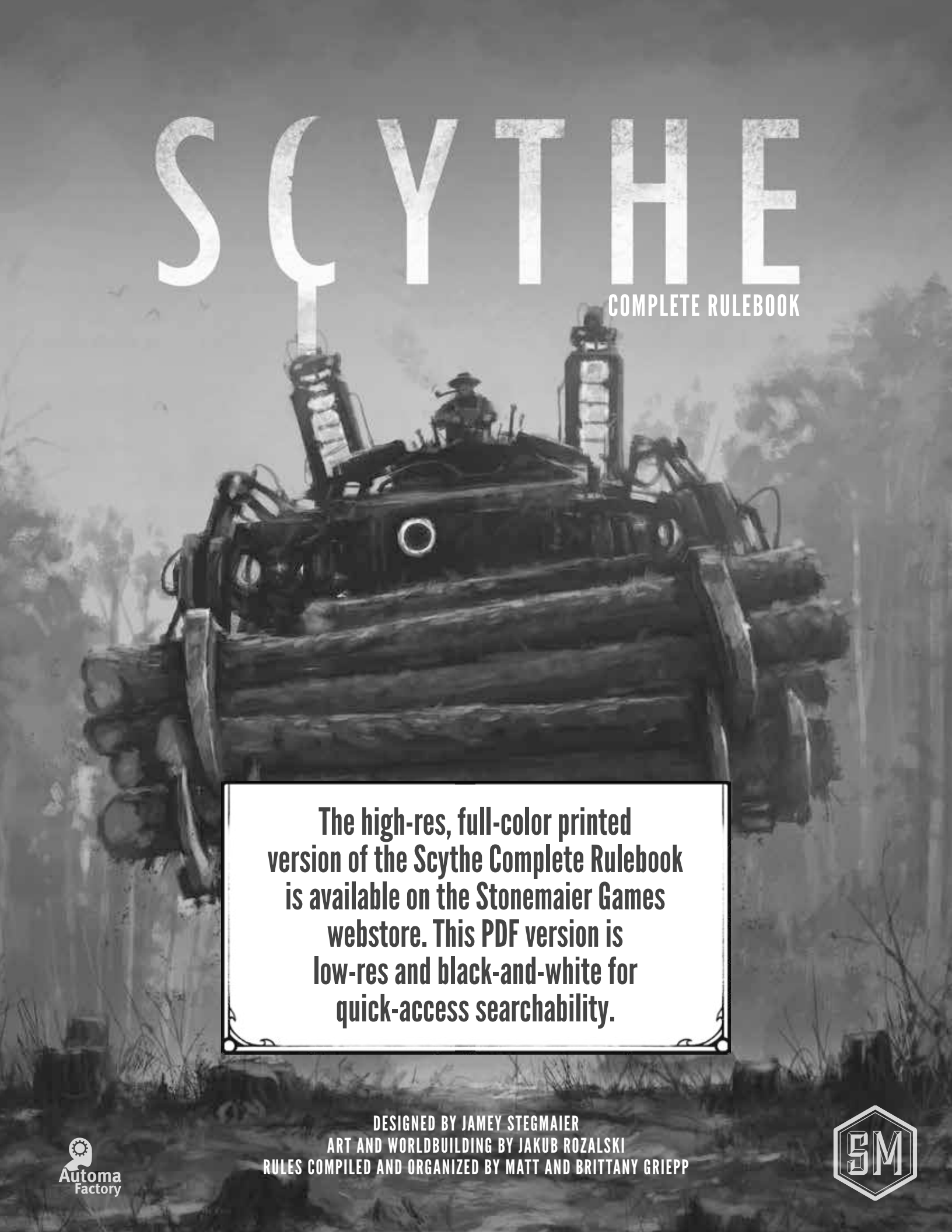

SCYTHE

COMPLETE RULEBOOK

The high-res, full-color printed version of the Scythe Complete Rulebook is available on the Stonemaier Games webstore. This PDF version is low-res and black-and-white for quick-access searchability.

DESIGNED BY JAMEY STEGMAIER
ART AND WORLDBUILDING BY JAKUB ROZALSKI
RULES COMPILED AND ORGANIZED BY MATT AND BRITTANY GRIEPP

Automa Factory

Scythe is a board game set in an alternate-history 1920s.
It is a time of farming and war, broken hearts and rusted gears, innovation and valor.

BACKSTORY

The ashes from the first Great War still darken the snow in 1920s Europa. The capitalistic city-state known simply as "The Factory," which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries.

With characters from five factions converging onto a small but highly desired swath of land, who will gain fame and fortune by establishing their empire as the leader of Eastern Europa?

INVADERS FROM AFAR EXPANSION

Designed by Jamey Stegmaier
Art and Worldbuilding by Jakub Rozalski

While empires rise and fall in Eastern Europa, the rest of the world takes notice. Two distant factions, Albion and Togawa, send emissaries to scout the land and employ their own distinct styles of conquering.

This expansion to Scythe adds 2 new factions to the original game, increasing the player count for Scythe as high as 7 players. The new faction mats and player mats should be mixed into the original game components; they're to be used with all player counts (1-7).

THE RISE OF FENRIS

Designed by Jamey Stegmaier and Ryan Lopez Devinaspre

The Rise of Fenris is the conclusion of the Scythe expansion trilogy (though no previous expansions are necessary to play The Rise of Fenris). It can be played as a **campaign expansion** (8 sequential episodes, see below for instructions) and/or as a **modular expansion** (11 different modules that can be mixed and matched per your preferences).

THE WIND GAMBIT EXPANSION

Designed by Jamey Stegmaier and Kai Starck
Art and Worldbuilding by Jakub Rozalski
3D modeling by Märchen Atelier

Mankind has long been confined to travel by land and sea, but a new technology has emerged from the greatest minds in Eastern Europa: airships. These steam-driven behemoths sail freely across the sky, aiding their empire's expansion through innovation and confrontation.

As the years pass, the world has come to understand that no single faction will rise above the rest for any span of time. In the hopes of decreasing the conflict and increasing the peace, leaders of Europa begin to gather each year to declare a new way for the factions to resolve their differences.

This expansion to Scythe adds 2 new modules that can be played together or separately at any player count and with either the base game or other Scythe expansions. These modules offer more strategic options without requiring players to use them. We recommend that new players try the core game of Scythe before incorporating this expansion.

STOP

RISE OF FENRIS SPOILERS ARE INTEGRATED THROUGHOUT THIS RULEBOOK.
IF YOU DESIRE TO AVOID SPOILERS, LOOK FOR THIS TEXT BOX IN THE BOTTOM CORNERS OF PAGES IN THIS RULEBOOK.
THESE TEXT BOXES INDICATE WHICH PAGES TO SKIP IN ORDER TO AVOID SPOILERS.
YOU MAY ALSO CHOOSE TO SKIP STRAIGHT TO THE CAMPAIGN, WHICH BEGINS ON PAGE 57.

NOTE: To learn and play traditional Scythe, proceed to the next page.
If you are already familiar with Scythe and wish to add stand-alone Fenris modules to a traditional game of Scythe (and have already completed the Rise of Fenris campaign or do not care to avoid spoilers), proceed to page 48.

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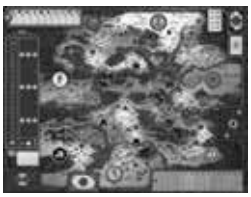
DESIGNER'S NOTE: *Why the name "Scythe"? A scythe is both an instrument of farming and a weapon of war, which perfectly encapsulates the combination of those two elements in the game. Your workers rely on the protection of your military just as much as your empire depends on the resources they produce. "Scythe" is pronounced like "sigh" and the soft "th" in "smooth".*

GLOBAL COMPONENTS

1 quick-reference guide

5 player mats

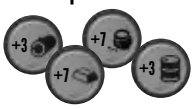
1 game board



80 resource tokens
(20 each of food, metal, wood, and oil, either as wooden tokens—regular Scythe—or realistic tokens—Collector's and Art Connoisseur Editions)

80 cardboard coins

12 multiplier tokens



12 encounter tokens

6 structure bonus tiles

42 combat cards (yellow)

23 objective cards (beige)

28 encounter cards (green)

12 Factory cards (purple)

2 Power Dials

5 Riverwalk cards

5 quick-start cards

Promo Items
See back of rulebook.

FACTION COMPONENTS

FACTION	NORDIC	SAXONY	POLANIA	CRIMEA	RUSVIET
PRIMARY COLOR	BLUE	BLACK	WHITE	YELLOW	RED
1 faction mat					
1 action token					
1 popularity token					
1 power token					
6 star tokens	6 x	6 x	6 x	6 x	6 x
4 structure tokens					
4 recruit tokens	4 x	4 x	4 x	4 x	4 x
4 mech miniatures	4 x	4 x	4 x	4 x	4 x
1 character miniature					
8 workers	8 x	8 x	8 x	8 x	8 x
6 technology cubes	6 x	6 x	6 x	6 x	6 x

INVADERS FROM AFAR EXPANSION

GLOBAL COMPONENTS

1 rulebook

2 player mats

1 box

1 punchboard

FACTION COMPONENTS

	TOGAWA	ALBION
faction mat		
action token		
popularity token		
power token		
star tokens	6 x	6 x
structure tokens		
recruit tokens	4 x	4 x
mech miniatures	4 x	4 x
character miniature		
workers	8 x	8 x
technology cubes	6 x	6 x
cardboard tokens		

WIND GAMBIT EXPANSION

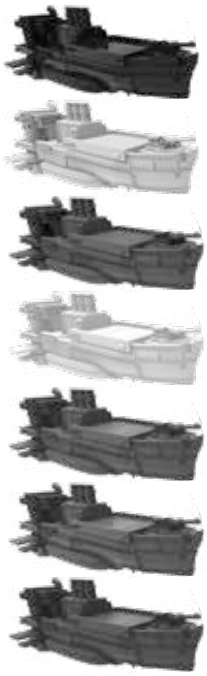
COMPONENTS

1 rulebook

8 resolution tiles

1 achievement sheet

7 airship miniatures
7 clear plastic stands

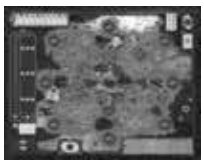


1 box

16 airship tiles

MODULAR BOARD COMPONENTS

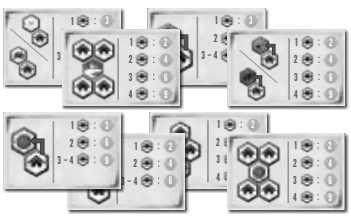
double-sided board



7 home base tiles

4 double-sided hex tiles

8 structure bonus tiles



1 inactive home base tile

1 rulebook

Object of the Game

In Scythe, each player represents a character attempting to make their faction the richest and most powerful in Eastern Europa. Players explore and conquer territory, enlist new recruits, produce resources and workers, build structures, and deploy monstrous mechs. A game of Scythe typically begins with players building up their infrastructure, exploring the world, then engaging each other in combat.

The game progresses as players place stars (achievements) on the board, and it ends when a player places their 6th star on the Triumph Track. You can earn a star for accomplishing any of the following:

- Complete all 6 upgrades
- Deploy all 4 mechs
- Build all 4 structures
- Enlist all 4 recruits
- Have all 8 workers on the board
- Reveal 1 completed objective card
- Win combat (up to 2 times)
- Have 18 popularity
- Have 16 power

GOAL

The goal is to have the greatest fortune at the end of the game; a typical winning fortune is around $75. You can accumulate coins during the game, but you will earn most of them during end-game scoring in the following three categories:

- Every star token placed
- Every territory controlled
- Every 2 resources controlled

The amount of coins you earn depends on your level on the Popularity Track. The higher your popularity, the more coins you will earn. You can also get a few bonus coins based on where you built structures.

IMPORTANT CONCEPTS

TERRITORY

A territory is a hex on the board labeled with one of the following terrain types:

FARM FOREST MOUNTAIN TUNDRA VILLAGE LAKE FACTORY

PRIMARY TERRAIN TYPES

HOME BASE

You have a home base that serves as a starting point and as a place to retreat after losing combat.

IT'S NOT A TERRITORY: A home base is not a territory, so by default you cannot move units, build structures, or deploy mechs onto any home base, including your own.

EXPANSION FACTIONS: There are two home bases on the game board without corresponding pieces. These are placeholders for expansion factions.

CONTROL

You control a territory if you have at least one unit there (a character, worker, or mech) OR if you have a structure there with no enemy characters, workers, or mechs. Only one player at a time can control a territory.

RESOURCES

Resource tokens (wood, food, metal, and oil) remain on the board once produced. You may only spend resources from territories you currently control.

SPEND RESOURCES FROM ANY TERRITORIES YOU CONTROL: You can spend resources on territories you control for actions related to territories anywhere on the board. For example, you can spend 3 metal tokens you control on one or more territories to deploy a mech on the same or a different territory (if you have a worker on that territory).

SUPPLY: When you spend a resource, remove it from the board and place it in the general supply at the side of the board. When you produce or trade for a resource (details in the **Top-Row Actions** section, pages 19-20), move it from the supply to the territory where it was produced. There are no limits to the number of resource tokens in the game—use multiplier tokens as needed.

WORKERS AREN'T RESOURCES. Resources are wood, food, metal, and oil. Workers are not resources.

EXAMPLE OF RESOURCE CONTROL: In this image, the Nordic faction controls each of the territories on which it has one of its units or structures (blue pieces, including the character miniature with the blue base). It can spend any of the resources on those territories. It cannot spend the metal tokens on the territory on the bottom left because it does not have a unit or structure there.

TYPES OF UNITS

Each of the three unit types in the game—characters, mechs, and workers—share two key similarities:

- They can move around the board (not over rivers or onto lakes, by default).
- They can transport any number of resource tokens.

Each type of unit also has some unique traits that aren't shared by the other unit types. These concepts will be explained in detail later in the rules.

Characters can engage in combat, can have encounters, and (once per game) gain a Factory card if they end their movement on the Factory. *You are represented on the board by your character. You have been sent on a mission by your faction's leader to claim the uncharted lands surrounding the defunct Factory.*

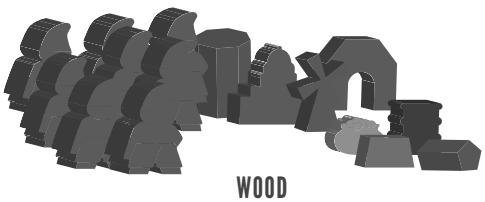
Mechs can engage in combat and, when moving, can transport any number of workers. **Mechs cannot transport your character.** *Mechs are built for war (and for discouraging other factions from engaging in war with them), and they're big enough that they can carry workers within their iron shells.*

Workers can produce resources and more workers, deploy mechs, and build structures. *These are the people of the land who have joined your cause to build an empire for you.*

WIND GAMBIT EXPANSION

An Airships are distinctly different from characters, mechs, and workers. Unlike those units, airships never control territories. Airships are moved via a Move action, and rivers and lakes do not constrain their movement. Each game, all airships have two randomly combined abilities that are the same for all players.

PLASTIC



WOOD

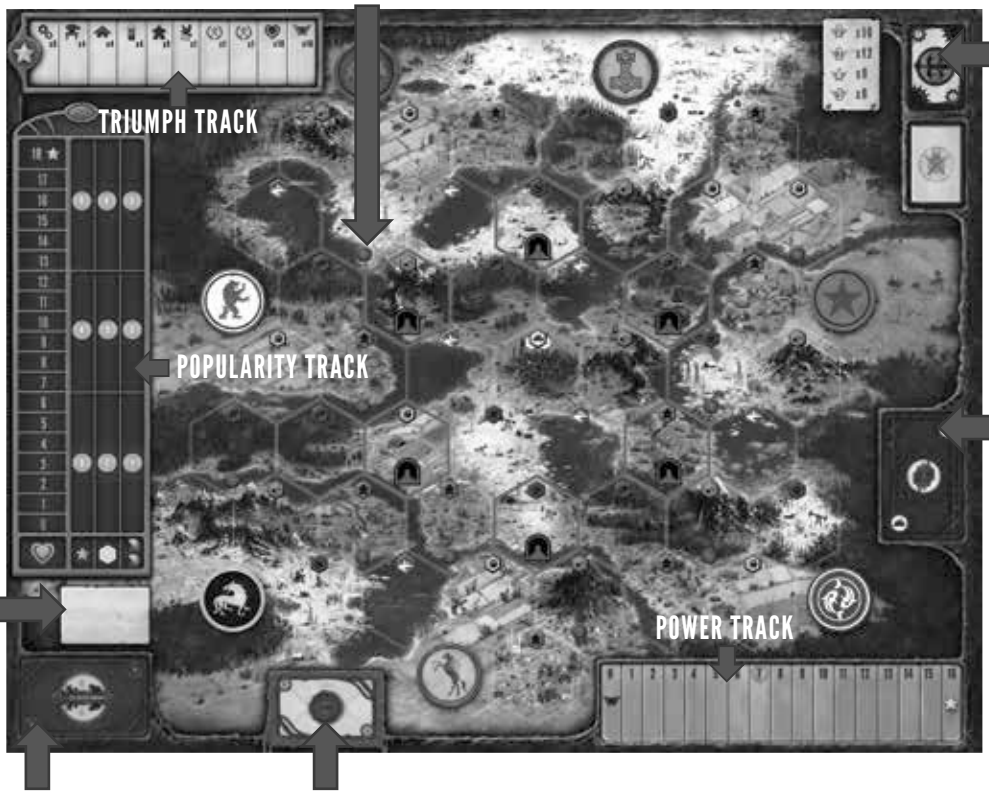
A visual cue in Scythe is that tokens that take part in combat are made out of plastic (characters, mechs and airships - in some instances when noted by airship tile). All other tokens are made out of wood to show that they do not take part in combat (workers, resources, and structures).

SETUP

BOARD SETUP

ENCOUNTER TOKENS (GREEN COMPASS): Place 1 encounter token on each territory marked with an encounter symbol on the board (11 total tokens).

RESOURCES AND COINS: Place the resource tokens (wood, oil, food, and metal), coins, and multiplier tokens in a supply area next to the board.



COMBAT CARDS (YELLOW): Shuffle the combat cards and put them on the board. If a combat card would need to be drawn from an empty deck, first shuffle the discard pile to create a new deck. If both the deck and discard pile are empty, no cards are drawn.

FACTORY CARDS (PURPLE): Shuffle the Factory cards and randomly select X cards face-down, where X is the number of players plus 1. Place those cards on the board face-down and return the rest of the Factory cards to the box without looking at them.

ENCOUNTER CARDS (GREEN): Shuffle the encounter cards and put them on the board.

OBJECTIVE CARDS (BEIGE): Shuffle the objective cards and put them on the board.

STRUCTURE BONUS TILE: Randomly select one of the structure bonus tiles and place it face-up at the bottom of the Popularity Track.

FACTION SELECTION:

Randomly shuffle the faction mats and player mats, then deal 1 of each to each player. Each player should sit near the home base for their faction with their faction mat and player mat positioned in front of them; the seating order should be Nordic, Rusviet, Crimea, Saxony, Polania (clockwise from top).
Note: The faction mat/player mat combinations of Rusviet/Industrial and Crimea/Patriotic are banned. If you draw either of those combinations, discard the player mat and randomly gain another.

SETUP
continued

AIRSHIP MODULE SETUP

1. Each player claims the airship in their faction's color and places it on their home base.
2. Shuffle the 2 types of airship tiles separately (they have different backs). Reveal 1 aggressive tile (red) and 1 passive (green). Place the selected tiles on the board next to the encounter deck. All players' airships have a combination of both abilities at all times.

SETUP FOR PLAYING WITH 6 OR 7 PLAYERS

The Invaders From Afar expansion allows for up to 7 players to play Scythe. There are no changes to the map; as would be the case in the real world, the game board is simply more crowded with more factions trying to conquer it. There are two small changes to the rules for 6-7 player games:

CRIMEA: One of the original Crimean mech abilities (Wayfare) is a non-factor in 6-7 player games. In a game of this size, the Crimean faction should replace the Wayfare ability with this new ability (placing the appropriate punchboard token on their faction mat): **Move to any unoccupied farm.**

POLANIA: The original Polania faction ability (Meander) results in a minimal benefit in 6-7 player games. When playing games of this size, the Polania faction should replace the Meander ability with this new ability (placing the appropriate punchboard token on their faction mat): **Pick up to 2 options per encounter card. At end of game, gain $3 for each encounter territory you control.**

While there are no other rule changes when adding a 6th or 7th player, please take into account the following notes regarding games of this size:

GAME LENGTH: A game of Scythe usually lasts about 25 minutes per player, so it will take longer with more players.

NEW PLAYERS: If this is a player's first time playing Scythe, we highly recommend they randomly select one of the original factions, not Albion or Togawa.

OVERLAPPING TURNS: Regardless of the player count, you may begin your turn once the player to your right starts to take a bottom-row action.

FIRST PLAYER: The new player mats—which are now shuffled in with the other player mats during setup for all games of Scythe regardless of player count—are numbered 2a and 3a. These numbers only matter when you are determining the first player based on the lowest-numbered player mat: The order is 1, 2, 2a, 3, 3a, 4, 5.

STARTING CARDS AND TRACK POSITIONS:

Both the faction mat and player mat indicate your starting cards and track positions in the boxes on the far right of each mat.

FACTION MAT

COMBAT CARDS: Draw the indicated number of combat cards. The number of combat cards you have is public information, but the content of those cards is kept secret from opponents.

POWER TOKEN: Place your power token ( ) on the indicated level of the Power Track on the game board. Power is the commodity you will spend in combat.

PLAYER MAT

POPULARITY TOKEN: Place your popularity token ( ) on the indicated level of the Popularity Track on the game board.

COINS: Gain the indicated amount of coins and place them on your faction mat. While the number of coins you have during the game is not hidden information, you are never required to reveal their total value to other players. The decisions you make in Scythe are not impacted by each of your opponent's coin totals.

OBJECTIVE CARDS: Draw the indicated number of objective cards. The content of those cards is kept secret from opponents. After all players have drawn their objective cards, return the objective deck to the board.

CHARACTER

Place your character (miniature with the person & animal) on your faction's home base.

WORKERS

Place 1 worker on each of the territories connected to your home base by land (a total of 2 workers).

SETUP
continued

PLAYER MAT

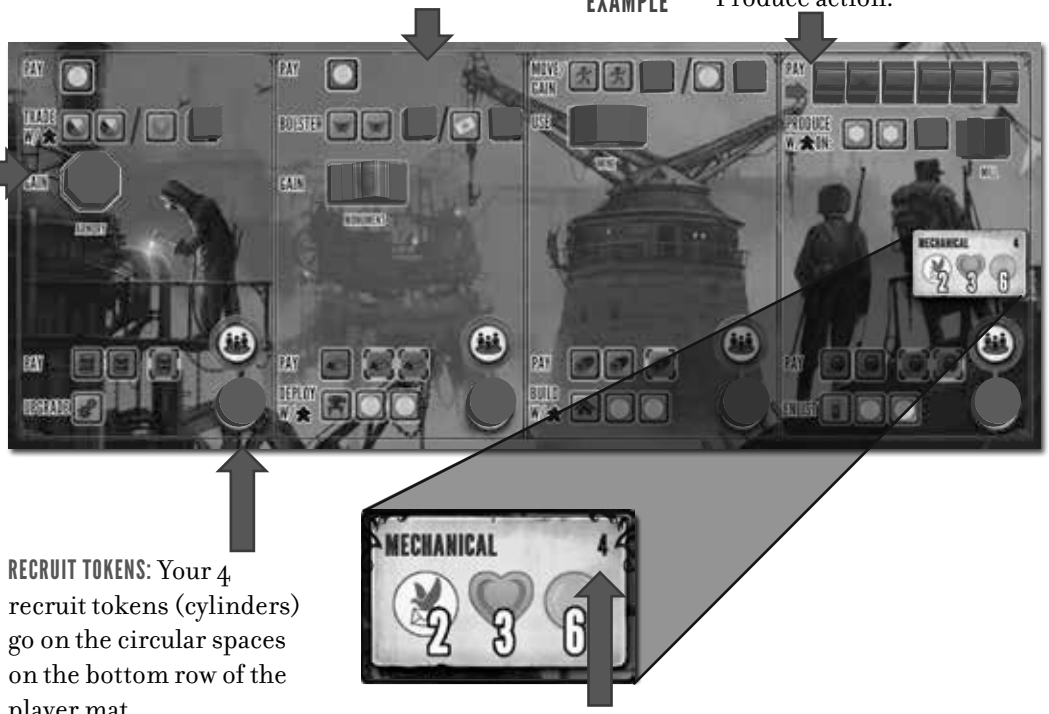
Your player mat is where you'll be choosing actions during the game.

TECHNOLOGY CUBES: Put 6 technology cubes on your player mat on the green boxes that have a black square in the bottom right corner.

EXAMPLE

WORKERS: Your remaining 6 workers (meeples) go on the rectangles above the Produce action.

STRUCTURE TOKENS: Your 4 structure tokens (wooden buildings: Armory, Monument, Mine, and Mill) go on top of the corresponding boxes. Each player has the same 4 structures.



ACTION TOKEN: Place your action token next to the player mat.

RECRUIT TOKENS: Your 4 recruit tokens (cylinders) go on the circular spaces on the bottom row of the player mat.

STARTING PLAYER:

The player with the lowest number in the label on their player mat will go first. Play proceeds clockwise from there.

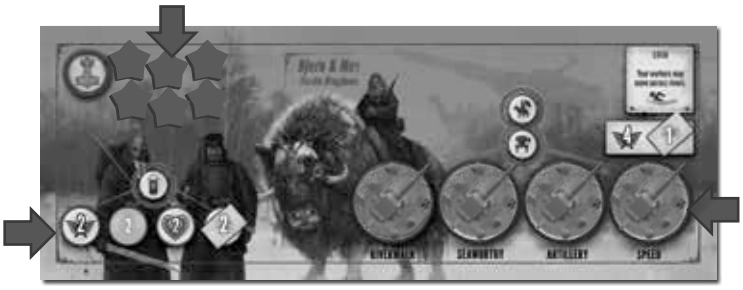
DESIGNER'S NOTE: *The higher-numbered player mats offer slightly more lucrative starting track positions than the others, as those players are more likely to have 1 fewer turn by the end of the game than the player who goes first.*

FACTION MAT

Your faction mat is where you keep your mechs, stars, and coins. Each faction mat also shows a special ability in the upper right corner.

STARS: Place your 6 star tokens at the upper left near the faction emblem.

Do not put tokens on top of the Recruit One-Time Bonuses (bottom left corner)—you'll gain these benefits when enlisting recruits during the game.

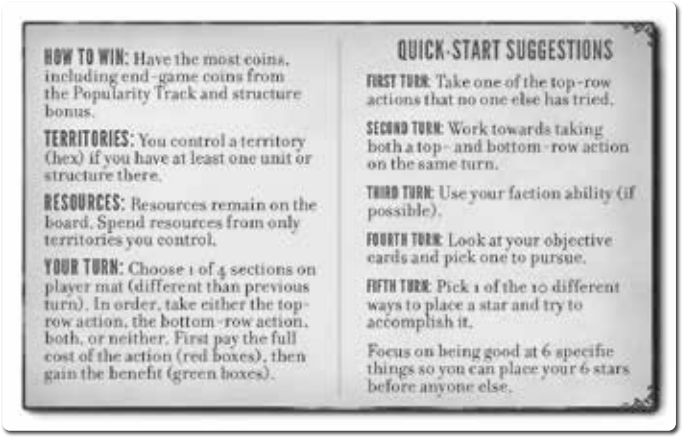


MECHS: Place your 4 mech miniatures on top of the 4 mech/character abilities.

QUICK-START CARD

We recommend that you don't try to teach every little rule to new players. Instead, give each player a quick-start card. This card contains key information about units on one side, and the other side covers broad concepts and gives players something specific to do for their first five turns.

Your first game of Scythe isn't about devising a masterful plan or understanding every little rule. Just jump in and start pushing buttons to see how things work, referring to the rules when necessary.



RIVERWALK CARD

The riverwalk cards—one per player—are a reminder as to which factions have the ability to cross into each home territory if they unlock the Riverwalk mech ability, as each Riverwalk ability is slightly different. This ability is explained for each faction on pages 23-29.

SCYTHE MODULAR BOARD

The Scythe modular board adds a new level of variability to Scythe, with the map and the faction locations changing every time you play.

SETUP

1. Randomly select either side of the board.
2. Randomly place the modular tiles on the designated areas of the board, oriented in the proper direction. If a tile placement results in a lake being adjacent to a home base, flip the tile over to the other side (one of the two sides is guaranteed to fit).

3. Randomly place a home base tile on each of the corresponding hexes, regardless of player count.
   a. If you do not have The Rise of Fenris, use all 8 of these home base tiles, including the inactive one.
   b. Note that we don't recommend using the modular board during campaign play, as certain random layouts may conflict with various episodes.

4. Randomly deal a player mat to each player.
5. Starting with the highest-numbered mat, select a faction. Continue in descending order through the player mats until each player has selected their faction (descending order is 5, 4, 3a, 3, 2a, 2, 1).
   a. **IMPORTANT:** When making a faction selection, consider their Riverwalk ability, particularly if they have access to metal (for deploying mechs) but not wood (for building a Mine). Experienced players may need to guide newer players through this decision.
   b. **FIRST PLAYER:** As normal, the player with the lowest-numbered mat will be the first player, with play continuing clockwise.

FACTION-SPECIFIC NOTES

1. **BANNED COMBINATIONS:** The player with the Industrial player mat may not choose the Rusviet faction, and the player with the Patriotic player mat may not choose the Crimean faction. If you draw either of those combinations, discard the player mat and randomly gain another.
2. **WAYFARE (CRIMEA):** Even in 6-7 player games, Crimea should use their original Wayfare ability. Any inactive home base is eligible for this ability (e.g., there will be 1 inactive home base in a 7-player game, 2 in a 6-player game, and so on).

OTHER NOTES

- **LAKES**: If there is water on a non-lake territory that connects to an adjacent lake, it is considered part of the lake (you don't need Riverwalk to cross it, but you do need a lakewalk ability).
- **PLAYER COUNT VARIANT**: You may choose to remove modular tiles based on player count, leaving parts of the board empty. Do this after faction selection. The exact tiles and even the number of tiles removed will depend on which home bases were selected, but a general approximation is as follows:
  - 2 – 3 players: remove 2-3 modular tiles
  - 4 players: remove 1 modular tile
  - 5 – 7 players: remove 0 modular tiles

STOP

THE FOLLOWING NOTE (BELOW) REGARDING THE MODULAR BOARD CONTAINS SPOILERS. STOP READING IF YOU WISH TO AVOID SPOILERS.

If you have The Rise of Fenris, use 7 of these home base tiles and the 2 new faction tiles (after the random placement, 1 faction will be excluded). Do not use the inactive home base tile.

GAMEPLAY

Scythe uses an ongoing action-selection mechanism (no rounds or phases). Players take turns one after another until a player places their 6th star on the board, immediately ending the game.

