

# AUSTRALIA

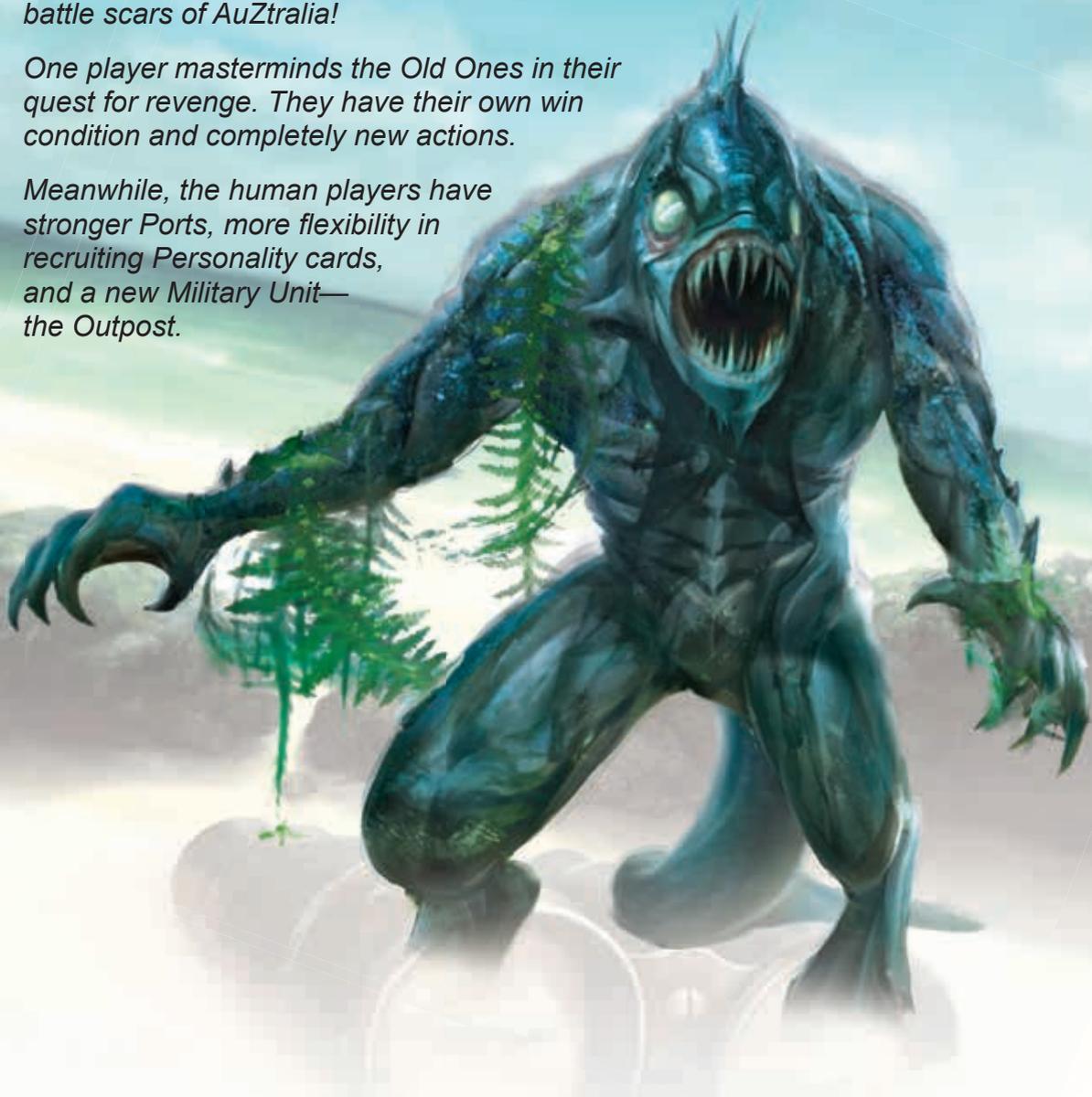
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## REVENGE OF THE OLD ONES

*In this expansion, 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



30 Solo Mythos Cards



5 Summary Cards



4 New Ports



8 Outposts



26 Spawn tiles: Normal vs Dangerous



Extra VP and Sanity tokens



# Setup

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

2. Determine who will be the Old One player.

3. Human players each start with:

- More resources than normal:
  - Two infantry and one Personality selected from the display in turn order.
- After each player picks, refill the display.



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 Spawn tile to the Dangerous (+1) side, to indicate a higher level Old One can arrive there.



5. Human players each place their new Port with the Strength value '4' side up, do this in reverse turn order.



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. The player discs, including the purple Old One disc, all start on the space of the Time Track labelled with the number of **human** players. The Old One starts at the bottom of the stack.



