

ANACHRONY



PIONEERS OF NEW EARTH
& GUARDIANS OF THE COUNCIL
MODULES

RULEBOOK



COMPONENT LIST

PIONEERS OF NEW EARTH COMPONENTS



4x6 Exosuit miniatures



1x Adventure board



18x Adventure cards (5+)



18x Adventure cards (10+)



4x Exosuit Upgrade boards 1x Adventure reference card



1x Adventure die



1x Endgame Condition card

GUARDIANS OF THE COUNCIL COMPONENTS



6x Guardian miniatures



1x Endgame Condition card



1x Guardian board

NOTE: Miniatures

The Exosuit Commander Pack includes 30 detailed Exosuit miniatures — 6 for each Path and a set of 6 Guardians. These miniatures can be used instead of the hex-shaped Exosuit markers to help you immerse yourself in the world of Anachrony.

Each Exosuit has a designated Worker slot, where you may place your Worker as you send your Exosuit to take an Action on the Main board.

The Guardian Exosuits are for the Guardians of the Council module and the Chronobot solo play variant, but optionally they can also be used as an alternative set of Exosuits for a Path.





THE PIONEERS OF NEW EARTH MODULE

ADVENTURES ON NEW EARTH

It wasn't long until the Paths realized that their powerful Exosuits could offer more than mere protection to their Workers. Through new engineering and scientific solutions, they developed methods to improve their Exosuit models with Neutronium, Uranium, Titanium, Gold, and even scientific Breakthroughs. This way, even the more dangerous areas of the Outback became accessible, with a vast amount of salvageable materials, forgotten relics of the Old World – and, of course, new dangers to face.

The **Pioneers of New Earth** module expands Anachrony's gameplay with a new Action, the Adventure, available on a separate mini-board. When taking this Action, players use their Exosuits to venture out of the safety of their Path capitals to face the perils of the Outback, New Earth's harsh landscape. In order to take on these Adventures, players will need Exosuit Power, which can be obtained

by upgrading their Exosuit model with Resources. Each Adventure card has a Power value, a Success result and a Failure result. In order to succeed on an Adventure, the player's current Exosuit Power has to match or exceed the card's Power value – otherwise, failure is inevitable.

CHANGES IN SETUP

1. Place the **Adventure board** next to the Main board.
2. Shuffle the **Adventure cards** into two separate decks (5+ Power and 10+ Power, printed on their backs). Place the decks face down on the designated area of the Adventure board. Place the Adventure reference card within easy reach of all players.
3. Place the **Adventure die** on the designated spot on the Adventure board.
4. After all players have chosen a Path, give them their corresponding **Exosuit Upgrade boards** and place them next to their Player boards.
5. Before choosing the 5 random Endgame Condition cards, add the **"Most Successful Adventures"** card to the card pool.



ADVENTURE BOARD

5♦ • 3x	10♦ • 3x
6♦ • 3x	11♦ • 2x
7♦ • 4x	12♦ • 3x
8♦ • 4x	13♦ • 3x
9♦ • 4x	14♦ • 7
	15♦ • 2
	16♦ • 2v
	18♦ • 1x

Adventure reference card

Adventure cards 5+ ♦

Adventure cards 10+ ♦



Endgame Condition card



EXOSUIT UPGRADE BOARD





NEW ACTION — ADVENTURE

The Pioneers of New Earth Module introduces a new Action, the Adventure. This Action allows players to undertake dangerous but rewarding missions to the far reaches of the Outback.

When you take the Adventure Action, **resolve the following steps in this order:**

1. **Count your Exosuit Power value** by adding up the Power values from your Exosuit Upgrade board and other sources.



Example:

$$+3 + +3 = 6$$

2. **Place one of your Path markers** on the topmost free Power slot next to the Adventure space (if able). The Power value on this space is added to (or subtracted from) your total Power value. If there are no free Power slots at all, subtract 3 from your total Power value.



