible non-Temple Wilderness Location, skipping 1 unexplored Location.
#28	Settlements Beyond the Wall	Modifier (2): When building a Camp, immediately draw and resolve a Dino Attack card (as if the Camp was attacked). If you successfully defend against the Dino Attack, additional to the Success Reward, place a Settlement in any Zone. If you fail to defend, nothing happens.	Setup: Gain 1 Crate and 3 Glowberries.
#29	Expert Opinion	Permanent: Ignore the Story/Valor costs of the "I" Officer Perks.	Setup: Draw 2 Amenities Ranch tiles, and build one of them (shuffle the other back into the stack).
#30	Populist Policies	Modifier (2): After resolving a "Pub" Effect or the third option of the "Politics" Effect, place a Settlement in any City Zone.	Permanent: You may place/move your Leader into occupied Leader spaces in the City.
#31	Leading From the Back of a Dino	Permanent: When resolving an "Adventure", "Training", "Marketplace", or "Build" Effect, one of your picks may be a repeat of another.	Permanent: When placing a Tamed Thunderhorn in a City Zone, one of your picks may be a repeat of another.
#32	Here to Stay	Modifier (2): After resolving a Counterattack Secondary Action, build a Camp on the same or adjacent cleared area.	Permanent: When building a Settlement in the Wilderness, you may apply 2 Treatment to Injured Units.



EPISODE 3 CHRONICLE CARDS

Ref	Name	Left half (Episode 3)	Right half (Episode 4)
#1	Field Hospital	Permanent: You have 2 additional Infirmary spaces.	Permanent: You have 2 additional Infirmary spaces.
#2	Lumbering Shieldheads	Modifier (2): You may place a Tamed Shieldhead into a space in the Wilderness that requires a Raptor or higher in hierarchy.	Permanent: When you gain an Artifact, gain 2 Glowberries.
#3	Reassignment	Chronicle Action (2): Return (and reroll) a Neutral die from a City Zone to the dice pool or swap 2 already placed dice. You may change the die faces in the process of swapping them.	Setup: Gain 1 Food and 1 Glowberry.
#4	Ugly Duckling	Modifier (2): You may use a Tamed Raptor instead of a Tamed Thunderhorn to place in a Thunderhorn space in the City.	Setup: Gain 1 Thunderhorn and 1 Valor.
#5	Trading Favors	Chronicle Action (2): Move up to 2 of your Influence Cubes between Officers.	Setup: Place one of your Crates on a Battlefield, applying the Treatment shown.
#6	Windfall	Permanent: Whenever you finish an Adventure, gain 1 Crate.	Setup: Place one of your Crates in a Community area, gaining the shown cost.
#7	Unbreakable Ranks	Modifier (2): When choosing the "On-Foot" option in one Combat against a Wild Dino, gain the "Mounted" additional reward and only tire the Rangers that you would normally injure.	Permanent: Your Leader deals 1 additional Damage in Combat.
#8	Stimulants	Chronicle Action (1): Apply 8 Treatments.	Permanent: Your Leader may cancel 1 Injury in each Combat they are present in (assigned to themselves or another Unit).
#9	Into the Unknown	Chronicle Action (2): Start an Adventure. Permanent: When completing a Hills Adventure, record 1 Glory.	Permanent: When completing a Preparation, gain 1 Food.
#10	Rescue Splint Kit	Modifier (2): Add +3 to all Threat rolls during one Adventure Stage resolution.	Modifier (1): Cancel all Injuries you received during a single Combat resolution.
#11	Breaking New Ground	Chronicle Action (2): Build a Settlement in the Wilderness.	Chronicle Action (2): Search a Ruins tile, where you have a Stronghold (or on a Ruins tile of the same type if you have the Chief Engineer's second Perk).
#12	Thunder and Lightning	Modifier (2): When placing a Tamed Thunderhorn to a non-Temple Location in the Wilderness, automatically defeat the Dino there (capturing it) and gain the "Mounted" additional reward of that specific Dino.	Modifier (2): After building a Cabin, gain 1 Valor for each Cabin you have built in that Ship Section.
#13	A Friend in Need	Permanent: You may spend a Crate from your Ranch instead of an Influence to use an Officer's Favor.	Modifier (1): You may resolve your Secondary Action before your Primary Action, spending no Influence to use the Officer's Favor.
#14	Big Bone Burial	Permanent: If at least one of your Dinosaurs is defeated during your turn, place one Influence on an Officer of your choice. You may not defeat a Dino from your Infirmary if it's not full.	Chronicle Action (2): Apply 2 Treatments.
#15	Shieldhead Menagerie	Chronicle Action (2): Gain 1 Tamed Shieldhead.	Modifier (2): You may start a Port Preparation with no Shieldheads or a Naval Preparation with 1 Shieldhead. If your Shieldhead becomes Injured after the 1 st stage of a Naval Preparation, you may still resolve the 2 nd stage, gaining the rewards (and ignoring the Threat roll).
#16	Reinforced Weaponry	Modifier (2): When choosing the "Mounted" option for Combat, gain 1 Scrap.	Modifier (2): Have an additional pick during Combat Rewards spending 2 fewer Valor than normal (a minimum of 0). This does not count towards the <i>Commander</i> Achievement.
#17	Communal Food Rationing	Permanent: Ignore the Food cost when resolving the "Settlers" Effect.	Chronicle Action (2): Spend 2 Glowberries to advance on your least advanced Contribution track (your choice if there are ties).