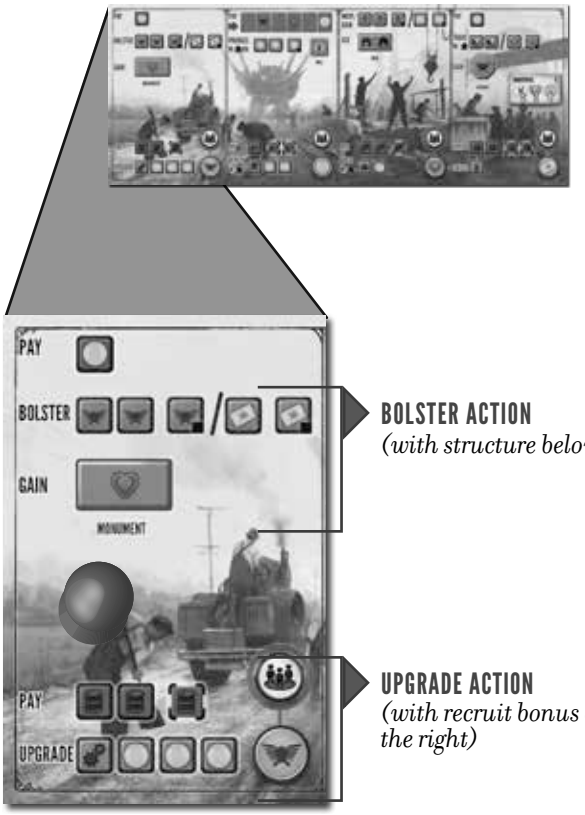
On your turn, do the following in sequential order:

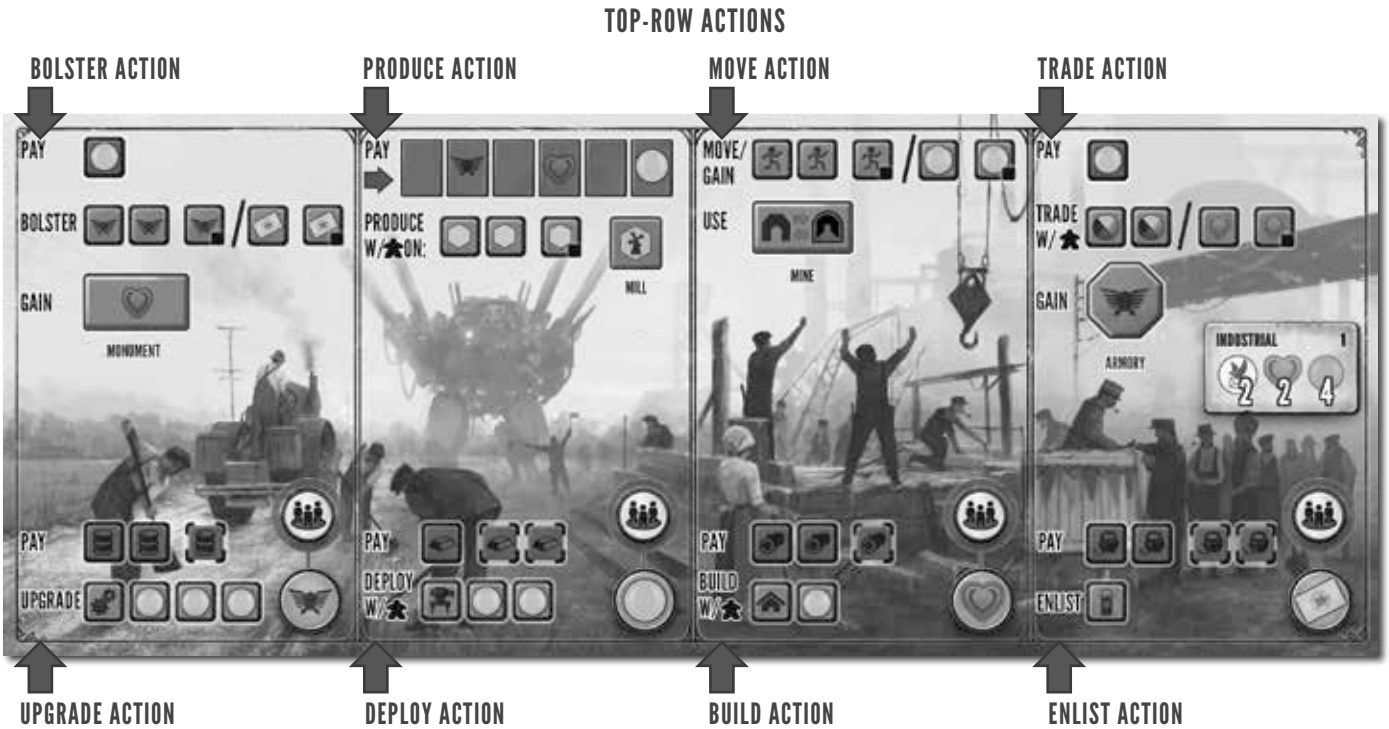
1. Place your action token on a different section of your player mat than where it was on your previous turn.
2. Take the top-row action on that section once (optional).
3. Take the bottom-row action on that section once (optional).

Thus, you may take a single action, both actions (from top to bottom), or neither action (but you must still move your action token). You may use resources gained from the top-row action to pay for the bottom-row action. Also, you may complete an objective card during your turn (see **Objective** section, page 42).

The costs (red boxes) and benefits (green boxes) on your player mat are shown by the number of empty spaces *before* the action is taken. When taking an action, first pay the cost, then gain as much or as little of the benefit as you wish. You may only take an action once on your turn, not multiple times.

After you've completed your turn (**or as you're finalizing your decision on a bottom-row action—it is crucial for turns to overlap in this manner to keep the game moving at a steady pace**), the next person in clockwise order takes their turn.





TOP-ROW ACTIONS

The top-row actions appear in a different order on each player mat, though each action is identical. The player mat visuals and the default costs and benefits explained in this section are based on the starting position of each player mat.

MOVE

Do one of the following ("/" means "or"):

MOVE: Move up to 2 *different* units you control (character, worker, airship or mech) from one territory (or home base) to one adjacent territory. Move one, then move the other.

GAIN COIN(S): Gain $1.

Here are some important notes about how movement works:

RESOURCES AND WORKERS: Units may pick up and drop off any number of resource tokens during a Move action.

MECHS: In addition to resources, your mechs can pick up and drop off any number of your workers during a Move action. If they do, this does not count as movement for the workers, just the mech. So you could transport some workers on a mech, and then one of those workers could move on its own. You could also use part of your Move action to move a worker onto a territory with a mech, then move the mech while carrying the worker.

RIVERS AND LAKES: By default, units may not move across rivers or onto lakes. This rule is broken by some mech abilities (see **Mech** abilities for Polania and Nordic, pages 24-29).

RIVER: A river is a body of water on the border between two land territories.

LAKE: A lake is a body of water comprised of an entire territory hex. It extends from the hex to any adjacent shoreline. Thus, in the example shown here, if a player has a special lake-movement ability, they could move from any of the surrounding territories onto the lake.

TUNNELS: For the purposes of the Move action for any unit except airships, all territories with the tunnel icon ( ) are considered to be adjacent to each other.

MOVING INTO OPPONENT-CONTROLLED TERRITORIES:

CONTROLLED BY WORKERS

» If your **character or mech** move into a territory controlled by an opponent's workers (and no other units), its movement ends (even if you have a mech ability that would allow it to move further). Each of the opponent's workers on that territory immediately retreats to their faction's home base, leaving behind any resource tokens. You lose 1 popularity for each of their workers you forced to retreat—they're not happy with you for forcing them off their land (in the case that you cannot reduce your popularity any further, the workers are still forced to retreat).

» Your **workers** cannot move by themselves into territories controlled by opponent workers.

CONTROLLED BY A STRUCTURE

» Any unit can move into a territory controlled only by a structure. The player who controls the unit now also controls the territory.

CONTROLLED BY CHARACTER AND/OR MECHS

» If your **character or mech** move into a territory controlled by an opponent's character and/or mechs, its movement ends (even if you have a mech ability that would allow it to move further). The opponent still temporarily controls that territory. After you've completed all Move actions, if any of your mechs or your character share a territory with an opponent's character or mechs, combat happens (see **Combat** section, pages 38-39).

» Your **workers** cannot move by themselves into or out of territories controlled by opponent characters and/or mechs.

HOME BASE: By default, you may not use the Move action to move any unit from the board into any home base (including yours).

ENCOUNTERS: If you move your **character** into a territory with an encounter token, its movement ends and they cannot move again this turn. After resolving all combats for this turn, if your character is still in such a territory, discard the encounter token and resolve the encounter (see **Encounters**, page 40).

NO LIMIT: There is no limit to the number of same-faction units that can be on a territory.

TOP-ROW ACTIONS

continued

BOLSTER

Pay the cost ($1) and gain one of the following:

POWER: Increase your power by 2 on the Power Track. Power is the commodity you will spend in combat.

COMBAT CARD(S): Draw 1 combat card. Combat cards are used to augment the power you spend in combat (you may spend up to 1 combat card per character/mech in combat). If a combat card would need to be drawn from an empty deck, first shuffle the discard pile to create a new deck. If there is no discard pile, no cards are drawn.

TRADE

Pay the cost ($1) and gain one of the following:

RESOURCES: Gain any 2 resource tokens (any combination of oil, metal, food, and/or wood) and place them on any territory you control with at least one worker on it. You may not take the trade action to pay for resources if all of your workers are on your home base.

POPULARITY: Increase your popularity by 1 on the Popularity Track. Popularity is a commodity used in encounters, and it determines your scoring multiplier at the end of the game.

STRATEGY TIP: While producing with workers will provide the bulk of most players' resources, trading has some benefits over producing that should not be underestimated. For example, trading for a desired resource is sometimes preferable to moving a worker to a territory that provides that resource. The action that you would have spent on movement can now be used for something more productive. Trading also allows players to access resources that aren't available in their homeland.

PRODUCE

Pay the cost (depending on what is shown on all exposed red rectangles *before* taking the Produce action), choose up to 2 *different* territories you control, and all workers on those territories may produce.

On the territories you selected for production, each worker may produce 1 token. The **resource** token is placed on the territory where it was produced. If a worker produces another **worker** (by producing on a village), after paying the Produce cost, pick up the leftmost worker of the Produce action on your player mat and place it on the village.

PRIMARY TERRAIN TYPES

TERRAIN TYPE	WHAT IT PRODUCES
MOUNTAIN	METAL
FARM	FOOD
TUNDRA	OIL
FOREST	WOOD
VILLAGE	WORKER
LAKE	
FACTORY	

EXAMPLE: If you choose to produce on two territories (a farm with 1 worker and a mountain with 2 workers), you would produce 1 food on the farm and 1 or 2 metal on the mountain.

PAYMENT IS REQUIRED: As is the case with any action, you must be able to pay the full cost to take the Produce action. If you don't have the coins, popularity, and/or power, you must take other actions instead.

NO LIMIT: Any number of resource tokens or workers can be on a territory. There are no limits to the number of resource tokens in the game. If necessary, place a multiplier token next to resource tokens on the board.

WORKERS ARE PERMANENT: Once you have a worker on the board, you cannot return it to your player mat.

It is possible—albeit very rare—that players may find themselves in a position where they cannot take any actions (if they last took a Move action and have no coins, resources, power, or popularity). If that happens, the player must take a "dead turn" where they choose another section of the player mat without taking any of the actions there. We recommend being thrifty with coins early in the game to prevent this from happening.

BOTTOM-ROW ACTIONS

The bottom-row actions are in the same order on all player mats, but the costs and benefits vary. The player mat visuals and the default costs and benefits explained in this section are based on the starting position of each player mat.

OVERLAPPING TURNS: Usually when a player starts to take the bottom-row action (which isn't interactive but may take a few seconds to figure out), the next player can start to take their turn.

COINS: Most of the bottom actions give you at least one coin when you pay to take that action. We recommend that players take the coins before implementing the main focus of the action so they don't forget to gain those coins. A player may choose not to take the coins (e.g., if coins interfere with their objective).

COMPLETING ACTIONS: Eventually you may "complete" a bottom-row action (e.g., with the Upgrade action, at some point you may have nothing more to upgrade). After that point you may continue to pay the cost of the action to gain the coins (and the recruit bonus, if applicable).

RECRUITS: Each of the bottom actions has a Recruit Ongoing Bonus (green circle). If it is exposed, it rewards a player when they or adjacent opponents take this action. See the **Enlist** section for details (page 33).

UPGRADE

Upgrading improves the efficiency of the infrastructure in your growing empire. The resource used to upgrade is oil.

To upgrade, pay the cost, pick up a technology cube from any green box on your player mat, and place it on any empty red box with bracketed borders. Red boxes with solid black borders are off limits for upgrades.

EXAMPLE: You decide that you want to be able to Produce on 3 territories instead of 2 (ignore the Mill for this example), and you want to decrease the cost of enlisting a recruit by 1 food. By taking the Upgrade action, in addition to paying the oil cost and gaining the coin benefit, pick up any technology cube from a green box (in this case, the Produce action benefit) and move it to any red box with bracketed borders (in this case, the Enlist action cost).

DEPLOY

You can deploy mechs (miniatures) to protect your workers, expand your empire, and add new abilities to your character and other mechs. The resource used to deploy mechs is metal.

To deploy a mech, pay the cost, choose **any** mech on your faction mat, and place that mech on a territory you control with at least one worker on it. You can't deploy mechs on lakes (even if your faction has mech abilities allowing your mechs to move onto lakes).

From now on, your character and all mechs (not your workers) gain the ability on the faction mat that was under the mech miniature. These abilities vary from faction to faction.

SAXONY

RIVERWALK: Your character and mechs can move across rivers onto forests and mountains.

UNDERPASS: For the purposes of Move actions for your character and mechs, mountains you control and all tunnels are considered to be adjacent to each other. For example, if your mech is on a mountain, it can move from that mountain to (a) any other mountain you control or (b) any tunnel (or your Mine).

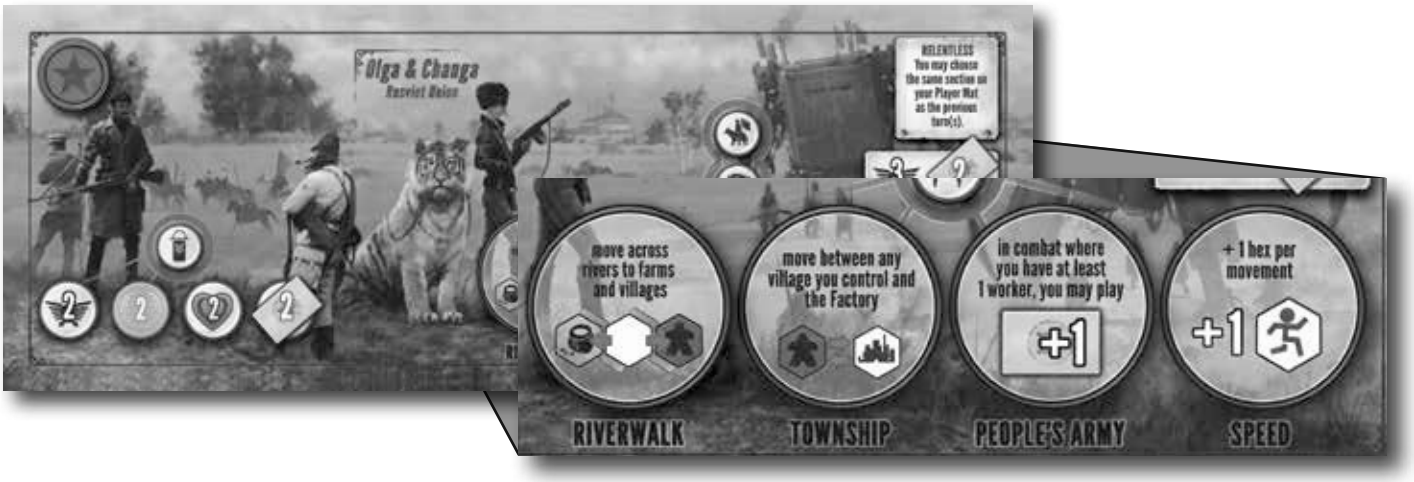
DISARM: Before you engage in combat on a territory with a tunnel or your Mine, the combating opponent loses 2 power. This loss of power is reflected on the Power Track. You may do this once per combat, not once per unit.

SPEED: Your character and mechs may move one additional territory when moving. If any of those units move into a territory containing an opponent's character, mech, or worker, their movement ends and they cannot move again this turn. Moving from one tunnel to another still counts as 1 move, so with this ability you could move an additional territory before or after moving through a tunnel. Your mechs can pick up and drop off resources and workers in the middle of a Move action when they have the Speed ability.

BOTTOM-ROW ACTIONS

continued

RUSVIET



RIVERWALK: Your character and mechs can move across rivers onto farms and villages.

TOWNSHIP: For the purposes of Move actions for your character and mechs, villages you control and the Factory are considered to be adjacent to each other. For example, if your mech is on a village, it can move from that village to (a) any other village you control or (b) the Factory.

PEOPLE'S ARMY: In combat where you have at least 1 worker, you may play one additional combat card. You still require a character or mech to participate in combat. For example, if you have 2 mechs and 3 workers in combat, you may play up to 3 combat cards (1 for each of the mechs and 1 because you have at least 1 worker).

SPEED: Your character and mechs may move one additional territory per movement. See page 23 for full details.

NORDIC

RIVERWALK: Your character and mechs can move across rivers onto forests and mountains.

SEAWORTHY: Your character and mechs can move to and from lakes and retreat onto adjacent lakes (you may still also retreat those units to your home base). This allows for lake hexes to be treated the same as other territories for movement. If a mech transports workers onto a lake (during a Move action or when retreating) or if a character or mech transports resources onto a lake, you may not leave those workers or resources on the lake after moving off of it, nor may a worker move off of the lake without the assistance of the mech. Lakes are territories, so if two factions have a lake-movement ability, it's possible for combat to happen on a lake. You cannot build a structure or deploy a mech on a lake.

ARTILLERY: Before you engage in combat, you may pay 1 power to force the combating opponent to lose 2 power. This loss of power is reflected on the Power Track. You may do this once per combat, not once per unit.

SPEED: Your character and mechs may move one additional territory per movement. See page 23 for full details.

CRIMEA

RIVERWALK: Your character and mechs can move across rivers onto farms and tundra.

WAYFARE: Your character and mechs may move from a territory or home base to any inactive faction's home base or your own regardless of the distance. An "inactive faction" is any faction not currently in the game, including the expansion factions. Normally players may not move into any home base, but this is an exception to that rule.

In a 6-7 player game not using the modular board replace the Wayfare ability with the new ability: Move to any unoccupied farm (place the appropriate punchboard token on their faction mat).

SCOUT: Before you engage in combat, steal one of the opponent's combat cards at random and add it to your hand. You may do this once per combat, not once per unit.

SPEED: Your character and mechs may move one additional territory per movement. See page 23 for full details.

POLANIA

RIVERWALK: Your character and mechs can move across rivers onto villages and mountains.

SUBMERGE: Your character and mechs may move to and from lakes and move from any lake to another (similar to tunnel movement, but with lakes). If a mech transports workers onto a lake or if a character or mech transports resources onto a lake, you may not leave those workers or resources on the lake after moving off of it, nor may a worker move off of the lake without the assistance of the mech. Lakes are territories, so if two factions have a lake-movement ability, it's possible for combat to happen on a lake. You cannot build a structure or deploy a mech on a lake.

CAMARADERIE: You do not lose popularity when forcing an opponent's workers to retreat after winning combat as the aggressor. This applies any time on your turn when your character or mechs force an opponent's workers to retreat after combat, but not when moving into a territory controlled by workers (not combat).

SPEED: Your character and mechs may move one additional territory per movement. See page 23 for full details.

BOTTOM-ROW ACTIONS

continued

CLAN ALBION

(Invaders from Afar expansion)

BURROW: Your character and mechs may cross rivers into, or out of, any adjacent tunnel territory. A territory containing your Mine counts as a tunnel territory, but a territory containing an opponent's Mine does not.

SWORD: Before you engage in combat as the attacker, the defender loses 2 power. The loss of power is reflected on the Power Track (players cannot have less than 0 power). This happens once per combat, not once per unit.

SHIELD: Before you engage in combat as the defender, gain 2 power. The extra power is reflected on the Power Track. This happens once per combat, not once per unit.

RALLY: When taking a Move action, your character and mechs can move to any territory that contains at least one of your workers or a Flag token, regardless of the distance.

TOGAWA SHOGUNATE

(Invaders from Afar expansion)

TOKA: Once per turn when moving, either 1 character or 1 mech may move across a river. A mech can use this ability while transporting workers. The character or mech may not move across multiple rivers when using a Move action on a Factory card.

SUITON: Your character and mechs can move to and from lakes. If combat occurs on a lake (some other factions have lake-related abilities), you may play 1 additional combat card. You may do this once per combat, not once per unit. If a mech transports workers onto a lake or if a character or mech transports resources onto a lake, you may not leave those workers or resources on the lake after moving off of it, nor may a worker move off of the lake without the assistance of the mech. You cannot build a structure or deploy a mech on a lake, but you may place a trap there.

RONIN: Before combat where you have exactly 1 unit (0 workers and either 1 character or 1 mech), you may gain 2 power on the Power Track. Do not count airships or workers on airships.

SHINOBI: Your character and mechs can move to any territory with a Trap token, regardless of the distance. When using the Shinobi ability, if your character or mech ends their movement on the same space as a disarmed Trap token (i.e., not in the middle of a Factory card's Move action), you may choose to arm the Trap. If using Shinobi results in combat, you may only arm the Trap if you win the combat.

STOP:

The next few pages contain spoilers for Rise of Fenris. Skip to page 30 if you wish to avoid spoilers.

BOTTOM-ROW ACTIONS

continued

VESNA

(The Rise of Fenris expansion)

MECH ABILITIES

Unlike other factions, Vesna has only 2 latent mech abilities (Riverwalk and Speed). The other spots are blank. However, her faction also comes with 18 mech ability tokens (with a blue border). Vesna may select these tokens during setup—this selection happens after Mech Mods are selected (in a non-campaign game) but before any Mods/abilities are placed on Vesna's faction mat.

a. Randomly select 6 mech ability tokens from Vesna's supply of 18 tokens. Return the others to the box—they won't be used this game.

b. From your mech ability tokens and Mech Mods, you may choose 2–4 tokens. Place 2 of those tokens on the blank spaces on your faction mat; if you choose a 3rd or 4th token, place them over your printed mech abilities (Riverwalk and Speed). These tokens are locked in place for the current game; set aside unused tokens.

RIVERWALK: You may move your character and mechs across rivers to/from an adjacent territory containing any player's structure.

SPEED: Your character and mechs may move one additional hex per Move action.

Some of Vesna's mech ability tokens are clarified in the instructions for Mech Mods.

FENRIS

(The Rise of Fenris expansion)

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. 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. Once Death Ray is unlocked, before each combat, you may decide whether or not to use it. If you do not use it, you may choose any combination of power cards, up to the number your combat units involved, as normal.

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.

BOTTOM-ROW ACTIONS

continued

BUILD

You can build structures (structure tokens) to enhance your actions, control territories, and get end-game bonuses. The resource used to build structures is wood.

To build a structure, pay the cost, pick up any structure from your player mat, and place it on a territory you control with at least one worker on it.

LIMIT 1 PER TERRITORY: Only 1 structure can be built on each territory. So if you're the first player to build a structure on a specific territory, neither you nor any opponent may build another structure there.

STRUCTURE CONTROL: Opponents can't use your structure abilities. You always get the abilities from your structures even if you don't control the territories they're on (except for the Mill--you can't produce on the Mill's territory if you don't control that territory).

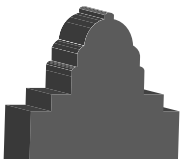
TERRITORY CONTROL: A territory with one of your structures on it is under your control even if you have no units there. However, if an opponent's unit is on a territory with your structure, that territory is under their control.

PERMANENCE: Structures cannot be destroyed or moved.

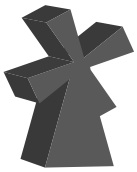
FACTORY: You may build on the Factory territory.

PLACES YOU CAN'T BUILD: Home bases aren't territories, so you can't build there. You also can't build structures on lakes.

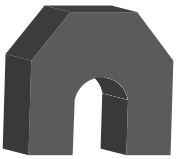
ONGOING BONUS: The benefit revealed by removing a structure from your player mat is an additional benefit you will gain when taking the top-row action directly above it in the future.



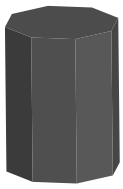
MONUMENT: Whenever you take the Bolster action, also gain 1 popularity.



MILL: Whenever you take the Produce action, the territory with the Mill may count as an extra (bonus) territory for production. The Mill will produce as if it were a worker. If there are actual workers on the Mill territory, they may also produce.



MINE: The Mine acts as a tunnel that only you can use. You may move units to and from your Mine as if it is a tunnel (even if an opponent controls the territory the Mine is on). Unlike the other structures, this is an ongoing ability associated with all unit movement.

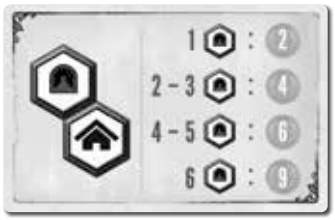


ARMORY: Whenever you take the Trade action, also gain 1 power.

END-GAME BONUS: At the end of the game, players will gain coins for achieving the goals shown on the structure bonus tile that was randomly selected during setup. You gain this bonus even if you don't control the territories the structures are on. This bonus represents how property values have strengthened your expanding empire.

EXAMPLE: The structure bonus for this game is for the number of lakes adjacent to your structures. If you had the two structures positioned as shown here, you would gain coins for 4 lakes (a total of $6). You gain those coins even if you do not control the territories your structures are on.

The 6 base game structure bonus tiles are as follows:



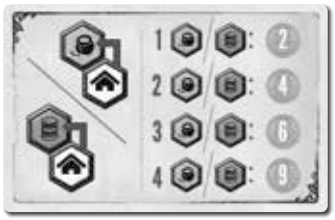
Number of tunnel territories adjacent to your structures. Only count each tunnel once. A Mine does not count as a tunnel for this purpose, and rivers do not break adjacency.

Number of lakes adjacent to your structures. Only count each lake once.

Number of encounters adjacent to your structures. Only count each encounter once. These count whether or not the encounter tokens are still there. Rivers do not break adjacency.

Number of tunnel territories with your structures on them. A Mine does not count as a tunnel for this purpose.

Number of your structures in a row (any continuous straight line is fine; only count the longest row of structures you have; rivers do not break continuity).



Number of farms and tundras with your structures on them.

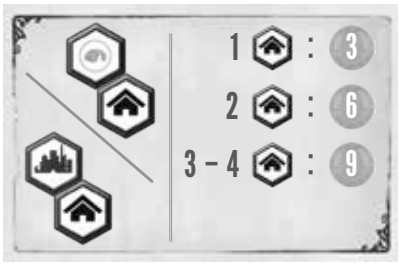
BOTTOM-ROW ACTIONS

continued

STRUCTURE BONUS TILES (INCLUDED WITH THE SCYTHE MODULAR BOARD)

The 8 new structure bonus tiles should be shuffled into the original tiles for all games of Scythe, not just those played with the modular board.

They were inspired by designs from Patrice Piron, Jeremy Ellis, and Mihir Shah.

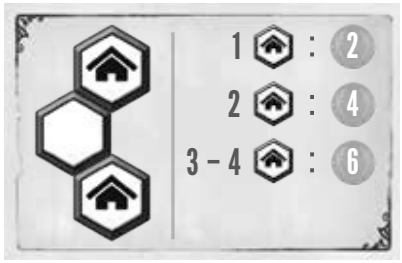


Number of structures adjacent to any home base or the Factory.

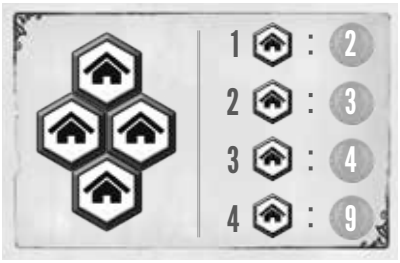
Number of structures adjacent to the same lake.

Number of structures on village territories.

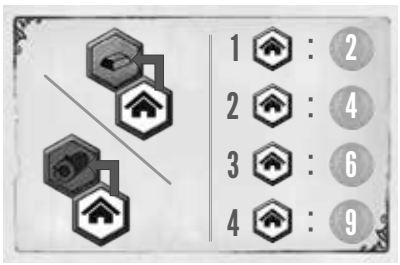
Number of structures on encounter territories.



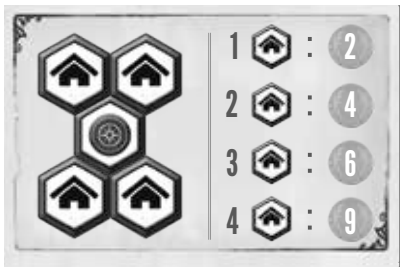
Number of structures not adjacent to other buildings (your buildings or opponents' buildings).



Number of structures within a diamond formation (the pictured formation from any angle). Use your largest collection of structures that matches this shape to score.



Number of structures on mountains and forests.



Number of structures adjacent to the same encounter territory.

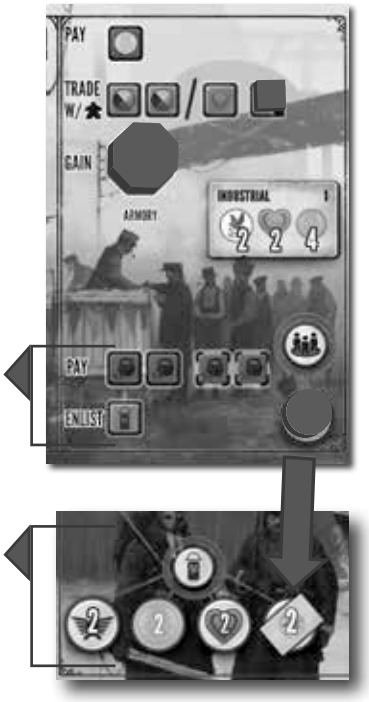
ENLIST

You can enlist new recruits (cylindrical tokens) to join your forces. The resource used to enlist recruits is food.

ONE-TIME BONUS: To enlist a recruit, pay the cost, pick up a recruit token from any section of your player mat, place it on any open Recruit One-Time Bonus space on your faction mat, and immediately gain the depicted bonus. This represents what your new recruit is immediately contributing to your forces. The token remains there permanently—it can't be moved.

The four one-time bonuses are:

- Gain 2 power
- Gain 2 coins
- Gain 2 popularity
- Draw 2 combat cards



ONGOING BONUS: In addition to the one-time bonus, each recruit gives you a Recruit Ongoing Bonus related to the action from which you selected the recruit token (the bonus in the circle). This represents a skill the recruit brings to your force.

For the rest of the game, whenever *you* or *the player to your immediate left or right* (these players are shown in the icon in the red circle) take the bottom-row action in the section of the player mat from which the recruit was taken, you may gain the specified bonus. Top-row actions or a similar action on a Factory card (see **Factory** section, page 41) or encounter (see Encounter section, page 40) do not count.

EXAMPLE: Whenever the blue (Nordic) player OR the player to the left or right of the Nordic player takes the Build action, the Nordic player gains 1 popularity, which is in the green circle.

PLAYER ORDER: If more than one player would gain a Recruit Ongoing Bonus, the active player goes first, followed by the player to their left, then the player on their right. If one of those players places their 6th star as a result, the game immediately ends (see **Game End and Scoring**, page 45).

PROCLAMATION: You must announce when you take bottom-row actions so adjacent players know to check for Recruit Ongoing Bonuses.

TWO-PLAYER RULES: In a 2-player game,whenever your opponent takes an action that would give you a Recruit Ongoing Bonus, you only gain it once.

FACTION ABILITIES

Each faction has a special ability indicated at the upper right of the faction mat.

RUSVIET (RELENTLESS): You may choose the same section on your player mat as the previous turn(s).

The Rusviets push their people hard, day after day, to achieve their ultimate goal. While other factions let their infrastructure take a break from turn to turn, the Rusviet faction may choose the same section of their player mat as the previous turn(s). This ability does not apply to Factory cards.

CRIMEA (COERCION): Once per turn, you may spend 1 combat card as if it were any 1 resource token.

The Crimean faction has a longstanding tradition of selling information to the highest bidder. They may spend 1 combat card per turn as if it were a resource to pay for something (1 combat card = any 1 resource token, regardless of the number on the combat card). Combat cards are still worth nothing at the end of the game.

NORDIC (SWIM): Your workers may move across rivers.

Nordic workers are accomplished swimmers who refuse to complain even when wading through the coldest of waters. They may move across rivers onto any type of terrain (except lakes). This ability applies only to workers, not the character and mechs.