*Example shows a three player game with two humans and one Old One player*



8. The Old One player (OOP) 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: nine Level 1, six Level 2, and four Level 3, and keeps them divided into stacks by level. The OOP may examine these but keeps them secret.



10. As in the base game, the player with the disc at the top of the stack on the lowest numbered position on the Time Track is the active player. This also applies to the OOP.

# Playing The Game

Human players use standard game rules, except for:

## 1) SPAWN TILES

Empty Spawn tiles may be attacked by any type of Unit, and are automatically removed. Keep the Spawn tiles you remove. They score 1 VP each at the end of the game.

- If an attack on an Old One succeeds, an underlying Spawn tile is also removed, providing there are no remaining Old Ones on it.
- In the case of a shared victory over an Old One on a Spawn tile, each participating player also gains 1 VP token immediately and the spawn tile is discarded.
- If a Kangaroo is revealed, it is removed, but the Spawn tile stays in place.
- You may not build railway into a hex containing a Spawn tile.



## 2) 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, remove damage at the end of Combat. If your Port took two or more damage, flip the Port token over to Strength 2. It 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 extra 1 or 2 Sanity listed on the Port token, and then remove the temporary Sanity token(s) when combat is over.



## 3) OUTPOSTS

Human players now have an extra Military Unit: the Outpost. Whenever you buy a Military Unit you can pay an additional two Gold to also place an Outpost. You can buy an Outpost without buying other Units but you must still use the Buy Military action. It must be placed when bought.



- An Outpost can be placed on any empty hex on your rail network. It counts as a target for the purposes of Old One movement. It has a range of 0.
- You cannot place an Outpost if the rail link to your Port is blocked or disconnected.
- If an Old One reaches your Outpost, you can respond immediately by sending up to three Units from your Barracks to the Outpost e.g. 2 Infantry and a Train. However, you cannot send Units if the rail link back to your Port is blocked or broken.
- **There is no Time Point (TP) or Gold cost for this defence.** The Outpost fights as Infantry and can take two damage. When an Infantry symbol appears on an Old One card, and the player has both Infantry and Outpost in the battle, only one damage is inflicted, not two.
- With regards to movement, Outposts are treated the same as Ports, so Old Ones moving onto an Outpost cease movement, and all movement cards are resolved before resolving Combat.
- Outposts cannot retreat (even with Corp. Jones) and will fight on even if all other Units retreat.
- If an Outpost is damaged when Sanity loss forces a retreat, it is eliminated.
- At the end of Combat, surviving Outposts are repaired. They can be rebuilt if eliminated. If eliminated, the OOP gains 2 VP immediately.

## 4) 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 the display immediately.



# Old One Actions

As the Old One Player, you take actions when you are the active player based on the position of your purple disc on the Time Track.

- You choose which actions to take from the four described below: PLACE, REVEAL, MOVE, SUMMON.
- Each of these actions will move your purple disc ONE Time Point (TP).
- You may take any of the actions in any order, as many times as you want e.g. you could Move, Move, then Summon for 3 TP.
- You may also play Mythos cards from your hand on your turn.
- The Mythos cards cost 0, 1, or 2 TP, as shown on the card.

You may not place an Old One 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 Dangerous (+1) face of a Spawn tile is faceup, you may place an Old One of one level higher than the hex indicates. Therefore, a level 2 hex can spawn a level 3 Old One.



## REVEAL

Flip one Old One tile on the board faceup.

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

## MOVE

Draw FOUR Movement cards and move the faceup Old Ones according to the standard rules for movement, 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, the Old One stops moving.

Finish all other movement before starting Combat. Combat proceeds 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. Mythos cards are not shown to other players.



## PLACE



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. You may look at it before placing it. The new tile must be placed facedown on top of an **unoccupied** Spawn tile.

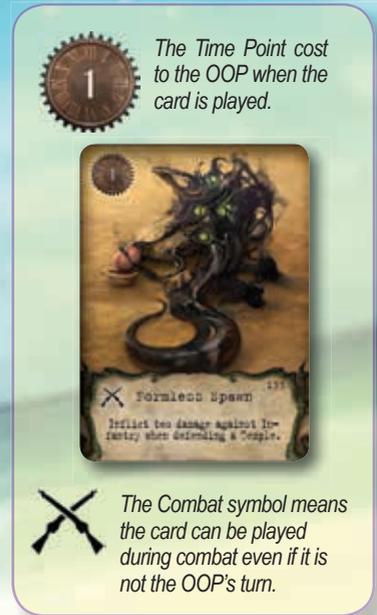
If two or more sets of tiles are tied for 'most', you may choose which to take from. You may place a tile from a lower level even if there are fewer left e.g. placing a Level 2 tile when there are more Level 3 tiles available is allowed.

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.

