

EPISODE 2A: WAR

OCTOBER 1921

National growth brought with it comfort, and with comfort, people had become restless. No longer facing a mortal threat, and basking in the midst of another sudden boom, their priorities had drifted, and the tales of the Great War had taken on a mythic, romantic air. Yet, governments still feared each other, and the possibility of being victim to an attack compounded to blur the lessons of the past. And so, skirmishes led to battles, and now war seems imminent once again.

Many nations dread the possibility of a new war so soon after the last, but others push and prod and the threat they pose soon erases those fears, replacing them with more existential concerns. Once again, Europa stands poised on the brink of war.

STORY SUMMARY

In the midst of the most dramatic boom in the history of Europa, the memory of the Great War's horrors have faded, and fear of being made victim leads the world back toward war.

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.
2. Remove Objectives 7, 13, 15, 20, 22, 23, and 27 for this game.
3. Overlay the War Triumph Track on top of the Triumph Track.
4. Place 1 additional worker on each of your starting territories.
5. Place 1 structure on each of your starting territories.
6. Take 3 upgrades of your choice on your player mat.
7. Add 4 to your starting popularity.
8. If desired, deduct \$15 from your Wealth to purchase a Perk to use in this game.
9. Proceed to follow the rules for Rivals.

EPISODE GOALS

- Deploy mechs
- Win battles
- Win the game

RIVALS

SETUP: After all other setup steps are complete, you may declare "rivals" by placing 1 or more of your stars on other players' home bases. You may place up to 4 of your stars this way, and you may place multiple stars on the same home base. All players do this simultaneously.

GAMEPLAY: A player is your rival as long as you have 1 of your stars on their home base. If you win a combat against a rival, remove 1 of your stars from that player's home base, place it on the Triumph Track, then gain \$5.

- Whenever you win combat, you may remove 1 of your stars from ANY opponent's base and place it on the Triumph Track, but you only gain the \$5 bonus if the star comes from the base of the defeated opponent.
- Stars on an opponent's base may only be retrieved and placed on the Triumph Track through combat.

WAR TRIUMPH TRACK

The War Triumph Track has several differences from the traditional Triumph Track:

- Place a star for 6 Upgrades OR 4 Structures. You may not place a star for both.
- All players may place up to 4 combat stars. Saxony can still place unlimited combat and objective stars.
- Place a star for having 8 Combat Cards in your hand at the end of your turn.
- There are no stars for placing all 8 workers or maximizing Popularity on the War Triumph Track.



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