POLANIA (MEANDER): Pick up to 2 options per encounter card.

Thanks to Anna's charismatic bear companion, Wojtek, the pair tend to stretch short encounters into longer adventures. Instead of picking just 1 option per encounter card, the Polanian faction may choose up to 2 different options per encounter card in any order. The benefit from the first selected option may be used to pay the cost for the second selected option. Only one encounter card is drawn.

SAXONY (DOMINATE): There is no limit to the number of stars you can place from completing objectives or winning combat.

Saxony's methodical approach to conquering the eastern lands surrounding the Factory is all about asserting force and completing specific missions. The Saxon faction may complete both of their objective cards (they don't discard the second card after achieving the first), and they are not limited to 2 combat victory stars. If Saxony has available stars, after winning combat, they *must* place the star.

DESIGNER'S NOTE: *One of the subtle benefits of some of these faction abilities is that they help to teach and remind players of the global rules of Scythe…by breaking those rules. For example, when you read that the Rusviet faction can choose the same section of their player mat on subsequent turns, you also learn that under normal circumstances, you can't choose the same section twice in a row. In a game with lots of rules to remember, I found that these subtle reminders really help.*

TOGAWA SHOGUNATE

(Invaders from Afar expansion)

FACTION ABILITY (MAIFUKU): After ending your character's movement (unless they enter combat and/or an encounter, in which case they must wait until all units have moved and the combat/encounter has been resolved on that territory), the Togawa player may place an armed Trap token of their choice from their supply onto the character's territory (even if that territory has an opponent's structure on it). A territory can only have 1 faction token on it (1 Flag or 1 Trap). Trap tokens may not be removed or moved once placed.

ARMED DISARMED

The Togawa Shogunate is united behind a common cause of controlling as much of Eastern Europa as possible…and discouraging other factions from doing the same. They have 4 Trap tokens at their disposal, each with an "armed" and a "disarmed" side. For the purposes of end-game scoring, an armed Trap token grants Togawa control of the territory (no other units are necessary). It is not possible for there to be enemy units in a territory with an armed Trap.

EXAMPLE: At the end of the game, you control 1 Village territory with your character, and 1 Farm territory contains an armed Trap and no units. You control 2 territories for end-game scoring.

TRIGGERING A TRAP: If an opponent moves a unit onto a territory with an armed Trap token, that unit's movement ends. Flip over the Trap token to reveal a penalty the opponent must incur if possible (e.g., lose 2 popularity). This happens before anything else, including combat or an encounter. The Trap token remains on the territory—it is now disarmed.

STRUCTURE INTERACTION: An opponent may build a structure on a territory with a Trap. At the end of the game, if the only player tokens on that territory are the structure and the Trap (whether the Trap is armed or disarmed), the player with the structure controls that territory.

PENALTY LIST: Lose 2 popularity; lose 3 power; lose $4; and discard 2 combat cards at random. Opponents should be made aware of the various Trap penalties before the game begins.

CLAN ALBION

(Invaders from Afar expansion)

FACTION ABILITY (EXALT): After ending your character's movement (unless they enter combat and/or an encounter, in which case they must wait until all units have moved and the combat/encounter has been resolved on that territory), the Albion player may place a Flag token from their supply on the character's territory. A territory can only have 1 faction token on it (1 Flag or 1 Trap). Flag tokens may not be removed or moved once placed.

EXAMPLE: At the end of the game, you control 1 Forest territory and 1 Tundra territory. The Tundra has a Flag token on it, so the total number of territories you control is 3 instead of 2.

After being confined to their homeland for centuries, Clan Albion craves control of new territories. This is exemplified by the Albion faction's 4 Flag tokens, each of which counts as an additional territory for end-game scoring to the Albion player if (a) they control the Flag token's territory with a character, mech, worker, or unoccupied structure AND (b) the Flag token is not on a territory adjacent to the Albion home base.

STOP:

The next few pages contain spoilers for The Rise of Fenris. Skip to page 38 if you wish to avoid spoilers.

VESNA FACTION

SETUP

1. For regular (non-campaign) games of Scythe, select a random home base tile from those unused by other players and place the Vesna faction home base tile on the board in its place.
2. Per the instructions on page 28, randomly gain 6 mech ability tokens and keep 2-4, placing them on your faction mat.
3. After placing the usual number of Factory cards on the board, randomly draw 3 Factory cards from those not in use. Place them face up next to your player mat.

DESIGNER'S NOTE: *Vesna is an advanced faction that is highly variable and will benefit a player who is flexible in their strategies. It is a tricky faction for you, the player, and for your opponents, as her abilities change from game to game.*

FACTION ABILITY

TECHNOPHILE: The 3 selected Factory cards are available to you from the start of the game. They are used like normal Factory cards (place your action token on a Factory card to use the top and/or bottom action). Every time you use a Factory card (including one acquired from the Factory), return it to the box. You may still only acquire 1 card from the Factory over the course of each game.

NOTE: *Vesna's starting Factory cards do not count toward completing Objectives.*

FENRIS FACTION

SETUP

1. 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.

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.*

FACTION ABILITY

INFLUENCE: After moving your character (and resolving combat and/or encounters), you may place an Influence token on that territory if there is no other token there. 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).

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.)

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.

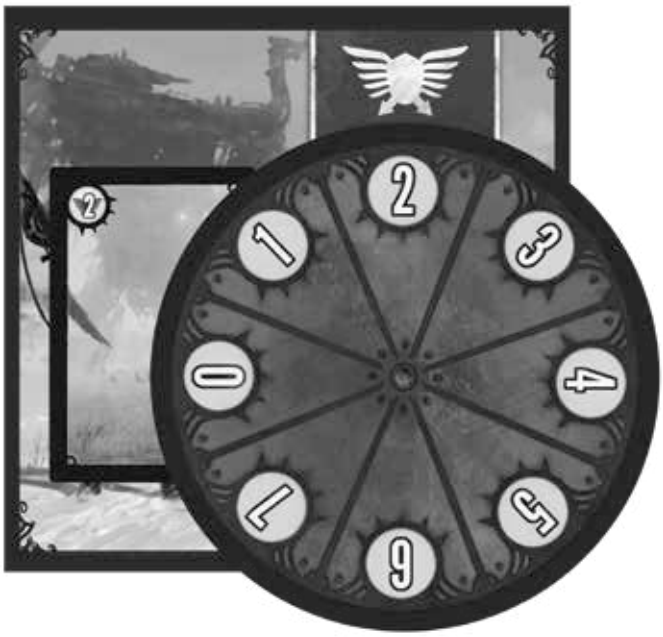
COMBAT

Combat may happen at the end of a player's Move action (after all units have moved but before the player takes a bottom-row action). If that player's character and/or mechs share a territory with an opponent's character and/or mechs, combat occurs. It's possible for this to happen on multiple territories; in that case, the active player (the attacker) chooses the order in which these combats occur.

Combat happens only between the two players whose units share a territory, either of whom can gain a star for winning the combat. Other players may try to influence the combating players by bribing them with coins (see **Alliances and Bribes**, page 42).

NO REQUIREMENTS: You may initiate combat even if you have 0 power and/or 0 popularity.

ATTACKER ADVANTAGE: If the attacking player has a mech ability that impacts combat, they use that ability first, followed by the defending player. Also, if combat results in a tie, the attacking player wins.



SELECT POWER

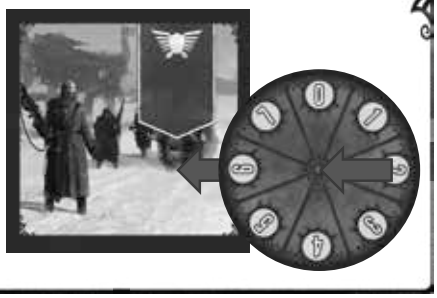
Simultaneously and secretly select a number on your Power Dial (align the number with the icon at the top right). That is the amount of power you will spend, so you cannot choose a number higher than the amount of power you currently have on the Power Track. The track goes up to 16 but you can only spend up to 7 power on your Power Dial.

ADD COMBAT CARD(S) (OPTIONAL): By default, for each of your units involved in the current combat (character and/or mechs), you may tuck 1 combat card from your hand behind the Power Dial. You may do this even if you select 0 power on your Power Dial.

The number of combat cards you have in hand is public information, but during combat you may conceal whether or not you've used any of those cards. The combat deck contains the following cards:

POWER DIAL ASSEMBLY

Assemble your power dial by placing the enclosed plastic rivets through the punched out holes.



POWER	QUANTITY
2	16
3	12
4	8
5	6

DESIGNER'S NOTE: *You might be surprised by how few combats happen in a game of Scythe, especially given the universal presence of mechs in Jakub's art. However, if you look at all of the illustrations, you'll notice that very few of the mechs are actually fighting. In that way, Scythe is just as much about the threat of combat as it is actual combat. If your neighbor has built up a big pool of power and combat cards, you're less likely to attack them. Similarly, you might position workers on key territories to dissuade more aggressive players from attacking you there due to the loss of popularity if they win. It is this tension that exemplifies the core theme of Scythe: the intersection of farming and war.*

REVEAL

Both players reveal their Power Dials and selected combat cards simultaneously. The value provided by any combat cards provides an additional bonus to the power you spend from the Power Track as indicated on your Power Dial.

The player with the highest total power wins the combat (ties go to the attacking player). Both players then pay the amount of power they selected on their Power Dials, and they discard any combat cards they used face-up (you don't adjust the Power Track for combat cards—they're just a temporary boost).

WINNER: The winner gains (or maintains) control of the territory and all resource tokens on it. The winner also places 1 star token in the combat space of the Triumph Track (see **Placing Stars**, page 44) if they haven't already placed 2 stars for combat victories. If the winner was the attacker, they lose 1 popularity for each worker they forced to retreat by initiating and winning combat. Also, if there was an encounter token on the territory and the winner has a character there, they now perform the encounter.

LOSER: The loser must retreat all of their units—mechs, characters, and workers—from the combat territory to their home base (pick up those units and put them down on their home base). All resources those units were carrying remain on the territory and are now under the control of the winner. **If the loser revealed at least 1 power on the dial or through combat cards, they gain 1 combat card as they retreat.**

LIMITED STARS AND GAME END: Each player can gain a maximum of 2 stars for winning combat (with the exception of the Saxon player, who can gain unlimited combat victory stars), but they may still engage in future combats after they've achieved those 2 stars. If your 6th star is placed but you still have a combat remaining on your turn, the game ends and any units you moved to initiate that combat will move back to the territory from whence they came.

BATTLE IN A LAKE: Lake battles can happen between factions like Polania and Nordic that have activated lake-related mech abilities. If a mech transporting workers is attacked while on a lake and the attacker wins combat, the attacking player loses 1 popularity for each of those workers (they are forced to retreat with the mech to their home base).

EXAMPLE: John takes a Move action, first moving his character onto an unoccupied farm, then moving a mech carrying 2 workers onto a territory controlled by Sandra. Sandra has her character, a mech, a worker, and 3 food tokens on that territory.

John has 10 power and Sandra has 4 (this is shown on the Power Track on the board). John turns his dial to select 7 power. He has one combat unit (the mech), so he can add 1 combat card from his hand, but he chooses not to do so.

Sandra decides to spend 4 power on her Power Dial. She has both her character and a mech on the territory, so she can spend up to 2 combat cards if she wants to. She chooses to just play a 3-power card and tucks it behind her Power Dial.

When they've both finalized their decisions, they reveal their Power Dials at the same time. Sandra groans—she tied John's total power (7 to 7), but attackers win ties!

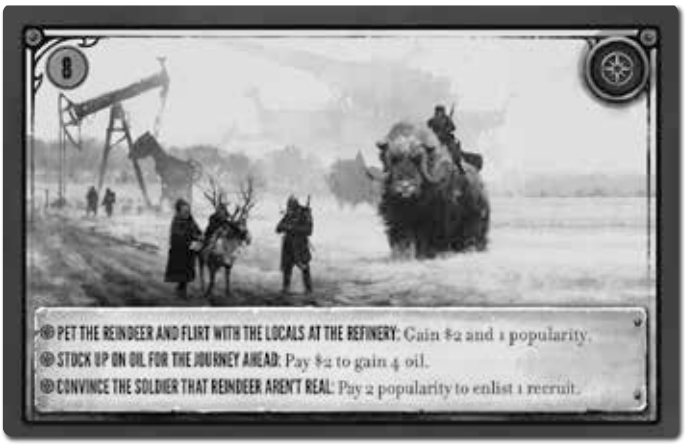
So John takes over the territory and the 3 food, and Sandra's units retreat back to her home base. John loses 1 popularity because, as the attacker, he forced 1 worker to retreat. John also places a combat victory star on the board.

Sandra's only compensation is that she gets to draw a combat card since she revealed at least 1 power on the dial or through combat cards.

STRATEGY TIP: Just because an opponent has a lot more power than you doesn't necessarily mean they'll win in combat against you. They don't know how much power you will spend or the amount of power your combat cards will add (combat cards aren't worth anything at the end of the game, so spend them early and often). The puzzle of combat is outwitting your opponent, especially when they think they're going to win.

ENCOUNTERS

As your character treks across Eastern Europa, they will encounter a number of local people and situations. Each encounter will present you with three options to determine how you want to interact with the people. The choice you make will often impact the peoples' view of you, represented in the game by your popularity.



When you move your character onto a territory with an encounter token on it ( ), their movement ends and they cannot move again this turn. When your Move action is completely over and you've resolved all combats (but before you take a bottom-row action, if applicable), discard the encounter token and draw an encounter card. **Only characters will trigger an encounter.**

Show the art to the other players and read the thematic text (the text in all caps) out loud. Then read through the various costs and benefits on the options and choose one (you must choose one and pay the cost if applicable, though you may gain as much of the benefit as you'd like). After you make your selection, discard the encounter card to the bottom of the encounter deck face-down.

REQUIRED COST AND OPTIONAL BENEFIT: If you don't have popularity or coins to pay for certain options, those options aren't available. You may gain as much of the benefit as you like (e.g., if a benefit would give you 2 metal and 1 worker but you don't want the worker, you can just gain the 2 metal).

BENEFIT LOCATION: Any resources, structures, mechs, or workers you gain from the encounter card go on the same territory as your character (i.e., where the encounter took place). If there is already a structure present, and you choose a benefit that includes building a structure, that portion of the benefit is lost.

ISOLATED COST AND BENEFIT: If an encounter card instructs you to gain something or perform an action, you do not pay any additional costs or gain additional benefits beyond those on the encounter card, nor do you trigger any Recruit Ongoing Bonuses.

COMBAT: If a character moves onto a territory with an encounter token and an opponent's mech, thus initiating combat, the encounter only happens after the character wins combat. Otherwise the encounter token remains on the territory.

NUMBER: The number in the upper left corner is just for referencing the card for questions posted on places like BoardGameGeek.com or stonemaiergames.com.

DESIGNER'S NOTE: *We made a specific design decision with the beautifully illustrated encounter cards: Rather than tell the players what they're seeing through a label or flavor text, we'll let you use your eyes to see the scene you've stumbled upon. There's often a lot happening in these scenes (it's usually not just one specific thing that's happening), and the three options explain the various ways in which you can act. Encounter cards are shown to all players when they're drawn, so your gaming group can integrate as much or as little of the story into the way they play Scythe as they like. We're giving you the same visual freedom you'd experience if you stumbled upon these scenes in real life rather than restricting you to the limitations of flavor text—after all, a picture is worth a thousand words.*

THE FACTORY

The Factory is the centerpiece of the Scythe board. It is a place of technological innovation and untapped power. Unlike most other territories, the Factory does not produce any resources. At the end of the game, the Factory is worth a total of 3 territories (instead of just 1) to the player who controls it.

When your Move action is completely finished (after winning combat if necessary), if your character is on the Factory for the first time this game, look through the Factory cards on the board. You must choose one card and return the rest to the board.

The first player to look at those cards will see cards equal to the number of players +1; each subsequent player to visit the Factory with their character will see one fewer card. It's good to get there first.

FACTORY CARDS

Each Factory card is the equivalent of a fifth section of your player mat (place it next to your player mat).

USING FACTORY ACTIONS: The Factory card is treated as any other section on your player mat. On your turn, you may place your action token on the Factory card and take one or both actions (starting with the top-row action if you choose to take both).

SEPARATE FROM PLAYER MAT BONUSES: Even if the Factory card action does something similar to another action on your player mat, they're completely independent of one another. So you get neither Recruit Ongoing Bonuses, Structure bonuses, nor coins from similar actions on your player mat.

MOVE: All Factory cards have a bottom-row Move action. It's a little different than a standard Move action, as it says, "Move one unit up to two times within the same Move action."

- **CONSISTENT WITH OTHER RULES:** All other rules for movement still apply, especially those that say that the entire Move action ends if your character moves onto a territory with an encounter token or a character/mech moves onto a territory occupied by an opponent's unit(s).
- **MINE:** If you have a Mine, you may move through the Mine with this Move action.
- **SPEED:** If you've unlocked the Speed mech ability, one of your mechs or your character may move up to 3 territories with this Move action.

ONE-CARD LIMIT: You may have at most one Factory card (the one you choose the first time your character goes to the Factory).

PERMANENT SELECTION: Your selection is permanent—you may not switch your Factory card for another card if your character ends a future Move action on the Factory.

EXAMPLE: This Factory card allows you to pay 1 popularity to Enlist a recruit OR perform an Upgrade (or skip the top-row action). Then you may Move any one unit up to two times.

STRATEGY TIP: Don't underestimate the power of being able to move every turn. Without a Factory card, you can only move once every other turn, but once you get that card, you become much more nimble and responsive than players without that capability.

OBJECTIVES

Each player starts the game with 2 objective cards that are kept secret from the other players. You may reveal a completed objective card during your own turn before or after you complete a top- or bottom-row action. If you do, place 1 star token on the objective space of the Triumph Track and discard the card along with your other objective to the bottom of the objective deck. You can only achieve 1 objective star, unless you're the Saxon player, who can achieve up to 2 objective stars.

You may wait to reveal your completed objective if you wish, but you must meet the entire objective requirements at the time you reveal it.

DESIGNER'S NOTE: *It may seem a little odd that each player has 2 objective cards but may only complete one of them. There are a few reasons for this. The first is that the alternative would be to have each player draw 2 cards at the beginning of the game and keep 1. However, I prefer not to ask players to make decisions before the game begins, as it makes the game more welcoming to new players and gives experienced players more freedom depending on how the game starts to play out. The second is that it gives players the flexibility to change strategies mid-game. Maybe you were pursuing one strategy, but that strategy didn't end up working out. No problem—you still have another objective card to use.*

ALLIANCES AND BRIBES

Players may make informal agreements (e.g., "I won't attack you this turn if you don't attack me next turn"). The only tangible items that may be exchanged are coins. In tournament play, coins may not be exchanged for deals or alliances.

You can't negotiate your way out of a combat that has already begun—that is, if a player moves their character and/or mechs onto a territory you control with your character and/or mechs, at the end of their Move action, the two of you must engage in combat (you can't pay them off at that point, though you could try to influence the outcome). Agreements made between players are not enforceable.

AIRSHIP MODULE

TERRITORIAL CONTROL

Airships never control territories, thus they can fly freely onto any territory (even territories controlled by opponents) unless noted by the airship tile.

SPENDING RESOURCES: Airships cannot control territories. Unless you control a territory some other way, you cannot spend resources on your airship's territory.

END-OF-GAME TERRITORIAL CONTROL: When alone on a territory at the end of a game, an airship does not control the territory (nor the resources on that territory).

TRANSPORTING RESOURCES OR WORKERS

Each aggressive airship tile features the ability to transport either up to 3 resources or up to 2 workers. This ability is constant—it applies to all airships, even if the written ability isn't being used.

This operates the same as how other units in the game can pick up and drop off resources (or how mechs transport workers): before, during, or after movement—it's always part of the Move action. The exception is that the tokens are placed on the airship miniature. Airships can't pick up resources from territories controlled by opponents.

TRANSPORTING RESOURCES: Resources remain under your control on the airship until you spend them or choose to drop them on a territory (which you can do at any time while moving the airship). Resources on your airship count during end-game scoring.

Airships may not pick up resources controlled by opponents.

TRANSPORTING WORKERS: A worker on an airship does not give you control of the airship's territory—those workers can't produce or trade on that territory, nor can opponents interact with those workers. In addition:

DROPPING OFF WORKERS: Workers can only be dropped off on territories unoccupied by opponents. An airship must drop off a worker during its own move action before the worker can move or be carried by a mech in a subsequent move action (can be on the same turn). Workers can't move directly from the airship to another territory.

WORKERS TRANSPORTING RESOURCES: A worker picked up by an airship cannot transport resources onto the airship.

ALBION (RALLY ABILITY): Albion can only use its Rally ability to move to a territory with Albion workers (or a Flag)—the worker must be on the territory, not on an Airship.

MOVEMENT

Like all units in Scythe, to move your airship, select the Move action and choose the airship as one of the units to move.

CORE RULES

RANGE: When moving your airship, you may move it up to the number of territories as indicated in the hex on the upper right of the passive airship tile (the "range"; this is the distance a unit can move). Remember that the standard movement rules in Scythe dictate that you must complete a unit's movement before moving another unit.

RIVERS AND LAKES: Airships are not constrained by rivers or lakes.

AIRSHIPS ON OPPONENT-CONTROLLED TERRITORIES: Airships can move freely onto and off of any territory (even territories controlled by opponents).

MULTIPLE AIRSHIPS ON THE SAME TERRITORY: Any number of airships can be on the same territory.

OTHER NOTES

MECH ABILITIES: Airships do not benefit from mech abilities—they are not mechs or characters.

OCCUPIED/UNOCCUPIED: These terms, which are used on several airship tiles, refer to the presence of units (or the lack thereof). If a territory has at least 1 unit (a worker, a character, or a mech) on it, it is "occupied."

FACTORY CARD: If you choose to use the Move action of a Factory card for your airship, the airship's range is increased by +1.

HOME BASE: Airships may not move onto home bases.

TUNNELS AND MINES: Airships may not move through tunnels or mines.

COMBAT: Having an airship on a combat territory does not increase the number of combat cards you may play.

TRAPS: Airships do not trigger Traps (a mechanism in Invaders from Afar).

BLITZKRIEG: This aggressive ability allows combat to happen between 2 airships. The winner gains a star as usual. It is the only time an airship can retreat (other units on the territory do not engage or retreat).

ADVANCED VARIANT

Instead of all airships sharing the same two abilities, deal 1 aggressive airship tile and 1 passive airship tile to each player. The combination of those abilities applies only to each player's airship. We generally recommend against doing this, particularly in games with 4+ players, as it's a lot of information to keep track of.

PLACING STARS

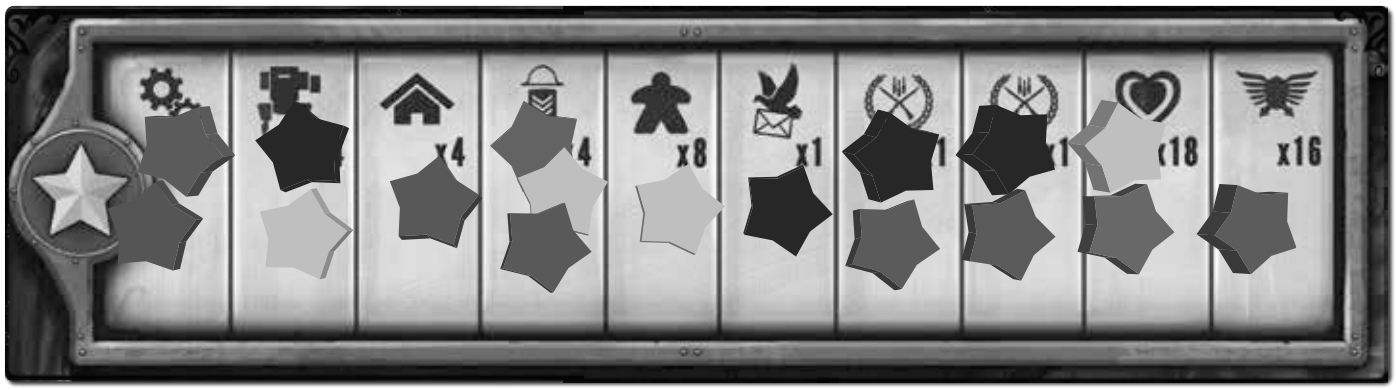
When you reach a pinnacle of empire building, your faction rewards you with a star. Stars are worth coins at the end of the game.

Here are the ways to place stars, as shown on the Triumph Track:

- Complete all 6 upgrades
- Deploy all 4 mechs
- Build all 4 structures
- Enlist all 4 recruits
- Have all 8 workers on the board
- Reveal 1 completed objective card
- Win combat (up to 2 times)
- Have 18 popularity
- Have 16 power

When you achieve one of these goals, you must place a star on the appropriate space on the Triumph Track. **You cannot lose a star after you've placed it**. For example, if you place a star for reaching 18 popularity and you later drop below 18, the star remains on the track.

By default, each player may complete each of these goals exactly one time. Having a star on a goal does not prevent other players from placing their stars on the same goal.



STRATEGY TIP: You can't place more than 6 stars, so it's generally better to focus on completing 6 specific goals than trying to do a little of everything.

GAME END AND SCORING

The game immediately ends when a player places their 6th star token, even if they have other things they could do that turn or other things would happen afterwards.

EDGE CASES

If the 6th star comes from taking a bottom-row action, gain the primary benefit, the coins, and the Recruit Ongoing Benefit before placing the star.

If you have units (character, mechs, or workers) remaining on a territory with an opponent's units (from a Move action), you must undo that portion of your Move action, returning the unit(s) to the territory they moved from.

If you place a star for total popularity or total power as a recruit bonus on an opponent's turn, that placement happens *after* the opponent takes the action (e.g., build a structure) in clockwise order and only if that opponent didn't place their 6th star by taking that action.

DESIGNER'S NOTE: *Scythe incentivizes players to end the game if possible by making stars worth coins and denying additional turns to opponents. This may result in some opponents having one fewer overall turns than the player who placed their final star.*

SAMPLE SCORING ROUND

The first time you play Scythe, we recommend that you run a sample scoring round during the game so players have a feel for the actual end-game scoring in advance. After any player places their first star, pause the game to let players calculate their current score. This is just for the sake of example—this scoring does not actually happen until the end of the game.

END-GAME SCORING

Accumulate your final fortune—coins you had before the game end was triggered plus end-game coins—to determine the winner. You should have a mound of coins in front of you before announcing the total to the other players.

To determine how many coins you earn for each of the three scoring categories, look at your level on the Popularity Track and pick up coins for that category (do this on your own—there is no need for a "banker").

EXAMPLE: If you have 10 popularity, you will earn $4 for every star you placed, $3 for each territory you control, and $2 for every 2 resource tokens you control. If you have 18 popularity, you score within the 13-17 popularity level.

VARIANT

DELAY OF GAME: Because of the various end-game scoring categories and their connection to popularity, it's difficult for players to determine who is in the lead (this is intentional). However, it is possible for a player to interrupt the game to calculate the final score for each player as they plan out their next few moves. That's not fun for anyone. The Delay of Game variant says that if a player delays the game (while the game is being played, not during end-game scoring) for more than 10 seconds by trying to calculate the final score, they lose 2 popularity.

GAME END AND SCORING

continued

SCORING CATEGORIES

COINS IN HAND: The coins you accumulated during the game count for end-game scoring.

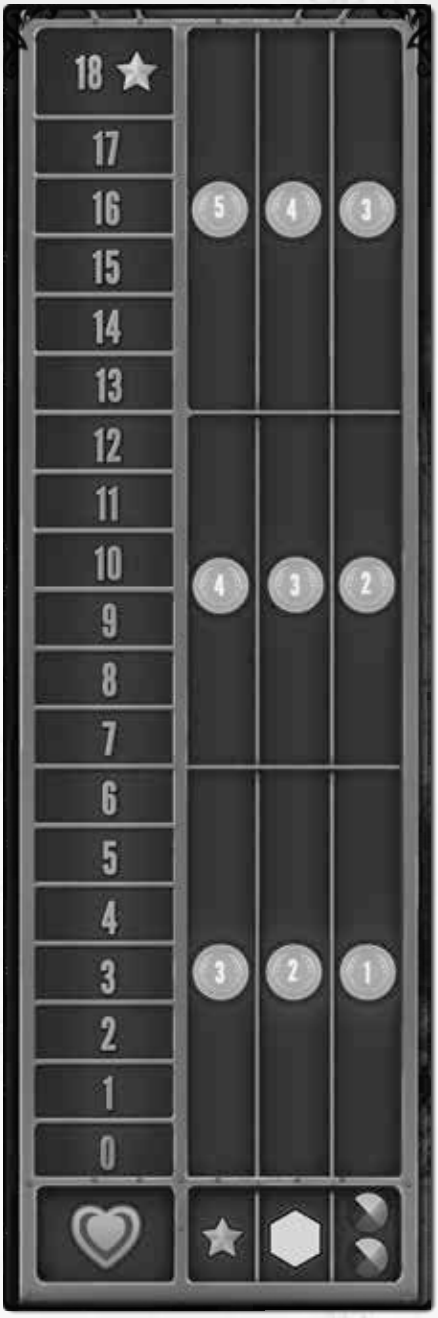
EVERY STAR TOKEN PLACED: Gain coins for every star token you placed during the game.

EVERY TERRITORY CONTROLLED: Gain coins for every territory you control (including lakes). Home bases aren't territories. You control each territory where you have a worker, mech, or character, or where you have a structure (but no enemy units).

> **FACTORY:** At the end of the game, the Factory is counted as 3 territories to the player who controls it.

EVERY 2 RESOURCES CONTROLLED: Gain coins for every 2 resource tokens you control (e.g., if you control 13 resource tokens and have 10 popularity, you'll gain a total of 12 coins). Workers are not resources. You control all resources on territories where you have a character, worker, mech, or a structure not occupied by an opponent's unit.

STRUCTURE BONUS TILE: Gain coins based on the number of structure bonuses you achieved. You gain this bonus even if you don't control the territories your structures are on.



DECLARING THE WINNER

Announce your coin total, and the player with the most coins wins! If multiple players have the same total, use the following as tiebreakers (in order):

1. Number of workers, mechs, and structures
2. Power
3. Popularity
4. Number of resource tokens controlled
5. Number of territories controlled
6. Number of star tokens placed on board

ACHIEVEMENT SHEET: The winner of the game may write their name up to 2 times on the achievement sheet to memorialize their victory. This document commemorates the first time any player wins under a certain condition (e.g., the first victory with a specific faction).

MODULAR RULES

RESOLUTION MODULE *(The Wind Gambit expansion)*

The resolution module changes the way a game of Scythe ends. If you play with this module, ignore the standard end-game trigger (when a player places their 6th star, everything stops and the game ends). Instead, the resolution tile for the current game will determine when and how the game ends.

SETUP: Shuffle the resolution tiles, randomly select 1 tile, read it out loud, and place it face-up near the Triumph Track. This resolution tile applies to all players for the current game.

STARS: Some resolution tiles allow players to place stars on the tiles, on objective cards, etc—these still count for end-game scoring as if they are on the Triumph Track. You can never place more than 6 stars. However, it is now possible, with certain resolution tiles, for multiple players to have 6 stars.

TAKING ACTIONS FOR COINS: This is in the original rulebook, but it is particularly applicable with the resolution module. Even after you "complete" a bottom-row action (e.g., you've deployed all 4 of your mechs), on future turns when you choose that section of the player mat, you may still pay the cost of the bottom-row action to gain the coin benefit (and the recruit ongoing bonus, if applicable). You may not take any action more than once per turn.

NOTE: You may find that there is a certain resolution tile that meshes with your gaming group more than any other. If so, you can choose that tile every game instead of randomly selecting one.

STOP:

The next few pages contain spoilers for the Rise of Fenris. Skip to page 53 if you wish to avoid spoilers.