# Playing Mythos Cards

You gain a Mythos card when you use the Summon action. Gained cards go into 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 of the card.
- Multiple cards may be played on your turn. The TP cost is paid by moving your purple disc on the Time Track as each card is played.
- They cannot be played on another player's turn. See exception below regarding Combat cards.
- When you play a card that allows you to draw from the **unused** tiles, take the tile(s) at random from the ones you did not draw during setup.
- Once a Mythos card is played, it is discarded and not re-used unless another card permits you to retrieve it.
- The Mythos deck is not shuffled 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 player who owns them in order to count. Railways can be rebuilt in order to reconnect Farms/Outposts, even though those hexes may no longer be empty. You may not rebuild rail in a hex while an Old One is there.
- Cards with a Combat symbol can be played in Combat (i.e. off-turn), but will move your disc on the Time Track if there is a TP cost.
- The only Mythos cards that you can play after reaching Time Point 53 are the Combat cards with 0 TP cost.

# Game End

The game ends the same way as in AuZtralia, when 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
- 2 VP Airship / Artillery / Train / Outpost
- 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 equal to all the Old Ones still on the map (no doubling)

## SCORING for HUMANS

Score the same as in AuZtralia plus gain 1 VP per Spawn tile collected. The OOP wins if points are tied.



## FAQ

**Can the OOP retreat from combat?** *No – it's not in their nature to retreat.*

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

**Can I use Corp. Jones to avoid a Mythos card effect?** *No, he only applies to Old One cards.*

**Who chooses where damage caused by Mythos cards is placed?** *The human does unless the card specifies otherwise.*

**Where do I put purple tokens if my Port is attacked?** *Airship damage must go on an Airship otherwise 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.*

**If Desta Danger removes a Temple, what happens to the underlying Spawn tile?** *The active player takes it.*

**Is Revenge playable as a full co-op?** *Yes, you just need to ignore step 1) of the 'full co-op' changes on page 19 of the AuZtralia rulebook.*

**What happens to an Outpost if it has become disconnected from the Port?** *The Outpost will fight on its own; you can not send Units to help defend.*

**What happens if a single player has both their Outposts (or an Outpost and a Port) attacked in the same turn?** *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. Lost Sanity is regained, but no damage is healed between attacks. Humans that retreat from one combat can still take part in the second combat.*

**If the Old Ones reach Outpost(s) and Port(s) belonging to different players at the same time, who chooses the order of combats?** *The OOP does.*

**If OOP movement makes them reach two or more Ports simultaneously, does the first defeated Port end the game, or does combat continue until all Port battles have been fought?** *Resolve all combats.*

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

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

**If humans remove all Spawn tiles of a certain level e.g. 3 can the OOP still place Level 3 Old Ones?** *Yes, if there is no suitable level Spawn tile and if ALL the lower level Old Ones have been placed, then the OOP can place the Old Ones on the next level down e.g. a Level 3 on a Level 2 Spawn tile.*

**What if I have a question for the designer?** *Contact [sales@schilmilgames.com](mailto:sales@schilmilgames.com)*



# Mythos Cards - Additional Explanation for the OOP

<b>Combat cards</b> 	If the human player has clearly indicated that their forces are retreating, further Combat cards cannot be played.
<b>Chthonian / Dholes</b>	The rail links do not need to be adjacent to an Old One. The links are returned to the player.
<b>Dark Young / Servitor of the Outer Gods</b>	Draw one tile randomly from the unused level 3 Old Ones. Place it faceup.
<b>Dimensional Shambler/ Hounds of Tindalos / Hunting Horror</b>	You choose which Persons are eliminated from the display.
<b>Flying Polyp</b>	If Juliet Verne was deployed, she still does her damage. The OOP gains VP for the eliminated Airship. Franz Neumann will not save the Airship.
<b>Ghoul</b>	The human player loses one of their active Infantry i.e. the top Infantry in the stack is removed, even if it is already wounded. The Zombie is added to the Old Ones in the combat hex. The OOP gains VP for the eliminated Infantry. Combat then continues.
<b>Serpent People</b>	The cards can belong to the same or different players.
<b>Yog-Sothoth</b>	The player losing the Old One gains VP tokens of the same value. If the player has Mad Johnson, they also take a 1 VP token.



## DIFFICULTY LEVEL

If humans become adept at dealing with the Old One's tactics, the challenge can be increased:

### HARD

Start with Port tokens showing the weaker '2' side.

### HARDER

Use the Port tokens from the base game. You cannot refresh the Personality display.

### HEROIC

As above plus the Spawn tiles fight back! If empty, they fight as Zombies. Humans must deal 2 damage to remove them, or 3 damage if the Dangerous (+1) side is faceup. Place a spawn tile on top of the Old One deck as a reminder.

## Mythos Solo

The Solo mode lets a human player battle against the empowered Old Ones. You can play on the original Eastern or Western map, or the TaZmania map.

