

EPISODE 8B: TESLA'S MADNESS

MARCH 1924

No one found Tesla. After a long and frantic search, nations eventually gave up the effort, albeit reluctantly. Vesna searched most ferociously of all, but not even she could locate her father. Just as it seemed he may be dead after all, Vesna was faced with even worse news. With no warning, her father had erupted from the Factory, armed with cutting-edge technology, and overcome with madness he is rampaging across the continent. Survivors left in his wake tell of him raving about "cleansing" the earth of his monstrous creations, and it has become clear that he believes he must destroy or disable every remaining mech to atone for the destruction he feels he has unleashed on the world.

Vesna's soul withered at each new story, many of which she has personally verified. Her father is truly lost, but she doesn't have time to mourn. He must be stopped, and she is certain that the nations have already made plans to do just that. If she can, she wants to stop him herself, hoping that just maybe, she will be able to bring him back from the brink. Either way, he cannot be allowed to ravage Europa any longer...

STORY SUMMARY

Tesla has emerged from the Factory, overcome with madness at the horrific outcomes caused by his creations. Bent on using his advanced technologies to end all his previous creations, he has set out to atone for his perceived sins. The fight is on to stop Tesla's rampage and emerge as the dominant power in Europa!

WINNING THE CAMPAIGN

- At the end of this game, you will double your final coin total *for this game only*, and then add any \$25 bonuses you have earned on your Triumph Log.
- The player with the highest total wins the game and the campaign! **Accumulated Wealth from previous episodes is not a factor in determining the final winner of the campaign.**

38

SETUP

- Set up the game as usual. The Vesna and Fenris players continue to use the same home base location as previously selected.
- For this episode, players choose their player mats. Begin with the player with the highest total wealth at the start of this episode and proceed to the player with the lowest wealth. (NOTE: Rusviet may not choose the Industrial player mat and Crimea may not choose the Patriotic mat.)
- Gain all bonuses earned under **Setup Bonuses** on your Campaign Log.
- Follow the setup instructions for Mad Tesla before selecting Mods.
- Place your Infrastructure Mods face up near your play area.
- Place any number of your Mech Mods over the abilities on your faction mat.
- If desired, deduct \$15 from your Wealth to purchase a Perk to use in this game. **Then, cross off any remaining Wealth on your Campaign Log.**

TIE BREAKERS:

- Total games won in the campaign.
 - Most stars achieved on your personal Triumph Log.
- You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from The Wind Gambit.

EPISODE GOALS
• WIN!

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

EPISODE 8B SKIP TRIUMPHS



SETUP

If the Automa chooses its player mat first, it chooses one at random (it can take the Industrial and Patriotic mats no matter what faction it plays). The only effect of the Automa's choice is that the player mat is now unavailable.

With 3 or more players, each Automa will draw a random mat if there is a human player anywhere behind it in the player order.

AUTOMA

END-GAME SCORING

1. Gain \$10 if you destroyed Mad Tesla.
2. Record stars and coins on your Campaign Log.
3. Proceed to page 42.



MAD TESLA

(BOX E AND PUNCHBOARD TILE)

Mad Tesla is an autonomous unit that players may engage in combat either as an attacker or defender. When playing with Mad Tesla, the game ends immediately when Mad Tesla is destroyed or a player places their 6th star on the Triumph Track.

SETUP

1. Place the Tesla miniature on the Factory.
2. Discard the top 2 cards of the Combat Card deck.
3. Place an unused faction's popularity token on the 16 spot on the Power Track. This indicates Tesla's "health" and is not spent in combat.
4. Mad Tesla is always LAST in turn order. Place the Mad Tesla Tile between the first and last player as a reminder, oriented with the rest of the board. You will use this tile for Tesla's movement.

ONGOING RULES

- After any combat (between players or between a player and Mad Tesla), the attacker discards combat cards first, and then the defender discards. In this way, the defender's cards will be on the top of the discard pile, which will matter for the next combat with Mad Tesla.
- Mad Tesla controls territories like any other unit.
- Mad Tesla forces workers to retreat back to their base like any other combat unit.
- Any player may initiate combat with Mad Tesla, and he may initiate combat with any player.