EPISODE 3 CHRONICLE CARDS

(continuation)



Ref	Name	Left half (Episode 3) 	Right half (Episode 4) 
#18	One Step Ahead	Modifier (2): When using the Captain's Favor, you can move your Leader even if they are not a Rider Leader yet while ignoring the Glowberry cost for doing so.	Chronicle Action (2): Rally your Leader, receiving the placement bonus.
#19	Rescue Missions	Permanent: When completing an Adventure, gain 1 Ranger.	Setup: Gain 3 Glowberries and 3 Followers.
#20	Big Game Hunting	Chronicle Action (1): Spend 1 Island Resource and Injure 2 Rangers to gain 1 Untamed Ironjaw.	Setup: Build 1 Marine Cabin in the Bridge or in the Coach.
#21	Reinforced Outpost	Modifier (1): Resolve both options of the "Exploration" Effect in the Wilderness (i.e. on the selected Exploration tile resolve the Discovery Effect and also build 1 Settlement to resolve the Foraging Effect).	Modifier (2): When resolving your Primary Action, ignore the result of your Normal or Dangerous Ancient Scout die roll (place no Ancient Unit and do not trigger Combat).
#22	Field Snacks	Chronicle Action (2): Place your Chronicle token next to a Settlement in the Wilderness belonging to another player. Permanent: The Settlement with your Chronicle token next to it counts as yours when you resolve Foraging Effects.	Chronicle Action (1): Move one of your Player dice to a different Zone. This must be a legal placement and does not trigger an Ancient Rally for placing the die.
#23	Friends in High Places	Chronicle Action (1): Place a Chronicle token and 1 Influence on an Officer of your choice. Permanent: During an Assembly, if you have the single most Influence cubes (not tied) on the Officer with your Chronicle token, record 1 Glory.	Setup: Draw and keep an additional Reclamation card. When resolving the Reclamation cards at the end of the game, for each of the four rows, you may score for one of the two depicted Artifacts. This might cause you to score for an Artifact twice, but no Artifact can be worth more than 3 Glory each.
#24	Welcome to the...Hills?	Modifier (1): When you explore a Jungle Location, you may draw Hills Exploration tiles instead (draw 2, pick 1).	Chronicle Action (1): Move a Warpath marker one space upwards, away from the City.
#25	Rebel Outposts	Modifier (2): When resolving a Use Favor Secondary Action, ignore the Resource cost printed on the Officer's tile (but still spend the Untamed Shieldhead on Chief Engineer).	Modifier (1): When building a Stronghold, you may build it above the Warpath marker (further away from the City).
#26	A Landmark for the Ages	Permanent: When building a Landmark, you may first choose to flip the tile to the other side instead.	Setup: Build 1 Stronghold next to the Near Ruins in your starting Zone.
#27	From Stables to Cables	Chronicle Action (2): Activate one of your Ranch tiles.	Setup: Build a Technician Cabin in the Hold or in the Engine.
#28	Creative Engineering	Modifier (1): When placing a die to resolve the Workyard Effect, you may spend 1 Scrap and 1 Untamed Shieldhead to build a Landmark.	Modifier (1): When building a Cabin, place one of your Chronicle tokens between two Crew types, then build your Cabin on top of it (instead of on a regular Cabin space). Permanent: The Cabin with your Chronicle token underneath it has the special ability of both Crew types and for each Voyage card or Preparation card it counts as either one of the Crew types (you may change which one it counts as in each turn step).
#29	Dino Anatomy Research	Permanent: It only costs 1 Treatment instead of 2 Treatments to retrieve a Dino from the Infirmary.	Setup: Gain 1 Shieldhead and build a Surgeon Cabin in your starting Zone.
#30	Dino Whisperer	Chronicle Action (2): Tame up to 2 Dinosaurs, whose Temple has already been explored, without paying the taming Resource cost.	Chronicle Action (2): Remove an unopposed Ancient from a Battlefield.
#31	Unwavering Beasts	Permanent: You may place Injured Dinosaurs from the Infirmary to Wilderness Locations (but you still cannot send Injured Dinosaurs to Adventures or Combat).	Modifier (2): After starting a Preparation, immediately progress the Preparation.





