The Rise of Fenris is the conclusion of the Scythe expansion trilogy (though no previous expansions are necessary to play *The Rise of Fenris*). It can be played as a **campaign expansion** (8 sequential episodes, see below for instructions) and/or as a **modular expansion** (11 different modules that can be mixed and matched per your preferences).

MODULAR EXPANSION

The modular elements of this expansion are revealed throughout the campaign, but the campaign isn't necessary to use the modules. If you prefer to skip the campaign and just go right to the modules (including the fully cooperative module, which isn't part of the campaign), proceed to page 50 for instructions.

CAMPAIGN EXPANSION

Each "episode" of this campaign allows players to experience a specific event or turning point in the story of Scythe and these games will reward players who adapt to the goals of the current episode, rather than simply following traditional paths to victory.

HOW TO AVOID SPOILERS: If you choose to play the campaign, do not open, look under, or look through any of the tuckboxes or punchboards. You can instead perform a component check by ensuring all tuckboxes (A-E) and punchboards (1-6) are present. If any are missing, please submit a request at stonemaiergames.com/about/replacement-parts. **If you decide to spoil the contents of the tuckboxes in advance, open ALL of them—not just SOME of them—before deciding if components are missing.**

The Rise of Fenris is an 8-game campaign, and is fully replayable and resettable (it is not a legacy game). The ideal experience is to play with the same players throughout the campaign, though it is not required. Fluctuating player counts are executed as follows:

- **To add a player mid-campaign,** let them select an unused faction mat and give them an equitable status on their campaign log (compared to other players at the time).
- **To temporarily drop a player mid-campaign,** simply set aside their accumulated tokens and campaign log until they rejoin.
- **To permanently drop a player mid-campaign,** return their faction mat and any accumulated tokens to the general supply.

WINNING THE CAMPAIGN

The winner of the campaign is the winner of the final episode—a culmination of the events and individual factions' improvements leading up to it. There is also the chance for some small bonuses to supplement your final score, which will be revealed after Episode 1.

While you will accumulate wealth from game to game, it functions solely as a way to enhance your faction through optionally purchased modifications during the campaign (only the coins earned during the final episode will impact the overall winner). So use your resources and wealth, create a faction that is strong and adaptable, and prepare to decide the fate of Europa!

A FEW OTHER NOTES

IF YOU'RE NEW TO SCYTHE: Players new to Scythe should play a game or two of regular Scythe before starting the campaign. The first episode is very similar to a standard game, but important decisions and consequences will arise from the beginning, so it will help if all players are familiar with Scythe.

COMPATIBILITY: The Rise of Fenris is fully compatible with Invaders from Afar. Certain episodes are also compatible with the airship and resolution modules in The Wind Gambit.

THE AUTOMA   AUTOMA

This rulebook describes the rules needed to play Scythe: The Rise of Fenris with the Automa (solo mode).

We strongly recommend not playing The Rise of Fenris with The Automa until you have mastered the Automa rules from Scythe.

A few years ago, by request, we wrote semi-official variant rules for playing with 3 or more players where any number of them could be Automas. Those rules are printed at the end of this rulebook.

In addition, compatibility notes are interspersed, as needed, in the main rules, italicized in an Automa box like this.

Note that we still consider this only a semi-official variant, but, given its popularity, we included it here.

If you are only interested in standard solo play against one Automa, you should ignore the italic sections.

CAMPAIGN DETAILS

STORY TEXT: Each episode of the campaign includes opening and closing narratives. Also included is a very brief summary of the opening narrative. If you don't want to spend time reading the full narrative, you can use these brief summaries to learn the key story elements of each episode.

FACTION MATS: Each player will use the same faction until the rulebook indicates otherwise. You will carry over everything on your Campaign Log if/when you change factions.

PLAYER MATS: Just like in regular Scythe, randomly select new **player mats** every episode.

DICE: This expansion includes 2 custom dice. The rules will tell you when to use these dice.

END-GAME TRIGGER: End-game triggers are the same as regular Scythe, unless otherwise noted under "Special Rules."

WEALTH: After gaining coins from all scoring categories at the end of an episode, add your end-game coins to your total under the Wealth section of your Campaign Log.

- Although Wealth carries over from game to game, it is a global resource rather than an in-game resource, so you will only start each episode with the coins listed on your player mat, plus any **Setup Bonuses** from your Campaign Log.

- When you spend Wealth, cross out the old total and note the new total on your Campaign Log.

OUTCOME: For each episode, there are outcome and reward sections. Do not read these sections until the episode ends.

REWARDS: Based on the narrative and mechanisms in each episode, players will often benefit from exploring different strategies and pursuing the goals presented to them by the episode's setup and modifications. These goals will yield a range of rewards, from an extra token or bonus to the contents of one of the tuckboxes. They're persistent (they'll carry over from game to game) and should be noted on your Campaign Log. **Use a plastic bag to store new tokens you acquire.**

CAMPAIGN LOG

Each player should use a Campaign Log to track their progress throughout the campaign. There are places to track everything, including Mech Mods and Infrastructure Mods, if you do not wish to bag these things for each player.

