

# AuZtralia rules summary

**Object:** Each player uses actions to build railways into the Outback to establish farms, mine resources, and eventually defeat the Old Ones. The game ends when each player has expended a certain number of Time Points or if an Old One has destroyed a player's port. Victory points are scored for each player but also for the Old One "player" which could result in a loss for all of the human players.

## **Setup:**

1. Each player chooses a color and receives seven of each type of farm, 20 railway tiles, 20 cubes, three discs, one port, and a player board (the latter on the side matching the chosen map). See page 19 in the rulebook for additional setup and rule changes for the Western AuZtralia map.
2. Place two coal, two iron, and four gold in your Warehouse box.
3. Place your cubes in your HQ box. Place three Sanity tokens on the spot on your board.
4. Separate the Old One tiles into three face down piles by number and shuffle each pile.
5. Shuffle the 20 Survey tiles face down and place one face down into each of the 13 hexes marked with a Survey triangle. Flip each tile face up and orient it so the arrow is pointing to the top of the board.
6. Place resources and face down Old One tiles as indicated on the Survey tiles, with the Old One tiles matching the Old One tile level number (1, 2, or 3) in each hex. Return the Survey tiles to the box.
  - Resources are never placed in Coastal hexes.
  - Old Ones are never placed in Coastal or Hill hexes.
  - Survey tiles may overlap placement in the same hex, placing multiple tokens in the same hex.
  - If an Old One is to be placed in a hex that already has an Old One tile, replace the tile in the hex with one of the next level up (returning the replaced tile to the bottom of its pile). Level 3 tiles cannot be upgraded this way. If you run out of tiles of a level, use the next level up.
7. Separate the Revelation cards by number and shuffle each pile. Create an Revelation deck with five cards from each pile with the 3's on the bottom, 2's in the middle, and 1's on the top. Return the unused cards to the box without looking at them.
8. Shuffle the Personality cards and lay out a display of five cards to the right of the deck.
9. Shuffle the Old One cards.
10. Place the Military Units in stacks on their spaces on the game board.
11. Place the purple Old One disc on the 22 space of the Time Track.
12. Randomly determine the first player. Each player places one of their discs on the Time Track space corresponding to the number of players with the last player's disc on the bottom and the first player's disc on the top. The initial order of play will be clockwise from the first player.
13. Starting with the last player and going in reverse order, each player places their port in a Coastal hex. No port can be within two hexes of another port.

**Game Play:** The player whose disc is visible (on top of) in the lowest numbered position on the Time Track is the active player. The active player takes a cube from his HQ, places it in an Action Box on his player board, and performs that action. If he chose an action that he had already performed, he must pay one gold for each cube that he already had in that Action Box.

Each action has a Time Point cost. Move your disc along the Time Track this number of spaces.

If your disc reaches or passes space 53, you cannot take any further actions.

**Action – Build Railway:** There are two boxes for this action. The first allows you to build track in Coastal and Outback hexes. The second allows you to build track in any type of terrain.

Spend one coal and one iron to place two railway tracks.

- Each track is placed across a single hex side. Only one track is allowed per hex side.
- The first track must connect to your port. After that, each tile must connect to another one of your tracks or to your port, making a contiguous rail network.

- To place a tile, you must be able to trace a path free of Old Ones along your network to your port.
- A hex can have different players connecting to it.
- You cannot place a tile into a hex containing an Old One tile.
- You are limited to your 20 railway tiles and cannot remove tracks once they are placed.

**Action – Mine:** Take all of the resources of one type from a hex that you are connected by railway.

- The hex and the path along your network to your port must be free of Old Ones.
- Place the resources in your Warehouse.
- If you take phosphate, you also take one gold (as depicted in your Warehouse).

**Action – Recruit Help:** Choose one of the following:

1. Take one Personality card from the display, move the remaining cards to the right to fill the empty space, and draw a new card to place in the leftmost spot in the display.
2. Pay 1 gold and draw two cards from the deck. Look at them and return one to face down to the top of the deck. You may keep the other card or exchange it with a card from the display.

There is no limit to the number of cards you can have nor to how many you can play on your turn.

Place the card face up in front of you. There are four types of cards:

- Persistent – the card’s effect is ongoing.
- Once per combat – when used, rotate or flip the card and then return it to its original state once the combat ends.
- One Use – can be used any time while you are the active player, then remove the card from the game.
- End game scoring – grants VPs at game end.

Details for each card are found on pages 16-17 of the rulebook.

**Action – Build Military Unit:** The cost in gold for each Military Unit is found in the boxes of your Expeditionary Force display on your player board. Place the purchased Unit in your Barracks.

You can only buy one Unit with this action [EXC: you can buy one or two Infantry at a cost of one gold each]. You are limited by the available Units on the board.

**Action – Import/Export:** Perform two of the following sub-actions, in any combination:

- Import – take one coal or one iron from the supply and place it in your Warehouse.
- Export – exchange one coal or one iron from your Warehouse with one gold from the supply.

**Action – Farm:** Place a maximum of one of each type of farm at a Time cost of one per farm placed.

- Farms must be placed in hexes that match the type of farm (e.g., sheep farms only in the Outback).
- The hex must be empty. It cannot contain any other pieces other than railway tracks (i.e., no resources, farm, port, or Old One).
- The hex must be able to trace a path along your network to your port that is free of Old Ones.
- For each farm placed, gain one gold.
- You are limited to your number of farm tiles and cannot remove farms once they are placed.

**Action – Retrieve Cubes:** Move all of the cubes from the Action boxes back to your HQ, including the one used for this action.

If you have no cubes in your HQ, you can still perform this action but at a cost of two Time Points.

**Action – Attack:** Move some or all of your Military Units from your Barracks to the matching boxes in your Expeditionary Force. Select a hex containing an Old One to attack. If the hex contains a face down Old One, flip it face up.