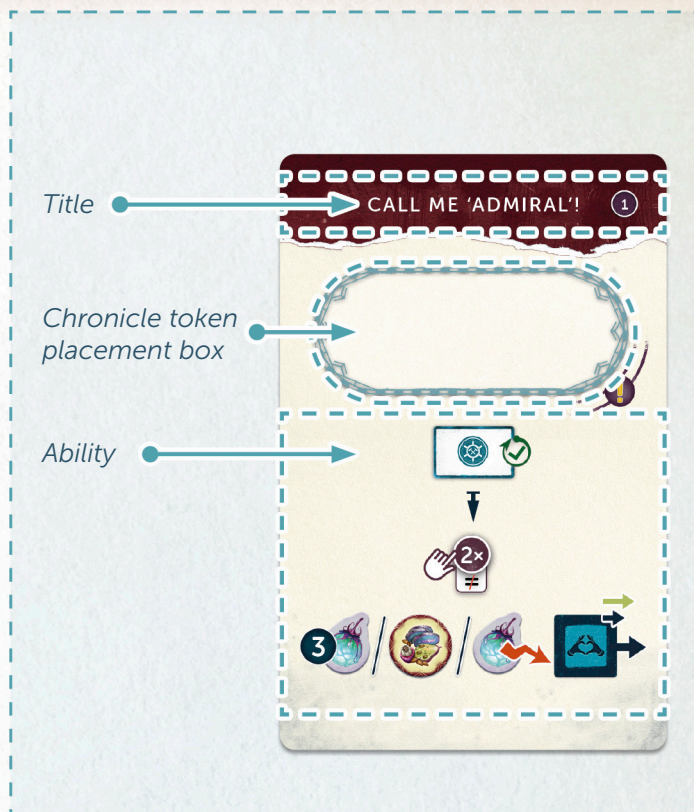
#32 Versatile Specialists

Permanent: You may change the face of a die in the pool before placing it, without having to spend 2 Glowberries. You may not do this if there is another die you could legally place in the same space.

Permanent: At the End of the Game (after every player have finished their turn, but before scoring Reclamation cards) gain any 1 Artifact from the Main board (even from above a Warpath marker).

