

EPISODE 7: THE SEARCH FOR TESLA

OCTOBER 1923

Fenris was no longer working behind the scenes, pulling the strings of political fate. With Rasputin's public appearance as the head of Fenris, they launched an open play for power. Up through the summer, Fenris seemed an unstoppable juggernaut, gaining momentum like a tidal wave before crashing over their foes. Then, they started to lose battles, and their massive Annihilators, though still overpowering, were no longer the unstoppable forces they had once been.

As the other factions vying for power began to hold their own against Fenris and even to win battles versus their Annihilators, many began to wonder what had changed. It seemed as if the Annihilators were wearing down. Chief strategists across the continent speculated on what could have happened, but it was Vesna who proposed the most logical, and the most hopeful, speculation.

"My father has escaped, or he is dead," she announced, plainly. "It is the only explanation. The Annihilators are powerful, but they are also intricate and complex. Fenris has not deployed new Annihilators for some time now, and the ones in use are clearly less effective than they once were. Using the threat of violence against me as a motivation, Fenris forced my father to create those monstrosities, but they could not force him to make them simple. Without him to perform the maintenance, Fenris' engineers are clearly struggling to keep them in working order."

Vesna believes her father is still alive. Immediately after making her public statement, she began an organized search for her father. Of course, she wants to find him herself, but if he is still alive, someone must find him before Fenris. To that end, she made the public announcement, hoping it would spur the rest of Europa to seek him out. Her instinct was correct. Almost as fast as she was able to, the remaining nations organized their own search parties, and the hunt for Tesla is in full swing after only a matter of days.

STORY SUMMARY

Has Tesla escaped his imprisonment by Fenris at the Factory? The hunt is on to find him!

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. Place the 12th encounter token (or a substitute, if necessary) on the Factory.
7. In Episode 2a or 2b, you used either Rivals/War or Alliances/Peace. The unused combination is activated now.
 - Rivals and War Triumph Track are explained on page 16.
 - Alliances and Peace Triumph Track are explained on page 18.
8. If desired, deduct \$15 from your Wealth to purchase a Perk to use in this game.

SPECIAL RULES

- Follow the rules for Rivals or Alliances per the setup instructions.
- Whenever you have an Encounter, gain the token and place it on your faction mat. Encounter tokens are used to search for Tesla.
- To find Tesla, a player must collect the following number of Encounter tokens, based on player count:
 - SOLO:** 6 encounters
 - 2 PLAYERS:** 6 encounters
 - 3 PLAYERS:** 5 encounters
 - 4 PLAYERS:** 5 encounters
 - 5 PLAYERS:** 4 encounters
 - 6 PLAYERS:** 4 encounters
 - 7 PLAYERS:** 3 encounters
- The first player to gain the number of Encounter tokens listed above takes the following steps:
 - a. Discard all encounter tokens you have acquired.
 - b. Open Box E.
 - c. The game ends immediately. (For non-campaign games, the game does not end when Tesla is found. He appears on the territory where he was found and is played using the Episode 8a rules.)
- Otherwise, the game ends immediately when a player places their 6th star.
- Encounter territories (territories that started the game with encounter tokens on them) are worth +1 territory for end-game scoring.



EPISODE GOALS

- Have encounters to find Tesla
- Win the game

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