You can only attack a hex that is in range of your units from a hex that can trace a path along your network to your port that is free of Old Ones [EXC: airships can move through hexes occupied by Old Ones]. Each unit has an off-rail range printed in a white hexagon.

Armored trains do not have an off-rail range – they can only attack hexes that are on your network.

The Time Point cost for an attack is one, two, or three, depending on the number of different types of the following units in your force: infantry, armored cars, and artillery. Armored trains and airships don't add to the Time Point cost but every attack must cost a minimum of one point.

After combat, your surviving units are returned to your Barracks.

The Player Aid and back of the rulebook each have a chart showing the general effectiveness of your units against the Old Ones.

**Resolving Combat:** At the start of combat, make sure you have three Sanity tokens on your board.

If the hex contained a face down Old One, you have the option to withdraw after revealing it.

Reveal the top card from the Old One deck and reference the row matching the Old One. All effects of the card are resolved simultaneously.

- For each symbol to the left of the Old One that matches a unit in your force, place one of your cubes from your HQ on the Old One's tile (or on the board's display of unique Major Old Ones) to indicate damage. Your spare discs each represent five damage. The number of units of a matching type in your force is not relevant – only that you have that type.
- The symbols to the right of the Old One indicate damage dealt to your force.
  - A purple damage cube must be placed on one of your force's units [EXC: not on an airship]. Then if the total damage equals the grey shield number of that unit, it is destroyed and returned to its space on the game board. Only the top unit in a stack of units can be damaged.
  - An airship symbol indicates damage against your airships. If you have none, there is no effect.
  - A Sanity symbol removes one Sanity token from your player board.
- Place the card in the discard pile.
- Decide whether to press the attack (reveal another card) or withdraw.
- If the Old Ones deck runs out, reshuffled the discard pile.

Winning the Combat – an Old One is eliminated if the damage equals or exceeds its grey shield number.

- If you were the only player to damage it, take the tile and place it next to your player board.
- If multiple players damaged it, divide a number of purple Victory Point tokens equal to the Old One's purple VP value equally among those players. Any remainder is given to the player who inflicted the most damage, split evenly if tied, and not rewarding any resulting remainder.
- Remove any damage from your force and return the units to your Barracks.

Withdraw – remove any damage from your force and return the units to your Barracks.

- Any damage remains on the Old One except for zombies.
- Airships can be withdrawn separately, leaving the remaining units in combat. Conversely, you can withdraw your other units and just leave your airships in combat.

Defeat – you are defeated if:

- You have no units left in your force or
- If you are required to lose a Sanity token but have none left.

Eliminate all damaged units in your force and withdraw the rest to your Barracks.

Defending your Port – if one or more Old Ones move into your port, all of your units must fight.

- This does not cost any Time Points.
- You cannot withdraw.
- If you are defeated, all of your units are eliminated, your port is removed from play, and the game ends immediately. However, if you eliminated all of the Old Ones at the same time, you are defeated and still suffer eliminations due to damage but you do not lose your port and the game continues.
- If two ports are attacked simultaneously, combat is resolved in player order.

Multiple Old Ones – use the same Old One card to resolve the combat for each Old One present, even if they are the same type. If there are multiple Old Ones of the same type, damage you inflict will be applied to each one (and each one would inflict the same damage against you).

**Activating the Old Ones:** When every player disc has passed the purple disc on the Time Track, the Old Ones become an active “player”. From here forward, resolve the purple disc as follows:

1. Move the purple disc one space on the Time Track.
2. If the disc moved to an illuminated Revelation space, draw and resolve a Revelation card.
  - If the card says to reveal an Old One and the revealed face down Old One tile in the lowest numbered hex is blank, remove it from play. Otherwise the tile is left in its hex.
  - If the card says to reveal an Old One and draw six cards for movement, those cards only affect the newly revealed Old One.
  - If the card says Assassinate, discard the rightmost two cards in the Personality display, move the remaining cards to the right, and draw two replacement cards.
  - If the card says to draw Old Ones, draw a level 3 tile for each Temple on the board, going from lowest to highest numbered hex. The Old Ones are placed face up (revealed). If there are not enough level 3 tiles, use level 2 tiles.
3. If there are any face up Old Ones on the board capable of moving (Temples cannot move), then draw two Old One cards and resolve movement on each card:
  - Check the card for any Old Ones that appear in a circle.
  - Move each of the corresponding Old Ones one hex towards the closest port or un-blighted farm.
  - If equidistant, compare the number on the top of the card to the compass hex on the bottom of the map. If that numbered direction is not one of the equidistant routes, then go clockwise (or counterclockwise depending on the depiction) from the indicated direction until you reach the first potential equidistant hex.
  - If two Old Ones move onto a target simultaneously, they do so before the target is affected.
  - If an Old One enters a hex with a farm, flip it to its blighted side.
  - If an Old One enters a hex with a port, combat occurs after all remaining movements have been resolved (i.e., both cards).

**Game End:** The game ends immediately when either of the following occurs:

- All discs (including the Old One’s disc) have reached or passed space 53 on the Time Track.
- A player has lost his port to the Old Ones.

Record VPs using player and Old One discs on the Time Track.

Players score VPs as follows:

- 2 VPs for each non-blighted farm
- 3 VPs for each phosphate
- Bonus VPs from Personality cards
- VPs from Old One tiles acquired
- VP tokens from jointly defeated Old Ones

The Old Ones score VPs as follows:

- 1 VP for each blighted farm
- VPs for each revealed Old One on the board
- Double VPs for each unrevealed Old One on the board

The player with the most VPs wins. Note that this might be the Old One “player”. If tied with the Old Ones, the Old Ones win. If players are tied, they share the victory.