




THE  
◆ BOARD GAME ◆

## Frostlander Expansion

This expansion for *Frostpunk: The Board Game* introduces additional variability to the game with new Events, Laws, and Technologies.

It also provides a new challenge for the most experienced players, with 6 new Society cards for an even harder difficulty level (Survivalist).

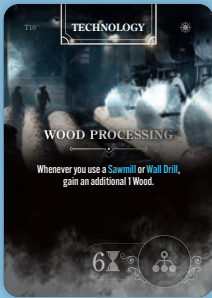
Also included are various wooden components that replace the ones from the base game.

*Note: The cards in this expansion have the Frostlander expansion icon  so you can tell them apart from the cards in the base game.*





# Components & Setup



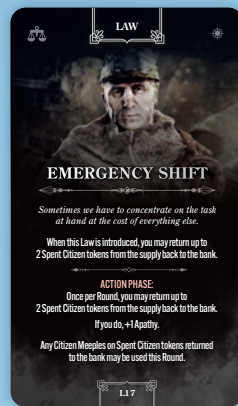
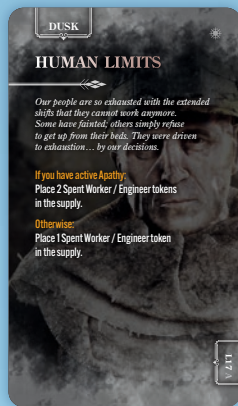
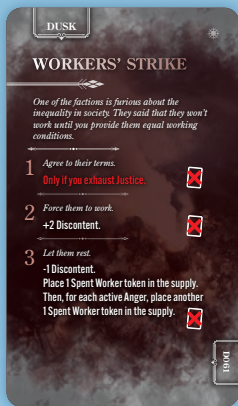
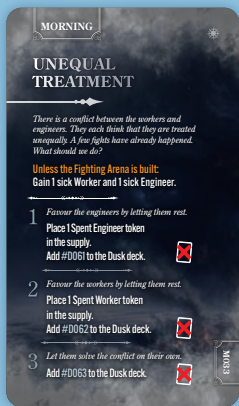
## 8 Technology cards

Shuffle these cards together with the Technology cards from the base game.

If playing 'The Arks' scenario, in addition to removing the 'Hunting tactics' Technology card from the game, also remove the 'Tracking Techniques' and 'Advanced Automatons' Technology cards from the game.

If playing 'The Ruins of Tesla City' scenario, in addition to removing the 'Steam Hub' and 'Lighter Scout Sleds' Technology cards from the game, also remove the 'Advanced Automatons' Technology card from the game.

## 30 Event cards



## 8 Morning cards

Shuffle these cards together with the Morning cards from the base game.

## 22 Dusk cards

### 14 Normal

Place these cards in the box with the other Dusk cards.

### 8 Law Consequence cards

Place these cards with the other Law Consequence cards.

## 4 Law cards

Shuffle these cards together with the Law cards numbered L09-L16 from the base game.

If playing 'The Arks' scenario, in addition to removing the 'New Order' (L07) and 'New Faith' (L08) Law cards from the game, also remove the 'Shared Knowledge' (L18) Law card from the game.

## 6 Society cards

The Survivalist difficulty level is intended only for the most experienced players, seeking an even greater challenge. These cards should be used only after playing (and winning!) on the hard difficulty level.

## Wooden components

Replace the cardboard counters with the wooden pieces provided:



1 Heat marker



1 Cold marker



1 Storm marker



1 Round marker



3 Citizen markers (Worker, Engineer, Child)



3 Sickness markers (Worker, Engineer, Child)



1 Hunger marker



1 Food marker



9 Discontent tokens



9 Hope tokens



3 Heat Range indicators

