

# EPISODE 6: ANNIHILATION

## JULY 1923

*It looked as though it may be too late; Fenris had amassed far more power and influence than anyone feared possible. Meanwhile, the massive Annihilator had struck abject terror into the hearts of every nation. And yet, it had become clear how important it was to strike at Fenris before it entrenched itself further or spread its influence wider. With that realization, every nation began to muster the strength and courage to make the first move. Their only hope was that they had not waited too long to attempt to neutralize the threat.*

*And then things took a turn for the worse, when the leader of Fenris revealed himself:*

*Grigori Rasputin.*

*It seems that Fenris' base of operations was never truly the Factory. They had forces based there, but had already fully infiltrated one of the nations, and with Rasputin's appearance, they had revealed the magnitude of their conspiracy.*

*The former advisor to the tsar of the Rusviet Union had disappeared shortly after the tsar's assassination several months ago. But it is apparent that he has been organizing Fenris' activities for years. What's more, rumors fly that other nations may too have known of his identity and already pledged loyalty to him.*

*Mistrust grows between the nations of Europa, even as they had begun to unite against a common enemy. None now know whether an ally might secretly be an agent of Fenris. Those already strained alliances have been shattered. Rasputin's appearance – and his control of the terrifying Annihilator – renews old fears and paranoia about another Great War, fracturing the continent once again.*

*Meanwhile, Vesna's desire to defeat Fenris has taken on renewed vigor. Her enemy now has a face, and an enemy with a face can be destroyed.*

### STORY SUMMARY

Rasputin's appearance as the head of Fenris has shaken the continent. Fears that other nations have already formed secret alliances with Fenris shatters already strained relationships.

### SETUP

1. Set up the game as usual. The Vesna and Fenris players use the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Logs. 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. 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. If desired, deduct \$15 from your Wealth to purchase a Perk to use in this game.

### SPECIAL RULES

There are no special rules in this episode, just the introduction of the Fenris faction. Players will be able to switch factions at the end of this game (with the winner having first choice of new faction).

### EPISODE GOALS

- Win the game.

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