AuZtralia
MARTIN WALLACE
REVENGE of THE OLD ONES

In this first expansion of AuZtralia, the Mythos creatures seek revenge for the battle scars of AuZtralia!

One player masterminds the Old Ones in their quest for revenge. They have their own win condition and completely new actions.

Meanwhile, the human players have stronger ports, more flexibility in recruiting Personality cards, and a new Military Unit—the Outpost.
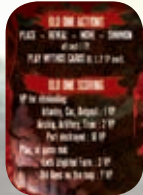
Components

30 Mythos cards

3 Summary cards

26 Spawn tiles
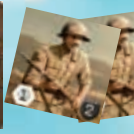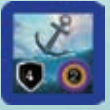*Normal vs Dangerous*

4 New Ports

8 Outpost tiles

Extra VP and Sanity tokens

A solo mode rulebook

1. Set out the board, player mats, player pieces, resources, Personality cards, Old One cards and Military Units as normal.

2. Determine which player will play as the Old One.

3. Human players each start with...
   - More resources than normal: **6 GOLD** **3 IRON** **3 COAL**
   - Two infantry and One Personality selected from the display in turn order. Refill after each one has been taken.

4. Survey the land and place resources as usual but instead of Old One tiles, place Spawn tiles, normal side up. If a hex is indicated for Old Ones by more than one survey tile, flip the Spawning tile to the Dangerous (+1) side, to indicate a higher level Old One can arrive there.

5. Human players each place their new Ports with Strength value '4' showing - instead of the Port token from the base game.

6. Do not create the Revelation deck. it is not used in this game. The illuminated spots on the time track have no effect.

7. Player discs, including the purple Old One disc start on the same space, which is determined by the number of human players. The Old One starts at the bottom of the stack. e.g shown for a 3 player game (2 humans)

8. The Old One player shuffles the Mythos deck then draws the top three cards to form their secret starting hand.

9. The OOP draws a total of 19 Old One tiles: 9 Level 1, 6 Level 2, 4 Level 3. Keep these divided into stacks by level. The OOP may examine these but keeps them secret.

9 Level 1   6 Level 2   4 Level 3

As in the base game, the player with the disc on the lowest numbered position on the Time Track is the active player. The OOP also has a disc on this track, and takes their turn when their disc is on the lowest numbered position, just like the other players.

PLAYING THE GAME   Human players use standard game rules, except for:

1) PERSONALITIES
When Recruiting Help you may opt to move one displayed card to the bottom of the deck and refill it before selecting a card. If the OOP eliminates a card from the display, refill immediately.

2) SPAWN TILES

Empty Spawn tiles may be attacked by any type of unit, and are automatically removed. If an attack on an Old One succeeds, an underlying Spawn tile is also removed, providing there are no remaining Old Ones on it. Keep the Spawn tiles you remove, they score 1 VP each at game end. In the case of a shared victory, each participating player gains 1 VP token immediately and the tile is removed. You may not build railway into a hex containing a Spawn tile.

3) ATTACK ON A PORT

Ports now have their own defensive ability, starting at 4, dropping to 2.

- During Combat you may assign purple damage cubes to your Port instead of other units. However, Airship damage must still be assigned to an Airship.
- If your Port survives an attack, but took 2 or more damage, the Port token is flipped to Strength 2, and remains at 2 thereafter.
- If you have no Units when your Port is attacked, the Port fights as Infantry, with its indicated Strength (2 or 4).
- When a Port is attacked, gain the Sanity listed on the Port token, and then return the token(s) when combat is over.

4) OUTPOSTS

Human players now have an extra military unit: the Outpost. When you buy a Military Unit you can pay an additional two gold to also place an Outpost. Alternatively you can purchase an Outpost without purchasing other Units but you must still use the Buy Military action.

An Outpost costs 2 Gold and can be bought whilst buying other Units. It must be placed when bought.

It allows you to fight with all your forces away from your Port, and at zero Time cost.