1. **VICTORIES:** In the "Victories" section, mark the box for each episode that you win during the campaign.

2. **WEALTH:** Use the "Wealth" section to track your Wealth over the course of the campaign, both income and expenditure. At the end of each game, add your coins (your final score for that episode) to the "Wealth" section.

3. **MODS:** Record your acquired Mech Mods and Infrastructure Mods here for future reference (these will be introduced later in the campaign).

4. **SETUP BONUSES:** Rewards gained during some episodes may include a "Setup Bonus," which you track on your Campaign Log. Mark an X for the item you wish to obtain (e.g., $1, 1 Power, or 1 Popularity), as it will serve as a permanent addition to your setup for all subsequent episodes. Each Setup Bonus has a maximum limit as indicated on the Campaign Log.

5. **PERKS:** Players may use their Wealth to purchase 1 Perk during the setup of an episode (subtract the cost from the Wealth on players' Campaign Logs). After purchasing a Perk, check it off your Campaign Log and immediately gain the benefit.

   • You may use each of your Perks exactly once throughout the entire campaign (and only 1 per episode).

   • If players care about the Perks selected by opponents, choose in player order.

   • For the +2 resources Perk, place the resources you choose on one of your starting territories.

   • For the +1 Worker Perk, place it on one of your starting territories.

6. **TRIUMPH LOG:** Use the Triumph Log to record the stars earned in each episode. At the end of each game, check off the box for each star you placed on the Triumph Track, with a limit of one per category. Check the box in Row 1 after the first time you earn a given Triumph, Row 2 the second time, and so on.

   • You may only check a star in a column once per episode (e.g., If Saxony places more than one star for Objectives, they may only check only one "Objective" box for that game).

   • Every time you complete a row or column, you will unlock a $25 end-of-campaign bonus. This money only applies after the final episode of the campaign, and it is the only way to add bonus money to your final score before determining the ultimate victor of the campaign.

   • Your total stars on the Triumph Log will have an important impact near the end of the campaign. Total victories and remaining wealth will also play a role, though a more minor one.

STOP HERE

Do not proceed to the following sections about mech and infrastructure mods
until directed to do so during the campaign.

EPISODE 1: A NEW ERA
MARCH 1921

The nations of Europa clung to a fragile peace in the aftermath of the Great War. Small skirmishes occasionally broke out between nations here and there, but generally the peace held as each nation struggled to recover and rebuild their economy, government, and military.

The Factory city-state remained closed, though much of it was still accessible. It seemed Tesla had retreated quickly, as the Factory still contained many wonders that the curious person could access with only a little ingenuity—as several had done over the past few years. Yet, there is a large inner hold that remains locked tight, and no one has yet penetrated it.

However, the winds of fate change quickly, and the ravaged nations of Europa know that peace is never guaranteed. They have just begun to feel comfortable again, after years of sluggish recovery, but without a clear victor after the Great War, Europa lacks direction and international tensions continue to simmer.

No one wants to be responsible for reigniting the war, so most skirmishes remain isolated affairs, quickly hushed up. There are reports from the countryside of strange soldiers with glowing eyes, but these are largely disregarded as the tall tales of peasants stirring up trouble or seeking attention. Faction leaders are much more focused on making names for themselves. Europa stands on the precipice of a new era, but its ultimate fate remains undecided.

STORY SUMMARY

In the aftermath of the Great War, the nations of Europa cling to a fragile truce as they continue the rebuilding process. Reports of soldiers with glowing eyes are largely ignored as each nation continues to recover both its economy and defense abilities. Europa is at a crossroads, and its ultimate fate remains undecided.

SETUP

1. Set up the game as usual, selecting/randomizing faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.

2. Reveal 1 random objective card from the deck and place it next to the Triumph Track. Players may achieve the revealed objective (place a star on it) in addition to the objective on the Triumph Track.

3. Place 1 Influence Token (punchboard 1) on each of the 10 spots on the Triumph Track. Also place 1 Influence Token 🦉 on the objective card revealed in Step 2.

4. For this game only, all players may use 1 Perk for free.

   a. Each Perk may only be used once throughout the campaign. Mark your selected Perk on your Campaign Log and immediately gain the benefit.

   b. There are 7 Perks per player to be selected throughout the 8-game campaign.

SPECIAL RULES

Whenever you place a star, if you are the first person to place a star in that category, take the Influence token from the Triumph Track and place it on your faction mat. These tokens will be used at the end of the game to determine which path the next episode will take.

Both combat victory categories on the Triumph Track are available for the same or different players to gain the "first-to-achieve" Influence tokens (see in-game example below--both the blue and red players have won combats and claimed Influence tokens).

EPISODE GOALS
- Earn Influence tokens
- Win the game

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.