Example:

$$+2$$

3. **Choose one of the two Adventure card decks.** Pay 1 Water if you choose the 5+ Power deck, or 2 Water if you choose the 10+ Power deck.



Example:



4. **Draw the top card of the chosen deck, then draw additional cards** equal to the number of Breakthroughs on your Exosuit Upgrade board. Choose one of the drawn cards, and put the rest back to the bottom of the respective deck in any order.

Example:



5. **Roll the Adventure die**, and add the rolled value to your Power value.

Example:



6. **Finally, compare your total Power value to that on the chosen Adventure card.** If your Power value is equal to or higher than that value, resolve the Success part of the Adventure card (left box), and place it next to your Player board. If it is lower, resolve the Failure part (right box) and put it back to the bottom of the respective deck.



Example:

$$6 + 2 + 3 = 11$$

Success box Failure box

Worker specifics

- The Adventure Action can be taken by any Worker.

Adventure has a Hex Pool space, where any number of Workers can be placed.



ADVENTURE CARDS

Successfully completed Adventure cards are kept next to your Player board, so you can always keep track of how many you have completed. Most Adventure cards have a one-time reward of various assets, but **some of them have permanent benefits, or even Free Actions** that can be used just like any other Free Action (once per Era). The Success box of these cards is marked with a purple color as a reminder.



One-time reward

Permanent benefit

Free Action

When resolving an Adventure card that rewards you with (or makes you lose) multiple assets, always start from the top of the Success/Failure box and continue to the bottom. If a failed Adventure would cause you to lose an asset that you do not have, simply continue resolving the Adventure without losing anything.

Details of each Adventure card can be found in the Appendix.

NOTE: Your Exosuit Commander Pack also contains an Adventure reference card with the quantities of Adventure cards with different Power values. While it does not specify what each card does, it helps you evaluate your chances of drawing cards with the right Power value.

5♦ • 3x	10♦ • 3x
6♦ • 3x	11♦ • 2x
7♦ • 4x	12♦ • 3x
8♦ • 4x	13♦ • 3x
9♦ • 4x	14♦ • 2x
	15♦ • 2x
	16♦ • 2x
	18♦ • 1x

NEW ACTION — POWER UPGRADE

The Power Upgrade Action space is printed on your Exosuit Upgrade board. When you take this Action, place a Resource on one of the respective Resource slots at the bottom of the Exosuit Upgrade board. That Resource stays on the slot and is considered spent.

For each Resource placed this way, your Power value is permanently increased by the number associated with the Resource slot.



Worker specifics

- Path of Dominance: can only be taken by an Engineer.
- Path of Harmony and Progress: can be taken by any Worker.



IMPORTANT: For the Path of Salvation, Power Upgrade is a Free Action. It requires no Workers, but costs 1 Water to use.



IMPORTANT: The Path of Dominance starts the game with a Power value of 2 by default.



NEW ACTION — SENSOR UPGRADE

The Sensor Upgrade Action space is printed on your Exosuit Upgrade board. When you take this Action,

1. Spend the Resource or Water indicated on the space.
2. Place one of your Breakthroughs on the designated slot on the Exosuit Upgrade board. **You may only have at most 1 Breakthrough of each of the three different shapes** on this slot (for a maximum of 3 Breakthroughs).
3. Receive 2 Victory Points.

Example:



IMPORTANT: Instead of receiving 2 Victory Points, the Path of Harmony receives 2 Exosuit Power permanently for each Breakthrough on the Exosuit Upgrade board.



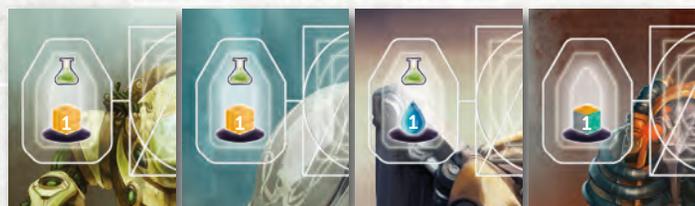


THE GUARDIANS OF THE COUNCIL MODULE

The placed Breakthrough stays on the slot and is considered spent. For the remainder of the game, you may draw one additional Adventure card for each Breakthrough on your Exosuit Upgrade board whenever you take the Adventure Action.