*It has a range of 0 and can take 2 damage.
In Combat, the Outpost fights as Infantry and if destroyed the OOP gains 2 VP.*

- Outposts can be placed on any *empty* hex on your rail network. They count as a target for the purposes of Old One movement.
- If an Old One reaches your Outpost then you can respond immediately with your military forces. **There is no Time Point or Gold cost for this defence.** The Outpost fights as Infantry and can take two damage. When an Infantry symbol appears on a combat card, and the player has both Infantry and Outpost in the battle, only one damage is taken, not two.
- With regards to movement, Outposts are treated the same as ports, so all movement cards are resolved before resolving combat. Old Ones moving onto an Outpost cease movement.
- If a single player has both their Outposts attacked in the same turn then the Old One player decides the order the combats will take place. Human Units that survive the first combat can take part in the second combat. However, no damage is healed between attacks. Humans that retreat from one combat can still take part in the second combat.
- Outposts cannot retreat (even with Corp. Jones) and will fight on even if other units retreat. At the end of combat, surviving Outposts are repaired. They can be rebuilt if eliminated.

All other rules apply.

The Old One Player takes actions when they are the active player based on the position of their purple disc on the time track. Each action will move their purple disc ONE Time Point. They choose which actions to take from these four:

- **PLACE OLD ONE**
- **REVEAL OLD ONE**
- **MOVE OLD ONES**
- **SUMMON**

They may also play Mythos cards from their hand on their turn, whilst they are the active player. The cards cost 0, 1, or 2 Time Points, as shown on the card.

PLACE OLD ONE

Randomly choose an Old One tile from the set of which you have the most, so you will always have to place a level 1 tile first.

If there are more level 2 or 3 tiles available, you may place the lower levels even if there are fewer left. If two or more sets are tied you may choose which to take from.

The new tile must be placed facedown on top of an *unoccupied* Spawn tile.

Level 1 tiles may be placed in any numbered hex, including level 2 and level 3 hexes. Level 2 tiles may be placed in any level 2 or level 3 hexes. Level 3 may only be placed in level 3 hexes.

You may not place a tile on a Spawn tile that already has an Old One on it unless there are no empty Spawn tiles on a hex of the required level.

If the Spawn tile shows the Dangerous (+1) face, then you may place an Old One of *one level higher* than the hex indicates e.g. a level 2 hex can spawn a level 3 Old One.

REVEAL OLD ONE

Flip one Old One tile on the board faceup.

Note: You, as the OOP, may secretly look at the placed facedown tiles at any time.

MOVE OLD ONES

Draw FOUR Movement cards and move faceup Old Ones according to standard rules, i.e. towards the closest Farm/Port/Outpost. If there is more than one hex eligible for movement, then you choose which hex to move to. If a Farm/Port/Outpost is reached, that Old One stops moving. Finish all other movement before starting Combat. Combat plays as normal.

SUMMON

Draw three Mythos cards. Review, then keep one and return the other two to the bottom of the Mythos deck. There is no hand limit. The cards are not shown to other players.

MYTHOS CARDS

You gain a Mythos card when you use the *Summon* action. Gained cards go to your hand. They are not played automatically. Mythos cards may cost Time Points (TP) to use, although some are free to play. The TP cost is shown at the top. As other actions, the TP cost is paid by moving your OOP's purple disc on the Time Track.

Multiple cards may be played on a turn but you cannot play one (not even a 0 cost card) if you are no longer the active player.

Cards with a Combat symbol can be played in Combat (ie off-turn), but will move the OOP disc on the Time Track if there is a TP cost. The only cards that can be played after the OOP reaches Time Point 53 are the Combat cards with 0 TP cost.

Once played, the card is discarded and not re-used unless another card permits you to retrieve it.

You must not shuffle the Mythos deck unless a played card allows you to.

Damage inflicted by Mythos cards in combat is normal damage, not Airship damage, unless specified.

If a card is used to remove railways then Farms/Outposts remain in play. However, they do not count for VPs unless connected to the Port by the end of the game (they must be connected by the owning player). Railways can be rebuilt in order to reconnect assets, even though those hexes may no longer be empty.

