



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.

In your quest to scope out the slave camps, you've gone deep into mutant heartland, further than anyone from the Resistance has been in years. You've seen cruelty, horrors and tragedies that will stay with you for the rest of your days. It's time to let your path take you back home, to the Fortress. It'll be a long, eventful journey, taking you through uncharted territories. Along the way, you'll have plenty of occasions to gather intel for the Resistance, help out strangers and allies you meet, strike another crucial blow or two in the war against the mutants, and garner even more renown before you walk back through the Fortress' gates.

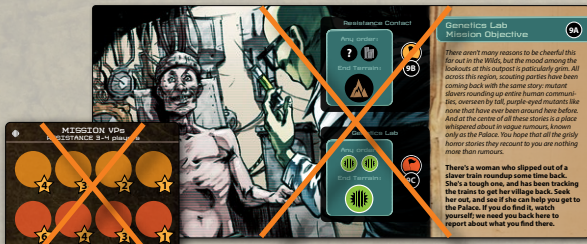
GAME CONTENTS

- ❖ 1 Rulebook
- ❖ 1 Storybook with 30 new stories
- ❖ 30 Story tokens
- ❖ 2 New Characters, including 2 Miniatures, 2 Character Cards, 20 Skill Cards, 20 Challenge cards, 4 starting Weapons and 18 Character tokens (3 mission level completed tokens, 4 morning tokens, 1 turn order token, 1VP token per character)
- ❖ 27 Explorer cards
- ❖ 21 Explorer Progress cards
- ❖ 7 Explorer Unlock cards
- ❖ 40 Explore/Trek tokens
- ❖ 6 Cartographer cards
- ❖ 12 Cartographer progress cards
- ❖ 4 Ruins Starting tiles
- ❖ 8 Lake Obstacle tiles
- ❖ 4 Recon Objective cards
- ❖ 4 Fortress tokens
- ❖ 2 Solo playing mats
- ❖ 2 Solo Cartographer cards
- ❖ 2 Solo Recon cards
- ❖ 8 Solo Terrain tokens

WIP

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 A cards



Explorer B cards

Explorer C cards

Explorer Unlock cards



Explored/Trek tokens

GENERAL 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* and *Cartography cards*.

Shuffle the *Explorer card deck* and place a number of cards face up on the side of the board depending on the number of players:

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

Place the remaining cards in the Explorer card deck face up, so players can see what's coming up next.

The Explorer progress card decks B and C, and the Unlock cards should be placed separately and left face down in sequential order.

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

Place the Explored/Trek tokens next to the board.

PLAYER SETUP

All heroes can be used with this expansion. Each player returns all level 1 and level 2 mission tokens to the box.

Each player draws a *Cartography card* then sets up their board quadrant as indicated on their cartography card. This includes 1 *Ruin Tile*, and a Camp token on it; 2 *Obstacle cards*; 1 Landmark token indicated by its number and its corresponding Landmark card (this is the *Main Landmark*).

Then each player takes 2 random face down Landmark tokens (henceforth called *Secondary Landmarks*) and places them on their quadrant.

Then each player draws the corresponding Cartography progress cards and places them face down next to their character board without looking at them.



Cartographer cards

PLAYING THE GAME

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

EXPLORER CARDS

Players now compete for VPs through *Explorer cards*. In order to score an Explorer card, players need to complete the terrain pattern shown on the card (the pattern can be rotated or mirrored).

Terrains on the Explorer cards can have icons with additional conditions. Players need to fulfill these conditions to score the Explorer card:

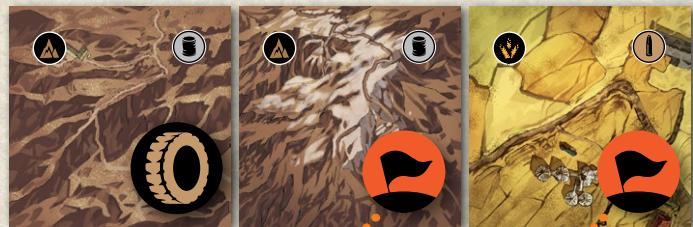
- ⊗ **Trek icon:** players must perform a successful Trek action on this tile and place an Explorer token with the Trek side face up on the corresponding terrain tile.
- ⊗ **Scavenge site icon:** players must have a face up scavenge site icon of the same type on the corresponding terrain tile.

When you complete the pattern and any additional conditions, take the Explorer card from the queue, score the VPs indicated on it and draw any Explorer progress cards listed on the Explorer card. Then replace the card with a new one in the queue.