MODULAR RULES

continued

NAME	LOCATION	RECOMMENDED USES
MECH MODS	(punchboard 2) Page 49	Use Mech Mods if you want to add more variety to each faction. After determining your faction and player mats, draw 4 Mech Mods at random (redraw duplicates) and place up to 2 of them on your faction mat. Discard all Mech Mods you neither choose nor place.
INFRASTRUCTURE MODS	(punchboard 3) Page 49	Use Infrastructure Mods if you want to add more flexibility to the constraints presented to you by the player mats. After determining your faction and player mats, draw 4 Infrastructure Mods at random (redraw duplicates) and place up to 2 of them face up next to your player mat. Discard all Infrastructure Mods you neither choose nor place.
WAR TRIUMPH TRACK	Episode 2a (punchboard 1) Page 50	Use the War Triumph Track if you want to encourage combat between players.
RIVALS	Episode 2a Page 50	Rivals is designed to be used with the War Triumph Track, but it can be used without it if you want slightly more focus on combat. In those games, only place up to 2 stars on opponent(s) home bases instead of 4. Rivals is incompatible with the Peace Triumph Track.
PEACE TRIUMPH TRACK	Episode 2b (punchboard 1) Page 50	Use the Peace Triumph Track if you want to discourage combat between players. The Peace Triumph Track is incompatible with Rivals and objective card #23.
ALLIANCES	Episode 2b (punchboards 1 and 5) Page 50	Use Alliances if you want a more formal system of diplomacy than in standard Scythe.
VESNA FACTION	Episode 3 (Box A & punchboard 4) Page 36	Mix in Vesna with the other factions for every game.
FENRIS FACTION	Episode 5 (Boxes B-D & punchboard 5) Pages 37	Mix in Fenris with the other factions for every game. Box B contains Fenris workers. Box C contains 1 Annihilator mech. Box D and the punchboard contains all other Fenris materials.
TESLA	Episode 7 (Box E) Page 91	Include Tesla if you want to encourage exploration. The first player to have 3 encounters completes the third encounter and then controls Tesla, placing him on the 3rd encounter territory. Tesla can alternately be assigned at the beginning of a game to any faction you consider to be "weaker" than the other factions. In that case, he starts on that faction's home base.
TRIUMPH TILES	Episode 8a (punchboard 6) Page 50	Use the Triumph Tiles when you want some variability in how to achieve stars. Randomize them and place them on all 10 slots of the Triumph Track.
MAD TESLA	Episode 8b (Box E & punchboard 6) Pages 92-93	Use the Mad Tesla module if you're looking for an NPC to fight instead of (or in addition to) other players. Tesla begins on the Factory. You can choose to end the game if Tesla is defeated (or someone places their 6th star), as the rules state, or you can just play until someone places their 6th star.
DESOLATION	(punchboard 6) Pages 51-52	This cooperative module can be implemented using any inactive faction plus an extra miniature (6 total miniatures are needed). Players may use any combination of factions from the core game and expansions.
MULTIPLAYER AUTOMA	Pages 120-121	Use Automa in multiplayer games when you're already comfortable with the Automa rules and want to include a mix of humans and autonomous factions.

MECH MODS

Mech Mods are persistent improvements that will be unlocked at certain points in the Rise of Fenris campaign.
These 41 tokens provide variable mech abilities that replace the abilities on your faction mat.

USING MECH MODS

- During setup, you *may* choose to **replace** mech abilities on your faction mat with your Mech Mods. Set aside any extras (which may include all of your Mods—you are not required to use them).
- Certain Mech Mods have a symbol to indicate they cannot be used against non-player units.
- After an episode begins, you may not reorganize your Mods for the current episode.

MECH MOD CLARIFICATIONS:

- ARMOR: The attacker decides which card to discard.
- FEINT: After adjusting your combat dial, you must be able to pay the new Power total. You do not pay the original amount.
- STEALTH: If you use Stealth and another ability (Speed, Factory card, etc) to move through a territory where you would normally initiate combat, force workers to retreat, or trigger a token penalty, you completely ignore everything on that territory.
- TACTICS: Limited to once per combat.

INFRASTRUCTURE MODS

Infrastructure Mods are persistent improvements that will be unlocked at certain points in the campaign.
These 32 tokens provide once-per-episode abilities that boost your economy.

USING INFRASTRUCTURE MODS

- During setup, place your Infrastructure Mods face-up in your play area.
- Each Infrastructure Mod may be used ONCE per game (flip it over). You retain the Mod for use in future episodes.
- Each Infrastructure Mod has a triggering event that tells when it may be used. It may only be used at that time.

INFRASTRUCTURE MOD CLARIFICATIONS

- **Machinery, Assembly Line, Construction, and Recruitment Office** all allow players to take actions without paying the associated cost. They do not provide bonus actions. You simply take the bottom-row action as usual, but do not have to pay the associated cost.
- **Automachines** doubles production output by workers and mills only for the turn on which you use it.
- **Spy, Propaganda, and Cavalry** are triggered by other actions. If you choose to use Spy, you must declare it at the very beginning of combat.

MODULAR RULES

continued

WAR TRIUMPH TRACK

The War Triumph Track has several differences from the traditional Triumph Track:

- Place a star for 6 Upgrades OR 4 Structures. You may not place a star for both.
- All players may place up to 4 combat stars. Saxony can still place unlimited combat and objective stars.
- Place a star for having 8 Combat Cards in your hand at the end of your turn.
- There are no stars for placing all 8 workers or maximizing Popularity on the War Triumph Track.

RIVALS

SETUP: After all other setup steps are complete, you may declare "rivals" by placing 1 or more of your stars on other players' home bases. You may place up to 4 of your stars this way, and you may place multiple stars on the same home base. All players do this simultaneously.

GAMEPLAY: A player is your rival as long as you have 1 of your stars on their home base. If you win a combat against a rival, remove 1 of your stars from that player's home base, place it on the Triumph Track, then gain $5.

- Whenever you win combat, you may remove 1 of your stars from ANY opponent's base and place it on the Triumph Track, but you only gain the $5 bonus if the star comes from the base of the defeated opponent.
- Stars on an opponent's base may only be retrieved and placed on the Triumph Track through combat.

TRIUMPH TILES

Triumph Tiles (16 total) create a fully randomized, customizable version of the Triumph Track. At the beginning of setup, randomly select 10 Triumph Tiles and place them on all 10 slots of the Triumph Track.

Here are a few specific notes about possible tiles:

- Even if there are no Triumph Tiles for objectives or combat victories, Saxony retains its ability to place any number of stars for those categories.
- There is a Triumph Tile for having 8 Combat Cards in your hand on your turn.
- There is a Triumph Tile for claiming 3 encounter tokens. Place the star after completing the third encounter.
- There is a Triumph Tile for gaining a Factory card. Place the star when you gain the card (at end of turn).
- There is a Triumph Tile for controlling 16 total resources (these resources can be on various territories you control).

PEACE TRIUMPH TRACK

When using the Peace Triumph Track, remove Objective 23 from the Objective deck. Saxony starts with 3 objective cards instead of 2 (this compensates for the removal of combat stars).

The Peace Triumph Track features these changes:

- Place a star for 4 mechs OR 4 recruits, but not both.
- All players may place stars for 2 objectives. After you place your objective star, instead of discarding your other objective card, draw another objective card (if available—do not reshuffle discarded objectives).
- Place a star for claiming 3 encounter tokens.
- Place a star for achieving 13 popularity.
- Place a star for gaining a Factory card (place your star on the same turn that you gain the Factory card).
- Place a star for controlling 16 total resources (these resources do not need to be on the same territory).
- No stars are placed for combat victories or 16 power.

ALLIANCES

SETUP: Each player starts with an Alliance token that has their faction and a coin amount on the front and -$10 on the back. The other Alliance tokens are returned to the box.

GAMEPLAY: At any time during your turn, if you have your faction's Alliance token, you may propose an alliance with another player who has their own Alliance token. If they agree, switch tokens with that player and gain the coin bonus on the token you receive from the general supply. You now have their faction ability as noted on the token in addition to the ability on your faction mat.

In games with an odd number of players, the moment you become the "odd man out," gain $5.

If you ever attack a player who has **your faction's Alliance token** or force their workers off a territory, you must flip over the token you have. You no longer have that faction ability (the other player keeps your token with the ability face up).

During end-game scoring, if the token you have is showing -$10 (i.e., you broke the alliance), lose $10.

DESOLATION: A COOPERATIVE MODULE

Desolation is a fully cooperative module for Scythe. Players work together in a race to fulfill global goals (have at least 1 star on every Triumph category or destroy all Desolation units) before the Desolation faction wins!

SETUP

1. Set up the game as normal using any combination of factions.
   a. Do not use alternative Triumph Tracks, Rivals, Mad Tesla, or resolution tiles.
   b. See Variants section for other options, including airships.
2. Randomize the 21 Triumph Tiles—including the 5 tiles that can only be used with this module—and reveal a number of tiles based on player count, overlaying them on top of the Triumph Track (and in that general area of the table). One of the ways to win is for there to be at least 1 star on each Triumph Tile.

1 PLAYER: 5 tiles (do not use the 5-star tile, and draw and discard another tile if you reveal 2 objective tiles)	**3 PLAYERS:** 10 tiles
	4 PLAYERS: 12 tiles
	5 PLAYERS: 14 tiles
	6 PLAYERS: 16 tiles
2 PLAYERS: 8 tiles	**7 PLAYERS:** 18 tiles

3. Place the Desolation tile next to the game board (or, in 1-2 player games, covering any exposed parts of the original Triumph Track).
4. Choose an inactive faction to represent the Desolation faction (aesthetically, we recommend the Fenris faction if it's available).
   a. Place the Desolation's 4 mechs and 1 character, as well as the Tesla miniature, on each of the 6 territories surrounding the Factory.
   b. Place the Desolation's popularity token at 18 popularity and the blue die on 12 popularity. (Popularity serves as a game timer, and 12 is when the Desolation units will start moving.)
   c. Place the Desolation's 6 star tokens and the orange die next to the Desolation Tile.
   d. Draw a combat card, place it next to the Desolation tile, and mark the amount on the power track. This is the Desolation's current power.
5. The first player is, as usual, the player with the lowest-numbered player mat. Desolation takes the last turn each round.

COOPERATION

Each player operates only their own faction, in that you can only move/transport your units, boost your popularity, build your structures, retreat to your own home base, etc.

However, the game views all players as the same faction for purposes of control. As a result:

- You can spend resources controlled by any player (with their consent), and your mechs can transport another player's resources.
- Multiple players can have units on the same territory (they all control any resources on that territory). You cannot engage in combat (or any conflict) with other players. Each territory may still only contain 1 structure.
- Your Mill will produce even if another player has units on its territory, and any player may move units through any Mine.
- Multiple players can team up in defensive combat against Desolation to play more combat cards.
- For tokens that reference "opponents" (e.g., Traps and Influence tokens), all players ignore them, as they are not opponents in this module. Their respective factions can still use them for movement purposes.

OTHER CLARIFICATIONS:

- Each player may only achieve objectives—and the "control 16 resources" Triumph Tile—using standard competitive rules (i.e., for objectives, you can't share resources, units, territory, etc).
- Objectives and combat cards are public knowledge.
- For the 5-star Triumph Tile, you place your 6th star on it immediately after you place your 5th star.
- For the 7-territory Triumph Tile, you cannot achieve it in the middle of a Move action. For this purpose, the Factory counts as 1 territory, not 3.
- For the structure bonus Triumph Tile, to achieve it, you must build all 4 structures in such a way that they would maximize the structure bonus tile reward.

DESOLATION: MODULE

continued

DESOLATION TURN

The Desolation faction takes the last turn each round. Follow these steps in order on the Desolation faction's turn:

1. **POPULARITY:** Reduce its popularity by 1 (this is just a timer).
   a. If the Desolation popularity is 13-17, its turn is over (no movement).
   b. If the Desolation popularity is 1-12, proceed to movement rules below.
   c. If the Desolation popularity reaches 0, the game ends, and the Desolation faction wins.
2. **MOVEMENT:** Roll the blue die. The number on the die corresponds to the directional hex on the Desolation tile. Move ALL Desolation units in that direction.
   - A Desolation unit cannot move onto a territory containing another Desolation unit. Move these units in an order so that as many of them move as possible.
   - Desolation units can cross rivers and move onto lakes, but they can't use tunnels or interact with tokens.
   - If a Desolation unit moves onto a territory containing a player's workers (but no combat units), the workers retreat back to their home base. The Desolation faction does not lose popularity for this.
   - If there are resources on a territory with a Desolation unit (most likely from winning combat), it transports those resources as it moves.

COMBAT

Any player may initiate combat with a Desolation unit, just as a Desolation unit may initiate combat with any player (if multiple Desolation units initiate combat, players choose the order in which those combats happen). Follow these steps in order:

1. Set your power dial and select combat cards as usual. This is done in full view of all players, not secretly.
   a. If you're defending against Desolation with combat units from multiple players on the same territory, each player can use mech abilities and play combat cards for their units. However, only one involved player spends power—their own—via the power dial.
   b. A Desolation unit's base power is equal to the sum of the card(s) next to the Desolation tile. There is only 1 such card at the beginning of the game (see "If you win combat" for an explanation of how the quantity of cards increases).
   c. Mech Mods, Infrastructure Mods, and mech abilities that affect an opponent's power/combat cards do not apply to combat against Desolation (they are marked with the icon). Combat abilities that affect only the player may be used, but there is no way to reduce Desolation's power or combat cards.
2. Roll the orange six-sided die, placing it on the Combat slot on the Desolation tile. Add the number on that die to the Desolation's base power (combat cards next to the Desolation tile) to determine its total combat strength.
3. Determine the winner. Attacker wins ties, as usual.

IF YOU LOSE COMBAT: Treat it as any other combat loss for yourself. The Desolation faction places a star on the Desolation tile. If it is the 6th Desolation star on the tile, players lose the game immediately.

IF YOU WIN COMBAT: Destroy the Desolation unit (remove it from the game). Then draw a combat card, place it next to the Desolation tile, and mark the increase on the power track (max 16 power). One of the players involved in combat places a combat victory star if available among the Triumph Tiles (there can be multiple defending players in combat, but only 1 star placed).

END OF GAME

LOSING: Players lose the game immediately if the Desolation faction has 6 stars on the Desolation Tile or 0 popularity (i.e., time runs out).

WINNING: Players win the game immediately if there is at least 1 star on each Triumph Tile or if they destroy all 6 Desolation units.

VARIANTS

EASIER: Use Mech Mods, Infrastructure Mods, and/or Alliances.

HARDER: Whenever a Desolation unit displaces a worker via movement or combat, Desolation loses 1 popularity per worker (i.e., it advances the timer).

WIND GAMBIT: You can use airships from **The Wind Gambit** with this module, but we don't recommend it for the first few plays, as some of the airship abilities may result in confusing interactions due to cooperative play.

ERRATA AND VARIANTS

Scythe has some minor errata and a few recommended variants that you may not be familiar with. This information and more is available on the Stonemaier Games website (stonemaiergames.com/games/scythe/faq-scythe/), but here's a quick recap:

FORCING WORKERS TO RETREAT: In some older versions of the core-game rulebook, page 11 (Moving into Opponent-Controlled Territories/Controlled by Workers) should read, "If your character or mech move into a territory controlled by an opponent's workers (and no other units), its movement ends (even if you have a mech ability that would allow it to move further). Each of the opponent's workers on that territory immediately retreats to their faction's home base, leaving behind any resource tokens."

This reflects the original intention of the rule, which allows a player to move a character/mech into a territory containing opponent worker(s), force those worker(s) to retreat, and then move a different unit through that territory.

COMPLETING OBJECTIVE CARDS: In some older versions of the core-game rulebook, there was some ambiguity in the original rules about exactly when on your turn you could complete an objective. Usually the timing doesn't matter, but for a few cards it does. So we clarified the timing as follows: "You may reveal a completed objective card during your own turn before or after you complete a top- or bottom-row action." Basically, you can't complete an objective in the middle of an action.

RELENTLESS: Older versions of the core-game rulebook allowed the Rusviet faction ability Relentless (sequential turns with repeated sections) to be used on a Factory card. This is no longer allowed. The Relentless ability is limited to repeating the same section within the player mat.

PLAYER MAT ORDER VARIANT: The starting resources on the player mats are staggered based on two factors (both of which have a very minor impact on the game): One, player order. Two, the playtest data for each individual mat (which shifted around in terms of numerical order during playtesting). So even if the #5 mat is in the second position in clockwise order, part of the balance of that mat's starting resources is that the #5 player mat appeared to be ever so slightly weaker than the others during the blind playtest process.

Overall, though, the impact on the game is very, very small. However, if it better suits your group, you may deal out the mats clockwise by number.

UNOFFICIAL VARIANTS

TEAM VARIANT: Play Scythe in teams of 2 (decide at the beginning of the game). Play everything as normal, except each team has 10 stars to place (instead of the 6 per player), and they may only place one star on each section of the Triumph Track (the Saxony player does not have this limitation for objectives and combat). At the end of the game, count up each player's coins, add them to their partner's coins, and compare each team's totals to determine the winner.

END GAME VARIANT: When a player places their 6th star, their turn immediately ends, and each other player may take one final turn. However, those players may not take move actions.

HIGHLIGHTED RULES

RESOURCES: All units—characters, mechs, & workers—can carry around resources (any number).

TURNS AND PLAYER MATS: On your turn, you must choose a different section of your player mat than you did the previous turn. Take either the top-row action, the bottom-row action, or both (starting with the top action). First pay the full cost of the action (all icons on exposed red boxes), then gain the benefit (exposed green boxes). If you select a bottom-row action, the player to your left may start to take their turn while you decide exactly which upgrade, mech, structure, or recruit you will gain. Remember to take the coins from the bottom-row actions!

MOVE ACTION: You must move different units (not the same unit multiple times). You may choose only to use part of the Move action if you only want to move one unit. A mech can transport workers as part of its movement, then one of those workers could also move. A unit must move at least one territory (it can move away and back) for it to be considered to have moved.

PRODUCE ACTION: Produce on 2 different territories. Each worker on those territories may produce 1 resource token. So if you have 3 workers on a forest and 2 workers on a farm, a Produce action generates 3 wood on the forest and 2 food on the farm.

WORKERS: Workers are not resources, but they are produced on villages just like resources are produced on other terrains. Just as with any Produce action, first pay the full cost on all exposed red boxes on the Produce action, then Produce the worker(s) by taking the meeple from your player mat (left to right). You may choose not to produce a worker, as it can increase the cost of future Produce actions. Once produced, workers may never return to your player mat.

TRADE: When taking the Trade action, choose any 2 resource tokens (either the same or different types) and place them on a territory you control that contains a worker.

BOLSTER: Gain power on the Power Track or draw combat card(s). If the combat card deck runs out, shuffle the discard pile to form a new deck.

BOTTOM-ROW ACTIONS: You may continue to pay to take a bottom-row action for the coin(s) even after you've achieved a star for the action. This will continue to trigger Recruit Ongoing Bonuses.

UPGRADE: Pick up a technology cube from any green box on your player mat and place it on any red bracketed box on your player mat.

MECHS: Only mechs may carry around workers (any number of workers)—not characters. Mech abilities apply to all mechs and your character. Each faction has a slightly different Riverwalk mech ability. If a mech has the Speed ability, it may pick up and drop off workers/resources mid-movement.

RIVERWALK: Each faction has a slightly different version of the Riverwalk ability, allowing them to move across rivers onto two specific terrain types.

STRUCTURES: Only a single structure may be present on each territory. Structures can't be built on lakes.

RECRUITS: Gain a One-Time Recruit Bonus when taking the Enlist action. From then on, gain a Recruit Ongoing Bonus whenever you or the player to your left or right take the bottom-row action corresponding to that bonus.

COMBAT: Only characters and mechs participate in combat (moving a character or mech onto a territory containing an opponent's worker is not combat). Ties are won by the attacker. If the loser of combat revealed any power during the combat (either on the Power Dial or via combat cards), they gain a combat card. Both the winner and loser must pay the power they selected on the Power Dial.

RETREATING WORKERS (FORCED): You only lose popularity for forcing an opponent's worker to retreat on your turn. That is, if you are attacked by a mech with workers on it and you win the combat, you do not lose 1 popularity for forcing each of those workers to retreat. On your turn, you may force opponent workers to retreat even if you don't have enough popularity.

ENCOUNTERS: Only characters may have encounters. To choose an option on the encounter card, you must be able to pay the cost (if any). All resources, units, or structures gained from an encounter card go on the territory where the encounter occurred. Benefits gained from encounters do not trigger Recruit Ongoing Bonuses.

FACTORY: Only characters may claim Factory cards (1 per player). Actions taken on Factory cards do not trigger Recruit Ongoing Bonuses or Structure Bonuses.

OBJECTIVES: You may reveal a completed objective on your turn. Discard the other objective card (unless you're playing Saxony).

STAR PLACEMENT: Once a player places a star on the Triumph Track, it cannot be removed. Having a star on a goal does not prevent other players from placing their stars on the same goal. If a player places their 6th star, the game immediately ends. Nothing else happens other than end-game scoring.

END-GAME SCORING: At the end of the game, remember to include coins you earned during the game as part of your final coin total. When scoring for territorial control, you control a territory and all resources on it if you have a unit there or if you have a structure there (unless an opponent has units on that structure's territory). Make sure to only score for every two resource tokens you control, not every resource token.

Stonemaier Games presents

SCYTHE

THE RISE OF FENRIS

The Rise of Fenris is the conclusion of the Scythe expansion trilogy (though no previous expansions are necessary to play *The Rise of Fenris*). It can be played as a **campaign expansion** (8 sequential episodes, see below for instructions) and/or as a **modular expansion** (11 different modules that can be mixed and matched per your preferences).

MODULAR EXPANSION

The modular elements of this expansion are revealed throughout the campaign, but the campaign isn't necessary to use the modules. If you prefer to skip the campaign and just go right to the modules (including the fully cooperative module, which isn't part of the campaign), proceed to page 48-54 for instructions.

CAMPAIGN EXPANSION

Each "episode" of this campaign allows players to experience a specific event or turning point in the story of Scythe and these games will reward players who adapt to the goals of the current episode, rather than simply following traditional paths to victory.

HOW TO AVOID SPOILERS: If you choose to play the campaign, do not open, look under, or look through any of the tuckboxes or punchboards. You can instead perform a component check by ensuring all tuckboxes (A-E) and punchboards (1-6) are present. If any are missing, please submit a request at stonemaiergames.com/about/replacement-parts. **If you decide to spoil the contents of the tuckboxes in advance, open ALL of them—not just SOME of them—before deciding if components are missing.**

The Rise of Fenris is an 8-game campaign, and is fully replayable and resettable (it is not a legacy game). The ideal experience is to play with the same players throughout the campaign, though it is not required. Fluctuating player counts are executed as follows:

- **To add a player mid-campaign,** let them select an unused faction mat and give them an equitable status on their campaign log (compared to other players at the time).
- **To temporarily drop a player mid-campaign,** simply set aside their accumulated tokens and campaign log until they rejoin.
- **To permanently drop a player mid-campaign,** return their faction mat and any accumulated tokens to the general supply.

SPOILER ALERT

WINNING THE CAMPAIGN

The winner of the campaign is the winner of the final episode—a culmination of the events and individual factions' improvements leading up to it. There is also the chance for some small bonuses to supplement your final score, which will be revealed after Episode 1.

While you will accumulate wealth from game to game, it functions solely as a way to enhance your faction through optionally purchased modifications during the campaign (only the coins earned during the final episode will impact the overall winner). So use your resources and wealth, create a faction that is strong and adaptable, and prepare to decide the fate of Europa!

A FEW OTHER NOTES

IF YOU'RE NEW TO SCYTHE: Players new to Scythe should play a game or two of regular Scythe before starting the campaign. The first episode is very similar to a standard game, but important decisions and consequences will arise from the beginning, so it will help if all players are familiar with Scythe.

COMPATIBILITY: The Rise of Fenris is fully compatible with Invaders from Afar. Certain episodes are also compatible with the airship and resolution modules in The Wind Gambit.

THE AUTOMA AUTOMA

This rulebook describes the rules needed to play Scythe: The Rise of Fenris with the Automa (solo mode).

We strongly recommend not playing The Rise of Fenris with The Automa until you have mastered the Automa rules from Scythe. **To play with Automa, please turn to pages 119 and 120 for general rules and to get started. Additional Automa information will be revealed throughout the campaign in boxes like these.**

A few years ago, by request, we wrote semi-official variant rules for playing with 3 or more players where any number of them could be Automas. Those rules are printed on page 122.

In addition, compatibility notes are interspersed, as needed, in the main rules, italicized in an Automa box like this.

Note that we still consider this only a semi-official variant, but, given its popularity, we included it here.

If you are only interested in standard solo play against one Automa, you should ignore the italic sections.

CAMPAIGN DETAILS

STORY TEXT: Each episode of the campaign includes opening and closing narratives. Also included is a very brief summary of the opening narrative. If you don't want to spend time reading the full narrative, you can use these brief summaries to learn the key story elements of each episode.

FACTION MATS: Each player will use the same faction until the rulebook indicates otherwise. You will carry over everything on your Campaign Log if/when you change factions.

PLAYER MATS: Just like in regular Scythe, randomly select new **player mats** every episode.

DICE: This expansion includes 2 custom dice. The rules will tell you when to use these dice.

END-GAME TRIGGER: End-game triggers are the same as regular Scythe, unless otherwise noted under "Special Rules."

WEALTH: After gaining coins from all scoring categories at the end of an episode, add your end-game coins to your total under the Wealth section of your Campaign Log.

- Although Wealth carries over from game to game, it is a global resource rather than an in-game resource, so you will only start each episode with the coins listed on your player mat, plus any **Setup Bonuses** from your Campaign Log.
- When you spend Wealth, cross out the old total and note the new total on your Campaign Log.

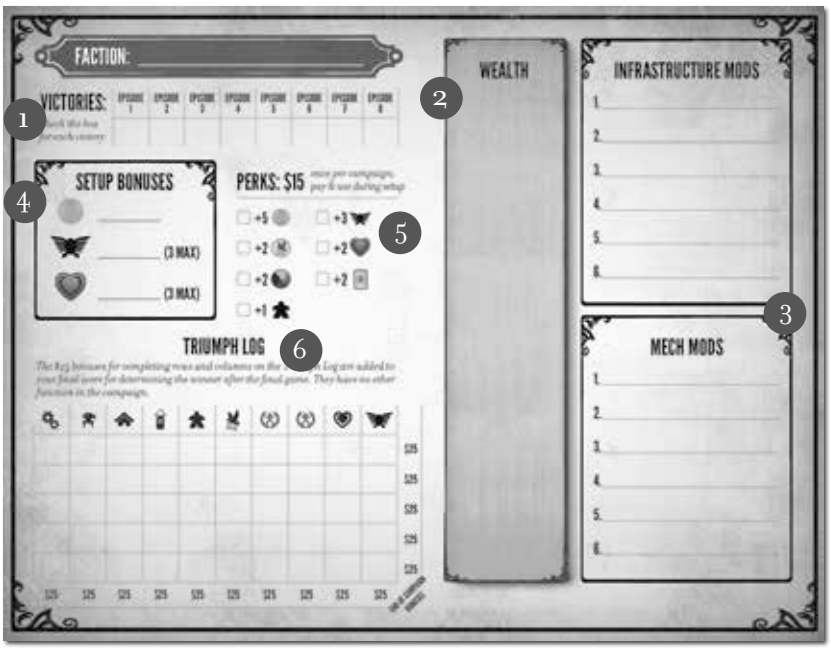
OUTCOME: For each episode, there are outcome and reward sections. Do not read these sections until the episode ends.

REWARDS: Based on the narrative and mechanisms in each episode, players will often benefit from exploring different strategies and pursuing the goals presented to them by the episode's setup and modifications. These goals will yield a range of rewards, from an extra token or bonus to the contents of one of the tuckboxes. They're persistent (they'll carry over from game to game) and should be noted on your Campaign Log. **Use a plastic bag to store new tokens you acquire.**

CAMPAIGN LOG

Each player should use a Campaign Log to track their progress throughout the campaign. There are places to track everything, including Mech Mods and Infrastructure Mods, if you do not wish to bag these things for each player.

1. **VICTORIES:** In the "Victories" section, mark the box for each episode that you win during the campaign.
2. **WEALTH:** Use the "Wealth" section to track your Wealth over the course of the campaign, both income and expenditure. At the end of each game, add your coins (your final score for that episode) to the "Wealth" section.
3. **MODS:** Record your acquired Mech Mods and Infrastructure Mods here for future reference (these will be introduced later in the campaign).
4. **SETUP BONUSES:** Rewards gained during some episodes may include a "Setup Bonus," which you track on your Campaign Log. Mark an X for the item you wish to obtain (e.g., $1, 1 Power, or 1 Popularity), as it will serve as a permanent addition to your setup for all subsequent episodes. Each Setup Bonus has a maximum limit as indicated on the Campaign Log.
5. **PERKS:** Players may use their Wealth to purchase 1 Perk during the setup of an episode (subtract the cost from the Wealth on players' Campaign Logs). After purchasing a Perk, check it off your Campaign Log and immediately gain the benefit.
   - You may use each of your Perks exactly once throughout the entire campaign (and only 1 per episode).
   - If players care about the Perks selected by opponents, choose in player order.
   - For the +2 resources Perk, place the resources you choose on one of your starting territories.
   - For the +1 Worker Perk, place it on one of your starting territories.
6. **TRIUMPH LOG:** Use the Triumph Log to record the stars earned in each episode. At the end of each game, check off the box for each star you placed on the Triumph Track, with a limit of one per category. Check the box in Row 1 after the first time you earn a given Triumph, Row 2 the second time, and so on.
   - You may only check a star in a column once per episode (e.g., If Saxony places more than one star for Objectives, they may only check only one "Objective" box for that game).
   - Every time you complete a row or column, you will unlock a $25 end-of-campaign bonus. This money only applies after the final episode of the campaign, and it is the only way to add bonus money to your final score before determining the ultimate victor of the campaign.
   - Your total stars on the Triumph Log will have an important impact near the end of the campaign. Total victories and remaining wealth will also play a role, though a more minor one.



SKIP AHEAD

Do not proceed to the following sections about mech and infrastructure mods until directed to do so during the campaign.

Proceed to the Backstory (page 62) to begin The Rise of Fenris or page 68 to begin The Rise of Fenris.

If you are using Automa (solo play) for the campaign, first read page 119.

MECH MODS

Mech Mods are persistent improvements that will be unlocked at certain points in the campaign. These 41 tokens provide variable mech abilities that replace the abilities on your faction mat.

PURCHASING MECH MODS ($50 EACH)

1. At the end of each episode, after adding any coins earned in that game, use your total Wealth to purchase Mods.
2. Each player randomly draws 2 Mech Mods from the general supply and may buy them. Players all draw, then make their purchasing choices simultaneously.
   - When drawing Mech Mods, discard any duplicates (e.g., from your draw, Mods you already have, and abilities on your current faction mat) and draw replacements. You may only have 1 of each Mod.
   - Purchase any or all of the newly drawn Mods at a cost of $50 each. You may choose not to buy either Mod.
   - Unpurchased Mods are returned to the general supply.
3. You are limited to 6 total Mech Mods, as indicated on your Campaign Log. Purchased Mech Mods carry over from game to game (note them on your Campaign Log and keep them in your bag). Unpurchased Mech Mods remain in the general supply.
4. Remember, the purpose of your Wealth is to buy Mods, Perks, etc. Your total Wealth will not factor into winning the campaign.

USING MECH MODS

- During setup, you *may* choose to **replace** mech abilities on your faction mat with your Mech Mods. Set aside any extras (which may include all of your Mods—you are not required to use them).
- Certain Mech Mods have a symbol to indicate they cannot be used against non-player units.
- After an episode begins, you may not reorganize your Mods for the current episode.