The Time Point cost to the OOP when the card is played.
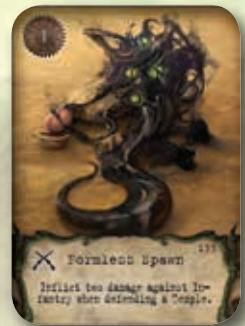
The Combat symbol means the card can be played during combat even if it is not the OOP's turn.

Q) Why would I want to place an Outpost? A) An Outpost lets you attack Old Ones away from your Port, with all your forces, and at no Time cost.

Q) Can I attack an empty Spawn tile, to clear it away? A) Yes, any level of attack will remove the tile. Each Spawn tile also gives you 1 VP at game end.

Q) Has the OOP the option to retreat from combat ? A) No, OOP forces cannot retreat – its not in their nature.

Q) What are the "Unused" tiles mentioned on Mythos cards? A) They are those Old One tiles **not** drawn by the OOP in the setup stage.

Q) What happens if there are no more Spawn tiles on the map? A) It means no more spawning.

Q) Can I use Corp. Jones to avoid a Mythos effect? A) No he only applies to Combat cards.

Q) Who chooses where damage caused by Mythos cards is placed. A) The human does unless the card specifies.

Q) Where do I put purple tokens if my Port is attacked? A) Airship damage must go on an Airship else it has no effect, do not assign it to your Port. Other damage can be assigned as you wish between your Military Units or your Port token.

Q) If Desta Danger removes a Temple, what happens to the Spawn tile underneath? A) The active player takes the Spawn tile.

Q) What happens to an outpost if it is disconnected from the port? A) The outpost would fight on its own; you could not send units to help defend.

Q) If the old ones reach outpost(s) and port(s) at the same time, is order of combats chosen by the OOP? A) If the forces that can move to the outpost are in the same port as the one being attacked then they cannot move to the outpost, so the port fight would happen first. If the humans win then they can go fight at the outpost. If the port and outpost belong to different players then the OOP decides the order of combat.

Q) If OOP movement makes them reach 2 or more ports simultaneously : does the first defeated port end the game, or does combat continue until all port battles have been fought? A) Resolve all combats.

GAME END

The game ends the same as in the base game ie either a Port is destroyed or all players reach Time Point 53.

SCORING for OOP

When Military Units are eliminated, gain VP tokens immediately:

- 1 VP   * Infantry / Armoured Car / Outpost
- 2 VP   * Airship / Artillery / Train
- 10 VP   Port destroyed

* Includes those destroyed by Mythos cards or in combat.
* Eliminated units returned using Franz Neumann still score VP for the OOP, but those eliminated by using Takanashi do not.

Plus, at Game End
- 3 VP   per blighted Farm
- ? VP   All Old Ones on the map (no doubling)

SCORING for HUMANS

As per base game plus: 1 VP per Spawn tile collected.

The OOP wins if tied on points.

Baoht Zuqqa-Mogg	Human player must be clearly ***not*** retreating before this card is deployed.
Cthonian / Dholes	The rail links do not need to be adjacent to an Old One. The links are returned to the player.
Flying Polyp	If Juliet Verne was deployed, she still does the damage. The OOP gains VP for the eliminated Airship.
Ghoul	The Zombie selected from the Unused tiles is added to the Old Ones in combat. The human player loses 1 of their active Infantry. The OOP gains VP for the eliminated Infantry.
Dark Young / Servitor of the Outer Gods	Draw randomly from unused level 3 Old Ones. Place it faceup
Nyarlathotep	Can affect multuple players. The OOP cannot place cubes in a 'Retrieve cubes' action box.
Yog-Sothoth	The player losing the Old One gains VP tokens to the same value. If Old Ones are eliminated by Desta Danger, Yog-Sothoth's power still applies.

Mythos Solo

The Solo mode lets a single human player battle against the empowered Old Ones. Use the base game and these components from 'Revenge': 2 outposts, 1 Port, 30 Mythos cards.