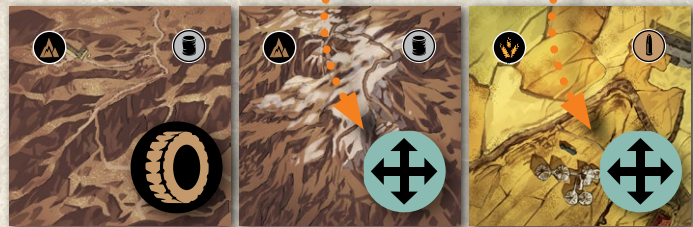
Then *flip over any Explorer tokens* present on the tiles used so that the *explored icon* is showing. Terrains with an explored icon on them cannot be used to complete further explorer cards or their progress cards.

Explorer Progress cards

Explorer cards give the player further progress cards which they can choose to perform. These cards can lead players to further Progress cards, Unlock cards and even Mutant bosses.



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 and scores 4VP.



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CARTOGRAPHER CARDS

At the beginning of the game, each player drew a cartographer card. These cartographer cards modify the board and the player's goals in new and exciting ways. Each cartographer card has the following:

- ❁ **Ruin tile:** Players start the game on this tile. Place a camp token on this tile. Remove this in the first morning as normal.
- ❁ **Lake Obstacle tile:** Players cannot move through these tiles, place scavenger site tokens on them, or replace them with other tiles.
- ❁ **Main Landmark token:** When players pass a Night phase on a Main Landmark, they draw Cartography progress card B. Resolve the Landmark token normally.
- ❁ **Secondary Landmark tokens:** When players pass a Night phase on both Secondary Landmarks, they score 2VPs. Resolve the Landmark token as normal.
- ❁ **End tile position:** If players connect the Ruin tile to the End tile position (including a tile on that location), if they drew Cartography progress card B, they draw Cartography progress card C. This gives players 2VP.

MUTANT BOSSES

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.

END OF THE GAME

The game ends when the last round is over. There is no early game end trigger. Defeating a mutant Boss does not end the game.

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SOLO MODE

SOLO MODE SETUP

Follow the normal setup procedures for the Solo Mode of Posthuman Saga, with the following changes and modifications:

1. Take the Solo Playing mat of The Journey Home expansion and choose to use side A or B (There is no difference in difficulty).
2. Choose one of the two Solo Cartographer cards. This indicates where the Ruins Starting tile, the two Lake Obstacles and the three Landmark tokens are to be placed; place them as indicated, instead of the standard game setup.
3. Place a Fortress token on the Starting zone of the quadrant of the boards closest to you; that's where your journey home ends.
4. Choose one of the two Solo recon objective cards of the expansion.
5. Take the 8 Solo Terrain tokens and place them near you.

SOLO MODE GAMEPLAY

Follow the normal rules for the Solo Mode of Posthuman Saga, with the following changes and modifications:

Game Objectives

You do not track victory points in Solo mode. The goal is to complete all three of your Explorer objectives on your journey home from the Wilds and defeat the mutant boss blocking your way to the Fortress, while staying one step ahead of the mutant threat.

You win if you meet all three winning conditions by the end of Round 14:

- Complete your journey home by reaching the Fortress.
- Complete all three Explorer objectives depicted on the Solo Playing mat.
- Defeat the mutant boss.

You lose if the mutant threat marker reaches the last space on the threat track, or if you have not met all 3 winning conditions by the end of Round 14.

SOLO CARTOGRAPHER CARDS

You have to complete your journey home and reach the Fortress:

- Start your journey from the Ruins Starting tile
- You have to reach each of the three Landmark tokens by spending the Night Phase there, thus revealing them.
- To complete your journey, you have to place any tile adjacent (orthogonally) the Fortress token.

EXPLORER OBJECTIVES

You have three Explorer objectives to accomplish, by completing the exact pattern of terrains along with any icons on it:

- The patterns can be completed in any orientation and/or mirrored.
- From the 3 pairs of the Explorer objectives on the Solo Playing mat, you must choose and complete one of the two available patterns – but not both.
- You may complete them in the order of your choice, but you must complete one before starting the other. Each time you complete an objective, move the mutant threat marker back one space on the threat track.

Mutant Bosses

After you have completed all three of your Explorer objectives, you must resolve the mutant boss encounter with the currently revealed mutant boss by trekking in terrain that does not contain an Explore/Trek token.

- If you do not kill the mutant boss, keep its card in front of you. You must resolve the encounter again in a future round, but the mutant boss will reset to its full health.
- You cannot resolve a mutant boss encounter at any other time.

Second Day Phase

At the end of the Day Phase, you may spend one food token to resolve a second Day Phase immediately. Select a second action to perform, which must be different from the one you selected in the first Day Phase. You may resolve a second Day Phase once per round. You cannot suffer one fatigue for that – if you do not have any food tokens, you cannot resolve a second Day Phase. There is still only one Morning Phase and Night Phase in each round.

Solo Terrain Tokens

At any time during the game, you may use the Solo Terrain tokens to mark your desired progression on the board. You can place them anywhere and track which Terrain tiles are required and where. They just serve as visual aids and do not affect gameplay whatsoever.