

# FENRIS FACTION

## (BOX D AND PUNCHBOARD)

### SETUP

1. Place the Fenris faction home base tile over your previous faction's base on the map.
  - For regular (non-campaign) games of Scythe, select a random home base tile from those unused by other players and place the Fenris faction home base tile on the board in its place.
2. Place all 16 Influence tokens in your supply and then set up your faction as usual.

### FACTION ABILITY

**INFLUENCE:** After moving your character (and resolving combat and/or encounters), you may place an Influence token on that territory. If you do, you may then place 1 more Influence token on any other unoccupied, tokenless, primary terrain territory.

- A territory containing only a structure or airship is not considered "occupied" (only workers, characters, and mechs can occupy territories).
- Influence may not be placed on a territory with a Trap, Flag, Encounter, or Influence token.
- A "primary terrain territory" for the second influence token includes mountains, farms, tundras, forests, and villages (not lakes, the Factory, or home bases).

**DESIGNER'S NOTE:** *Fenris is a powerful faction, but with some handicaps. Movement is important to Fenris, and the faction will likely benefit an aggressive player more than a passive one.*



### INFLUENCE TOKENS

- For non-Fenris players, whenever one of your units (character, mech, or worker) moves into a territory containing an Influence token, that unit's movement ends. Gain the Influence token (place it on your faction mat).
  - If your Mill produces a worker on a territory containing an Influence token, you gain the Influence immediately.
  - Airships, and workers they carry, do not occupy territories and do not claim Influence. If your airship drops off a worker onto a territory containing an Influence token, you gain the Influence immediately.
- Fenris units do not gain Influence tokens from the board (aside from with the Fanatical mech ability), and their units do not need to stop when they reach an Influence token.
- Each Influence token is worth -\$1 at the end of the game to the player who has it. (This means that the Fenris player effectively begins each game with -\$16.)



## MECH ABILITIES

- **LEAP:** When moving, you may “leap over” a territory if the destination is in a straight line (allows crossing of rivers and lakes, and avoiding enemy units). You may do this twice in the same turn using a Factory card Move action.
- **HORRIFY:** You may give an opponent 1 Influence token for each unit (character, mech, or worker) you force to retreat as an aggressor. This applies to forcing workers off territories in non-combat situations, as well as winning combat as an attacker. The Influence token must come from your personal supply.
- **DEATH RAY:** In combat, play any number of combat cards having the same value. Once this ability is active, you may only use identical cards in each combat (regardless of the quantity of your combat units), but there is no limit to the number you may play.
- **FANATICAL:** Your mechs and character may move to any non-adjacent territory containing an Influence token. Gain the token.
  - You only gain an Influence token if you move to it with the Fanatical ability. Normal moves and Leap movements do not force you to gain Influence tokens.

**AIRSHIP:** Fenris may only use their airship in games where airships are in use (i.e., when playing with The Wind Gambit expansion). Stands for airships are included in The Wind Gambit, not this expansion.

## END OF GAME

The fewest coins you can end the game with—even after accounting for Influence tokens that may reduce your coin total below \$0—is \$0.

## BOX D: FENRIS RULES

**AUTOMA**

### THE AUTOMA PLAYING AS FENRIS

If at any time the Automa needs to choose a home base, mix the icon tokens for all unselected home bases and draw one for the Automa. The Automa doesn't use any faction-specific actions (those marked in brackets on the Automa cards).

For each enemy unit (mech, character, or worker) that the Automa forces to retreat, it gives 1 Influence token (if it has any left) to the owner of the retreating unit.

Every time after moving its character, the Automa will place as many Influence tokens as possible, up to a maximum of 3 tokens:

1. First, it places 1 Influence token on the character's territory (if there are none already).
2. If it's on a primary terrain territory, it then places a second and third Influence token using this procedure:
  - Place an Influence token on an unoccupied, tokenless territory of the same type that the character is on.
  - **TIEBREAKER 1:** The territory closest to an enemy combat unit.
  - **TIEBREAKER 2:** Normal English reading order.

During episode rewards, the Automa doesn't lose coins for Influence tokens.

### THE AUTOMA PLAYING AGAINST FENRIS

- The Automa picks up Influence tokens and loses coins for them using the normal rules.
- When choosing destination territories, all Automa Move actions use the following special tiebreaker before all normal tiebreakers, but after episode specific tiebreakers:
  - **TIEBREAKER 1/2:** The territory without an Influence token, unless it currently counts as more than 1 territory for scoring.