MECH MOD CLARIFICATIONS:

- ARMOR: The attacker decides which card to discard.
- FEINT: After adjusting your combat dial, you must be able to pay the new Power total. You do not pay the original amount.
- STEALTH: If you use Stealth and another ability (Speed, Factory card, etc) to move through a territory where you would normally initiate combat, force workers to retreat, or trigger a token penalty, you completely ignore everything on that territory.
- TACTICS: Limited to once per combat.

AUTOMA

Please refer to pages 119 and 120 for Automa setup and mods information.

INFRASTRUCTURE MODS

Infrastructure Mods are persistent improvements that will be unlocked at certain points in the campaign. These 32 tokens provide once-per-episode abilities that boost your economy.

PURCHASING INFRASTRUCTURE MODS ($50 EACH)

1. At the end of each episode, after adding any coins earned in that game, use your total Wealth to purchase Mods.
2. Each player randomly draws 2 Infrastructure Mods from the general supply and may buy them. Players all draw, then make their purchasing choices simultaneously.
   - When drawing Infrastructure Mods, discard any duplicates (e.g., from the draw and Mods you already have) and draw replacements. You may only have 1 of each Mod.
   - Purchase any or all of the newly drawn Mods at a cost of $50 each. You may choose not to buy either Mod.
   - Unpurchased Mods are returned to the general supply.
3. You are limited to 6 total Infrastructure Mods, as indicated on your Campaign Log. Purchased Infrastructure Mods carry over from game to game (note them on your Campaign Log and keep them in your bag). Unpurchased Infrastructure Mods remain in the general supply.
4. Remember, the purpose of your Wealth is to buy Mods, Perks, etc. Your total Wealth will not factor into winning the campaign.

USING INFRASTRUCTURE MODS

- During setup, place your Infrastructure Mods face-up in your play area.
- Each Infrastructure Mod may be used ONCE per game (flip it over). You retain the Mod for use in future episodes.
- Each Infrastructure Mod has a triggering event that tells when it may be used. It may only be used at that time.

INFRASTRUCTURE MOD CLARIFICATIONS

- **Machinery, Assembly Line, Construction, and Recruitment Office** all allow players to take actions without paying the associated cost. They do not provide bonus actions. You simply take the bottom-row action as usual, but do not have to pay the associated cost.
- **Automachines** doubles production output by workers and mills only for the turn on which you use it.
- **Spy, Propaganda, and Cavalry** are triggered by other actions. If you choose to use Spy, you must declare it at the very beginning of combat.

BACKSTORY

As the nineteenth century drew to a close, the Industrial Revolution was in full swing with engineers and scientists testing the limits of power generated from steam, coal, and oil. Around the globe, nations raced to find the strongest and most efficient means of harnessing this power, and it seemed that every year a new technology revolutionized one industry or another. Farming, logging, mining—every industry was transformed, made more efficient and more lucrative. In the midst of this technological race, a scientist named Nikola Tesla brazenly squandered his life's savings—and the money of many investors—to build a town-sized "Factory" in the heart of Transylvania. Shortly after its construction, rumors began to flow from the Factory regarding the creation of wild experiments and fanciful machines, all of no value.

Then, in 1901, an emissary from the "Factory" requested an audience with the Saxony emperor, offering him the chance to "be the first to witness the latest invention from the genius mind of Mr. Nikola Tesla—a world-changing creation, the likes of which has never been seen by humankind." The emperor, well aware of Tesla's reputation as a feckless dreamer, was amused by the audaciousness of the request and accepted, more out of curiosity than any belief in the emissary's claims. A month later, the emissary arrived, along with a small entourage transporting a large wooden crate. An air of spectacle hung around them, tinged with the confidence granted to one holding a precious secret. The emperor's curiosity was further piqued and he shifted slightly in anticipation. He knew the effect was pure theatrics, but he couldn't help the intrigue that slowly overtook him.

"If they are going to waste our time, I am glad they know how to put on a show while they are at it!" he chuckled to his wife. She smiled her condescending smile as she watched them position the crate for their grand reveal. Her husband had forced her to abandon a regular gathering to attend this farce, and she was eager for it to end.

The front of the crate had been loosened, and the emissary stood beside it and turned to face the emperor with a somber expression of reverence. Then, without further fanfare, the emissary spoke.

"Honorable Emperor of the great Saxony nation," he intoned solemnly, "I humbly submit, for your study and approval, the world's first automated walking machine." Untouched by the emissary, the front of the crate fell to the ground and from it emerged a four-legged machine. It was roughly the height of a man and moved on menacing, spider-like legs. It stopped, turned, and then climbed the steps toward the emperor, finally coming to a halt in front of the imperial court, silent but for the faint whir of machinery within. A hushed awe descended on those in attendance. Even the emperor's wife found her mouth—and her mind—stopped by what she witnessed.

"The great scientist Nikola Tesla has spent the last five years of life and livelihood perfecting the 'automachine,'" the emissary said with the quiet confidence of one unfazed by the powerful and influential. "Available as large-scale, manually-operated 'mechanized utility suits' or smaller, independent 'automachines' such as this one, Mr. Tesla has harnessed all forms of power known to man. Soon he will exploit those as yet unknown as well. In every way, he has proven himself the ultimate scientist and inventor. All other technology may remain useful, strictly speaking, but it is now rendered obsolete. The Factory is the womb from which the future is born. Automachines are the future. Tesla is the future."

The emperor stood stunned. *I am but a child*, he thought. *All I have ever known is as nothing.* He turned slowly from the automachine to face this emissary from "the future" who had upset his entire world view in mere seconds.

"Thank you for sharing this with me today," he managed, relying on his decades of training in decorum to reorient himself. "It is quite impressive."

"It is merely a prototype," the emissary said. "As we speak, Mr. Tesla continues to improve his designs and to create new visions to reshape the world."

"I see," replied the emperor, "And these . . . automachines, you call them? They can replace the equipment we have now?"

"For smaller tasks, yes, the automachines may help in a variety of ways. For more taxing work, such as logging or mining, the large "mechanized utility suits," which require an operator, are more suitable. They can be configured to suit any purpose."

"Any purpose?" the emperor inquired. A faint smile appeared on the emissary's face.

"Any purpose."

The emperor's mind adjusted to the new world order surprisingly quickly. The promise of these machines serving "any purpose" sparked his imagination and his mind raced ahead to envisage the seemingly limitless possibilities.

"Is the esteemed Mr. Tesla seeking further investors?" he asked. The emissary's smile grew slightly.

"Mr. Tesla is open to new business relationships," he replied.

"And am I the first to see this invention?" The emperor's greed began to grip him. The emissary nodded. "Are there plans to share this with others?"

"Several such displays have already been arranged. Emissaries are transporting prototypes throughout Europa and will be meeting with the heads of other nations over the coming days and weeks."

So time is critical, the emperor thought. He smiled his most diplomatic smile.

"Thank you again for this impressive display. I would be most honored if you would join me for dinner to discuss these matters further."

The automachine demonstrations had the desired effect. Although the prototypes sent to the nations of Europa were largely novelties, they captured the imaginations of all who saw them and many who didn't. Word spread quickly, and excitement grew to obsession over this new, largely unknown, and hardly understood technology. Every nation saw the possibilities presented by these mechanical wonders and soon they had all negotiated contracts with the Factory and had sent representatives to oversee the design of their own unique automachines and mechanized utility suits, customized for specific purposes, and to national aesthetics. The productivity gain possible in every industry was obvious from the outset, but it was the machine's defensive potential that generated the most excitement among the leaders of many nations. And excitement led to funding.

The mechanized utility suits, or "mechs," were more versatile, more powerful, and more imposing, and they became the focus of nations looking to defend themselves against their neighbors' hostile intentions, real or imagined. After the Factory's initial commissions were delivered, it became clear to Tesla that he could not keep up with the ever-growing demand, so he reluctantly took the advice of his daughter and sold the nations license to use his patents. However, he steadfastly insisted on selling only the more primitive designs used in the early commissions, saving the more advanced mechs and automachines for use at his own discretion. With these licensed patents, every nation began churning out armies of the lumbering mechs, while Tesla continued to amass a fortune that was rumored to rival that of entire countries.

In just a few years, the presence of mechs and automachines had become a mainstay in even the most idyllic countryside. The increased production had driven down the cost of the older, smaller mechs used as tools for work, and many of Europa's wealthier landowners had long since added entire stables of mechs to their farming, logging, and mining equipment. But these lowered costs were only made possible by an industry of war-ready monstrosities that was growing in size and quantity. The public became accustomed to these new tools and hulking war machines with surprising speed. Most still could not comprehend the machines, but they were seen, accepted, and before long passed into familiarity. Some complained of the noise or the smell or the oil polluting the land. Some argued for the "old ways," claiming that faster and more powerful was not always better. An ox-and-plow, a hand-pulled saw, a horseback cavalry—these engendered feelings of dignity and honor to some, and these new machines represented a dark and grimy future, full of terrifying unknowns. Yet these voices were rarely heard, and even more rarely given credence by those in positions of power.

There were exceptions though. The Khan of Crimea appreciated the agricultural benefits these new tools offered, but he was wary of over-reliance on them. It was his brash, bold daughter who stood transfixed by the machines, and it was she who saw their neighbors vastly improve their weapons of war and feared being left behind. In the end, the Khan loved his daughter more than the methods of the past, and he gave in to her insistence that they "modernize." The young and the powerful saw excitement and potential in these mechs, and they rushed headlong into the inevitable end of all technological revolutions.

In 1910, the tsar of the Rusviet Union narrowly survived an assassination attempt. The assassin escaped, but Grigori Rasputin, the tsar's trusted advisor, claimed to have seen the accused and sent his men to track him down. Several days later, Rasputin produced a body bearing documents with the seal of the Republic of Polania, who, he said, had confessed to the assassination attempt before being executed. Polania denied these "vile, baseless accusations." Outrage at the attack and brazen denial grew throughout the Union, until only a few weeks later, Rusviet soldiers shot and killed several Polanian engineers in the vicinity of the Factory. The Republic of Polania bristled at this violation, and before long, militias were instigating skirmishes between the two nations as the people cried out for vengeance.

Europa had reached a tipping point. Flush with nearly a decade of prosperity, and eager to test the might of their newly assembled war machines, it took no time at all for these isolated skirmishes to stoke the fears of people across the continent, and they clung to their patriotism in response. Nations began engaging in more overt border struggles. Any slight, real or imagined, between rival merchants became a matter of national pride, security, and prosperity. Any opportunity to test a new weapon or claim a new plot of land evolved into a key operation in the name of national defense. Just a few months after the attempted assassination of the Rusviet tsar, the Great War had begun.

It had seemed so glamourous during the early skirmishes of the Great War, but no one was prepared for war on an industrial scale. In their eagerness to experiment with new weapons and tactics, Europa's generals did not consider the scope or consequence of their actions. In the opening months of the war, all the people saw were images of heroics and triumph. The new weapons were spectacular, awe-inspiring, and utterly horrifying. The mechs caused destruction that the mind could not fathom, and by the time they had come to terms with their new capabilities, every nation was so afraid of the terrific weapons of their enemies that they refused to stop using their own.

So the war dragged on, year after year. Death tolls registered in the tens of thousands, then hundreds of thousands. Civilians could do nothing but stand and watch and hope fate did not deliver them into the path of these warring juggernauts.

As the spring of 1916 gave way to an early summer, the war efforts escalated once again. This time, though, there was a sense of finality. It permeated everyone, from high-ranking tacticians, through to peasants working in the fields, and although there was no visible difference in the physical state of the world, the air seemed to hum with decisiveness. The people, the soldiers, and the leaders were tired of this war. The major players of the Great War limped through the summer of 1916, mustering the remnants of their forces and steeling themselves for the war's climax. Then, as though in response to some unseen signal, they all heaved forth in one final, violent outburst that was the Great War's death rattle. When the oily smoke cleared, only desolation remained, and the survivors crawled home, listless and broken.

The Great War had crippled every nation involved. Bereft and exhausted, the public met the end of the war with stunned and cautious relief. In the first few weeks of the cease-fire, most expected hostilities to reignite at any moment. Gradually, they became more comfortable, and even hopeful. Then, a few weeks after the fighting ceased, formal truces were announced between several of the nations.

For now, it seemed, the rulers and politicians had had their fill of war, and the citizens of their nations were all too happy to begin the rebuilding effort. However, the military leaders of the world would not forget the lessons they learned, and the new technologies developed during the Great War would not simply sit in the armories, gathering dust.

From the outset, Tesla had known that his machines had the potential for death and destruction. But in his eagerness to test his inventions, and to finally profit on their potential after so many years of ridicule and financial losses, he never truly considered the devastating potential of his designs.

In his mind, the machines' capacity for destruction had been theoretical at best. He raced ahead of the world's leaders in his eagerness to explore his technology. Where they sought power, he simply sought the limits of his ability.

Perhaps he had simply envisioned one mech squaring off in an honorable battle against another, like dueling knights in greasy, mechanized armor, with the casualties being counted in replacement parts and oil stains, and maybe even the occasional killed operator. Perhaps he had never imagined them in actual battle at all, but it seemed clear that he never imagined these industrial war machines pitted against human flesh.

Whatever he imagined, it did not match reality. His mechs were certainly used in battle, but they never replaced soldiers and cavalry. They supplemented them. And they overpowered them.

Tesla did not entirely believe the early reports from his ambassadors regarding the destruction being wrought by his machines. Who would send soldiers into battle alongside these behemoths? Were they madmen? The war's early reports had told of scores of soldiers slaughtered in mere moments.

As the years wore on, tactics adapted, but it was rare for infantry or cavalry to survive more than a few battles in which the mechs were involved. However, it was the civilian casualties that pushed Tesla over the edge. The armies had shown little discretion in applying their new machines of death and there were unending reports of farms targeted for attack, or nearby villagers simply getting caught in the crossfire.

Eventually, Tesla had to see for himself, and he left his work and his Factory and toured the countryside.

He saw bodies everywhere.

Soldiers.

Horses.

Farmers.

Families.

Children.

And he realized that these were just the ones that had not been retrieved yet, lying in fields, ditches, streams, barns, houses.

He reeled. Some say he went mad. Whatever the case, he retreated to the Factory, ceasing all manufacturing and dismissing his workers. He took his daughter, closed the Factory doors, and together they disappeared.

This is where the story of Scythe began. Scythe started with the core game, expanded with Invaders from Afar, and took to the skies with The Wind Gambit. Now it is time to complete the Scythe expansion trilogy.

SPOILER ALERT

EPISODE 1: A NEW ERA

MARCH 1921

The nations of Europa clung to a fragile peace in the aftermath of the Great War. Small skirmishes occasionally broke out between nations here and there, but generally the peace held as each nation struggled to recover and rebuild their economy, government, and military.

The Factory city-state remained closed, though much of it was still accessible. It seemed Tesla had retreated quickly, as the Factory still contained many wonders that the curious person could access with only a little ingenuity—as several had done over the past few years. Yet, there is a large inner hold that remains locked tight, and no one has yet penetrated it.

However, the winds of fate change quickly, and the ravished nations of Europa know that peace is never guaranteed. They have just begun to feel comfortable again, after years of sluggish recovery, but without a clear victor after the Great War, Europa lacks direction and international tensions continue to simmer.

No one wants to be responsible for reigniting the war, so most skirmishes remain isolated affairs, quickly hushed up. There are reports from the countryside of strange soldiers with glowing eyes, but these are largely disregarded as the tall tales of peasants stirring up trouble or seeking attention. Faction leaders are much more focused on making names for themselves. Europa stands on the precipice of a new era, but its ultimate fate remains undecided.

STORY SUMMARY

In the aftermath of the Great War, the nations of Europa cling to a fragile truce as they continue the rebuilding process. Reports of soldiers with glowing eyes are largely ignored as each nation continues to recover both its economy and defense abilities. Europa is at a crossroads, and its ultimate fate remains undecided.

SETUP

1. Set up the game as usual, selecting/randomizing faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.
2. Reveal 1 random objective card from the deck and place it next to the Triumph Track. Players may achieve the revealed objective (place a star on it) in addition to the objective on the Triumph Track.
3. Place 1 Influence Token on each of the 10 spots on the Triumph Track. Also place 1 Influence Token on the objective card revealed in Step 2.
4. For this game only, all players may use 1 Perk for free.
   a. Each Perk may only be used once throughout the campaign. Mark your selected Perk on your Campaign Log and immediately gain the benefit.
   b. There are 7 Perks per player to be selected throughout the 8-game campaign.

SPECIAL RULES

Whenever you place a star, if you are the first person to place a star in that category, take the Influence token from the Triumph Track and place it on your faction mat. These tokens will be used at the end of the game to determine which path the next episode will take.

Both combat victory categories on the Triumph Track are available for the same or different players to gain the "first-to-achieve" Influence tokens (see in-game example below—both the blue and red players have won combats and claimed Influence tokens).

EPISODE GOALS

- Earn Influence tokens
- Win the game

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

EPISODE 1

AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

- The extra objective acts as the first Triumph Track space when placing stars gained through the Star Tracker card.
- The Automa gains Influence tokens as you do.
- When winning combat, the Automa will place its star on a combat Triumph space with an Influence token, if possible.

EPISODE REWARDS

The Automa gains 1 extra Influence token as per normal rules and votes based on the number of Influence tokens it has:

1. If it has an even number of tokens, it uses all its tokens to vote for WAR **(Episode 2a)**.
2. Otherwise, the Automa votes for PEACE **(Episode 2b)**.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Stars earned from the revealed objective card can be used for any 1 category on your Triumph Log.
3. Give each player 1 Influence token (in addition to any earned by placing stars during the game). If there are not enough remaining for higher player counts, substitute $1 coins for this purpose.
4. Players now use their Influence tokens to vote on the course of the next episode: Do the factions of Europa seek WAR or PEACE?
   - If you want the next game to focus on combat and interaction, vote for War (conceal tokens in your left hand).
   - If you want the next game to focus on engine-building and infrastructure, vote for Peace (conceal tokens in your right hand).
   - You may have tokens in each hand.

   All players decide secretly and reveal simultaneously. If the majority of tokens indicate a preference for War, proceed to Episode 2a. If the majority of tokens indicate a preference for Peace, proceed to Episode 2b. If there is a tie, the player who won Episode 1 decides either War or Peace.
5. Return all Influence tokens to the general supply after voting. Players do not retain their Influence tokens for future games.
6. There are no special rewards for this game.

SPOILER ALERT

EPISODE 2A: WAR
OCTOBER 1921

National growth brought with it comfort, and with comfort, people had become restless. No longer facing a mortal threat, and basking in the midst of another sudden boom, their priorities had drifted, and the tales of the Great War had taken on a mythic, romantic air. Yet, governments still feared each other, and the possibility of being victim to an attack compounded to blur the lessons of the past. And so, skirmishes led to battles, and now war seems imminent once again.

Many nations dread the possibility of a new war so soon after the last, but others push and prod and the threat they pose soon erases those fears, replacing them with more existential concerns. Once again, Europa stands poised on the brink of war.

STORY SUMMARY

In the midst of the most dramatic boom in the history of Europa, the memory of the Great War's horrors have faded, and fear of being made victim leads the world back toward war.

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. Remove Objectives 7, 13, 15, 20, 22, 23, and 27 for this game.
3. Overlay the War Triumph Track on top of the Triumph Track.
4. Place 1 additional worker on each of your starting territories.
5. Place 1 structure on each of your starting territories.
6. Take 3 upgrades of your choice on your player mat.
7. Add 4 to your starting popularity.
8. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.
9. Proceed to follow the rules for Rivals.

EPISODE GOALS
- Deploy mechs
- Win battles
- Win the game

RIVALS

SETUP: After all other setup steps are complete, you may declare "rivals" by placing 1 or more of your stars on other players' home bases. You may place up to 4 of your stars this way, and you may place multiple stars on the same home base. All players do this simultaneously.

GAMEPLAY: A player is your rival as long as you have 1 of your stars on their home base. If you win a combat against a rival, remove 1 of your stars from that player's home base, place it on the Triumph Track, then gain $5.

- Whenever you win combat, you may remove 1 of your stars from ANY opponent's base and place it on the Triumph Track, but you only gain the $5 bonus if the star comes from the base of the defeated opponent.
- Stars on an opponent's base may only be retrieved and placed on the Triumph Track through combat.

WAR TRIUMPH TRACK

The War Triumph Track has several differences from the traditional Triumph Track:

- Place a star for 6 Upgrades OR 4 Structures. You may not place a star for both.
- All players may place up to 4 combat stars. Saxony can still place unlimited combat and objective stars.
- Place a star for having 8 Combat Cards in your hand at the end of your turn.
- There are no stars for placing all 8 workers or maximizing Popularity on the War Triumph Track.

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

OUTCOMES

It did not take long for the horrors of war to return vividly and violently to the minds of everyone in Europa. Even the most glory-hungry soon lost their rose-tinted view of the Great War after hostilities flared again, with the violence ending quickly but indecisively.

The damage to international relations would take even longer to heal this time. Many, even in top government positions, were surprised at how quickly conflict had reignited. Fear and suspicion festered as leaders tried to assess the intentions of their counterparts across the continent. Adding to the suspicion were rumors about activity in and around the Factory. Many interlopers had stolen into the Factory since it had been closed, but much of it remained sealed, and that mystery stoked all manner of fear and speculation.

Amplifying concerns was the fact that people still had no idea of Tesla's whereabouts, and curiosity on that matter became an international obsession. Then, one day, carrier pigeons began arriving in the capitals of every nation that had dealt with Tesla in the lead up to the Great War.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Stars earned from new categories on the War Triumph Track (2 extra combat stars, 8x combat cards star, and the combined structure/upgrade star) can each be used for any 1 category on your Triumph Log.
3. MECH MODS: Reveal the concept of Mech Mods by reading their rules (page 60) and make those tokens available from the punchboard. Only Mech Mods are available to players at this time.
    a. Draw 2 Mods plus 1 Mod for each mech you deployed this game. Keep 1 for free, then you may also purchase any of the other Mods you drew for $50 each.
    b. Remember, wealth earned in Episodes 1-7 is not used to determine the winner of the campaign, so spend it to improve your empire!
4. You will not use the War Triumph Track and Rivals rules in future games.

EPISODE 2A: WAR

For compatibility with the modular rules at the end of the rulebook, some of the rules here are labeled RIVALS or WAR TRACK.

WAR TRACK **SKIP TRIUMPHS**

SETUP

- Place the Automa's popularity token on space 14 of the popularity track (thus it gains more coins).
- Place 2 workers on its base in addition to the 2 already placed on the board.
- Place 1 mech on the Automa's home base.
- Advance the star tracker token by 3 spaces.
- Draw 3 random Automa cards:
    - Give the Automa everything shown in the "Gain Stuff" section of each card's Scheme II (red half), ignoring faction-specific gains.
    - Reshuffle the Automa deck after doing this.

RIVALS Place 2 of the Automa's stars on your home base.

With 3 or more players, place 1 star from each Automa onto the home base of each of its two neighboring opponents.

SPECIAL RULES:

Triumphs

WAR TRACK The Automa does not place a star for possessing 8 combat cards (it may place there when rolling for a random star placement).

RIVALS The Automa gains $5 when placing a star from your base.

When playing with 3 or more players and the Automa has a star on a home base, but not on that of the player it beats in combat, take the home base star closest in a clockwise direction to that player's base.

RIVALS **Movement**

For all Move actions, the following special tiebreaker is added before all other tiebreakers when choosing destination territory:

TIEBREAKER 0: Territory closest to any unit belonging to a player on whose base the Automa has a star.

RIVALS **Encounter/Factory Action**

1. If the Automa has a star on an opponent's home base and 5 or more power, instead perform an Attack Move vs. Combat Unit targeting that opponent.
2. If the Automa plays Albion or Togawa and wins combat, it will place a flag/trap, even if the Automa used a Mech.
3. If step 1 didn't lead to combat, the Automa carries out the Encounter/Factory action as normal.

EPISODE REWARDS

- The Automa gains 1 free Mod in addition to buying them as normal (see Mods).
- If the Automa earns the Triumph, check off a space on the Triumph Log for either upgrades or structures — whichever has the most checkmarks but isn't full. If they are tied, choose .

SPOILER ALERT

EPISODE 2B: PEACE

OCTOBER 1921

Peace continued to prevail for a time. People remembered the horrors of war well enough, and they had little interest in returning to those days.

There were those who attempted to push the world into war, but most remained wary of the potential of these great weapons, and the pressure of the majority suppressed the violent tendencies of the few. Ultimately, the incentives for war were simply too low and the costs too high, and so even the skirmishes have all but ceased.

In lieu of war, these world leaders focus their attention on continued productivity, and their infrastructure grows exponentially. They have established new national objectives and prioritized expanding their influence through ties with locals throughout the land. Their economies boom, and this prosperity brings new confidence and new alliances. It seems that they might actually achieve an enlightened era of peace and prosperity.

STORY SUMMARY

The nations of Europa have managed to avoid a return to war for now. Instead, most focus on the growing prosperity that these new machines could provide and proceed to build up their infrastructure.

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. Make the Alliance tokens available from the punchboard.
3. Overlay the Peace Triumph Track on top of the Triumph Track.
4. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

EPISODE GOALS
- Build structures
- Win the game

ALLIANCES

SETUP: Each player starts with an Alliance token that has their faction and a coin amount on the front and -$10 on the back. The other Alliance tokens are returned to the box.

GAMEPLAY: At any time during your turn, if you have your faction's Alliance token, you may propose an alliance with another player who has their own Alliance token. If they agree, switch tokens with that player and gain the coin bonus on the token you receive from the general supply. You now have their faction ability as noted on the token in addition to the ability on your faction mat.

In games with an odd number of players, the moment you become the "odd man out," gain $5.

If you ever attack a player who has **your faction's Alliance token** or force their workers off a territory, you must flip over the token you have. You no longer have that faction ability (the other player keeps your token with the ability face up).

During end-game scoring, if the token you have is showing -$10 (i.e., you broke the alliance), lose $10.

PEACE TRIUMPH TRACK

When using the Peace Triumph Track, remove Objective 23 from the Objective deck. Saxony starts with 3 objective cards instead of 2 (this compensates for the removal of combat stars).

The Peace Triumph Track features these changes:

- Place a star for 4 mechs OR 4 recruits, but not both.
- All players may place stars for 2 Objectives. After you place your objective star, instead of discarding your other objective card, draw another objective card (if available—do not reshuffle discarded objectives).
- Place a star for claiming 3 encounter tokens.
- Place a star for achieving 13 popularity.
- Place a star for gaining a Factory card (place your star on the same turn that you gain the Factory card).
- Place a star for controlling 16 total resources (these resources do not need to be on the same territory).
- No stars are placed for combat victories or 16 power.

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

OUTCOMES

Morale continued to grow, and albeit slowly, each nation's economy recovered. Wealth and personal security have always been quick ways to improve citizens' mood, and as it began to look like the peace would hold, the populace of Europa relaxed and settled into the pleasure of safe, routine life.

The Factory remained closed. Occasionally people would make their way in and explore, seeking some new technology Tesla had been working on, and although parts of the Factory remained inaccessible, most interlopers left with some new technological delight.

No one had any idea of Tesla's whereabouts, and curiosity on the matter became an international obsession. Then, one day, carrier pigeons began arriving in the capitals of every nation that had dealt with Tesla in the lead up to the Great War.

END-GAME SCORING

If you broke your Alliance during the game, deduct $10 from your final score. Your end-game score can never be less than $0.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Stars earned from new categories on the Peace Triumph Track (16 resources star, Factory card star, 3 encounters star, second objective star, and the 4 mechs/4 recruits star) can each be used for any 1 category on your Triumph Log.
3. INFRASTRUCTURE MODS: Reveal the concept of Infrastructure Mods by reading their rules (page 61) and make those tokens available from the punchboard. Only **Infrastructure Mods** are available to players at this time.
   a. Draw 2 Mods plus 1 Mod for each structure you built this game. Keep 1 for free, then you may also purchase any of the other Mods you drew for $50 each.
   b. Remember, wealth earned in Episodes 1-7 is not used to determine the winner of the campaign, so spend it to improve your empire!
4. You will not use the Peace Triumph Track and Alliances rules in future games.

EPISODE 2B: PEACE

AUTOMA

For compatibility with the modular rules at the end of the rulebook, some of the rules here are labeled ALLIANCES or PEACE TRACK

PEACE TRACK SKIP TRIUMPHS

ALLIANCES SETUP

You may choose to form an alliance with the Automa during setup. The alliance rules will apply to you as normal, but not to the Automa. It doesn't gain anything from the Alliance token. Instead, it gains $8.

With 3 or more players, make the decision on whether to ally with an Automa in reverse turn order.

SPECIAL RULES

PEACE TRACK **Triumphs**

The Automa places a star both for removing 3 encounter tokens and for obtaining a Factory card.

ALLIANCES **Alliances**

- After setup the Automa does not agree to alliances.

With 3 or more players, the "odd man out" rule applies to a player who is the only human without an Alliance token.

- The Automa does not lose $10 for breaking its Alliance.
- If the Automa plays as Togawa and you have its Alliance token active side up, it won't place traps.
- The Automa will postpone switching to Scheme II as long as it has an Alliance token active side up and its own Alliance token is also active side up. This also postpones the reshuffle that happens at the same time as the switch.

EPISODE REWARDS

- The Automa gains 1 free Mod in addition to buying them as normal (see Mods).
- If the Automa earns the Triumph, check off a space on the Campaign Log's Triumph Log for either mechs or recruits—whichever has the most checkmarks but isn't full. If they are tied, choose .

SPOILER ALERT

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.

OUTCOMES

In searching the Factory for Vesna, her rescuers discovered something unexpected and incredible, and of course everyone else seeking her knew they couldn't let the opportunity pass. Hidden in a large courtyard in the Factory were massive ships. At first, it seemed odd to have boats so far inland, but after her rescue, Vesna explained their true secret—they were airships, and they were the key to her escape.

After her rescuers landed Vesna in their capital, her story quickly spread, and the news was bad. Although Vesna's rescue was successful, it had taken too long, and she was certain that her father's work was almost complete. Furthermore, no one found her father during the raid on the Factory, and she believes he may be unaware of her escape. Although she still had not determined the leader of the organization, she knew enough to be very concerned, and she was eager to establish her own resistance to this group, which she saw as a particular threat to the newly established peace in Europa.

EPISODE 3 — AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

Factory Cards

- The Automa gains Influence tokens and draws Factory cards in the same way that you do.
- If Automa draws Factory cards, doesn't get the Vesna card, and had no Factory card before drawing, then it keeps the first card drawn.

Automa Combat Unit Movement

When moving Automa combat units:

- If Vesna has not been found and the unit can move to the Factory:
  - The destination is the Factory.
  - Ignore this rule if it would lead to combat and the Automa has less than 5 power.
- If at the end of a Non-attacking Move Character ( ) or Encounter/Factory ( ) action there's an Automa combat unit on the Factory, it will trigger a search in addition to the action's normal effect. In this case, a mech on the Factory acts as a character.

EPISODE REWARDS

If the Automa didn't get the Vesna faction:

- Roll a six-sided die.
- If you roll 4-6, the Automa will return its faction mat. When it's the Automa´s turn to take a new faction (based on its Wealth), it takes a random available faction. This could end up being the same faction it previously had.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. For every 2 Influence tokens you have (rounded up), increase a Setup Bonus on your Campaign Log by 1 (observing the limits on Power and Popularity).
3. Players will now determine who will become a new faction, Vesna:
   a. If a player found the Vesna card, they gain control of the Vesna faction.
   b. If no one found Vesna, then the player who won the game gains control of the Vesna faction.
4. The new Vesna player gains all tiles on the Vesna punchboard and the contents of Box A. The Vesna player keeps everything they have earned up to this point (Mods, Wealth, etc.) and changes the name of their faction on their Campaign Log. They can remove the Vesna card from the game—it's no longer needed unless you plan to later replay the campaign. See instructions for the Vesna faction on the next page.
5. All other players may choose to switch factions at this time. If you choose to switch factions, you will keep your current Campaign Log and everything you have earned. Change the name of your faction on your Campaign Log and use the new faction mat in future games. To switch factions, follow these steps:
   a. The Vesna player may not change factions at this point.
   b. Any other player who decides to change factions adds their previous faction mat to the unused faction mats.
   c. Total up each player's Wealth (for this purpose only, all purchased Mods count as $50 toward a player's TOTAL WEALTH). The player with the LOWEST total Wealth chooses a new faction first. Then the player with the next lowest wealth chooses, and so on.
   d. After faction selection, the Vesna player chooses a home base from among the unselected factions (placing their home base tile there on subsequent games).
6. Following the standard Mod rules, each player draws 2 Mods from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod, for a total of 3 Mods to choose from.

