EPISODE 4: FENRIS
SEPTEMBER 1922

Shortly after Vesna's rescue from the Factory, the countryside reports of "strange soldiers with glowing eyes" began to once again spread throughout the land. These frightening, empty-eyed hell agents were said to call themselves "Fenris," and in light of Vesna's report, these stories were taken much more seriously than before.

There had always been bands of mercenaries and cutthroats harassing the people of Europa, but Fenris is more organized and uses frightening new weapons. Nobody knows what they want exactly, but as they spread across the land and their influence grows, they have proved to be quite an obstacle in the recovery and rebuilding process, and it remains unclear what their ultimate goal is.

Fenris seems to strike randomly, and as far as anyone can tell, no nation has remained untouched by their violence and chaos. They appear, seemingly from nowhere to strike at patrols of soldiers, or to pillage a farm or market,

then seem to vanish. Their work has sown considerable discord and militaries have begun concerted efforts to subdue them, driven partly by patriotism, but mostly by the monetary rewards governments offer for these agents, dead or alive.

Meanwhile, Vesna is well underway establishing her coalition, rapidly building its strength and influence. Her international popularity proves to be a strong draw, and her faction grows swiftly. With her dynamic technological resources and growing influence, she has begun to establish herself as a sort of "world's police," standing in the way of any one nation accumulating too much power. But, though she remains popular, more than a few national leaders grow uneasy at her alarmingly rapid rise to power, and they all now watch her with growing wariness.

STORY SUMMARY

A new breed of rabble-rousers calling themselves "Fenris" has emerged. They are menacing the people of Europa, and this is irritating the governments, who have decided it is time to put these agents in their place.

SETUP

1. Set up the game as usual. The Vesna player uses the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Log. Randomize player mats.

2. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from **The Wind Gambit**.

3. Gain all bonuses earned under Setup Bonuses on your Campaign Log.

4. Open Box B and place 1 Fenris agent (wooden worker meeples—8 total) on each tunnel and 2 on the Factory.

5. If you have any Infrastructure Mods (these may not have been unlocked), place them face up near your play area.

6. If you have any Mech Mods (these may not have been unlocked yet), you may choose to place them over the abilities on your faction mat.

7. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

SPECIAL RULES

When one of your combat units (character or mechs) moves into a territory containing Fenris agents, their movement ends. Before continuing with other movements and/or other aspects of your turn, you must attempt to subdue the agent(s):

1. Draw and reveal 1 combat card per Fenris unit on the territory **(this is not combat).**

2. Lose your choice of any combination of power, coins, and/or popularity equal to the sum of the numbers on the combat cards drawn.

EPISODE GOALS
- Subdue the Fenris agents
- Win the game

a. If you can afford this cost (you must pay if you can), you successfully subdued the Fenris agent(s)! Gain the Fenris combat card(s) and place the Fenris agent(s) on your faction mat (the agents will factor into an end-game bonus). **This is not combat and does not earn you a combat star.**

b. If you cannot afford the cost, pay nothing, discard the Fenris combat card(s), and return your unit to the territory from which it entered.

You may not move a worker by itself into a territory containing Fenris agents (though your mech may transport workers as normal).

THE GAME ENDS IMMEDIATELY WHEN ALL 8 FENRIS AGENTS HAVE BEEN SUBDUED OR WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.