SETUP

1. Setup as for the solo game. Refer page 19 'Solo Mode' in the main rulebook.
2. Survey the land as normal: do not use the Revenge Spawn tiles. Place the purple disc at 22 on the Timetrack.
3. Take TWO Infantry and select a Personality card from the display.
4. Place your new Port with Strength 4 as per the Revenge instructions
5. Put the Outposts nearby, you may use these as per the Revenge instructions
6. Select your difficulty level and the associated starting resources. It is recommended you start at 'Easy'. Refer p19 of main rulebook
7. Shuffle the Mythos cards and have them nearby

PLAYING THE GAME

- When the purple disc lands on an illuminated spot, draw a Revelation card as normal and action it, along with a movement check if necessary.
- When the purple disc lands on a *non-illuminated* spot, check for movement, THEN flip the top Mythos card and action it. See table of effects on page 2.
- Ignore the Timepoint cost to the Mythos card. The purple disc always only moves ONE space on the Time Track.
- Ports and outposts work as in the Revenge Rules (page 3)

If the Mythos card does not apply, nothing happens.

SCORING

As per AuZtralia. The OOP wins if tied on points.

- Q) Can I pay a Gold to refresh the Personalities on display? A) Yes.
- Q) What happens if an Old One arrives at my Port or Outpost during a non-illuminated spot on the time track? A) Resolve all combat before drawing the Mythos card.
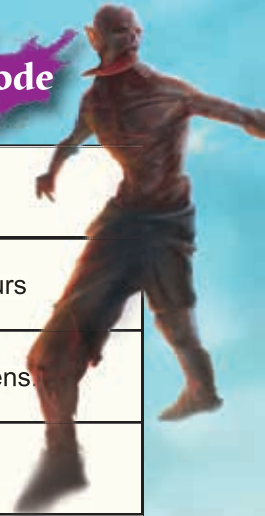
Abhoth	Place them face down on the closest empty Outback hex to your Port
Atlach-Nacha	You must pay 1 extra Time when the next Combat occurs
Azathoth	If there are no farms meeting the criteria nothing happens.
Baoht Zuqqa-Mogg	You take one Damage and lose a Sanity when the next Combat occurs.
Byakhee	Move the old one who is closest to your Port/Outpost towards that target. If no Old Ones are revealed, nothing happens.
Cthonian	You choose which rails are removed.
Dark Young	If no Temple revealed nothing happens. If more than one Temple, use the one closest to your Port/Outpost.
Deep Ones	Activates when the next Combat occurs at your Port. Put the card near your Port as a reminder.
Dholes	You choose which rails are removed.
Dimensional Shambler	Remove the most recent arrivals.
Flying Polyp	If you have an Airship it is destroyed immediately.
Formless Spawn	Activates when you next attack a Temple.
Ghasts	Activates when the next Combat occurs.
Ghoul	When the next Combat is carried out with Infantry, lose 1 Infantry and add the Zombie to the hex. VP are not given to the Old Ones.
Great Race of Yith	After moving the disc add one random unused Revelation card of the current level to the active stack.

Haemophore	Reveal the three lowest level Old Ones closest to your Port.
Hastur	If Cthulhu has 4+ damage, heal 4, else move it 2 hex towards the closest target.
Hounds of Tindalos	Remove the most recent arrivals.
Hunting Horror	Remove the most recent arrival.
Minion of Karakal	Take 1 damage when the next Combat occurs.
Nug and Yeb **	Pay 2 Gold OR move forward one space on the time track. **
Nyarlathotep	Your disc moves forward 2 on the Time track.
Serpent People	You choose which of your Personality cards are flipped. If you have only 1 card, flip it, if none, nothing happens.
Servitor of the Outer Gods	If more than one Temple, use the one closest to your Port/Outpost. If no Temple nothing happens.
Shantak	Move the old one who is closest to your Port/Outpost towards that target.
Shub-Niggurath	Place face down them on the three closest empty Outback hex to your Port. Empty = no rail or any other item in the hex.
Star Spawn of Cthulhu	If no Old Ones are revealed, nothing happens.
Star Vampire	Take 1 damage when the next Combat occurs.
Tsathoggua **	Blight one farm. If no farms, nothing happens. **
Yog-Sothoth	Select the most valuable Old One (not Temple) that you had killed. Take VP tokens equal to its value then place it face up in a suitable level empty hex closest to your Port.

*** Note! These two cards have very different effects in the Solo game**

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Many thanks to all our playtesters named on the box sides.

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