## Setup

1. Use these components from **Revenge**: 1 Port, 2 Outposts and the Mythos Solo cards.
2. Refer to page 19 'Solo Mode' in the AuZtralia rulebook, including selecting your difficulty level and the associated starting resources and setup in the same manner. It is recommended you start at 'Easy'.
3. Survey the land as normal. Do not use the Spawn tiles. Place the purple disc at 22 on the Time Track.
4. Take TWO Infantry and select a Personality card from the display.
5. Place your new Port with Strength 4. Put the Outposts nearby the other Military Units.
6. Prepare the Mythos Solo deck. Separate the cards into each level 1, 2, and 3. Shuffle each level and draw five of each without looking at them. Stack them face-down so that you end up with a deck of fifteen cards, layered with '1s' on the top and '3s' on the bottom. Put the unused cards back in the box without looking at them.
7. You may choose to add a solo objective. However, if you fail the challenge, deduct the objective points from your score.



# Playing the solo game

- When the purple disc lands on an **illuminated** spot, draw a Revelation card as normal and resolve it, along with a movement check if necessary i.e. if there are any faceup Old Ones.
- When the purple disc lands on a **non-illuminated** spot, check for and resolve movement as normal, then flip the top Mythos card and resolve it.
- The purple disc always only moves ONE space on the Time Track. Their final turn is when the purple disc moves from 52 to 53.
- If the Mythos card does not apply, nothing happens.
- The Combat cards have this symbol on; they are kept in front of you until the next time that type of combat situation applies. When the effect has been applied you may discard the card.
- When Recruiting help, you may return one of the displayed Personality cards to the bottom of the deck before selecting a card.



## Solo scoring

- As in AuZtralia, facedown Old Ones score double, and the OOP wins if tied on points.

## Solo FAQ

**What happens if an Old One arrives at my Port or Outpost during a non-illuminated spot on the Time Track?** Resolve all Combat before drawing the Mythos card.

**Ghoul - how does this work?** In the next combat with Infantry, you lose 1 Infantry and the new Zombie tile is added to the Combat hex. The Old Ones do **not** gain VP for the lost Infantry.

**Great Race of Yith - Will I run out of Revelation cards?** After moving the purple disc, add one random unused Revelation card of the current level to the active stack.

**Haemophore - what takes precedent: level or closeness?** Level does.

**What is classed as an 'empty hex'?** Hexes that contain no port, rail, farms, Outposts, resources or Old Ones.

**Yog-Sothoth - where do I put the returned tile?**  
In a suitable level empty hex closest to your Port.

**What if 'closeness' results in a tie e.g. for Abthoth?**  
Use the compass plan, starting from 1 and then clockwise.

**How can I increase the challenge of the solo mode?** You have a few options:

1. Try a harder Revenge level, see page 10.
2. Move up to AuZtralia Hard or Insane level.
3. Try adding the extra challenges listed under 3-4 player challenges on page 19 of the AuZtralia rulebook.
4. Setup using 30 Mythos cards following the method described on page 12.

# Empowered Variant

Play a multi-player or co-op game against the empowered Old Ones without a player taking the OOP role.

## Setup

1. Setup as normal for the map you are using.
2. In addition, prepare the Mythos deck: using the Solo cards, separate them into levels 1, 2, and 3. Shuffle each level and draw TEN of each without looking at them. Stack them facedown so that you end up with a deck of thirty cards, layered with '1s' on the top and '3s' on the bottom.
3. Players take their Outposts, strengthened Ports, standard resources (4 Gold, 2 Iron, 2 Coal), plus two Infantry and one Personality card taken in player order.
4. The purple Old Ones disc starts at Time Point 22.



- If the Mythos card has a specific player effect then it is handed to the player who will be taking the next turn. If it is then found not to apply to that player e.g. "your Airship is destroyed" when they don't have one, then it is discarded with no effect.
- If you receive a combat card, place it on your Expeditionary Force as a reminder until the next time that type of combat situation applies. Once the card effect has happened it can be discarded.



Example. 'Ghosts' waits on your player mat until your next Combat.

- If Old Ones reach targets belonging to different players, resolve combat in current player order.

## Scoring

Score as for the base game, plus the Old Ones gain:

- 10 VP if the game ends due to the loss of a Port
- 3 VP for each blighted farm

## Tips

- Ports and Outposts behave as described on page 4.
- See the Solo FAQ on page 11 for specific effects of Mythos cards and methods to further increase the challenge.

## Gameplay

This is similar to the Solo Mythos game. The purple disc always moves 1 space on the Time Track.

- Flip a Revelation card when the purple disc lands on an illuminated spot on the Time Track.
- In addition, EVERY time the purple disc moves, check for Old One movement as normal, then flip the top Mythos card and resolve it.

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

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