Worker specifics

- Path of Harmony, Dominance and Progress: can only be taken by a Scientist.
- Path of Salvation: can be taken by any Worker.



6 CLEAN UP PHASE – CHANGES

A) RETRIEVE WORKERS

After retrieving all Path markers from the Free Action slots, also retrieve them from the Power slots next to the Adventure Action space, freeing them up for the next Era.

NOTE: Pioneers of New Earth with other game variants

The Pioneers of New Earth module plays very well with the base game's optional rule variants: the Alternate Timeline, the Starting Asset Draft and the Endgame Condition Draft. It can also be played with the Guardians of the Council module (described in the next chapter).

It cannot be played with the Chronobot, and we do not recommend playing it together with the Doomsday Module.

The certainty of the incoming asteroid impact cast a dark shadow over the years following the Day of Reminiscence. Life in the Capital became increasingly hard, with denizens working on strict rations to reinforce the city and prepare for the worst.

But one day, help eventually arrived from where the people least expected – their own future. The Time Rift opened up once again, and an army of gigantic, self-propelled Exosuits slowly marched through it. The Guardians, as it turned out, were the parting gift of a dying World Council from an alternative future, where the impact resulted in fatal catastrophe. They left behind their doomed world - to help us save ours.

With the Guardians of the Council module, players gain access to a new, Path-independent Exosuit type, the Guardian. When you take a World Council Action, you may permanently enlist one of the Guardians for your cause for a price. **The Guardians operate without Workers, and even have their own designated Action spaces**, where they can take a Capital Action without being contested.

CHANGES IN SETUP

1. Place the **Guardian board** next to the Main board. Place a Guardian Exosuit marker on each of the 6 Hex spots on this board.
2. Before choosing the 5 random Endgame Condition cards, add the **"Most Guardians" card** to the card pool.



GUARDIAN BOARD



3 POWER UP PHASE – CHANGES

If you have one or more Guardians in your personal Exosuit supply, you may power them up instead of your Path's regular Exosuits. The cost of powering them up (if any) is the same as that of powering up a regular Exosuit.

Example:



NOTE: While the maximum number of Exosuits that may be Powered up during this phase is still 6, if you have at least one Guardian, the total number of Exosuits you **use** during an Era may exceed 6 under some circumstances (for example, by owning the Uranium Cores Superproject and activating it after you've used some of your Exosuits, thus having free hex slots on your Player board).



