

EPISODE 5: FACTORY FORTRESS

APRIL 1923

Fenris proved more resilient than initially thought. After a series of early success, the nations of Europa found them hard to track and even harder to eliminate. Slowly, persistently, Fenris had spread more discord and more influence, and this had caused great concern throughout Europa as governments grew even more wary and fought harder to beat them down.

Nevertheless, as Fenris continued to gain influence and power, several catastrophic events occurred. The emperor of Saxony and the tsar of the Rusviet Union were both assassinated, and across Europa misfortune befell nations in ways that were too suspicious to be mere coincidence.

At first, the beset nations blamed one another for this espionage and violence. However, it has gradually become clear that another force is at work, and many begin to suspect Fenris is behind it all.

Amidst all of this chaos, the Factory has become a veritable fortress, and no one has set foot in it for many months. Many believe that Fenris has established itself there, and gradually every nation has come to the same daunting conclusion: they must strike at the heart of Fenris, before it can gain any more power or influence.

STORY SUMMARY

As chaos descends across Europa, no one has approached the Factory for months, and many believe that Fenris has taken over and locked down the Factory. What could they be doing? Time is of the essence and they need to find out.

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. The Vesna player uses the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Log.
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. Place your Infrastructure Mods face up near your play area.
5. Place any number of your Mech Mods over the abilities on your faction mat.
6. Place 1 Influence token on each tunnel (6 total) and on each of the three land territories adjacent to the Factory (3 total).
7. Place Box C on the Factory. Do not open it until instructed.
8. If Rusviet is in the game, give them the revised Township tile. They are required to use this instead of the standard Township ability.
9. If desired, deduct \$15 from your Wealth to purchase a Perk to use in this game.



SPECIAL RULES

- Whenever a unit (mech, character, or worker) you control moves to a territory containing an Influence token, the unit's movement ends and you gain the Influence token (place it on your faction mat).
- Each Influence token is worth -\$1 at the end of the game.
- The first time a player moves any unit onto the Factory, their Move action ends and they open Box C. When it is opened, read the Box C instructions on page 28.

EPISODE GOALS

- Get to the Factory and uncover the mystery residing there.
- Win the game.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK. BOX C ALSO CONTAINS AN ALTERNATIVE END-GAME CONDITION.