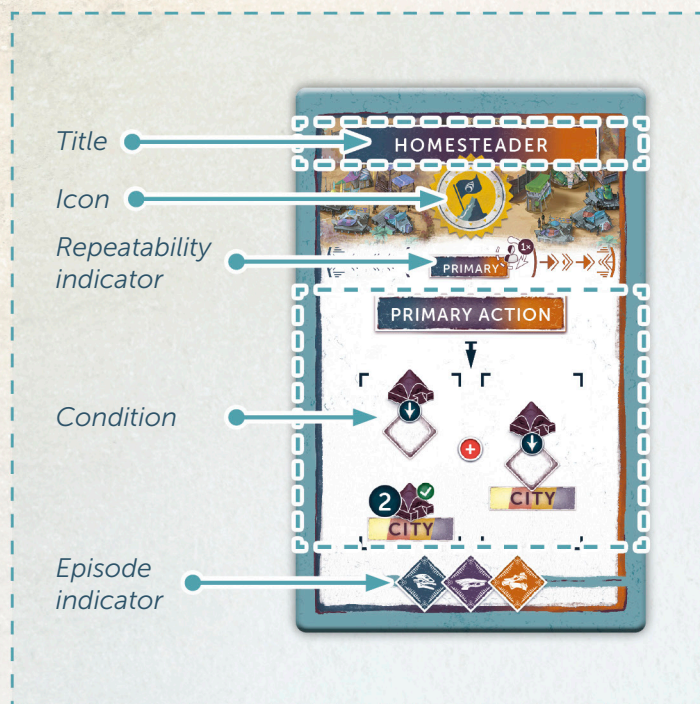
EPISODE 4 CHRONICLE CONCLUSION CARDS

Ref	Name	Ability
#1	Call me "Admiral"!	Modifier: When you complete a Preparation, pick 2 different options: Gain 3 Glowberries or gain 1 Food or spend 1 Glowberry to advance on your most advanced Officer Contribution track (your choice if tied).
#2	Bustling City	Modifier: During your Primary Action, you have an additional, different option pick. If at least one of the picked options has its cost covered by a Crate, gain 1 Glowberry.
#3	Charge Ahead!	Chronicle Action: Spend 1 Food to, up to twice, rally 1 or 2 Dinos to a Battlefield without gaining the placement bonus.
#4	Search and Rescue Team	Chronicle Action: Choose one: - Gain 1 Raptor and 2 Shieldheads - Gain 1 Ironjaw - Build 1 Cabin - Place 1 Crate on a Battlefield
#5	Supplying the Harbor	Modifier: After starting a Preparation, immediately progress the Preparation.
#6	Community Donations	Chronicle Action: Discard a Crate from one of your Officer Contribution tracks to gain 4 Followers. The discarded Crate is removed from the game.
#7	Making Amends	Chronicle Action: Up to twice, you may place 1 Influence on Officers on whom you currently have 0 Influence.
#8	Jack of All Trades	Chronicle Action: Build a Cabin in a Ship Section of your choice without it taking up a space. Place the Cabin piece next to the spaces, to still indicate its Crew type.
#9	Selfless Contribution	Chronicle Action: Advance on a Contribution track of your choice.
#10	Behind Enemy Lines	Modifier: When searching a Ruins where you are not eligible for the Salvager reward, you can still resolve the Effect on the right side and additionally gain 1 Valor.
#11	Call me "General"!	Modifier: If the Combat has a Victory outcome, gain 2 Valor and you may pick rewards from both Relief and Haul, in any combination.
#12	Desperate Stand	Chronicle Action: Rally 1 or 2 Dinos to a Battlefield, gaining the placement bonus. These Dinos may be placed directly from the Infirmary.
#13	Calling in Favors	Modifier: When using an Officer's Favor, resolve all three options (instead of two).
#14	Fortified Outposts	Chronicle Action: Place your Chronicle marker on an empty Stronghold space (not above a Warpath marker) and place a Cabin on it. Permanent: The Cabin on your Chronicle token counts as one of your Strongholds (for all purposes).
#15	Any Help Appreciated	Chronicle Action: Start a Preparation and apply 1 Treatment.





ACHIEVEMENT TILES



There are 3 common repeatability indicators that you'll find on Achievements. If the repeatability indicator is unique, the description directly specifies when you must meet the condition to claim the Achievement.



You may claim it any number of times during every player's turn, even if completing it across multiple steps.



You may claim it once in each step of every player's turn.



You may claim it once in every player's turn



EPISODE 1 ACHIEVEMENTS



Defender

Build a Wall in a Defense area using the "Fortifications" Effect, where you already have both a Trap **and** a Heavy Soldier and/or your Leader.