ACTION CHANGES – WORLD COUNCIL

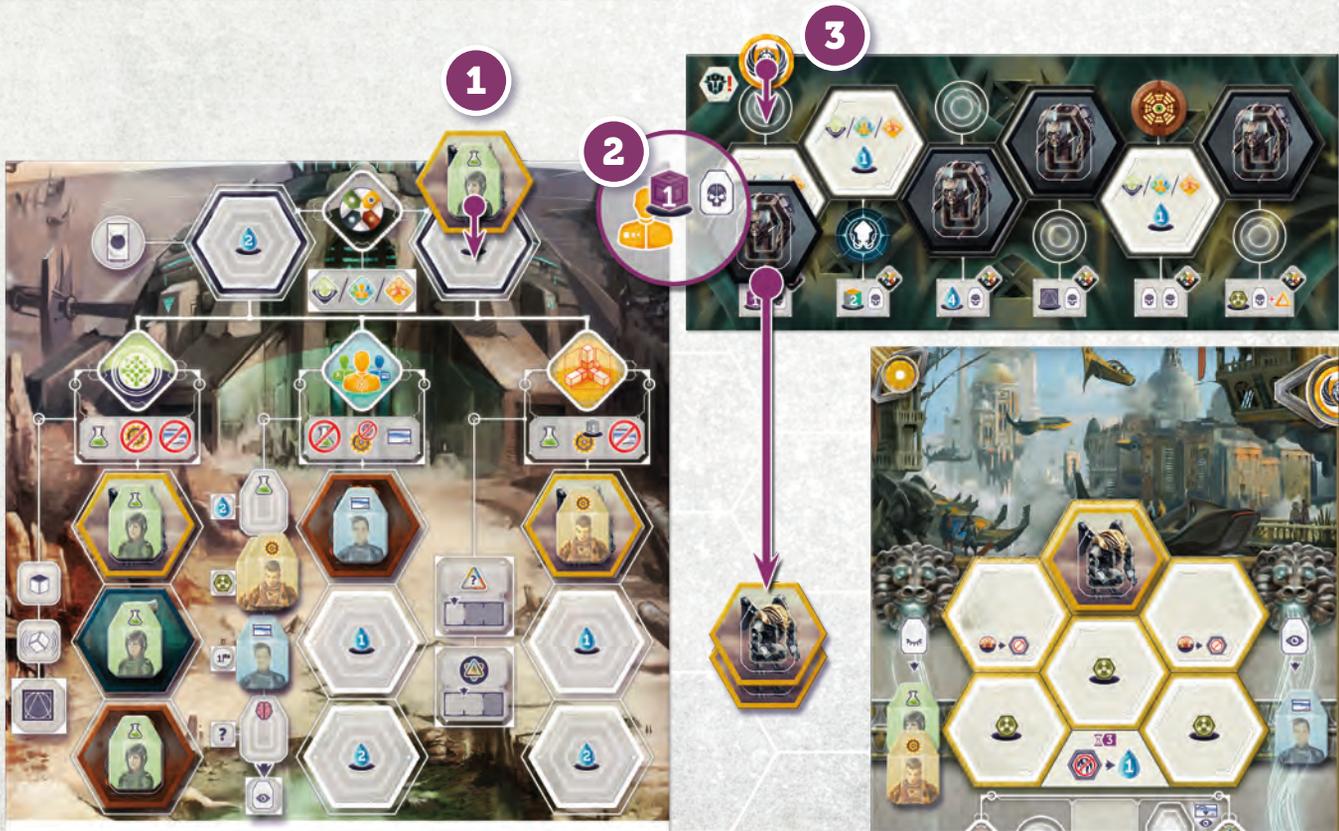
Whenever you take the World Council Action **(1)**, after taking a Capital Action (if any) and potentially becoming the First Player (if you used the respective space), you may also enlist one of the Guardians from the Guardian board by paying its indicated cost **(2)**.

NOTE: You may place a Worker on any World Council space to enlist a Guardian even if there are still available Worker spaces in all Capital Actions. In this case you do not get to perform a Capital Action (but you do also become First Player if you placed on the left space).

The only difference between the Guardians is their initial enlist cost. All Guardians cost at least one Worker (he or she is permanently assigned to remote-control it) and various other assets.

When you enlist a Guardian, place one of your Path markers on an empty slot of your choice **(3)**, pay the associated cost, take the respective Guardian and place it in your personal supply, ready to be powered up later. Your Path marker stays on the slot permanently.

Example: World Council Action



5 ACTION ROUNDS CHANGES — THE GUARDIANS

During the Action Rounds phase, the Guardians behave differently than the regular Exosuits in two ways:

1. **They do not require Workers:** Guardians can be used to take Actions without placing Workers in them. When taking an Action, the Guardians are always treated as though a Genius was placed in them.
2. **They have an Action space only they can use:** In addition to being able to use the Main board Action spaces (like regular Exosuits), they may also be placed on the hex space from which they were enlisted, marked with your Path marker. On this space, you may pay 1 Water to take a Capital Action (i.e. Construct, Recruit or Research).

IMPORTANT: Other players may never use the hex space marked with your Path marker, even if they have Guardians themselves. If you have multiple Guardians enlisted, it doesn't matter which of the marked hex spaces you use.