VESNA FACTION
(BOX A AND PUNCHBOARD)

Vesna's first public statement upon her escape from the Factory was short, to the point, and widely anticipated. Standing defiantly next to an "automachine" of her own design, Vesna Tesla's eyes flashed at the audience. The younger Tesla spoke loudly and firmly:

> *"My father was devastated to learn of the true capacity for destruction that his inventions held. He sought only to help the world, and when he saw first-hand the tragedy he had unleashed, he withdrew from public life in order to pursue new technologies that might finally lead us all into a new world of peace. The group who captured us and, to my knowledge, still holds him represents a true existential threat to all Europa. Indeed, I believe they seek nothing short of world domination.*
>
> *"My father remains missing, but I vow to continue his work, even as I continue to search for him. I am forming a coalition to stand for peace, and to defend it by any means necessary. I invite all peace-loving people to join me. We will stand against any who threaten the conditions under which we all flourish at this time. The organization holding my father will be stopped. Any other nations attempting to assert their will over Europa will be resisted. Peace is here and the peace will last. This is my promise."*

SETUP

DESIGNER'S NOTE: *Vesna is an advanced faction that is highly variable and will benefit a player who is flexible in their strategies. It is a tricky faction for you, the player, and for your opponents, as her abilities change from game to game.*

1. The Vesna player places their home base tile on the map in the previously selected position.
   a. For regular (non-campaign) games of Scythe, select a random home base tile from those unused by other players and place the Vesna faction home base tile on the board in its place.
2. After placing the usual number of Factory cards on the board, randomly draw 3 Factory cards from those not in use. Place them face up next to your player mat (see Vesna's faction ability to see how they're used).
3. Unlike other factions, Vesna has only 2 latent mech abilities (Riverwalk and Speed). The other spots are blank. However, her faction also comes with 18 mech ability tokens (with a blue border). Vesna may select some of these abilities to use in the current game—this selection happens after Mech Mods are selected (in a non-campaign game) but before any Mods/abilities are placed on Vesna's faction mat.
   a. Randomly select 6 mech ability tokens from Vesna's supply of 18 tokens. Return the others to the box—they won't be used this game.
   b. From your mech ability tokens and Mech Mods, you may choose 2–4 tokens. Place 2 of those tokens on the blank spaces on your faction mat; if you choose a 3rd or 4th token, place them over your printed mech abilities (Riverwalk and Speed). These tokens are locked in place for the current game; set aside unused tokens.

FACTION ABILITY

TECHNOPHILE: The 3 selected Factory cards are available to you from the start of the game. They are used like normal Factory cards (place your action token on a Factory card to use the top and/or bottom action). Every time you use a Factory card (including one acquired from the Factory), return it to the box. You may still only acquire 1 card from the Factory over the course of each game.

NOTE: *Vesna's starting Factory cards do not count toward completing Objectives.*

BOX A: VESNA RULES

AUTOMA

THE AUTOMA PLAYING AS VESNA

If the Automa plays Vesna:

- It doesn't get the 3 extra Factory cards during setup.
- As the first step of setup each game:
  - Mix the icon tokens of the 7 factions of the base game and Invaders from Afar and draw 2 at random (returning the rest to the box).
  - Place those 2 tokens face up beside to the Automa deck.
  - When resolving the Automa cards, the Automa will carry out the faction-specific actions (in brackets) for both of those factions.

MECH ABILITIES

1. **RIVERWALK:** You may move your character and mechs across rivers to/from an adjacent territory containing any player's structure.
2. **SPEED:** Your character and mechs may move one additional hex per Move action.

Some of Vesna's mech ability tokens are clarified in the instructions for Mech Mods.

AIRSHIP: Vesna may only use her 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.

SPOILER ALERT

EPISODE 4: FENRIS

SEPTEMBER 1922

Shortly after Vesna's rescue from the Factory, the countryside reports of "strange soldiers with glowing eyes" began to once again spread throughout the land. These frightening, empty-eyed hell agents were said to call themselves "Fenris," and in light of Vesna's report, these stories were taken much more seriously than before.

There had always been bands of mercenaries and cutthroats harassing the people of Europa, but Fenris is more organized and uses frightening new weapons. Nobody knows what they want exactly, but as they spread across the land and their influence grows, they have proved to be quite an obstacle in the recovery and rebuilding process, and it remains unclear what their ultimate goal is.

Fenris seems to strike randomly, and as far as anyone can tell, no nation has remained untouched by their violence and chaos. They appear, seemingly from nowhere to strike at patrols of soldiers, or to pillage a farm or market, then seem to vanish. Their work has sown considerable discord and militaries have begun concerted efforts to subdue them, driven partly by patriotism, but mostly by the monetary rewards governments offer for these agents, dead or alive.

Meanwhile, Vesna is well underway establishing her coalition, rapidly building its strength and influence. Her international popularity proves to be a strong draw, and her faction grows swiftly. With her dynamic technological resources and growing influence, she has begun to establish herself as a sort of "world's police," standing in the way of any one nation accumulating too much power. But, though she remains popular, more than a few national leaders grow uneasy at her alarmingly rapid rise to power, and they all now watch her with growing wariness.

STORY SUMMARY

A new breed of rabble-rousers calling themselves "Fenris" has emerged. They are menacing the people of Europa, and this is irritating the governments, who have decided it is time to put these agents in their place.

SETUP

1. Set up the game as usual. The Vesna player uses the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Log. 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. Open Box B and place 1 Fenris agent (wooden worker meeples—8 total) on each tunnel and 2 on the Factory.

5. If you have any Infrastructure Mods (these may not have been unlocked), place them face up near your play area.
6. 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.
7. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

SPECIAL RULES

When one of your combat units (character or mechs) moves into a territory containing Fenris agents, their movement ends. Before continuing with other movements and/or other aspects of your turn, you must attempt to subdue the agent(s):

1. Draw and reveal 1 combat card per Fenris unit on the territory **(this is not combat).**
2. Lose your choice of any combination of power, coins, and/or popularity equal to the sum of the numbers on the combat cards drawn.
   a. If you can afford this cost (you must pay if you can), you successfully subdued the Fenris agent(s)! Gain the Fenris combat card(s) and place the Fenris agent(s) on your faction mat (the agents will factor into an end-game bonus). **This is not combat and does not earn you a combat star.**
   b. If you cannot afford the cost, pay nothing, discard the Fenris combat card(s), and return your unit to the territory from which it entered.

You may not move a worker by itself into a territory containing Fenris agents (though your mech may transport workers as normal).

EPISODE GOALS
- Subdue the Fenris agents
- Win the game

THE GAME ENDS IMMEDIATELY WHEN ALL 8 FENRIS AGENTS HAVE BEEN SUBDUED OR WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

OUTCOMES

Although governments were now paying handsomely for the capture or killing of the Fenris agents, they have proven difficult targets—not impossible by any means, but strong enough to be a nuisance. Still, nations gradually drove them back, and it began to look as though Fenris might be eliminated in the near future. The continued progress against Fenris helped the citizens relax and feel safer than they had in months. Vesna still remained cautious, but the nations of Europa felt confident in their successes against the Fenris threat.

EPISODE 4

AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

Non-Attacking Combat Unit Movement

Following any non-attacking move of any Automa combat unit ():

- If there are Fenris agents on the territory of that unit, it will try to subdue them.
- If not, and there are Fenris agents in the neighborhood of that unit, it will try to subdue all those on 1 territory. If there are multiple such territories, use normal English reading order to resolve the action.
  NOTE: The unit does not move to the territory with the Fenris agents; it attempts to subdue them from its own territory.

SUBDUING FENRIS AGENTS

- When the Automa subdues a Fenris agent, draw combat cards as described in the rules. If there are any power 5 cards among them, the Automa loses; otherwise, it wins.
- If the Automa wins, it gets the Fenris agent(s), but it neither gains the combat card(s) nor loses power, coins, or popularity.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. For every 2 Fenris agents you subdued (rounded up), increase a Setup Bonus on your Campaign Log by 1 (observing the limits of Power and Popularity).
3. Add the Mod tokens you did not unlock in Episode 2a/b (either Mech Mods or Infrastructure Mods) from the punchboard to the general supply. Read the rules for that Mod type (page 60 or 61) and make those tokens available.
4. Following the standard Mod rules, each player draws 2 of each Mod type (4 total tokens) from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.

SPOILER ALERT

EPISODE 5: FACTORY FORTRESS

APRIL 1923

Fenris proved more resilient than initially thought. After a series of early success, the nations of Europa found them hard to track and even harder to eliminate. Slowly, persistently, Fenris had spread more discord and more influence, and this had caused great concern throughout Europa as governments grew even more wary and fought harder to beat them down.

Nevertheless, as Fenris continued to gain influence and power, several catastrophic events occurred. The emperor of Saxony and the tsar of the Rusviet Union were both assassinated, and across Europa misfortune befell nations in ways that were too suspicious to be mere coincidence.

At first, the beset nations blamed one another for this espionage and violence. However, it has gradually become clear that another force is at work, and many begin to suspect Fenris is behind it all.

Amidst all of this chaos, the Factory has become a veritable fortress, and no one has set foot in it for many months. Many believe that Fenris has established itself there, and gradually every nation has come to the same daunting conclusion: they must strike at the heart of Fenris, before it can gain any more power or influence.

STORY SUMMARY

As chaos descends across Europa, no one has approached the Factory for months, and many believe that Fenris has taken over and locked down the Factory. What could they be doing? Time is of the essence and they need to find out.

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. The Vesna player uses the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Log.
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 1 Influence token on each tunnel (6 total) and on each of the three land territories adjacent to the Factory (3 total).
7. Place Box C on the Factory. Do not open it until instructed.
8. If Rusviet is in the game, give them the revised Township tile. They are required to use this instead of the standard Township ability.
9. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

SPECIAL RULES

- Whenever a unit (mech, character, or worker) you control moves to a territory containing an Influence token, the unit's movement ends and you gain the Influence token (place it on your faction mat).
- Each Influence token is worth -$1 at the end of the game.
- The first time a player moves any unit onto the Factory, their Move action ends and they open Box C. When it is opened, read the Box C instructions on page 82.

EPISODE GOALS

- Get to the Factory and uncover the mystery residing there.
- Win the game.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK. BOX C ALSO CONTAINS AN ALTERNATIVE END-GAME CONDITION.

EPISODE 5

AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

For all non-attacking Move Mech or Character (/) actions, the Automa will move toward the Factory instead of toward enemy combat units.

EPISODE REWARDS

The Automa doesn't lose coins for Influence tokens.

SPOILER ALERT

ANNIHILATOR
(BOX C)

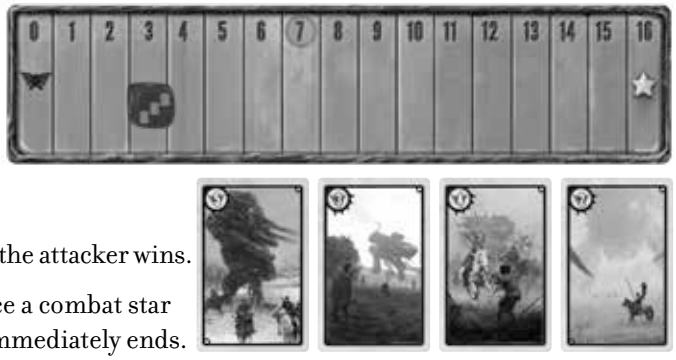
The Annihilator is an autonomous mech that stands guard over the Factory, never moving. Players can now end the game **either by placing their 6th star or by defeating the Annihilator in combat**, which will reap an influential reward.

The following rules (pages 82 and 83) only apply to Episode 5.

ORIGINAL REVEAL

1. Place the Annihilator on the Factory. If you discovered it, roll the two 6-sided dice and choose one to represent the Annihilator's combat power. Place the selected die on the corresponding space of the power track.
2. If any players have objectives 5, 7, or 22, they should now discard them and draw replacements.
3. If you moved a worker onto the Factory by itself, it returns to your base.
4. If you moved a combat unit (character or mech) onto the Factory to reveal the Annihilator, you must fight it. Finish your Move action (if you have movements remaining for other units, you may use them, including moving them onto the Factory to participate in combat). Then proceed to combat with the Annihilator.

COMBAT



Follow these steps in order for combat with the Annihilator:

1. After you have selected and revealed your power and any combat cards, draw the top 4 cards from the combat card deck and add them to the Annihilator's power (as shown by the die on the power track). Discard these combat cards.
2. Determine the winner of combat as usual. In the case of a tie, the attacker wins.
3. If you defeat the Annihilator, remove it from the board, place a combat star on the Triumph Track (up to the usual limit), and the game immediately ends.

- Mech Mods, Infrastructure Mods, and mech abilities that affect an opponent's power/combat cards do not apply to combat with the Annihilator (they are marked with the icon). Combat abilities that affect a player may be used, but there is no way to reduce the Annihilator's power or combat cards.

GAMEPLAY

- The player who discovered the Annihilator is its "controller" for the current game—they have some control over the Annihilator even though it is an enemy to all players. The Annihilator's "turn" takes place immediately before the controller's turn (so, after the Annihilator is discovered, all other players will take a turn before the Annihilator's first turn).
- On the Annihilator's turn, its controller rolls two 6-sided dice. That player then chooses 1 die to represent the Annihilator's combat power until its next turn. Place the selected die on the corresponding space of the power track, then end the Annihilator's turn (it isn't mobile).

OUTCOME

No one was prepared for the Annihilator. In truth, most had forgotten the promise of some ultimate machine of destruction that Tesla had been designing for Fenris—forgotten, or never believed in the first place. But it was real, and it was monstrous.

And it wasn't alone.

BOX C: ANNIHILATOR RULES (EPISODE 5 ONLY)

AUTOMA

COMBAT AND MOVEMENT

- If the Automa is first to fight the Annihilator, it will lose that combat along with 4 power and 1 random combat card. This is instead of drawing an Automa card to resolve the combat along with combat cards for the Annihilator.
- The combat's outcome is handled as it would be for any other combat.
- If the Automa controls the Annihilator, it will always choose the lower of the 2 dice it rolls as the power of the Annihilator.
- For all Automa Move actions, the Annihilator is handled as an enemy combat unit would be.

POPULARITY

When Box C is opened, if the Star Tracker token is on row 1, 2, or 3 of the Star Tracker card, move the Automa's popularity token to space 2 of the popularity track. Once the Star Tracker token reaches row 4, place the Automa´s popularity token on space 10.

DESIGNER'S NOTE: In some cases this episode can end quickly with a rush to the Factory and you won't have a reasonable chance to increase your popularity to tier 2.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Following the standard Mod rules, each player draws 2 of each Mod type from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.
3. Players will now determine who will become a new faction, Fenris. This may result in the Vesna faction not being in use for a game, but players will have the chance to switch factions at the end of Episode 6.
   a. If a player defeated the Annihilator in combat, they gain control of the Fenris faction.
   b. If no one defeated the Annihilator, the winner of this game gains control of the Fenris faction.
4. The new Fenris player gains the Annihilator mech, all tiles on the Fenris punchboard, and the contents of Box D. That player's previous home base will be Fenris' home base. The Fenris player keeps everything they have earned up to this point (Mods, Wealth, etc.) and changes the name of their faction on their Campaign Log.
5. The Fenris punchboard also contains Alliance tokens for Vesna and Fenris. Give them to their respective factions for use in Episodes that feature the Alliance module.
6. Proceed to read the rules for Fenris on the next page.

SPOILER ALERT

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.

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.*

FACTION ABILITY

INFLUENCE: After moving your character (and resolving combat and/or encounters), you may place an Influence token on that territory if there is no token there. 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).

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. 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. For each combat, you can choose either to use Death Ray or not use it (one or the other).
- **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

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 Automa is 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.

SPOILER ALERT

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.

OUTCOMES

The appearance of Rasputin as the head of Fenris made sense in retrospect. When he made himself known, a collective dismay fell over Europa, but then the rumors began. The most believable claimed that in the early 1900's, Grigori Rasputin established a secret order that eventually became Fenris. Many believed that the Rusviet tsar disapproved of this secret order, and that led to his death. But the veracity of those claims was never made clear.

The secret order was established on the heels of Nikola Tesla's rise to fame as the designer—and sole distributor—of the incredible automachines and mechs that had revolutionized so many industries and had come to dominate modern warfare. In hindsight, many saw a trail of coincidences that suddenly didn't seem so coincidental, and it was generally believed that the catalytic events triggering the start of the Great War were in fact orchestrated by Rasputin and his early Fenris devotees.

Since the end of the war, he had been working to subvert confidence in the leaders of the nations of Europa, weakening them so that he might establish a new seat of power and take sole control of the Factory City-State.

EPISODE 6

AUTOMA

SKIP TRIUMPHS

EPISODE REWARDS

If the Automa played Fenris or Vesna this episode, it keeps its faction. Otherwise:

- Roll a six-sided die.
- If you roll 4-6, the Automa will return its faction mat. When it's the Automa's turn (based on its score) to take a new faction, it takes a random available faction. (This could end up being the same faction it previously had).

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. All players may choose to switch factions at this time. If you choose to switch factions, you will keep your current Campaign Log and everything you have earned. Change the name of your faction on your Campaign Log and use the new faction mat in future games. To switch factions, follow these steps:
   a. Any player who decides to change faction adds their faction mat to the unused faction mats.
   b. The WINNER of this game chooses a new faction first. Then the player with the next highest score, and so on. After any switches, players who are Vesna or Fenris will keep using the current position of their home base, unless that base is in use by another player's faction, in which case they must choose an unused base to use.
3. Following the standard Mod rules, each player draws 2 of each Mod type from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.

SPOILER ALERT

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 70.
   - Alliances and Peace Triumph Track are explained on page 72.
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

EPISODE GOALS
- Have encounters to find Tesla
- Win the game

- 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.

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

OUTCOMES

If a player found Tesla during Episode 7, proceed to Episode 8a. Rules for how to use Tesla in Episode 8a are in the Special Rules for the episode.

If no player found Tesla, open Box E, extract the Mad Tesla tile from the punchboard, and proceed to Episode 8b. Rules for how to use Tesla in Episode 8b are in the Special Rules for the episode.

EPISODE 7

AUTOMA

SKIP TRIUMPHS

WAR TRACK

PEACE TRACK

SPECIAL RULES

- Use the rules/rule section for Episode 2a/b marked RIVALS or ALLIANCES, as applicable.
- When the Automa takes an encounter token, it takes an additional 1 (if possible) that's within a distance of 2 territories. Use normal English reading order as a tiebreaker. It won't take encounter tokens from those spaces containing an opponent unit or spaces it can't reach due to the initial water restriction.

With 3 or more players, the Automas can't use this extra rule to take encounter tokens from another player's home peninsula.

END-GAME SCORING

Encounter territories (territories that started the game with encounter tokens on them, including the Factory this game) are worth +1 territory for end-game scoring.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. For each encounter token you currently have on your faction mat, you may increase a Setup Bonus by 1. The tokens discarded to open Box E do not count toward this reward.
3. All stars earned from categories unique to the War or Peace Triumph Track this game can be used for any category when filling out the Triumph Log on your Campaign Log.
4. Following the standard Mod rules, each player draws 2 of each Mod type from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.

SPOILER ALERT

EPISODE 8A: A NEW ERA

MARCH 1924

Tesla's escape attempt enraged Rasputin, and immediately Fenris was set to work on the final stage of their plan. The rest of Europa steeled itself. The Great War had been long, bloody, and overt. Despite the war ending, the nations had remained embroiled in conflict, but it had been a quiet war of subterfuge and skirmishes.

Rasputin had been pulling strings and manipulating governments, and it had only been a year or so that open warfare had broken out once again. Now, many feel the same decisiveness in the air that they had felt eight years earlier, just before the dramatic resolution of the Great War. From the generals down to the peasants, the people could sense that something would change soon and the impact would last forever.

A new era is on the horizon, and all the citizens of the nations can do is to hope it will not impact them too badly. The governments and generals, on the other hand, feel the hand of fate on their shoulders. Though many are nervous, they are also filled with the eagerness of opportunity. The last war had ended largely out of fear and fatigue. Now there is a sense that they are fighting for something meaningful. They fight for freedom. They fight for power. They fight for the future of the world.

STORY SUMMARY

It has all come down to this. Tesla's escape attempt has enraged Rasputin, and Fenris has set in motion its final attempt to take over Europa. Every nation fights to come out on top and be the ones to lead the world into a new era!

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.**

SETUP

1. Remove the Triumph Tiles from the punchboard. Randomize them and fill all 10 slots of the Triumph Track with them.
2. Set up the game as usual. The Vesna and Fenris players continue to use the same home base location as previously selected.
3. 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.)

TIE BREAKERS:

- Total games won in the campaign.
- Most stars achieved on your personal Triumph Log.

4. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from **The Wind Gambit.**
5. Gain all bonuses earned under Setup Bonuses on your Campaign Log.
6. Place your Infrastructure Mods face up near your play area.
7. Place any number of your Mech Mods over the abilities on your faction mat.
8. Place 1 star from every player on each of the 3 land territories adjacent to the Factory.
9. The Tesla miniature begins on the home base of the player who found him in Episode 7.
10. 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.**

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

SPECIAL RULES

- You must retrieve 3 of your stars from the board before placing them on the Triumph Track. Your other 3 stars are available from the beginning of the game.
- Whenever one of your ground units (i.e., character, mech, or worker) moves onto a territory containing your star, its movement ends and you claim the star. Place it in your personal supply.
  - Resolve any Traps or combat after claiming your star.
  - Airships cannot claim stars.
- Stars claimed from the map may be placed on the Triumph Track immediately if the requirements for placing the star are met when the star is retrieved from the board.
  - You may not "retroactively" place a star for a combat won on an earlier turn when you were out of stars.
  - If you do not meet any category requirements at the moment when you pick up a star from the board, put the star on your faction mat to use later.

TESLA (BOX E)

Tesla is both a **character** and a **mech** for all standard and special abilities (although he is not counted towards the Mech goal on the Triumph Track). Tesla can have encounters, claim Factory cards, transport workers, and use all of your faction and mech abilities.

TRIUMPH TILES

Triumph Tiles (16 total) create a fully randomized, customizable version of the Triumph Track. At the beginning of setup, randomly select 10 Triumph Tiles and place them on all 10 slots of the Triumph Track.

Here are a few specific notes about possible tiles:

- Even if there are no Triumph Tiles for objectives or combat victories, Saxony retains its ability to place any number of stars for those categories.
- There is a Triumph Tile for having 8 Combat Cards in your hand on your turn.
- There is a Triumph Tile for claiming 3 encounter tokens. Place the star after completing the encounter.
- There is a Triumph Tile for gaining a Factory card. Place the star when you gain the card (at end of turn).
- There is a Triumph Tile for controlling 16 total resources (these resources can be on various territories you control).

END-GAME SCORING

1. Record stars and coins on your Campaign Log. Stars earned from Triumph Tiles can be used for any category on your Triumph Log.
2. Proceed to page 96.

EPISODE 8A

AUTOMA

SKIP TRIUMPHS

(IF INCLUDED)

SETUP

If the Automa chooses its player mat first, it chooses 1 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.

SPECIAL RULES

Movement

For all Move actions, the following special tiebreaker is added before all other tiebreakers when choosing destination territory:

TIEBREAKER 0: Territory with an Automa star on it. If there are none, skip this tiebreaker.

Star Placement

- Like you, if the Automa does not have a star to place when winning combat or achieving max power, it cannot place one retroactively. But if it retrieves a star while having 16 power, it will place that star.
- On the other hand, any stars triggered by the Star Tracker are placed as soon as the Automa has one available, even retroactively.

SPECIAL RULES

The Automa Controls Tesla

Tesla is considered a mech — but not a character — when controlled by the Automa.

SPOILER ALERT

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.**

SETUP

1. Set up the game as usual. The Vesna and Fenris players continue to use the same home base location as previously selected.
2. 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.)

   TIE BREAKERS:

   a. Total games won in the campaign.

   b. Most stars achieved on your personal Triumph Log.

3. 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. Follow the setup instructions for Mad Tesla before selecting Mods.
5. Place your Infrastructure Mods face up near your play area.
6. Place any number of your Mech Mods over the abilities on your faction mat.
7. 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.**

EPISODE GOALS
- WIN!

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

AUTOMA

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.

END-GAME SCORING

1. Gain $10 if you destroyed Mad Tesla.
2. Record stars and coins on your Campaign Log.
3. Proceed to page 96.

SPOILER ALERT

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.

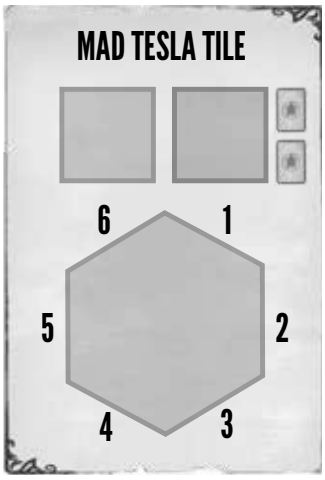
SETUP

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 — AUTOMA

SPECIAL RULES

- 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 (remember that it starts at 10) by attacking and defeating Tesla as you would.
  - 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.

THE RISE OF...

Use the chart on this page to calculate the overall campaign winner. You are essentially doubling your Episode 8a or 8b score and adding to it any $25 bonuses from completed rows/columns on your Triumph Log.

To download and print additional copies of this chart, please visit www.stonemaiergames.com/games/scythe/scythe-the-rise-of-fenris/

CAMPAIGN WINNER CALCULATION AND ECONOMIC LEADERSHIP

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6	PLAYER 7
EPISODE 8 SCORE							
EPISODE 8 SCORE							
$25 TRIUMPH LOG BONUS TOTAL							
TOTAL							

The player with the highest total in the above chart is the overall campaign winner (if there is a tie, share the victory). You have established yourself as the dominant power in Eastern Europa!

Each player can now determine their leadership style. To do this, you will need to consider 2 additional categories: governance and military. Where you rank among players in these categories will determine the 3 aspects of your leadership style.

"A" LEVEL If you have the HIGHEST total in the category.

"B" LEVEL If you have the SECOND highest total in the category.

"C" LEVEL If you have the THIRD highest total, or lower, in the category.

GOVERNANCE LEADERSHIP

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6	PLAYER 7
INFRASTRUCTURE MOD (#)							
STARS TOTAL: UPGRADES FROM CAMPAIGN LOG							
STARS TOTAL: STRUCTURES FROM CAMPAIGN LOG							
STARS TOTAL: WORKERS FROM CAMPAIGN LOG							
STARS TOTAL: OBJECTIVES FROM CAMPAIGN LOG							
STARS TOTAL: POPULARITY FROM CAMPAIGN LOG							
TOTAL							

MILITARY LEADERSHIP

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6	PLAYER 7
MECH MODS (#)							
STARS TOTAL: DEPLOY FROM CAMPAIGN LOG							
STARS TOTAL: ENLIST FROM CAMPAIGN LOG							
STARS TOTAL: COMBAT FROM CAMPAIGN LOG							
STARS TOTAL: POWER FROM CAMPAIGN LOG							
TOTAL							

To see the consequences of your leadership, read the following descriptions for each category, beginning with your "A" rank and proceeding to "B" and finally "C." If you have multiple categories of the same rank, you may read them in any order.

	ECONOMY	GOVERNANCE	MILITARY
"A" LEADERSHIP (HIGHEST AMONG ALL PLAYERS)	It takes time and hard work, but you lead Europa into an economic Golden Age. Quicker than expected, your leadership has established prosperity across all levels of society as stock markets boom, industries thrive, and quality of life begins to rise for everyone. In a world of abundant opportunity and bright future prospects, the citizens of Europa begin to rest easier than they have in living memory.	With careful planning and foresight, you undertake an ambitious recovery plan. Your uncanny ability to meet objectives helps you rapidly restore infrastructure and build a strong sense of purpose and community between nations. People are pleased at the pace of rebuilding, as well as the sense of international unity that they have lacked for years. The arts begin to thrive, and everyone praises your vision and dedication to global well-being.	You crushed your enemies in the final confrontation through sheer force, and you see little reason to change your ways now. Displays of might are your signature as you force Europa into a time of peace with the most powerful mechs in the world on constant patrol, enforcing your laws. Throughout Europa, leaders and workers alike resent your iron fist, but none are willing to challenge you.
MEANWHILE ...			
"B" LEADERSHIP (SECOND HIGHEST AMONG ALL PLAYERS)	Managing Europa's economy is a struggle, but you manage to keep it afloat. Over time, however, it becomes clear where your priorities lie, as your friends and allies prosper while the rest of Europa stagnates. Furthermore, the aristocracies across the Continent flourish under your leadership, but the general public struggle to see even moderate growth. Rumblings of discontent persist, though little comes of it. For now.	You struggle to establish a strong sense of global purpose. Under your guidance, individual nations manage to rebuild their infrastructure, but without clear objectives or focused attention on global unity. Relieved to see the end of war, people are mostly satisfied, but there is growing concern over the lack of unified leadership. Relations between countries remain ambivalent—the peace is holding, but global good-will is elusive.	You value military strength, but refrain from using it as a first resort. As nations continue to recover, you recognize the value of backing your policies up with a quiet, but powerful, display of strength. You quash any uprisings quickly and absolutely, but as long as national leaders and their people remain peaceable, you are content to let your military stand watch silently, ready to intervene at a moment's notice.
FINALLY ...			
"C" LEADERSHIP (THIRD HIGHEST, OR LOWER, AMONG ALL PLAYERS)	The chaos of this conflict has ravaged Europa economically, and you have failed to turn things around. In the years following your ascension, economies have limped along at best, and the peasantry has grown increasingly discontent. To make matters worse, rumors swirl that the other leaders of Europa have lost faith in you, and your authority remains forever tenuous. Only time will tell whether your other strengths will be enough to hold the world together.	Governance is not your strong suit, and your limited vision has allowed international relations to remain tense. Roads and railways lie in disrepair. Infrastructure suffers from neglect. With limited means of transporting people or goods, any goodwill remaining between nations dwindles. The continually fractured infrastructure, combined with a lack of international purpose or unity, leads to discontent that grows with each passing year.	The fact that you won the final confrontation baffles many throughout Europa, and you continue to struggle with your military. You have chosen instead to lead by example, relying on economic growth and a clear vision of a peaceful Europa to guide you through this second recovery since the Great War. Still, you remain vulnerable to uprisings and rely heavily on the cooperation of other nations, and their leaders, to maintain the peace.

CHARACTERS

You are represented on the board by your character, who has been sent on a mission to make your faction's claim to the uncharted lands surrounding the defunct Factory. Each character unit is comprised of a person and their animal companion.

While each of the characters appears to be functionally the same as the others, their unique abilities are manifested in their respective faction and mech abilities. A full backstory for each character can be found on the Stonemaier Games website, but here is a short description of each one:

ANNA & WOJTEK (POLANIA REPUBLIC): An expert marksman and a helpful bear, Anna and Wojtek traveled across the countryside during the Great War, becoming living legends as they distinguished themselves in battle and showed compassion to even the poorest farmers. With the Factory shut down and rumors swirling about a growing Rusviet force, Anna and Wojtek have accepted a mission to ensure the unity and independence of Polania by securing the eastern border and patrolling the lands surrounding the Factory.

