VESNA FACTION
(BOX A AND PUNCHBOARD)

Vesna's first public statement upon her escape from the Factory was short, to the point, and widely anticipated. Standing defiantly next to an "automachine" of her own design, Vesna Tesla's eyes flashed at the audience. The younger Tesla spoke loudly and firmly:

> *"My father was devastated to learn of the true capacity for destruction that his inventions held. He sought only to help the world, and when he saw first-hand the tragedy he had unleashed, he withdrew from public life in order to pursue new technologies that might finally lead us all into a new world of peace. The group who captured us and, to my knowledge, still holds him represents a true existential threat to all Europa. Indeed, I believe they seek nothing short of world domination.*

> *"My father remains missing, but I vow to continue his work, even as I continue to search for him. I am forming a coalition to stand for peace, and to defend it by any means necessary. I invite all peace-loving people to join me. We will stand against any who threaten the conditions under which we all flourish at this time. The organization holding my father will be stopped. Any other nations attempting to assert their will over Europa will be resisted. Peace is here and the peace will last. This is my promise."*

SETUP

1. The Vesna player places their home base tile on the map in the previously selected position.

   a. For regular (non-campaign) games of Scythe, select a random home base tile from those unused by other players and place the Vesna faction home base tile on the board in its place.

> **DESIGNER'S NOTE:** *Vesna is an advanced faction that is highly variable and will benefit a player who is flexible in their strategies. It is a tricky faction for you, the player, and for your opponents, as her abilities change from game to game.*

2. After placing the usual number of Factory cards on the board, randomly draw 3 Factory cards from those not in use. Place them face up next to your player mat (see Vesna's faction ability to see how they're used).

3. Unlike other factions, Vesna has only 2 latent mech abilities (Riverwalk and Speed). The other spots are blank. However, her faction also comes with 18 mech ability tokens (with a blue border). Vesna may select some of these abilities to use in the current game—this selection happens after Mech Mods are selected (in a non-campaign game) but before any Mods/abilities are placed on Vesna's faction mat.

   a. Randomly select 6 mech ability tokens from Vesna's supply of 18 tokens. Return the others to the box—they won't be used this game.

   b. From your mech ability tokens and Mech Mods, you may choose 2–4 tokens. Place 2 of those tokens on the blank spaces on your faction mat; if you choose a 3rd or 4th token, place them over your printed mech abilities (Riverwalk and Speed). These tokens are locked in place for the current game; set aside unused tokens.

FACTION ABILITY

TECHNOPHILE: The 3 selected Factory cards are available to you from the start of the game. They are used like normal Factory cards (place your action token on a Factory card to use the top and/or bottom action). Every time you use a Factory card (including one acquired from the Factory), return it to the box. You may still only acquire 1 card from the Factory over the course of each game.

NOTE: *Vesna's starting Factory cards do not count toward completing Objectives.*

BOX A: VESNA RULES
THE AUTOMA PLAYING AS VESNA

If the Automa plays Vesna:

- If at any time the Automa needs to choose a home base, mix the icon tokens for all unselected home bases and draw one for the Automa.

- It doesn't get the 3 extra Factory cards during setup.

- As the first step of setup each game:

  - Mix the icon tokens of the 7 factions of the base game and Invaders from Afar and draw 2 at random (returning the rest to the box).

  - Place those 2 tokens face up beside to the Automa deck.

  - When resolving the Automa cards, the Automa will carry out the faction-specific actions (in brackets) for both of those factions.

MECH ABILITIES

1. **RIVERWALK:** You may move your character and mechs across rivers to/from an adjacent territory containing any player's structure.

2. **SPEED:** Your character and mechs may move one additional hex per Move action.

Some of Vesna's mech ability tokens are clarified in the instructions for Mech Mods.

AIRSHIP: Vesna may only use her airship in games where airships are in use (i.e., when playing with **The Wind Gambit** expansion). Stands for airships are included in **The Wind Gambit**, not this expansion.