6 CLEAN UP PHASE — CHANGES

A) RETRIEVE WORKERS

Retrieve the Guardians from the Main board just like your regular Exosuits, and also retrieve them from all Action spaces on the Guardian board marked with your Path marker.

IMPORTANT: Only the Guardians that were placed there during the Era are retrieved from the Guardian board - the ones not enlisted, and the players' Path markers are not.

Example: Action Round



APPENDIX

Abbreviations:

W - Water

U - Uranium

G - Gold

T - Titanium

N - Neutronium

VP - Victory Point

ADVENTURE CARDS

Adventure cards each have a Success and a Failure part – the former is resolved if your Power value is equal to or higher than the card's, the latter is resolved when it's lower.

The Success part of certain Adventure cards gives an ongoing or repeatable benefit that applies for the rest of the game. These cards are marked with a purple color for easier differentiation.

Adventure rewards that cannot be taken (i.e. a building when there are no empty slots) are ignored. Taking any Adventure reward is optional.

If you would spend an asset as the result of resolving a Failed Adventure, but have less than the required amount, spend all you have of that asset. You still get all rewards listed after the asset you cannot spend.



ADVENTURE CARDS — 5+ ⚡

Exosuit Malfunction (5 ⚡)

Success: Receive 1 Energy Core and 3 W.

Failure: Spend 1 Energy Core and receive 1 W.

Mystical Teachings (5 ⚡)

Success: Receive 1 Genius and 3 W.

Failure: Lose 1 Worker and receive 1 Genius.

Raid on Nomad Village (5 ⚡)

Success: Receive 1 T/U/G and 1 Administrator.

Failure: Lose 1 Worker and receive 1 T/U/G.

Data Archives (6 ⚡)

Success: Take 1 Research Action. You may set 1 additional Research die. Receive 1 VP.

Failure: Spend 1 T and take 1 Research Action.

Journey through the Rift (6 ⚡)

Success: You can receive 1 additional Paradox before you receive an Anomaly.

Failure: Receive 1 Paradox and 1 VP.

Nuclear Winter (6 ⚡)

Success: Receive 6 W and 1 VP.

Failure: Lose 1 Worker and gain 1 Morale.

Ancient Gold Mine (7 ⚡)

Success: Receive 2 G and 2 VP.

Failure: Spend 2 W, receive 1 G and 1 VP.

Forgotten Time Capsule (7 ⚡)

Success: At the end of the game, you qualify for 1 additional Endgame Condition card of your choice (even if you do not meet its condition).

Failure: Spend 2 W and receive 1 VP.

Irradiated Vermin Tide (7 ⚡)

Success: Receive 2 U and 2 VP.

Failure: Spend 1 Energy Core, and receive 1 U and 1 VP.

Passage of the Five Beasts (7 ⚡)

Success: At the end of the game, the highest space on the Morale track is worth 4 additional VPs for you.

Failure: Lose 1 Morale and receive 2 VPs.

Electromagnetic Hurricane (8 ⚡)

Success: Receive 2 Energy Cores and 1 VP.

Failure: Spend 2 W and receive 1 VP.

Secret Tunnels (8 ⚡)

Success: You may take a Construct, Recruit or Research Action, then you may take another Construct, Recruit or Research Action.

Failure: Spend 2 W, then you may take a Construct, Recruit or Research Action.

Temporal Crack (8 ⚡)

Success: You may return one of your Warp tiles from a Timeline tile to your supply. Receive 2 VPs.

Failure: Receive 1 Paradox and 1 VP.

Tribes of the Outback (8 ⚡)

Success: Receive the following Action for the remainder of the game: Free Action: Trade with Nomads.

Failure: Spend 1 W, then you may take a Trade with Nomads Action.

Cargo Ship Wreckage (9 ⚡)

Success: Receive 1 T, 1 U, 1 G and 1 VP.

Failure: Spend 1 T/U/G and receive 1 VP.