GUNTER VON DUISBURG WITH NACHT & TAG (SAXONY EMPIRE): During the war, Gunter and his wolves led elite mech squads across the forests and mountains of Saxony and Europa. His name was both feared and respected, and his jacket grew heavy with medals of honor. Now that the war is over, the Emperor has asked Gunter to embark on a new adventure to the east, where he sees a fresh opportunity to expand the Saxony foothold on the unclaimed lands surrounding the Factory. Tag is shown on several encounter cards, but she is not part of the character miniature.

ZEHRA & KAR (CRIMEAN KHANATE): The firstborn daughter of the Khan of the Crimean Tartars, Zehra is able to see through her eagle's eyes, heightening her already formidable skill with the bow. Though her father was loath to adopt the Factory's advances, he realized that the world was changing and he could not leave the Khanate exposed to its rivals. Reluctantly, he has tasked his daughter with an expedition to the north for the purpose of acquiring more modern technology and ensuring lasting peace for their people.

BJORN & MOX (NORDIC KINGDOM): Bjorn, the descendant of a renowned Viking family, was saved from perishing in a blizzard by a kindly muskox. After surviving the ordeal, Bjorn took the creature as his mount and named him Mox. Together they embarked on a series of adventures across the land, serving as ambassadors to other tribes, executing military operations, and seeking out new oil reserves. The King has now sent them southward to add new villages and farms to the kingdom, either by diplomacy or by force, as well as to explore the Factory with the hope of gaining a technological advantage for future wars.

OLGA ROMANOVA & CHANGA (RUSVIET UNION): When Olga's first love, Viktor, went missing during the Great War, she vowed to find him again. She joined the Rusviet military intelligence service with Changa, her Siberian tiger, at her side. With her intelligence and ambition, she has risen quickly through the ranks, and has used her newly-earned authority to launch a full-blown invasion into the western lands—a desperate attempt to find her beloved Viktor, with the full strength of the Rusviet military at her back!

INVADERS FROM AFAR CHARACTERS

AKIKO & JIRO (TOGAWA SHOGUNATE): From an early age, Akiko, the niece of the shogun, read stories of warriors and adventurers in faraway lands. She was especially fascinated by the beauty and art of sword fighting. When she turned 16, Akiko begged her uncle to let her train at the most elite samurai war academy, and he agreed. She was a model student, practicing constantly until she excelled at fighting, shooting, strategy, and tactics. Bursting with pride, the shogun gave Akiko a special trained monkey named Jiro.

As Akiko was entering her second year of training, her brother, a prominent engineer, went missing during a mission to the mysterious Factory in Eastern Europa. The shogun's advisors suspected that he had been captured by agents of the Rusviet Union. Trusting in his niece's skills as a samurai, the shogun has empowered Akiko to lead a large military expedition to subvert the Rusviets, recover the Togawa engineers, and discover the truth of the Factory.

CONNOR & MAX (CLAN ALBION): Connor is a highlander, a native of the southern area of the island controlled by Clan Albion. He comes from a long line of military legends, a tradition he perpetuated by entrenching himself far behind enemy lines during the Great War. He owes his life to his faithful companion, a wild boar named Max, who saved him from a pack of dire wolves in the foothills of Saxony.

Clan Albion fears that the Factory could fall under permanent control of one of the more powerful factions, which might then encroach on the Albion homeland. With Max by his side, Connor is entrusted with the command of a special taskforce to build a strong line of defense against the other factions and destroy the Factory before it's too late.

STOP:

The next pages contain spoilers for Rise of Fenris; if you want to remain unspoiled, skip to page 104.

RISE OF FENRIS CHARACTERS

VESNA AND VOLTAN (TESLA)

Vesna's first public statement upon her escape from the Factory was short, to the point, and widely anticipated. Standing defiantly next to an "automachine" of her own design, Vesna Tesla's eyes flashed at the audience. The younger Tesla spoke loudly and firmly:

> *"My father was devastated to learn of the true capacity for destruction that his inventions held. He sought only to help the world, and when he saw first-hand the tragedy he had unleashed, he withdrew from public life in order to pursue new technologies that might finally lead us all into a new world of peace. The group who captured us and, to my knowledge, still holds him represents a true existential threat to all Europa. Indeed, I believe they seek nothing short of world domination.*
>
> *"My father remains missing, but I vow to continue his work, even as I continue to search for him. I am forming a coalition to stand for peace, and to defend it by any means necessary. I invite all peace-loving people to join me. We will stand against any who threaten the conditions under which we all flourish at this time. The organization holding my father will be stopped. Any other nations attempting to assert their will over Europa will be resisted. Peace is here and the peace will last. This is my promise."*

RASPUTIN AND LIKHO (FENRIS)

No one was prepared for the Annihilator. In truth, most had forgotten the promise of some ultimate machine of destruction that Tesla had been designing for Fenris—forgotten, or never believed in the first place. But it was real, and it was monstrous.

And it wasn't alone.

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.

The appearance of Rasputin as the head of Fenris made sense in retrospect. When he made himself known, a collective dismay fell over Europa, but then the rumors began. The most believable claimed that in the early 1900's, Grigori Rasputin established a secret order that eventually became Fenris. Many believed that the Rusviet tsar disapproved of this secret order, and that led to his death. But the veracity of those claims was never made clear.

The secret order was established on the heels of Nikola Tesla's rise to fame as the designer—and sole distributor—of the incredible automachines and mechs that had revolutionized so many industries and had come to dominate modern warfare. In hindsight, many saw a trail of coincidences that suddenly didn't seem so coincidental, and it was generally believed that the catalytic events triggering the start of the Great War were in fact orchestrated by Rasputin and his early Fenris devotees.

Since the end of the war, he had been working to subvert confidence in the leaders of the nations of Europa, weakening them so that he might establish a new seat of power and take sole control of the Factory City-State.

SCYTHE
AUTOMA

DESIGNER: MORTEN MONRAD PEDERSEN
ASSISTANT DESIGNER: DAVID STUDLEY
SPECIAL ADVISOR: LINES J. HUTTER

When you don't have the time, option, or desire to get a gaming group together, don't worry. We have you covered. This rulebook introduces an artificial opponent called the Automa to Scythe, so that it can be played solitaire.

COMPONENTS

19 Automa cards

4 Automa star tracker cards

8 Automa reference cards

INVADERS FROM AFAR EXPANSION

2 Automa reference cards (with specific rule changes for the Albion and Togawa factions)

WIND GAMBIT EXPANSION

7 Automa airship cards.

2 double-sided Automa resolution cards.

THE AUTOMA

As the player, you follow the same rules as you would in a game against another human. The Automa, however, follows a simplified rule set, purposely designed to reduce the burden of running the Automa.

The Automa:

- Does not have recruits, structures, upgrades, or objective cards.
- Never changes its popularity.
- Does not produce resources.
- Does not pay any costs to take actions.
- Does not use tunnels.
- Uses no faction or mech abilities from its faction mat.
- Has no player mat.
- Treats lakes as normal territories (hexes) and can cross any river after a specific point is reached in the game.
- Retreats combat units to its faction mat.
- Places its stars differently.

You do not need to memorize these differences; they'll be repeated in the relevant rulebook sections.

DESIGNER'S NOTE: *This solo variant traces its origin to the Tuscany expansion pack for Viticulture, a game set in premodern Italy. As we designed that variant, we wanted a word to describe the artificial opponent. "Automa"—the Italian word for "automaton"—was perfect, and continues to live on in Scythe.*

AUTOMA SETUP

Player setup is done as normal for you. The game board and cards are set up as for a 2-player game (use 3 Factory cards). For the Automa do the following:

- Give the Automa a faction mat for a faction of your choice, based on the kind of game experience you want. For your first game, we recommend you choose a faction with a home base far away from your faction's home base.
- Give the Automa power and combat cards as specified on its mat (place them face down without looking at them).
- Give the Automa 5 coins.
- Place the Automa's popularity token on the 10 space of the popularity track. It will never leave that space.
- Place 2 workers and the character onto the board, just as you would for a human player.
- Place mechs, stars, and the remaining workers on its faction mat.
- Pick one of the four Automa star tracker cards to set the difficulty. Place a tech cube on the space marked "I" on the star track. It's strongly recommended that you use the "Autometta" star tracker card until you've beaten the Automa at that level at least once. (Note: The star tracker cards have different names for your opponent, but this rulebook will use the term "the Automa" generically for all difficulty levels.)
- Shuffle the deck of 19 Automa cards and place it face-down with room for two discard piles beside it (the main, and the combat discard pile). Organize the cards so they are all facing the same direction with the "I" at the top.

INVADERS FROM AFAR SETUP

If the Automa is playing as Albion or Togawa, place the four Flag or Trap tokens, whichever is appropriate, on the Automa's faction mat. Randomize the Trap tokens and place them face down.

WIND GAMBIT SETUP

Set up everything as normal, except for the aggressive airship tile and the resolution:

IF YOU WANT TO INCLUDE THE AIRSHIP MODULE:

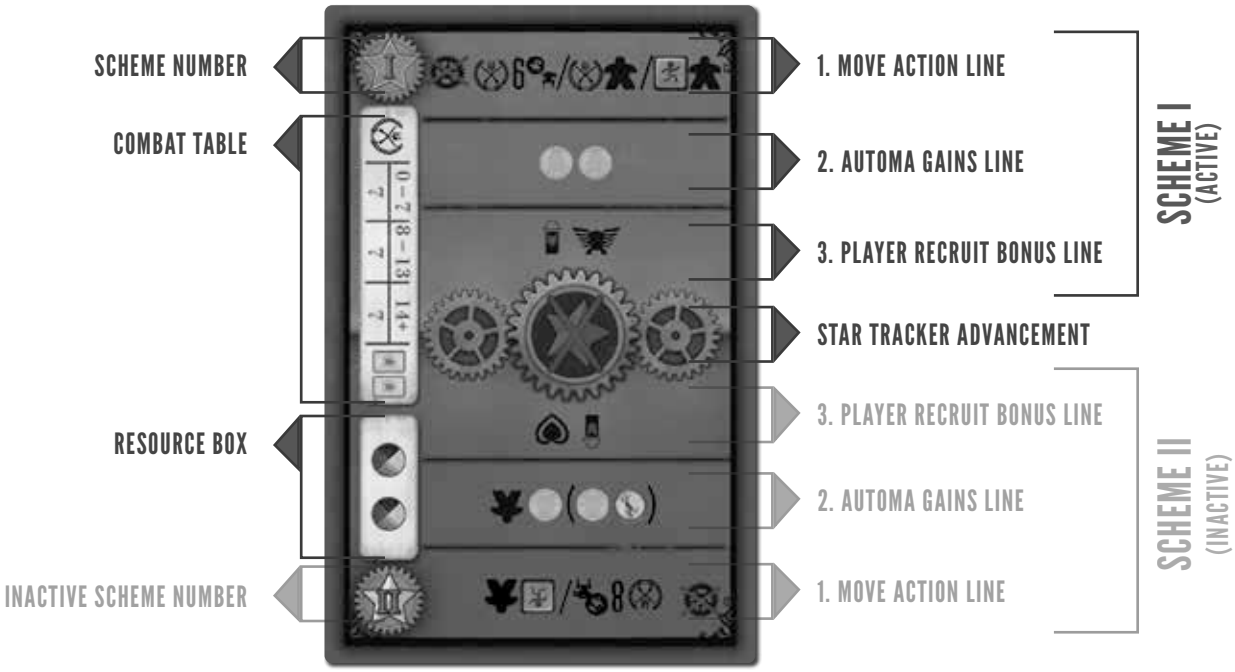
a. Draw or choose one of the Automa airship cards.

b. Find the corresponding aggressive airship tile. That's the one you'll use. Note that there is no card 7, as the aggressive airship tile 7 is not compatible with the Automa.

IF YOU WANT TO INCLUDE THE RESOLUTION MODULE: Select a resolution tile, then take the corresponding Automa resolution card, which will describe additional changes, if applicable.

AUTOMA TURNS

You take the first turn, followed by the Automa. You'll continue to alternate turns throughout the game until one of you places their sixth star. Each of the Automa's turns is controlled by an Automa card.



SAMPLE AUTOMA CARD

- The green part of the card is called Scheme I and this scheme will be used at the beginning of the game. After a specific event takes place, the deck will be rotated 180 degrees, and the Automa uses the red part, called Scheme II, for the remainder of the game (this switch is described in further detail in "Stars and the Scheme Switch".) The scheme currently at the top is the active scheme and determines what actions the Automa has cooked up for the current turn.
- The gray star with the red X in the middle of the card means that you should not advance the token on the star tracker card.
- If you turn the card sideways, the Combat Table at the bottom left is used to resolve combat.
- The Resource Box close to the bottom on the left determines the number of resources to place on a territory if you conquer a territory from the Automa.
- The Combat Table and Resource Box is used independent of which Scheme is active and the background color has no effect on them

If you ever need to draw a card and there are none left in the Automa deck, reshuffle all 19 cards from the two discard piles and then draw.

STEPS IN AN AUTOMA TURN

An Automa turn consists of the following steps:

1. DRAW AN AUTOMA CARD and place it face-up on top of the main discard pile with the active scheme at the top. If you're playing the Autometta difficulty and is in the first row of the active scheme, then skip this Automa turn.

2. FOLLOW THE ACTIVE SCHEME from top to bottom:

   A. Perform a single Automa **Move action.**

   B. The Automa **gains stuff.**

   C. You may receive a **recruit bonus.**

3. UPDATE THE STAR TRACKER if indicated to advance the Automa's progress towards another star.

NOTE: The Move action is performed before the gain stuff actions, and thus units can't be moved in the same turn that they're acquired.

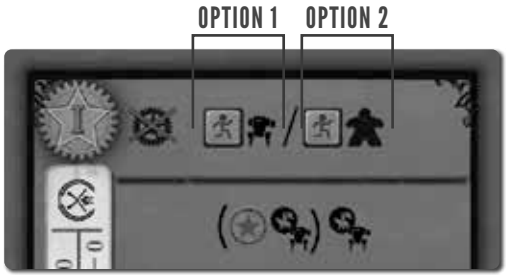
NOTE: As in multi-player, the game ends immediately after someone places their sixth star. Therefore, if an action on an Automa card leads to the sixth star being placed, the remaining actions on the card are not performed.

PERFORMING MOVE ACTIONS (STEP 2A)

The symbols in the first row of the scheme tell you what Move actions to attempt (at most, one will be performed). Do the following:

- Starting with the leftmost symbol, evaluate whether the symbol instructs the Automa to make a valid Move action. If the Move action is invalid, proceed to the next symbol in the row.
  NOTE: Letting a unit "move" to the territory it is already on can be a valid move.
- As soon as a valid move is made, **carry out no further actions on this row**.
- If no symbols in the first row produce a valid Move action, then the Automa performs no Move action this turn.
- Actions in brackets with a faction icon are **only considered if the Automa is playing that faction.**

Example of an Automa card with two possible Move actions. The leftmost symbol indicates that the Automa will skip the turn, if you're playing the Autometta level.



Once the token on the star tracker card has left the spaces with a (see "Update the Star Tracker Card"), all Automa units (including workers) treat lakes like normal territories and can cross any river. Until that happens, Automa units are confined to their faction's peninsula.

When selecting a unit to move, the Automa picks a unit closest to its home base. When placing a unit, if multiple territories are equivalent options, then the Automa picks a territory nearest to the Factory: The Automa wants to move away from its home base and concentrate its units around the Factory.

In cases where ties are not broken by proximity to the home base or the Factory, choose the unit or territory that would come first if you were going through the territories on the board in normal English reading order. That is, start with the leftmost territory in the top row, and go towards the right, then the row below, etc. (See "Move Worker" for an example of this rule in effect.)

All Move actions follow the same five-step procedure and involve a concept called neighborhoods.

NOTE: In Scythe, attack actions are also considered Move actions.

DESIGNER'S NOTE: *The movement system has a learning curve and the first time you play, it will take some time. As you gain experience, the process will speed up dramatically as you see that there's no need to go over every possible territory. You'll learn to spot which territories are relevant for consideration. E.g., for the Move Worker action, you'll focus only on the areas where the Automa already has many units and for move mech/character, you'll focus only on the territories close to human player's combat units. In most cases, you'll be able to visually identify 1–4 territories that could be relevant, while all others can be ignored.*

NEIGHBORHOODS

The *neighborhood* of a unit is the territory the unit is on, plus the territories the unit can reach by a movement of one territory. With a few exceptions, this will simply be the territory the unit is on and the six territories surrounding it.

Units on home bases do not have neighborhoods. But, the Automa's home base itself does have a neighborhood consisting of the two territories adjacent to it on the home peninsula.

ILLUSTRATION OF EXAMPLE 1: The neighborhood of a Crimean mech controlled by a **human player.**

ILLUSTRATION OF EXAMPLE 2: The neighborhood of an **Automa unit** after it has gotten the ability to move over water.

EXAMPLE 1: The illustration above shows the neighborhood of a Crimean mech controlled by a human player, who has deployed the mech giving the Riverwalk ability (the Crimean faction can cross rivers to farms ( ) and tundra ( ). Here are the reasons for whether or not each space is in the mech's neighborhood.

A: Directly connected by land.

B: The unit's current territory is in its neighborhood.

C: Units of a human player with the Crimean faction can't move onto lakes.

D: These territories are separated by a river that the Crimean faction can't cross.

E: The Crimean faction can cross rivers to tundra ( ).

EXAMPLE 2: If the same unit from the previous example had been an Automa mech and if the Automa had gained the ability to move over water (see "Update the Star Tracker Card"), then the neighborhood would be the territory it's on plus the six surrounding territories.

AUTOMA TELEPORTATION

From Encyclopedia Automa: It's a well-known fact that all Automa units carry what scholars commonly refer to as Automa Teleport Gateways, which allow any Automa unit to teleport to the location of any other Automa unit instantly, after which they can then continue moving through conventional means. How they accomplish this feat is still a hotly debated topic, with theories including quantum tunneling, wormholes and warp space travel.

In game terms, this means that all Automa units can move to any space in the neighborhood of any Automa unit using their single Move action.

MOVE ACTION SYMBOLS EXPLAINED

The sections below will explain each of the Move action symbols.

Remember that action symbols in brackets with a faction icon are only considered if the Automa is playing that faction. E.g. ( ) would lead to a worker being moved if the Automa is playing the Nordic faction. If the Automa is playing as any other faction, the action would be ignored.

If the faction action can be performed, then the other Move actions on the card are not attempted.

MOVE WORKER

1. **SELECT UNIT:** The Automa worker closest to the Automa's home base.

   TIEBREAKER: Normal reading order.

2. **DETERMINE VALID TERRITORIES:** Territories in the neighborhood of any Automa unit or its home base, which do not contain an enemy unit or Automa worker other than the one selected in step 1.

3. **PICK UP THE SELECTED WORKER.**

4. **CHOOSE DESTINATION TERRITORY:** The valid territory that is in the neighborhood of the most Automa units and isn't in the neighborhood of enemy combat units.

   TIEBREAKER 1: The territory closest to the Factory.

   TIEBREAKER 2: Normal reading order.

5. **PLACE SELECTED WORKER** on the destination territory.

ILLUSTRATION FOR EXAMPLE 3: Move Worker action.

EXAMPLE 3: The illustration above shows a Move Worker action.

The first step is to select a unit. This must be the worker closest to the Automa's home base, but, in this case, two workers are closest (marked with boxes in the illustration above).

Since there are two valid units, the tiebreaker is applied: Normal English reading order, so we go through the territories from the top left "reading" the rows one by one, left to right. The first worker we meet is the one in the green box and thus, that is the unit selected for this action.

The next step is to determine valid territories. For the Move Worker action, valid territories are the territories in the neighborhood of any Automa unit (including the selected unit), which do not contain another Automa worker unit or an enemy unit. All valid territories are identified in the illustration by having a number printed on them.

We now pick up the selected worker from the board (thus it influenced what territories are valid, but it won't influence which one is selected as the destination).

For the Move Worker action the rule for choosing the destination is "The valid territory that is in the neighborhood of the most Automa units and isn't in the neighborhood of the human player's combat units."

For each valid territory, we count how many other Automa units could move to the territory in a one-territory move (that is, how many have the valid territory in their neighborhood).

The numbers on the valid territories in the illustration above show the neighbor count for each valid territory.

Five is the highest number of neighboring units, thus the selected worker will be placed onto the territory with the green "5" as indicated by the arrow.

Note: Territories marked with an * cannot be chosen, because they're in the neighborhood of enemy combat units.

We're assuming here that the human player has unlocked the Riverwalk ability.

NON-ATTACKING MOVE MECH OR NON-ATTACKING MOVE CHARACTER

1. **SELECT UNIT:** The character or mech (as depicted by the icon on the Automa card) closest to the Automa's home base.

   TIEBREAKER: Normal reading order.

2. **VALID TERRITORIES:** Territories in the neighborhood of any Automa unit or its home base, which do not contain an enemy unit or Automa combat unit other than the one selected in step 1.

3. **PICK UP THE SELECTED MECH OR CHARACTER.**

4. **CHOOSE DESTINATION TERRITORY:** The valid territory that is the shortest distance from an enemy combat unit (enemy combat units on home bases are ignored unless no enemy combat units are on the board itself).

   TIEBREAKER 1: The territory closest to the Factory.

   TIEBREAKER 2: Normal reading order.

5. **PLACE SELECTED MECH OR CHARACTER** on the destination territory.

ENCOUNTER/FACTORY

1. **SELECT UNIT:** The Automa's character.

2. **VALID TERRITORIES:** Territories in the neighborhood of any Automa unit that contain the Factory (if the Automa has no Factory card) or an encounter token.

3. **PICK UP THE CHARACTER.**

4. **CHOOSE DESTINATION TERRITORY:** Any valid territory without an enemy unit or an Automa mech.

   TIEBREAKER 1: The territory closest to Factory.

   TIEBREAKER 2: Normal reading order.

5. **PLACE SELECTED UNIT** on the destination territory.

If the character ever ends its Move action on a territory with an encounter token (whether it took the Encounter/Factory action or not), remove the encounter token. If the character ends its turn on the Factory, and the Automa doesn't have a Factory card, then draw a random Factory card and place it face down by the Automa's faction mat.

ILLUSTRATION FOR EXAMPLE 4: Non-attacking Move Mech action.

EXAMPLE 4: The image above illustrates the non-attacking Move Mech action. The mech in the green box will be selected because it's the mech closest to the Automa's home base.

Valid territories have numbers indicating their shortest distance to an enemy combat unit. The green number indicates that the Factory will be chosen. Of the territories with a minimum distance (1) to the human player's combat units, it's closest to the Factory (well, duh).

MOVE ACTION SYMBOLS EXPLAINED

continued

ATTACK MOVE VS. COMBAT UNIT

CONDITION: The Automa will only attack if its power is at least **X** (the number printed next to the combat icon in the action symbol).

1. **SELECT UNIT:** The Automa combat unit closest to the Automa's home base. If the Automa has both a character and mech on its home base, choose the character.

   TIEBREAKER: Normal reading order.

2. **VALID TERRITORIES:** Any territory in the neighborhood of any Automa unit or its home base, which contains an enemy combat unit.

3. **PICK UP THE SELECTED COMBAT UNIT.**

4. **CHOOSE DESTINATION TERRITORY:** The valid territory with the fewest enemy combat units.

   TIEBREAKER 1: The territory closest to the Factory.

   TIEBREAKER 2: Normal reading order.

5. **PLACE SELECTED UNIT** on the destination territory.

See "Combat" (page 10) for instructions on how to resolve combat with the Automa.

ATTACK MOVE VS. WORKER

1. **SELECT UNIT:** The Automa combat unit closest to the Automa's home base. If the Automa has both a character and mech on its home base, choose the character.

   TIEBREAKER: Normal reading order.

2. **VALID TERRITORIES:** Any territory in the neighborhood of any Automa unit or its home base, which has an enemy worker but no combat unit.

3. **PICK UP THE SELECTED COMBAT UNIT.**

4. **CHOOSE DESTINATION TERRITORY:** The valid territory with the most resources (zero resources qualifies if no valid territory has resources).

   TIEBREAKER 1: The territory closest to Factory.

   TIEBREAKER 2: Normal reading order.

5. **PLACE SELECTED UNIT** on the destination territory.

Remove any resources from the contested territory and return the worker(s) to your home base.

THE AUTOMA GAINS STUFF (STEP 2B)

After performing the Move action, resolve the second row of the scheme: For **each** symbol present, perform the action next to the symbol in the list below.

Actions in brackets with a faction icon are only carried out if the Automa is playing that faction. E.g. for ( ) the Automa only gains an extra deploy mech/character action if it plays the Rusviet faction.

: Deploy a worker from the Automa's faction mat (if any are left) to the Automa's home base.
NOTE: It doesn't go to a village like it would for a human player.

: If the Automa's character is on its faction mat, then deploy it to the Automa's home base. If not then deploy a mech from the Automa's faction mat (if any are left) to the Automa's home base.

: Give the Automa a coin.

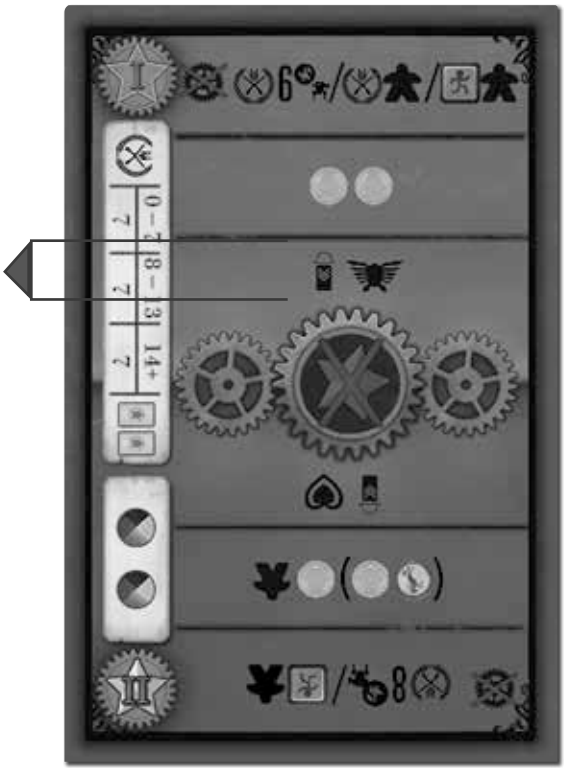
: Increase the Automa's power by one.

: Give the Automa a combat card face-down.

RECRUIT BONUS (STEP 2C)

After you've resolved the first two rows of the scheme, move on to the third—the recruit bonus. When there's a recruit icon ( ) shown on the third line, it will be followed by either a power, coin, popularity, or combat card icon. If you have enlisted the recruit with the corresponding Recruit Ongoing Bonus, then you gain that bonus. (E.g. if a power symbol is shown and you have the gain power Recruit Ongoing Bonus active, then you gain one power.)

The recruit bonus provides no benefit for the Automa, since it doesn't have recruits.



UPDATE THE STAR TRACKER (STEP 3)

In the "Update the star tracker" step of the Automa's turn, if there is a symbol in the center of the card, move the token on the star tracker card one space to the right. If it's already at the rightmost space, then move the token to the leftmost space of the row immediately below it.

If there's a symbol, the token is not moved.

As long as the token is on a space with a , Automa units **cannot use lakes or cross rivers.** Once the token has advanced past those spaces, then all Automa units:

- Treat lakes as normal territories.
- Can cross any river.

STARS AND THE SCHEME SWITCH

If the token on the star tracker card is placed on a complete star ( ), take a star from the Automa's faction mat and place it next to the Triumph Track.

The first time the Automa gains a star this way ( ) you do two things:

- Shuffle the discard piles into the deck to create a new full deck. Rotate the deck 180 degrees so, in future draws, Scheme II is shown on the top of the card.
- Switch to using Scheme II on the Automa cards for the remainder of the game.

DESIGNER'S NOTE: *The choice of which stars the Automa places like a human player is based on whether you, as a human player, can have a meaningful impact on whether the Automa gets these stars. The things that you can't affect have been abstracted into the star tracker to reduce the burden of running the Automa.*

There are two other ways the Automa can place stars:

- Up to two stars can be placed on the triumph track for winning a combat.
  NOTE: Even when the Automa is the Saxony faction, it can only place a maximum of two combat stars, since the Automa doesn't use faction abilities.
- A star is placed on the triumph track the first time the Automa reaches the end of the power track.

NOTE: A star placement from combat or for reaching the end of the power track does not trigger the switch to Scheme II.

These are the only ways that the Automa places stars.

AUTOMA COMBAT

Attacks are handled similarly to the multi-player game with the major exception being the way the Automa decides how much power and how many combat cards use. Any rule not explicitly overridden below is still in effect.

If you move one of your combat units to a territory containing only an Automa worker, remove that worker to the Automa's home base and reduce your popularity as in the multi-player game. Then, you must check to see if you can claim any resources on the territory as described in "Resolving Resources" below.

When combat happens between combat units, use this procedure:

1. Choose your combat power and combat cards.
2. Draw an Automa card and place it sideways on the combat discard pile. Only the combat table on the bottom left is used. Ignore all other information on this card.
3. Find the power range in the top row of the combat table that corresponds to the Automa's current power.
4. The number below the Automa's combat power range shows how much power the Automa will use in combat. If it has less power than indicated, it will use as much as is available.
5. In addition to its power, the Automa will add a number of random combat cards from its deck as indicated by the amount of combat card symbol(s) in the combat section of the card (anywhere from 0-3 cards). If it has less cards than indicated, it plays as many cards as it can.
6. If the Automa loses the combat, then retreat its combat unit (character/mech) to the **faction mat instead of the home base.**

Following combat, you must check to see if you claimed any resources on the disputed territory, as described in "Resolving Resources" below.

Everything else, including determining the winner, reducing power, returning workers to the home base, and letting the loser gain a combat card is done as in the normal combat procedure.

EXAMPLE 5: The Automa has 12 power and draws a card with the following combat section:

Since the Automa has a power value of 12, it uses 5 power and 2 combat cards.

Alternatively, if it had only 1 power, it would only use 1 power and 2 cards.

The table below shows the distribution of the number of combats cards used in a combat across all 19 Automa cards.

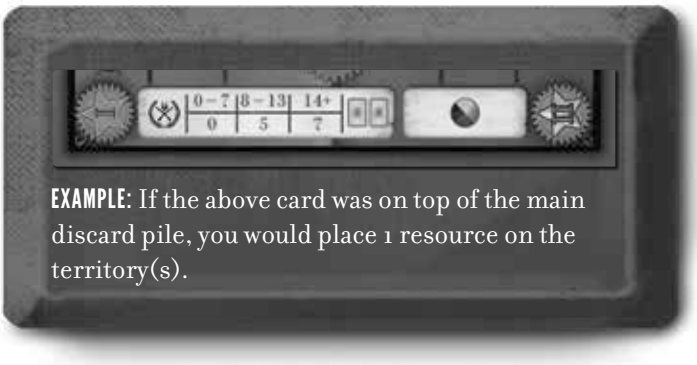
COMBAT CARDS USED	NUMBER OF AUTOMA CARDS WITH THIS NUMBER OF COMBAT CARD SYMBOLS
0 CARDS	4
1 CARD	9
2 CARDS	5
3 CARDS	1

DESIGNER'S NOTE: *Sometimes players forget whether they have moved the token along the star tracker. Placing Automa cards used for combat in a separate discard pile allows you to check if the marker on the star tracker card is on the correct space by counting the ★ symbols on the cards in the main discard pile.*

RESOLVING RESOURCES

Since the Automa doesn't use resources, an extra step is taken after combat to simulate Automa resources on the board.

