POSTHUMAN
SAGA
THE JOURNEY HOME
RULEBOOK

The Journey Home expansion adds new mechanics and increases the difficulty of the base game. We strongly suggest you play the base game two or three times before adding this expansion.

Notes for Previewers:

The story continues off from Resistance. The Fortress calls the heroes back. Since they're far out in the Wilds the Fortress has asked them to complete as many missions as they can on their journey home.

At the end of the first game they read the back-story. When they get back they see plumes of smoke coming out of the Fortress. On approaching closer they see bodies of mutants and some humans strewn outside the container walls and the gate blown open. There's no guards on the towers and a smell of burning from inside. The Fortress has fallen!!

GAME CONTENTS

- ⚙ 1 Rulebook
- ⚙ 1 Storybook
- ⚙ 2 New Characters, including Miniatures, Character Cards, Skill Cards, Challenge cards, starting Weapons and Character tokens.
- ⚙ Explorer cards A, B and C Missions
- ⚙ Explorer Unlock cards
- ⚙ Cartographer cards
- ⚙ 4 Recon Objective cards
- ⚙ 4 Location cards and tokens
- ⚙ 40 Misison tokens
- ⚙ 30 Story tokens

GAME SETUP

Follow the normal setup procedures for a game of *Posthuman Saga*, with the following changes and modifications:
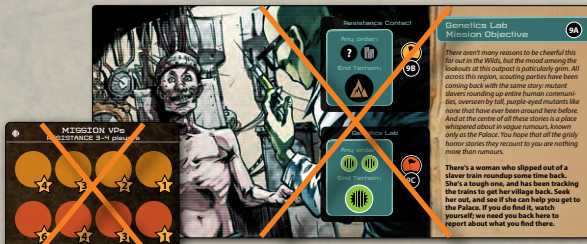
mission score cards

mission cards

Explorer B cards   **Explorer C cards**   **Explorer Unlock cards**

Explorer A cards

COMMON SETUP

⚙ The Journey Home changes the way players score VPs and what they work towards in the game. The standard *mission cards* and *mission score cards* are not used so put these aside. Instead you will use the following new decks to score VPs: *Explorer cards, Story-mission cards* and *Unlock cards.*

⚙ *Explorer card decks B and C* as well as the *Unlock cards* should be left in sequential order, with their backs face up. These will be drawn when instructed. *Explorer card deck A* (the ones without a number on the back) is shuffled and a number of cards are placed face up on the side of the board depending on the number of players:

- *2players – 3 cards*
- *3players – 4 cards*
- *4players – 4 cards*

The remaining cards are placed *face up* in a deck so that players can see the card coming up next.

⚙ Replace the *recon objective cards* in the base game with the recon objective cards of the expansion.

PLAYER SETUP

⚙ All heroes can be used with this expansion.

⚙ Each player returns to the box all level 1 and level 2 mission tokens, then takes a set of 10 *mission tokens*.

⚙ At the start of the game each players is given a *Cartographer card* at random, face down. This indicates where *Landmark tokens* are to be placed and how they can score additional points during the game. Place the landmark tokens as indicated on the cartography cards instead of the standard rulebook setup. Keep the Cartographer card hidden until the end of the game.

⚙ Read the introduction found in the *storybook* that comes with this expansion.
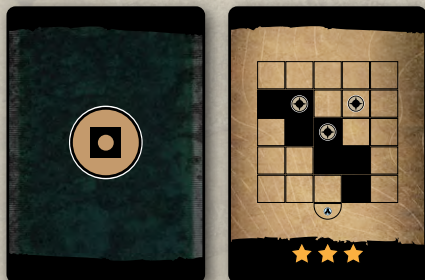
Cartographer cards

PLAYING THE GAME

Observe the normal rules for a game of *Posthuman Saga*, with the following changes and modifications:

EXPLORER CARDS

Players score VPs by completing the exact pattern (in any orientation) of terrains on the Explorer cards along with any icons on it. Any terrain that has a *Trek* icon on it requires players to perform a *Trek action* without dying on that tile to place a mission token there with the Trek icon side up. Any terrain that has a *scavenge site icon* requires that token to be present and face up. Once the terrain is scored the scavenge token is kept face up, and thus it can be used to score *Recon Objectives*. IF the player has scored a Recon Objective and flipped over the scavenge tokens involved they cannot use these to score a mission card, since they are face down. Blank terrains can be used for multiple story missions.

When you complete the pattern, take the Explorer card from the queue, score the VPs indicated on it and if the card triggers a *story-mission* (indicated by an arrow and a card number in the lower right hand corner) draw that card and keep it.

Then *flip over any mission tokens* present on the tiles used so that the *explored icon* is showing. Finally, place mission tokens with their explored icon side up on any remaining terrain needed to complete the card, aside from blank terrain tiles. Terrains with an explored icon on them cannot be used to complete further explorer cards or story missions.

Each explorer card can thus only be completed by one player.

Any tile with a mission token cannot have another mission token placed on it, as per standard rules. Similarly only one recon token can be placed on a tile, used or otherwise.

Only one explorer card can be claimed and scored in the same turn. If more than one is possible, the active player chooses which one to take and score.

Follow-Up Missions

Most story missions provide further missions to follow if the player wants. These can be done any time and are optional. If the indicated condition is completed the player scores the VPs indicated on the card. Some story missions end here, others lead to a third mission. Draw the C card indicated in the lower right corner. C cards work in the same way.

Some cards tell the player to draw an *Unlock card*. These act like other cards of their type in the game unless otherwise indicated on the card itself.

Mutant Bosses can only be faced if a C mission card indicates as much. When they are killed the game proceeds as normal till the last turn.
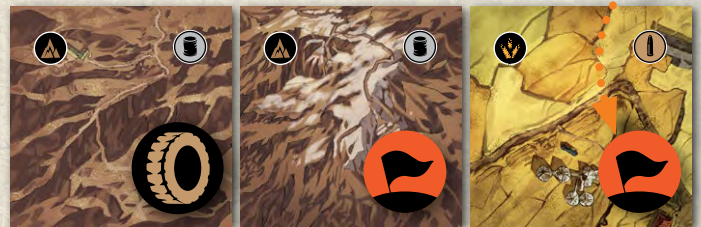
Taking a Trek action on a rural tile completes Explorer card 3A.
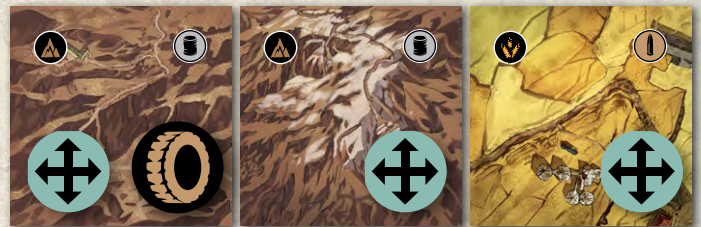
The player takes the card, flips the mission tokens to their explored side, adds an explored token to the left-most tile and scores 4VP.

CARTOGRAPHER CARDS

If, by the end of the game you have tiles in the spaces indicated by black squares on the Cartographer card, you score 3VP. The player can have more tiles of course, as long as the pattern is completed.

ENEMIES AND MUTATIONS

After the Mutants Encroaching! event (round 7), you will draw from the level 2 enemy deck to resolve encounters and from the major mutation deck when you suffer a mutation.

END OF THE GAME

The game ends when the last round is over. There is no early game end trigger.

SOLO MODE

WIP

CREDITS AND ACKNOWLEDGEMENTS