

# EPISODE 2B: PEACE

## OCTOBER 1921

Peace continued to prevail for a time. People remembered the horrors of war well enough, and they had little interest in returning to those days.

There were those who attempted to push the world into war, but most remained wary of the potential of these great weapons, and the pressure of the majority suppressed the violent tendencies of the few. Ultimately, the incentives for war were simply too low and the costs too high, and so even the skirmishes have all but ceased.

In lieu of war, these world leaders focus their attention on continued productivity, and their infrastructure grows exponentially. They have established new national objectives and prioritized expanding their influence through ties with locals throughout the land. Their economies boom, and this prosperity brings new confidence and new alliances. It seems that they might actually achieve an enlightened era of peace and prosperity.

### STORY SUMMARY

The nations of Europa have managed to avoid a return to war for now. Instead, most focus on the growing prosperity that these new machines could provide and proceed to build up their infrastructure.

### 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. Make the Alliance tokens available from the punchboard.
3. Overlay the Peace Triumph Track on top of the Triumph Track.
4. If desired, deduct \$15 from your Wealth to purchase a Perk to use in this game.

### EPISODE GOALS

- Build structures
- Win the game

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### ALLIANCES

**SETUP:** Each player starts with an Alliance token that has their faction and a coin amount on the front and -\$10 on the back. The other Alliance tokens are returned to the box.

**GAMEPLAY:** At any time during your turn, if you have your faction's Alliance token, you may propose an alliance with another player who has their own Alliance token. If they agree, switch tokens with that player and gain the coin bonus on the token you receive from the general supply. You now have their faction ability as noted on the token in addition to the ability on your faction mat.

In games with an odd number of players, the moment you become the "odd man out," gain \$5.

If you ever attack a player who has **your faction's Alliance token** or force their workers off a territory, you must flip over the token you have. You no longer have that faction ability (the other player keeps your token with the ability face up).

During end-game scoring, if the token you have is showing -\$10 (i.e., you broke the alliance), lose \$10.

### PEACE TRIUMPH TRACK

When using the Peace Triumph Track, remove Objective 23 from the Objective deck. Saxony starts with 3 objective cards instead of 2 (this compensates for the removal of combat stars).

The Peace Triumph Track features these changes:

- Place a star for 4 mechs OR 4 recruits, but not both.
- All players may place stars for 2 Objectives. After you place your objective star, instead of discarding your other objective card, draw another objective card (if available—do not reshuffle discarded objectives).
- Place a star for claiming 3 encounter tokens.
- Place a star for achieving 13 popularity.
- Place a star for gaining a Factory card (place your star on the same turn that you gain the Factory card).
- Place a star for controlling 16 total resources (these resources do not need to be on the same territory).
- No stars are placed for combat victories or 16 power.



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