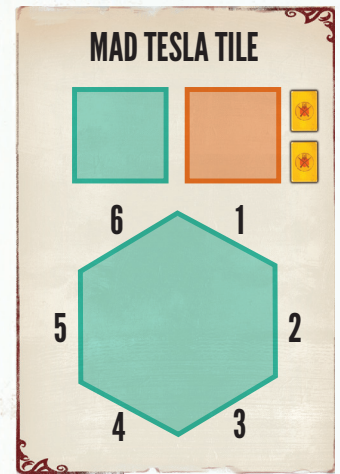
MOVEMENT

Tesla, in his madness, patrols the land, attempting to atone for his mistakes by destroying his creations and those who use them.

On Mad Tesla's turn, roll the blue six-sided die, placing it on the Mad Tesla Tile. Move Mad Tesla according to the Mad Tesla Tile. If his first movement doesn't initiate combat, roll the die again and move Mad Tesla again.


Stop there—don't move him a third time.

- If Mad Tesla would move off the map, he returns to the Factory. This may initiate a combat.
- Mad Tesla is not blocked by rivers and may move onto lake territories.
- Mad Tesla does not use tunnels.
- Mad Tesla is a combat unit for the purposes of all movement and unit interactions.
- Mad Tesla does not interact with any tokens (Encounters, Traps, Influence, etc.).



COMBAT AGAINST MAD TESLA

In the rare case that you enter 2 combats on your turn and one of them is on the Factory against Mad Tesla, you must execute that combat first.

1. Gain 1 Popularity.
2. Set your combat dial and select combat cards as usual.
 - a. Mad Tesla's base power is equal to the top 2 cards on the combat card discard pile.
 - b. Mech Mods, Infrastructure Mods, and mech abilities that affect an opponent's power/combat cards do not apply to combat with Mad Tesla (they are marked with the  icon). Combat abilities that affect only the player may be used, but there is no way to reduce Mad Tesla's power or combat cards.
3. Roll the orange six-sided die, placing it on the Combat slot on the Mad Tesla tile. Add the number on that die to Mad Tesla's base power (the sum of the top 2 combat cards in the discard pile) to determine his total combat strength.
4. Determine the winner. Attacker wins ties, as usual.

IF YOU LOSE: Treat it as any other combat loss, but in addition to you retreating, Mad Tesla also retreats (back to the Factory). This may initiate another combat.

IF YOU WIN: Mad Tesla retreats to the Factory.* This may initiate another combat, but first follow these steps to complete the current combat.

- a. Mad Tesla retreats to the Factory.
- b. Gain 1 Popularity. (This is in addition to the popularity gained at the start of combat.)
- c. Place a combat star on the Triumph Track (if possible).
- d. Reduce Mad Tesla's power on the Power Track by the difference between your totals (in the case of a tie, reduce it by 1).

If you reduce Mad Tesla's power to 0, he is **destroyed** (removed from the board). You gain \$10, complete your turn, and then the game ends immediately.

*If you win combat against Mad Tesla on the Factory, he retreats to an unoccupied adjacent territory of your choice. If all adjacent territories are occupied, roll the die, move Mad Tesla according to the Mad Tesla Tile, and he proceeds to initiate combat.

EXAMPLE: In the game's first battle with Mad Tesla, Josh reveals a total combat strength of 11. Mad Tesla's total combat strength is 8 (from a 3 on the die and combat cards valued at 2 and 3 on top of the discard pile). Josh wins, so he gains 1 popularity and may place a combat star (if possible). Then he reduces Mad Tesla's power token from 16 (where it starts the game) to 13, because Josh's strength of 11 is 3 more than the Mad Tesla's 8.

BOX E: MAD TESLA SPECIAL RULES

AUTOMA

- The Automa will discard combat cards in random order.
- In all Automa Move actions Tesla is treated as any other enemy combat unit.
- The Automa gains popularity in the exact same way that you do when (and only when) fighting mad Tesla. Remember that it starts at 10.
 - Apart from this, the Automa's popularity never changes.
- If Tesla would move to a territory with an Automa unit, reroll the movement die once and keep that roll.
- If the Automa wins a combat against Tesla on the Factory and there's at least 1 unoccupied adjacent territory, roll a six-sided die and use the Mad Tesla tile to determine where Tesla goes. Reroll until an unoccupied territory is chosen.

END OF GAME

Remember that in this episode the Automa's popularity could change and this affects the coins it gains at the end of the game.