

OUTPOST

SIBERIA

Announcement:

Survival Guide Upgrade/ Rules Update

You are all going to die.

Outpost: Siberia, by Daryl Andrews and Jon Gilmour, is the co-op survival card game that puts Players up as a team, to survive the harsh environment full of nightmarishly strange creatures, a massive storm, and food shortages. This dual facing card game is incredibly difficult to beat. However, after many adventures into the isolated tundra, we have found a few tips that might help you succeed in beating back the cold and surviving the night:

- 1.** Insurmountable odds are best faced by coordinated forces - *Outpost* is best played with a full 6 Players who are eager to communicate and strategize together.
- 2.** You're going to bleed - Don't be too hasty with your Med Kits. Expect all of your Adventurers to hover around 1 or 2 Health Points the entire game. Managing who takes the Threat reveal CV is a big part of winning *Outpost*.
- 3.** Pick your targets, manage your Threats - Some Threats are designed to be pesky, but not fatal. Save your precious CV for Threats that are going to cause real damage with their ability versus those that can be nullified easily with a Flare or Character ability.
- 4.** Hit hard, hit fast - When you defeat a Threat, all cards are returned to the Discard pile. Using high power CV cards in hand to defeat problematic Threats faster is the best chance for success as their quicker to return to you. Placing low power CV cards into the supply to meet event requirements will help you survive the storm without sacrificing too much combat prowess.
- 5.** Now's your chance - Use powerful items when the *Outpost* deck is thin. Using the Med Kit right before a reshuffle of the *Outpost* deck can essentially double your chances to heal.
- 6.** Use your training and use it often - Always be mindful of your Adventurers' special abilities, they are incredibly helpful in beating the game.

Survival Guide

IDW and the designers of *Outpost: Siberia* are aware that the odds are stacked heavily against the Player. We suggest that Players try the following alternative rules for Setup and Draw Phase to help improve their chances. We also wanted to address a few rules clarifications that have been inquired about.

Setup Updates:

- Setup - Before building the Expedition deck, randomly remove 6 Threats and set them aside.
- Setup - Last step: Randomly deal each Player 1 of the set-aside Threats as a starting Hand. Any extra Threat cards are put back into the box.

Rules Updates:

- Draw *Outpost* Cards - Draw 3 cards. Discard 1. Assign 1 to Hand. Assign 1 to Supply.
- Card Actions from the supply and Attacking can be done in any order

Clarifications:

- Player powers can be used at any time unless otherwise specified.
- Threats that do not say "At end of Round" in their ability take effect immediately.



To find these updated rules, visit the IDW Games website or the *Outpost: Siberia* page on BoardGameGeek!

Still finding the game too challenging, even for hardened board game vets? Please reach out to the IDW Games team at ross@idwpublishing.com and we will do our best to guide your team through the treacherous and impossible odds of *Outpost: Siberia*!