Hunter

Defeat at least 2 Raptors during the same Dino Attack using your Soldiers and/or your Leader.



Scout

Start a Patrol assigning at least 2 Heavy Soldiers **and** one more Unit to it than the requirement.



Homesteader

During your Primary Action, build 2 Settlements, with at least one built in a Zone where you already have 2 or more Settlements.



Orator

Either place (not move) your Leader into a Zone with 2 (or more) of your dice already there, **or** place your own die into a Zone with exactly 1 of your dice already placed there.



Commander

Gain an Officer Bonus while having sole majority of Influence on the Officer.



EPISODE 2 ACHIEVEMENTS



Defender

Resolve a Counterattack Secondary Action, **or** successfully defend a Dino Attack in a Canyon area, exceeding Defense Threshold of the card by 2.



Hunter

During an Adventure Action, deal 3 Damage using your Soldiers (not your Leader).



Scout

Play an Adventure assigning at least 2 Heavy Soldiers (not your Leader) **and** one more Unit to it than the requirement.



Homesteader

During your Primary Action, build 2 Settlements (in the City), with at least one built in a Zone where you already have 2 or more Settlements.



Orator

Either place (not move) your Leader into a Zone with 2 (or more) of your dice already there, **or** place your own die into a Zone with exactly 1 of your dice already placed there.



Commander

Gain an Officer Bonus while having sole majority of Influence on that Officer.



Mentor

During your Secondary Action, gain a Perk from the Officer corresponding to the Zone your Leader is currently in.



Builder

Build an Outpost on a space that gives a Follower placement bonus.





EPISODE 3 ACHIEVEMENTS



Hunter

Gain a Tamed Ironjaw **or** tame an Ironjaw **or** tame 2 Untamed Dinos.



Scout

Place a Raptor, Thunderhorn, or Ironjaw on a Jungle or Hills Location (including the Temples).



Homesteader

During your Primary Action, build 2 Settlements (in the City), with at least one built in a Zone where you already have 2 or more Settlements.



Orator

Have your Leader in a City or Wilderness Zone which is eligible for an Assembly (you may check this after Primary or Secondary Actions, and Adventure Stage Resolution as well).



Commander

During your Primary Action, place a Tamed Thunderhorn in a Zone where you have 1 or more Influence on the Officer corresponding to that Zone.



Mentor

Place 1 Influence on the Officer corresponding to the Zone your Leader is currently in.



Builder

Either build 2 Ranch tiles in the same row during a single turn, **or** build a Landmark with an End-of-Game scoring condition.



Survivalist

During your "Use Crate" Secondary Action resolve all 3 Ranch Effects in the same row.



EPISODE 4 ACHIEVEMENTS



Defender

Rally an Ironjaw or a Thunderhorn to a Battlefield where you already have 3 or more Dinos rallied (including your Rider Leader).



Hunter

Rally Dinos to oppose a Raider **and** a Sixleg on 2 different Battlefields during the same turn. This can be completed across multiple steps.



Orator

Either place your Leader on a Battlefield of a Zone with 4 or more of your Cabins, **or** place a Neutral die into a Zone your Leader is currently in (either in the Community area or the Battlefield).



Commander

Spend 9 or more Valor on Rewards in a single Combat. When you gain a discount because of your Marines, you can act as if you have spent the full cost of the Reward.



Mentor

Remove the Crate from the 5th space of one of your Contribution tracks.



Builder

During the same turn, either build 2 different Cabins in the same Ship Section, **or** gain the Supplier reward of a Preparation stage you are resolving. If the Supplier reward lets you build Cabins, those count towards an additional claim of this Achievement.



Survivalist

During your Secondary Action, search a Ruins where you have a Stronghold.



SETUP CARDS



In the following table each cell is explaining a different Setup card. The rows show the Achievement a particular Setup card is connected to, and the columns shows the Episode in which you would gain them along with the next Episode, in which you would use them.