Giant Sandworm (9)

Success: Permanently receive +4 to your Power value.
Failure: Spend 1 Energy Core and receive 1 VP.

Hidden Resource Storage (9)

Success: Receive the following Action for the remainder of the game: Free Action: Exchange 1 W to 1 T/U/G.
Failure: Spend 1 T/U/G and receive 1 VP.

Old Sewers (9)

Success: For the remainder of the game, you receive 2 additional W when you take the Purify Water Action.
Failure: Spend 1 T and receive 2 W.



ADVENTURE CARDS — 10+

Hostile Nomads (10)

Success: Receive 6 W, then take up to 2 Trade with Nomads Actions. Receive 2 VPs.
Failure: Lose 1 Worker and receive 1 VP.

Neutronium Cave (10)

Success: Receive 2 N and 1 VP.
Failure: Receive 2 Paradoxes and 1 N.

The Time Maker (10)

Success: Advance 2 steps on the Time Travel track.
Failure: Receive 1 Paradox and 1 VP.

Broadcast from the Past (11)

Success: Gain 2 Morale.
Failure: Lose 1 Morale and receive 2 VPs.

Fountain of Life (11)

Success: Receive 8 W and 2 VPs.
Failure: Lose 1 Worker and receive 1 U.

Abandoned Factory (12)

Success: Construct 1 Factory building for free.
Failure: Spend 1 Energy Core and receive 2 T.

Untaminated Reservoir (12)

Success: Construct 1 Life Support building for free. Receive 1 VP.
Failure: Lose 1 Worker and receive 4 W.

Underground Laboratory (12)

Success: Construct 1 Lab building for free.
Failure: Lose 1 Morale and receive a Scientist.

Ancient Temple Ruins (13)

Success: Receive 4 G and 2 VPs.
Failure: Lose 1 Worker and gain 1 Morale.

Deserted Carrier (13)

Success: Receive the following Action for the remainder of the game: Free Action: Receive a powered-up Exosuit.
Failure: Spend 1 Energy Core and receive 1 T/U/G.

Ice-bound Cryochamber (13)

Success: You may take a Recruit Action, then receive 1 Genius and 2 VPs.
Failure: Lose 1 Worker, receive 2 W and 1 VP.

Adrenaline Shots (14)

Success: Receive 3 W, then you may take up to 2 Adventure Actions.
Failure: Lose 1 Worker, receive 1 Energy Core.

Rogue AI (14)

Success: You may take up to 2 Research Actions. For each Action, you may set 1 additional Research die.
Failure: Spend 1 Breakthrough and receive 2 VPs.

Asteroid Debris (15)

Success: Receive 1 N, 1 T, 1 U, 1 G and 1 VP.
Failure: Lose 1 Worker and receive 2 T/U/G.

Trails to the Lost City (15)

Success: Receive the following Action for the remainder of the game: Free Action: Spend 1 W and gain 1 Morale.
Failure: Spend 2 W, lose 1 Worker and gain 1 Morale.

Secret Military Facility (16)

Success: Receive 3 Energy Cores and 3 VPs.
Failure: Spend 1 Energy Core and receive 2 VPs.

Unstable Neutronium Core (16)

Success: Construct 1 Power Plant building for free. Then, you may remove an Anomaly from your Player board.
Failure: Lose 1 Worker and receive 1 N.

Metropolis Ruins (18)

Success: Construct any 1 Superproject from the Timeline (from any Era) or any 2 buildings for free.
Failure: Spend 1 Energy Core, lose 1 Worker and receive 2 VPs.

NEW ENDGAME CONDITION CARDS



The player(s) with the **most successful Adventures** at the end of the game receive(s) 3 VPs.



The player(s) with the **most enlisted Guardians (e. g. most Path markers on the Guardian board)** at the end of the game receive(s) 3 VPs.

NEW ICONS EXPLAINED



Adventure Action



Pioneers of New Earth module



Power value



Guardians of the Council module



Guardian only





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