

EPISODE 3: A PLEA FROM VESNA

MARCH 1922

Esteemed Patron and Friend of Nikola Tesla,

I am Vesna, daughter of Nikola Tesla. I write to you requesting your help. Please understand that this is a measure of last resort. I do not wish to take advantage of the relationship you have cultivated with my father. He and I are capable and resourceful people, as I am sure you know. Even so, I have found myself in a situation from which I see no escape.

Since closing the Factory, my father and I have been living in the secure inner hold, working on a new technology which Father hopes will be his salvation. Shortly after the New Year, a band of mercenaries managed to penetrate the hold and take us captive. They separated my father and me, but my understanding is that they wish for my father to complete the work on his

latest, and most powerful mechs. My father would never do so, even if his life rested on it. But instead, it is my life they threaten. My father will not let me die.

I ask for your help, not to protect myself, but my father. If I can escape this place, he can end his work on these horrific machines. I know that, other than my safety, this is his greatest wish. I do not know when I will be able to get these messages to our carrier pigeons, so time is of the utmost importance. It may already be too late.

With deepest respect and hope for peace,

*Vesna Tesla
January 23, 1922*

STORY SUMMARY

Vesna, daughter of Nikola Tesla, is trapped in the Factory with her father. You must get to the factory and find her!

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.
2. If you have any Infrastructure Mods (these may not have been unlocked yet), place them face up near your play area.
3. If you have any Mech Mods (these may not have been unlocked yet), you may choose to place them over the abilities on your faction mat.
4. Lift Box A out of the game box (without opening Box A). There is a Vesna card taped to the bottom (if not, just choose a random Factory card to represent Vesna).
5. Shuffle the Vesna card, plus 4 ADDITIONAL Factory cards into the Factory deck (so, if you have 5 players, you'll have 6 Factory cards + 1 Vesna + 4 more random cards, for a total of 11 Factory cards).
6. Place the Influence tokens near the board.
7. If Rusviet is in the game, give them the revised Township tile from the punchboard. They are required to use this instead of the standard Township ability (or, if unlocked, cover it with a mech mod).
8. If desired, deduct \$15 from your Wealth to purchase a Perk to use in this game.

EPISODE GOALS

- Accumulate Influence tokens
- Find Vesna
- Win the game

SPECIAL RULES

- When your character moves onto the Factory, your character's movement ends. Before continuing (combat, trigger Trap, etc.), do the following in order:
 - a. Gain 1 Influence token and shuffle the Factory deck.
 - b. Draw X random Factory cards, where X is the number of your influence tokens. Reveal those cards to all players.
 - If the Vesna card is among the revealed cards, gain that card. Vesna herself is not considered a Factory card.
 - If Vesna is not among the revealed cards and if you don't already have a Factory card, you may select 1 of the revealed Factory cards to gain.
 - c. Return the Factory cards to their designated place on the board, face down.
 - d. Complete your Move action (moving other units, engaging in combat, and triggering Traps).
- If your character is on the Factory at the beginning of your turn, you do not gain an influence token (and you may not search the Factory). However, you may use Speed or a Factory card Move action to leave the Factory and re-enter it, proceeding with steps a – d.
- In this episode, you never look at the entire deck of Factory cards (unlike regular games).
- Once Vesna is "found," players may continue gaining Influence and searching the Factory in the same way. The meaning of Vesna is revealed at the end of the game.

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