	Setup Episode 1 to Episode 2	Setup Episode 2 to Episode 3	Setup Episode 3 to Episode 4
Defender	You may spend 1 Scrap to place a Settlement in a different Zone than your Starting Zone, receiving the placement's benefit (Officer Influence or Perk).	Gain 1 Food, and place 1 Settlement in any City Zone on the bottommost available space without gaining the placement bonus.	-
Hunter	Gain 10 Followers.	Gain 10 Followers.	Gain 10 Followers.
Scout	Gain 1 Trampler into your Enclosure and 2 Glowberries.	Gain 1 Untamed Thunderhorn and 1 Glowberry.	Build a Salvager Cabin in the Ship Section of your starting Zone, and gain 1 Food.



SETUP CARDS

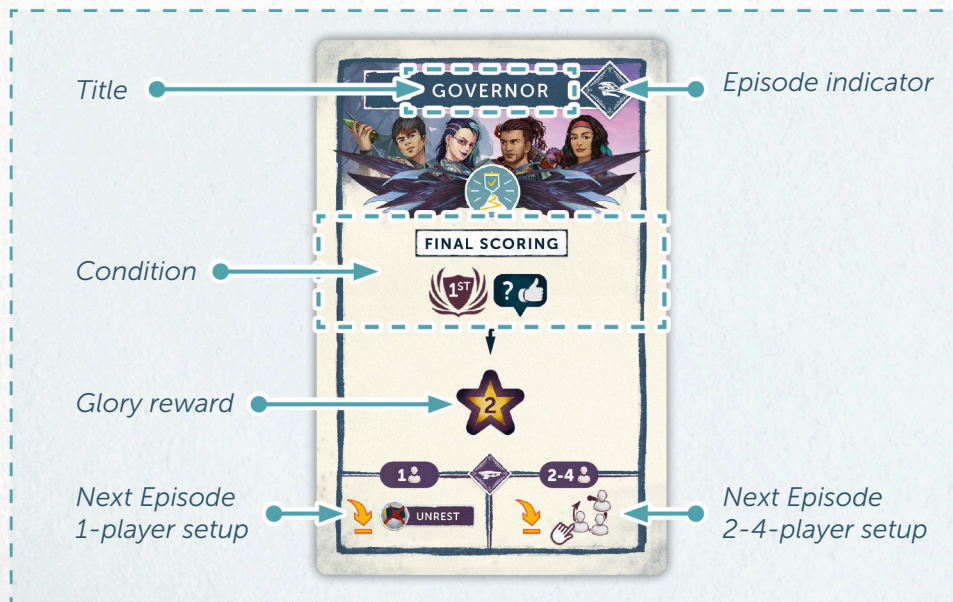
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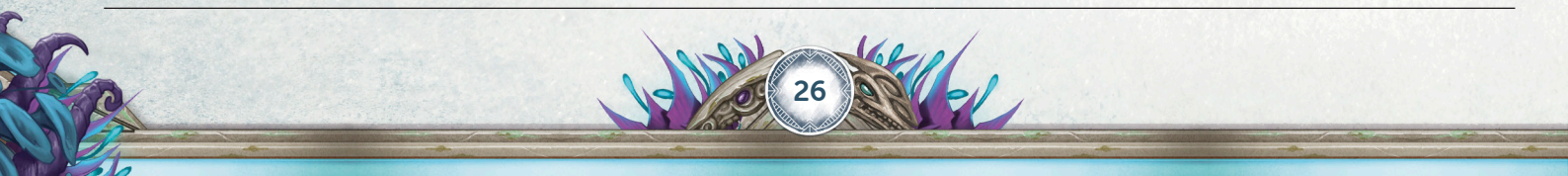
	Setup Episode 1 to Episode 2	Setup Episode 2 to Episode 3	Setup Episode 3 to Episode 4
Homesteader	You may spend 1 Island Resource to build an Outpost (receiving the Valor placement bonus shown).	Gain 1 Scrap and 1 Crate.	Rally your starting Thunderhorn from the Infirmary to oppose a Spearman, gaining the immediate bonus you covered.
Orator	Gain 1 Island Resource and 1 additional Adventure card.	Gain 1 Amenities Ranch tile from the offer.	You may spend your starting Shieldhead to build a Stronghold (at a Near Ruin), not in your starting Zone.
Commander	Gain 1 Heavy Soldier and 1 Valor.	Gain 1 Tamed Raptor.	Gain 1 Tamed Thunderhorn and 2 Valor.
Mentor	-	Gain the Hourglass Artifact or gain the Sapling Artifact.	You may discard a Crate from one of your Officer Contribution tracks and build a Technician Cabin in any Ship Section. The discarded Crate is removed from the game.
Builder	-	Place an additional Influence on your starting Officer, and gain 1 Island Resource.	Gain 1 Shieldhead, and advance on the Officer Contribution track of your starting Officer an additional time (unlocking the Perk).
Survivalist	-	-	Build a Marine Cabin in any Ship Section, and gain 2 Glowberries.



MILESTONE CARDS



Name	Episode	Trigger	Condition	Glory reward	Setup next episode
Governor		After Final Scoring (see page 14)	Have the most Followers		1-player: Dissenter Unrest 2-4 player: Before setup, you may determine the turn order of the next game.
Governor		After Final Scoring (see page 14)	Have the most Followers		1-player: Dissenter Unrest 2-4 player: Before setup, you may determine the turn order of the next game.





Name	Episode	Trigger	Condition	Glory reward	Setup next Episode
Governor		After Final Scoring (see page 14)	Have the most Followers		1-player: Dissenter Unrest 2-4 player: Before setup, you may determine the turn order of the next game.
Governor		After Final Scoring (see page 14)	Have the most Followers		1-player: Dissenter Unrest 2-4 player: Before setup, you may determine the turn order of the next game.
Governor		After Final Scoring (see page 14)	Have the most Followers		-
Explorer		Immediately when the condition is met	Resolve your Temple Adventure		All player counts: Gain the Amethyst Sapling Artifact.
Archeologist		End of the game	Have the most Temple Adventures completed		All player counts: Gain an Ironjaw.
Admiral		Immediately when the condition is met	Have 12 total Cabins and/or Voyages with their 1 st stage completed		-
Warchief		Immediately when the condition is met	When opposing a Sixleg, place a Chronicle token on this card. Have 4 tokens on this card.		-

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ICON GLOSSARY



CHRONICLE TOKEN



GLORY



RECORD GLORY



REDUCE COST



ONCE PER TURN
(of any player)



DURING A TURN
(of any player, any number of times)



ONCE PER TURN STEP
(of any player)



SWITCH



REMINDER
(check the Appendix)



SOLE MAJORITY



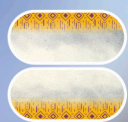
DISSENTER GLORY



DISSENTER CHRONICLE TOKEN



OPPONENT OR DISSENTER SETTLEMENT



PERMANENT ABILITY



CHRONICLE MODIFIER



CHRONICLE ACTION

CREDITS

GAME DESIGN & DEVELOPMENT

Game Design: Dávid Turczi, Viktor Péter

Game Development: Dávid Turczi, Mihály Vincze

Solo Mode Design: Dávid Turczi

ART & CREATIVE

Art Direction: Villő Farkas

Graphic Design: Attila Kerek, Villő Farkas

DTP & Print Preparation: Villő Farkas, Attila Kerek

Illustrations: Csilla Kiskartali, István Dányi

RULEBOOK

Rulebook Writing: Dávid Turczi, Jace Ravensburg

Layout Editing: Attila Kerek

Proofreading and Additional Editing : Eric Slauson

Managing Editor: Mihály Vincze

BUSINESS OPERATIONS

Marketing & Communication: Soma Gál, Dorka Péter, Viktor Péter

Production: Tünde Máté

Prototype Manufacturing: Viktor Csete



Sales and Logistics: Robert Pratt, Réka Major

Creative, Communication & Sales support: Frigyes Schöberl

PLAYTESTING

Test Organizing: Dávid Turczi, Mihály Vincze

Key Playtesters: Rik V, Chuck Case, Sean Yen,

Kicktester



Playtesting on Discord: Marcel Cwertetschka, Dominik Goldnagl, Tamo Fey, Ryan Beall, András Szabó (V@dember), Dániel Berger, Jonas Kaul, Dieter de Bruyne, Ben Kranz