If you were the attacker and won (or if you moved into a space with only an Automa worker), then take the last discarded Automa card not used for combat (i.e. the card on top of the main discard pile) and find the number of resources shown in the Resource Box. Place resources equal to that number, onto the contested territory, of the type produced there. If the conquered territory is a lake, village, or the Factory, then no resources are placed, since those territories don't produce resources. If there were multiple combats on different territories within one turn, the same card is used to resolve resources for those territories.



EXAMPLE: If the above card was on top of the main discard pile, you would place 1 resource on the territory(s).

If you're forced to reshuffle to draw the combat card, then it's a good idea to place the resource you could win in the territory before the reshuffle, so that you can remember how many resources are in play.

If the Automa was the attacker and won, or if it moved onto a territory with just workers or just resources, then remove all resources from the territory.

SCORING

The Automa scores coins as if it were a human player:

- 4 coins per star placed, including those outside the triumph track.
- 3 coins per territory controlled.

Since Automa doesn't produce resources or build structures, it doesn't gain coins for these.

You score as in the multi-player game, except that for resources you score a maximum of 6 resources per territory.

The winner is determined as usual, except that resources are not used to break ties.

AUTOMA FOR INVADERS FROM AFAR

DESIGNER: DAVID STUDLEY
SPECIAL ADVISORS: LINES J. HUTTER & MORTEN MONRAD PEDERSEN

GAMEPLAY

All rules from the original Scythe Automa rulebook remain in force, except where expressly modified in the rules for Invaders from Afar. Such modifications are only made in relation to the Albion and Togawa factions.

Traps and Flags placed by the Automa have no effect on its movement, except that the character of an Automa playing Togawa will sometimes move to an unarmed trap. Traps placed by you can influence its movement.

Since the Automa receives the additional points provided by Traps or Flags, playing against the new factions presents a greater challenge. Careful consideration will be required, if you are to triumph.

MOVEMENT RESTRICTION FOR ALBION AND TOGAWA

The original rules state that as long as the Star Tracker token is on a space with a on it, Automa units cannot use lakes or cross rivers. When the Automa is playing as Albion or Togawa, Automa units have an additional restriction: They cannot move onto a tunnel territory, as long as the Star Tracker token is on a space.

THE AUTOMA PLAYING AS ALBION

PLACING FLAGS: With Albion, the Automa gets the advantage of placing Flags provided in Scythe: Invaders from Afar. At the end of the game, these Flags are scored as described in the expansion rules. Flag placement occurs when the Encounter/Factory action ( ) is resolved. After ending its movement, if the Automa has any Flags remaining, place one on the territory with its character.

THE AUTOMA PLAYING AGAINST ALBION

There are no changes when you play as the Albion faction.

THE AUTOMA PLAYING AS TOGAWA

PLACING TRAPS: With Togawa, the Automa gets the advantage of placing Traps provided in Scythe: Invaders from Afar. At the end of the game, these Traps are scored as described in the expansion rules. Trap placement occurs when the Encounter/Factory action ( ) is resolved. After ending its movement, if the Automa has any Traps remaining, place a random armed Trap on the territory with its character. You do not get to see which Trap was selected unless you trigger it in the normal course of play.

REARMING TRAPS: If evaluating the Encounter/Factory action ( ) does not present a valid move and if there are disarmed Traps on the board, the character will move to the territory containing a disarmed Trap and arm it.

This action follows all of the rules of the Encounter/Factory action ( ) *except* that the territory of the disarmed Trap does not need to be in the neighborhood of any Automa unit to be valid. *The Automa's character is able to move to any territory with a disarmed Trap* when taking the Encounter/Factory action ( ).

If there are multiple disarmed Traps, choose the one that is the shortest distance from an enemy unit. Use normal reading order to break ties.

THE AUTOMA PLAYING AGAINST TOGAWA

The Automa triggers Traps and incurs penalties as in the multi-player game, *except for the Trap with popularity loss as its penalty*, which the Automa can trigger, but does not suffer the penalty.

To have the Automa actively attempt to trigger Traps, 'Territory with an armed Trap' is added as a new tiebreaker (before 'Normal reading order') for *all move actions* against this faction. Hence, when choosing a destination, there will be three tiebreakers instead of two:

TIEBREAKER 1: Territory closest to Factory.

TIEBREAKER 2: **Territory with an armed Trap.**

TIEBREAKER 3: Normal reading order.

AUTOMA FOR THE WIND GAMBIT

DESIGNED BY MORTEN MONRAD PEDERSEN
WITH DAVID STUDLEY & LINES J. HUTTER

INTRODUCTION

To support its expansionist nature, the Automa has geared its airship for aggression. Fortunately, the Automa's fixation on hostility comes at a price: It cannot use passive airship abilities—you still can, though.

The following rules make the Automa compatible with The Wind Gambit expansion, except for the airship tile "Toll", which isn't supported when playing against the Automa.

CAMPING THE AUTOMA'S BASE

If at the beginning of an Automa turn, it has no land units on the board and enemy units control all territories adjacent to its base, ignore the first two rows of the Automa card for that turn and instead use these symbols:

AIRSHIPS

- Whenever the Automa's character performs a movement that's not an attack (or) it also moves its airship. It'll move the character first, then the airship.
- The Automa airship doesn't have a passive ability.
- Unlike other units, the Automa airship doesn't have a neighborhood (see page 5 of the Automa rulebook from the base game). This means that the Automa airship doesn't affect any rule that refers to the neighborhood of units.
- Some Automa airship rules refer to being adjacent to the Automa airship. This is the 6 spaces around the airship, but not the territory it's already on.
- The Automa airship is bound by the same movement restrictions as the other Automa units until the star tracker token leaves the spaces. This restriction also affects the above-mentioned adjacency term.

DESIGNER'S NOTE: *The obvious way to implement the airship movement would have been to add new cards to the Automa deck with a specific airship movement action. We chose not to do this, primarily to avoid adding extra cost and hassle for the significant number of players who have purchased extra Automa decks. We also wanted to maintain the carefully balanced frequency of the other Automa actions.*

MOVING AUTOMA COMBAT UNITS

All Automa movement actions that move a *combat unit* (, , , , and) have two extra tiebreakers added before all other tiebreakers:

1. Valid territory closest to the Automa airship.
2. Valid territory *not* containing an enemy airship.

AUTOMA AIRSHIP CARDS

The aggressive airship tiles have corresponding airship cards that adapt them to work with the Automa.

These cards have the same format with one or more of the following elements present:

1. **Movement** procedure for the Automa airship.
2. A special "**Ability**" rule for the Automa airship.
3. **Combat** rules.

Whenever the Automa participates in combat in its airship's territory, trigger the combat rules on the airship card (unless stated otherwise).

RESOLUTION TILES

Some resolutions have rule changes when using the Automa. These changes are listed on the Automa resolution cards.

For all resolutions, the Automa affects the end condition like a human player.

ACTIVE AIRSHIP VARIANT

If you want the Automa airship to be more active, add as a third trigger for its movement.

ADJUSTING THE DIFFICULTY & AUTOMA PERSONALITY

DESIGNER'S NOTE: *Scythe is a game that allows for different play styles. If players like to build up their engine peacefully, they can do so with limited conflict. If, on the other hand, they like confrontational games, Scythe Automa accommodates that style, as well.*

The Automa is designed to be fairly aggressive, but we want it to support various play style preferences as in the multi-player game. There are several options to tailor the play experience to your taste. We strongly encourage you to experiment and find your favorite way to play.

Your choice of distance between the factions' home bases has an impact on gameplay, as does the star tracker card you select. The latter determines the basic difficulty level:

AUTOMETTA is for beginners and players who want to have a lot of time to build up their engine.

AUTOMA is the normal difficulty.

AUTOMASZYNA is for veterans.

ULTIMASZYNA (see special rules below) is for those who are better than the Automa design team.

Furthermore, you can customize the difficulty and personality of the Automa by using any of the following rule changes:

- Skip Automa turns as on the Autometta difficulty level, but use the Automa or Automaszyna star tracker cards.
- Each time the Automa gains coins, give it one or two coins more or less than the number listed on the Automa card. It can never get a negative number of coins.
- Each time the Automa gains power, give it one or two power more or less than what is listed on the card. It can never lose power through negative modifiers.
- Every time the Automa would move a unit, flip over a combat card from the deck on the board. If it's a 4 or 5, the Automa takes no Move action this turn from the first row of the scheme.
- Every time the Automa would deploy a unit, flip over a combat card from the pile on the board. If it's a 4 or 5, the Automa doesn't deploy the unit.
- Instead of only performing one Move action per card, perform all the Move actions of the scheme. When playing with this rule, the Automa takes encounter tokens and the Factory card as soon as the character enters the territory, instead of at the end of the turn, and will often leave the territory again the same turn via a move character action.

DESIGNER'S NOTE: *A few of the playtesters rose above the skill level of the rest of us and for them we created Ultimaszyna.*

ULTIMASZYNA is a special difficulty level for the best of the best:

- Ultimaszyna's units are not restricted by water at any time and so can leave their home peninsula from the start of the game.
- Ultimaszyna takes all the valid Move actions on the Automa cards instead of just the first valid one. Resolve each action fully before moving on to the next. When playing with this rule, the Automa takes encounter tokens and the Factory card as soon as the character enters the territory, instead of at the end of the turn, and will often leave the territory again the same turn via a move character action.
- After losing combat, Ultimaszyna combat units are moved to the Automa's home base instead of the faction mat.
- Ultimaszyna gains one extra coin each time an Automa card gives it one or more coins.
- Ultimaszyna gains one extra power each time an Automa card gives it one or more power.

DESIGNER'S NOTE: *If you're interested in solo gaming you can follow my blog on www.automafactory.com*

STOP:

The next pages contain spoilers for Rise of Fenris; if you want to remain unspoiled, skip to page 122.

AUTOMA FOR THE RISE OF FENRIS

This page contains spoilers for The Rise of Fenris, so please only read after you read page 59:

GENERAL AUTOMA RULES

The Automa will use its campaign log with the changes described below.

GAME SETUP

1. The Automa doesn't purchase or use Perks.
2. From Episode 3 onwards do this:
   a. Give the Automa everything listed in the Mods sections of its Campaign Log (see Mods).
   b. These gains can't take the Automa beyond the number of items it may normally possess. For example, it cannot get more than 8 workers, even if its Mods dictate otherwise.

TRIUMPHS

In Scythe, an Automa places stars in two ways: either by accomplishing a goal on the Triumph Track (as a human player does) or by reaching a star space on the Star Tracker card. In The Rise of Fenris, the Automa places all of its stars on the Triumph Track, following these rules:

- Each episode, different stars can be placed normally by the Automa. These are identified in the Skip Triumphs section. Skip these spaces on the Triumph Track when placing the stars triggered by the Star Tracker card.
- When placing a star triggered by the Star Tracker:
  - Roll 2 six-sided dice (or 1 die twice) and choose the lower number.
  - Move that number of spaces on the Triumph Track from left to right, skipping any spaces in the Skip Triumphs section as well as any on which the Automa already has a star.
  - Place the star on the space where you stopped counting.
  - If you pass the rightmost valid Triumph space, continue counting from the leftmost valid Triumph space.

EXAMPLE: You need to place a star for the Automa after triggering one on the Star Tracker card. You roll 2 dice and choose the lower number (5). Starting from the first free space, you count from left to right, skipping those spaces where the Automa already has a star and those excluded by the Skip Triumph section of the episode. When you reach the last valid space, continue counting on the first space again. This is the fifth valid space. Place a star for the Automa there.

THE TRIUMPH LOG

The Automa records its stars on its Triumph Log in the same way you do. When the Automa has gained a ⊗ Triumph it will put a check mark in a ⊗ column on its Triumph Log that has the most check marks, but isn't completely filled.

In some episodes, players earn stars that can be "used for any category." For each of these, fill the first empty space on the Automa's Campaign Log using normal English reading order on the Triumph Log.

SETUP BONUSES

When gaining Setup Bonuses, the Automa always picks the coin bonus.

DIFFICULTY LEVEL

You can change the difficulty level between episodes if the challenge is not to your liking. Alternately, you can use this variant to automatically adjust the difficulty.

During setup of every episode:

1. Subtract the number of episodes the Automa has won from the number you've won.
2. Advance the Star Tracker token that many spaces on the track (in addition to any other movement of the token).
3. If the total number of spaces becomes negative, it will take one or more turns for the Star Tracker token to enter the track. Use some of the Automa's upgrade tokens to help you keep count.

With 3 or more players, if an Automa finished below a human that is its closest neighbor, it'll gain +1 on its Star Tracker. If it finished above a human that was its closest neighbor, Automa gets -1 on its Star Tracker. If it finishes between the 2 closest humans, there's no Star Tracker change.

AUTOMA FOR THE RISE OF FENRIS

continued

This page contains spoilers for The Rise of Fenris, so please only read after you've read page 60 or 61.

MODS

Remove the "Spy" Infrastructure Mod tiles from any game played against the Automa.

At the end of Episode 2, and all episodes thereafter, the Automa buys as many Mods as it can afford — unconstrained by the number a human player would draw — up to the maximum of 6 of each unlocked type. Unlike you, the Automa does not draw Mod tiles to choose from. Instead, it gets a benefit for each Mod it gains, using the following steps and the Mod Benefit Table (see the next section).

MECH MOD

INFRASTRUCTURE MOD

1. The Automa will always use the Infrastructure Mod column if Infrastructure Mods are unlocked and if it has less than 6 of them on its Campaign Log.
2. Otherwise, it will choose the Mech Mod column.
3. In this case, if it already has 6 Mech Mods on its Campaign Log, or if the Mech Mods are not yet unlocked, it won't gain any more Mods.
4. For each Mod gained, the Automa draws one random Mod tile (Infrastructure/Mech as relevant) and removes it from the campaign.

Every time the Automa gains a Mod, write the benefit shown in the Mod Benefits Table in the appropriate spot on its Campaign Log, even if it's "No effect."

MOD BENEFIT TABLE

The Mod benefit gained by the Automa depends on the type of the Mod and how many of that type have been gained. Each benefit type is described in the next section, Mod Benefits.

MOD	INFRASTRUCTURE MOD	MECH MOD
1ST	Star Tracker +1	Gain stuff
2ND	Gain stuff	No effect
3RD	Remove card 4	Gain stuff
4TH	Star Tracker +1	No effect
5TH	Gain stuff	Gain stuff
6TH	Remove card 15	No effect

MOD BENEFITS

REMOVE CARD X: The card with the indicated card number is removed from the deck for the rest of the campaign. Note: The card number is in the upper right corner of the green half, as shown.

GAIN STUFF:

- Draw an Automa card.
- In the appropriate Mod spot on its Campaign Log, record the items listed in the "Gain Stuff" section of the card's Scheme I (green half). Ignore any faction-specific items.
- The Automa will gain these benefits during the setup phase of each episode for the remainder of the campaign.

STAR TRACKER +1: During setup, advance the Star Tracker token 1 space on the Star Tracker card for each +1 recorded on the Campaign Log. This is in addition to other effects that might move the Star Tracker token during setup.

NO EFFECT: This Mod doesn't give the Automa any benefit but still counts as a gained Mod. Write "No effect" in the appropriate Mod spot on the Campaign Log.

This column contains spoilers for The Rise of Fenris, so please only read after you've read page 76.

VESNA RULES

THE AUTOMA PLAYING AS VESNA

If the Automa plays Vesna:

- It doesn't get the 3 extra Factory cards during setup.
- As the first step of setup each game:
  - Mix the icon tokens of the 7 factions of the base game and Invaders from Afar and draw 2 at random (returning the rest to the box).
  - Place those 2 tokens face up beside to the Automa deck.
  - When resolving the Automa cards, the Automa will carry out the faction-specific actions (in brackets) for both of those factions.

This column contains spoilers for The Rise of Fenris, so please only read after you've read page 84.

FENRIS RULES

THE AUTOMA PLAYING AS FENRIS

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, token-less 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.

MULTIPLAYER AUTOMA VARIANT

PLAYING SCYTHE WITH ANY COMBINATION OF HUMANS AND AUTOMAS—SEMI-OFFICIAL VARIANT

While designing the Automa (solo mode, artificial player) for Scythe we considered making it possible to play with different combinations of human and Automa players, but, for multiple reasons, decided against it. We did want to keep the door open to this possibility and made certain that the solo rules wouldn't prevent us from eventually implementing this as an option. We tried to phrase the original Automa rules with this option in mind.

During the Kickstarter for Scythe many backers requested versions of the Scythe Automa that allowed it to be used with multiple human players, with multiple Automas, or both. Some wanted to play cooperatively, others wanted extra players in a competitive game. Thus, we created the variant presented in this section, which covers all combinations of these options.

Before we get started, it's important to stress that this variant is not an official part of the rules. It hasn't been through an extensive testing and development process, but it has proven very popular in the community. We thought it would be nice to include a printed version in this rulebook.

In addition, it's important to note that we do not recommend using this variant until you feel that you have the normal Automa rules down.

GAME MODES

In this variant, you choose the number of humans and Automas you want to play with — up to the normal maximum number of players. The Automas each get a faction and take their place in the turn order as a human player would. They play by the rules in the Automa rulebook as well as the additional rules described below.

You can choose to play this variant in two ways:

COOPERATIVELY, WITH ALL HUMAN PLAYERS AGAINST ALL AUTOMA PLAYERS:

- At the end of the game, compare the average number of coins of the human players against that of the Automa players and determine the winner as if it were a 2-player game.
- The term "enemy," as used in the rulebook, means any human player.

COMPETITIVELY:

- Determine the winner as you would in a regular multiplayer game.
- The term "enemy," as used in the rulebook, means any other player — human or Automa.

REFERRING TO AUTOMA UNITS

A lot of the Scythe Automa rules refer to Automa units. When playing with multiple Automas you should interpret this as referring only to the units of the currently active Automa. E.g. when the Move Worker rules state that the destination hex is the "valid hex that is in the neighborhood of the most Automa units [...]", you should only consider those Automa units belonging to the Automa performing the Move Worker action.

SETUP

Follow the setup instructions in the main rulebook for the human players and do the setup steps in the Automa rulebook for each Automa (e.g., each gets its own faction mat, units, etc.).

If you play with multiple Automas, it's easier to manage them if they're all playing at the same difficulty level, but they don't need to be. If you have multiple Automas with the same difficulty level, they'll each have a marker on the star tracker.

Ideally, you'll have one deck of Automa cards per Automa, but you can make do with only a single deck. If you want extra Automa decks, the Scythe community has you covered. Timothy Cherna has released an app for iOS and Android called ScytheKick, and Jonathan Nagy created a webpage at http://ai.nagytech.com/scythe/ where you can have multiple Automa decks open in separate browser tabs. If you want additional physical decks, you can order extras from the Stonemaier store or download, print, and cut the card files found here: https://app.box.com/folder/4995749493

TURN ORDER AND AUTOMA CARDS

Take turns as you would in the multiplayer game, with each Automa taking its turn as a separate player.

If you have enough Automa card decks, let each Automa draw from a separate deck. If not, all Automas draw from the same deck, but they still get separate cards. With just one deck, you'll have to reshuffle more frequently and you might have bigger swings in how the Automas play.

RECRUIT BONUSES

Your ongoing recruit bonuses are only triggered by card draws made by those Automas neighboring you, just as if it were a multiplayer game with only human players.

THE STAR TRACKER CARDS AND SCHEMES

As mentioned, each Automa will have its own token on a star tracker card:

- The star tracker token for each Automa is moved forward independently of any other Automa. The movement is based solely on the Automa cards drawn during that individual Automa's turn.
- The Automas will place stars independently.
- Each Automa will start using Scheme II independently of the others.

COMBAT

If combat occurs between two Automas, then each draws its own Automa card to determine the amount of power and combat cards used. The winner is determined as normal, but no resources are placed as a result of the combat.

If you conquer a territory owned by an Automa, the number of resources placed on the hex depends on whether or not you are using one Automa deck per Automa:

- If you have one deck per Automa, place resources equal to the number of resources on the last Automa card used by that Automa that wasn't used for combat.
- If you only have one Automa deck, place resources equal to the number of resources on the last Automa card used by any Automa that wasn't used for combat.

REPLACING THE NORMAL ENGLISH READING ORDER TIEBREAKER

Several rules use the normal English reading order tiebreaker. For this variant, that tiebreaker is replaced by the following:

1. Place an Automa recruit token on Albion's home base.
2. Instead of using the Normal English Reading Order Tiebreaker, select the territory that is closest to the recruit token.
3. If two or more territories are the same distance from the Automa recruit token tiebreaker marker, simply move the token for the two home bases clockwise and perform the tiebreaker again until one of the territories is selected.
4. After using this tiebreaker, move the recruit tokens for the two home bases clockwise.

So, the 2nd use of the tiebreaker would select the territory closest to the Rusviet base and the 3rd would select the territory closest to the Crimean base, and so on.

AUTOMA MODULAR RULES

SKIP TRIUMPHS

When using the Modular rules for playing Scythe: The Rise of the Fenris with any Automa, Stars gained via the Star Tracker are placed beside the board, as in the base game rules. The "Skip Triumph" sections now only indicate those Triumphs that the Automa can achieve through gameplay, aside from via the Star Tracker. Unless otherwise specified, these will be

NAME	AUTOMA RULES
MODS	• If you're using Infrastructure Mods only, the Automa "buys" 2 Infrastructure Mods. • If you're using Mech Mods only, the Automa "buys" 3 Mech Mods. • If you're using both types of Mods, The Automa "buys" 4 Infrastructure Mods. See Page 60 - Mods.
WAR TRIUMPH TRACK	• See items labeled WAR TRACK in Episode 2a, Page 71. • In addition to stars it gains from the Star Tracker, the Automa can achieve these Triumphs:
RIVALS	See items labeled RIVALS in Episode 2a, Page 71.
PEACE TRIUMPH TRACK	• See items labeled PEACE TRACK in Episode 2b, Page 73. • If you're playing without Alliances, the Automa switches to Scheme II only after the Star Tracker reaches the first star and the Automa has been involved either in combat or an action in which a worker retreats. • In addition to stars it gains from the Star Tracker, the Automa can achieve these Triumphs:
ALLIANCES	See items labeled ALLIANCES in Episode 2b, Page 73.
VESNA FACTION	The Automa may play as or against Vesna. See Box A - Vesna Rules, Page 77.
FENRIS FACTION	The Automa may play as or against Fenris. See Box D - Fenris Rules, Page 83.
TESLA	• The Automa uses no special rules to find encounter tokens. • If the Automa controls Tesla, he's treated as a mech for all actions. • Playing against Tesla, the Automa treats him as any enemy combat unit.
TRIUMPH TILES	In addition to its gains from the Star Tracker, the Automa can achieve these Triumphs: (IF INCLUDED)
MAD TESLA	See Box E - Mad Tesla, Page 95
DESOLATION	The Automa doesn't support Desolation.

NOTE

On the normal board, the Automa is restrained by water for the early part of the game. The modular setup will not always provide that boundary between factions. Choose the starting home bases carefully or you may find yourself drowning in a sea of hostile Automa units. Expert players may actually wish to challenge themselves this way. Good luck!

THIS ENDS THE SECTION OF THIS RULEBOOK FOCUSED ON AUTOMA (PAGES 104-124).

Automa Factory

ENCOUNTER CARD CLARIFICATIONS

STOP:

The following table contains Rise of Fenris spoilers highlighted in red.

Note: Keywords in this section are not referenced in the index.

CARD NUMBER	QUESTION	ANSWER
GENERAL	What does an "empty" territory mean?	"Empty" means no tokens (including encounter tokens), no units, no buildings, no resources, nothing at all. This is a strict definition.
42	Option 2 - Does "empty land territory" include the Factory?	Yes, the Factory is included.
43	Option 3 - As the card itself is not a territory, oil on an encounter card cannot be spent as a resource, correct?	Correct. The oil on these cards are just counter tokens. They can't be spent except by triggering the ability.
44	Option 1 - Does moving to any mine or tunnel include other players' mines?	Yes, it's any mine or tunnel (even an opponent's). If there is an encounter there, you'll take it right away.
46	Option 1 - May I keep the objective card instead of discarding it for wood and use it to accomplish/place an objective star? Option 2 - Because Mechs can "carry" workers, can I move a Mech and workers (being "carried" by the Mech) from the same hex as a single "unit"?	Option 1 - Yes, the intent is to give the player a choice between an additional objective card or 2 wood (by discarding the card). Option 2 - Because this card specifies a number of units, no more than that number of units may end up transferring to this territory as the result of this benefit.
47	Option 1 - When this card is used in Rise of Fenris, does the player get to pick which column they want to fill in on the Triumph Log?	No, in this case the player wouldn't get to fill in a space on the triumph log for that star.
49	Option 2 - After skipping the turn, can I return to the same action as I was before (theoretically being "off the action board" while skipped)? Example: 1) Move to encounter token. 2) Skip Turn. 3) Move elsewhere.	No. You can't do the same action again (unless you are Rusviet). However, if you have the Factory card, you could do the "other" move action you didn't just previously do before skipping the turn.
50	Option 2 - Does "empty non-lake territory" include the Factory? Option 3 - Does "empty land territory" include the Factory? General - This encounter allows you to "place" a unit somewhere new like an empty tile or a home base. In a situation where you are not allowed to "move units" (from either Backup Plan or Encounter 70), are you still allowed to place the unit?"	Options 2 and 3 - Yes, the Factory is included. General - Yes, this encounter circumvents anything that is preventing a unit from moving.
51	Option 3 - When this option is chosen, must I move all opponents' action tokens or can I chose to leave some where they are?	Option 3 - You must reposition the action token of each opponent (none of those tokens may remain where they are if you choose this option).
52	Option 2 - Presumably each combat card contributes its value to the power you're spending. Is there any limit on the number of combat cards you can use to pay towards this value (e.g. is it limited to the number of combat cards you could have spent in a battle here)?	You use power on the combat cards (2-5 per card), and you may use up as many of your combat cards as you like. If you want to keep some in reserve, use power from the track instead.
53	Option 2 - Does this Factory card come from the pile on the board or the rest of the deck that is "back in the box"? Can I still get a Factory card the normal way after this (resulting in 2 Factory cards)? Option 3 - Since each combat card contributes its value to the power you're spending, is there a limit on the number of cards you can use towards this value (is it limited to the number of combat cards you could have spent in a battle here)?	Option 2 - If it's back in the box, consider it out of play entirely. You would choose from the deck available to the game. And no, you can never have more than one Factory card (unless another ability allows you to do so). Option 3 - You use power on the combat cards (2-5 per card), and you may use up as many of your combat cards as you like. If you want to keep some in reserve, use power from the track instead.

ENCOUNTER CARD CLARIFICATIONS

continued

CARD NUMBER	QUESTION	ANSWER
54	Option 2 - Does "adjacent" mean the territories have to be adjacent as my character takes the steps, or adjacent to my character's starting/current position? So it works like a regular (river-ignoring) speed move (or non-speed Factory move), but I can't walk into anything interesting (except the Factory)? Option 3 - Is the option offered to opponents in a clockwise manner?	Option 2 - It means you can't use a tunnel/mine or a mech's teleport ability (speed boosts such as from airships or various other movement abilities don't work either). Fenris can't use LEAP for this movement Option 3 - Player order. Complete the encounter before continuing (in case multiple players trigger end-of-game).
55	Option 1 - Can I choose to move a mech not on the encounter territory? If I move a mech, can it carry workers/resources with it? Option 2 - What does "child" mean? General - Can the Polania player choose options 2 and 3 and resolve option 3 first so that option 2's production includes the worker from option 3 (make that child work double time)?	Option 1 - Move your character or any mech you have on the board. Don't transport resources or workers. You're just scouting, after all. Option 2 - The child is just part of the flavor text and mechanically only acts as an extra worker for that free produce action. General - You can resolve encounter options in any order you wish as Polania.
56	Option 2 - An opponent's "faction ability" is solely what's printed in the upper right of their faction board, correct? What does copying Togawa or Albion do? What about Vesna or Fenris? Does this mean I can copy mech abilities or infrastructure mods? Option 2 - If you gain Polania's special ability while resolving this option, does it apply immediately and let you pick another option on this encounter card?	Option 2 - Yes, a faction's ability is defined by the textbox in the upper right corner of the faction board. These are the only things that can be copied based on this encounter card. Copying Togawa allows you to ignore traps for the remainder of the game and allows you to include armed traps (at the end of the game) in your territory total. Copying Albion gives you +1 territory for each Flag territory controlled by Albion (at the end of the game). In general, treat the copied ability as if you have a one way alliance with the opponent in question. Look at the Alliance tiles for details on what the ability gives you. Option 2 - This can go either way. On one hand, if you go into the encounter allowed to pick exactly 1 option, it seems like that rule should remain consistent throughout the encounter. On the other hand, when Polania gains, say, some coins on an encounter, they get to use that benefit right away for their second choice. Let your game group decide.
57	Option 3 - Do I get to resolve both encounters I draw, just over different turns, or is it a "draw two, keep/resolve one" thing? Option 3 - Do the encounters count towards encounter #51's total count of encounters (for option 1)? Option 3 - Do they count towards the Rise of Fenris three-encounters star categories on the Peace track and the lose star categories?	Option 3 - You draw 2 encounter cards. When your next turn begins, choose 1 of those cards, choose 1 option on it (or 2 if you're Polania) and then discard it and carry on with your turn. Repeat this process on your next turn with the remaining encounter card. Option 3 - No, they won't count alongside encounter #51's total. Option 3 - No, they won't count alongside Fenris options, since you're counting collected encounter tokens for that. Same with searching for Tesla in episode 7.
59	Option 1 - Does the popularity gain trigger before or after popularity loss from a Togawa trap before combat?	Traps trigger first.
60	Option 3 - Does this +1 range behave like the regular Speed mech ability, just applied to your character? Option 3 - How does the +1 range combine with some mech abilities? - Albion and Togawa (teleporting to tokens): Do you end a movement when teleporting or can you use +1 movement after teleporting? - Can Fenris make a double-jump with this +1 ability? Or a triple-jump with a Factory card?	Option 3 - Correct, if you have this and speed, your character can move 3 spaces at once. Option 3 - +1 range extends movement by 1 hex. So, you could use the Albion or Togawa ability to jump to a token, then move 1 more hex. Fenris' Leap ability doesn't apply, though, because it inherently involves jumping over a hex, not moving 1 hex at a time. You could Leap and then move 1 more hex if you'd like, though.

CARD NUMBER	QUESTION	ANSWER
61	Option 1 - Does this allow me to perform the same action again next turn? Option 2 - Do I get to take any (now-showing/uncovered) resources after rearranging of recruits?	Option 1 - The order of operations means you take the top row action, follow up with any consequences (encounter/Factory/battle), then you can do the bottom row. If you remove the action pawn from the space, you cannot take that action any further (but it will allow you to place the pawn next turn on the same action, which isn't usually possible). Option 2 - For the mechs, you're just changing your abilities. For the recruits, you're giving yourself the chance to reclaim 1x bonuses you've already gained. There is no immediate benefit.
62	Option 3 - Will I still score the structure bonus tile again at the end of the game? Does this scoring (from the encounter) give me actual coins that I can spend (e.g. on trade/bolster)?	Yes, you gain coins immediately for whatever structures you have built to specs for the bonus tile. You can spend them as normal. You will score it again at the end of the game along with everyone else.
63	Option 2 - So the player resolving the encounter may gain 3 popularity without having to discard any combat cards? Option 3 - Does this Factory card come from the pile on the board or the rest of the deck that is "back in the box"? Can I still get a Factory card the normal way after this (resulting in 2 Factory cards)?	Option 2 - Yes. Option 3 - If it's back in the box, consider it out of play entirely. You would choose from the deck available to the game. And no, you can never have more than one Factory card (unless another ability allows you to do so).
64	Option 2 - Does this apply to all territories or must I control at least one tundra? Does this effect remain until the end of the game?	It just says territory, so you can place it on any territory you control. And yes, this bonus persists until the end of the game. If you want an upgrade, you still need to use your turn to take the Upgrade action.
65	Options 1 and 2 - Forcing the retreat of unprotected workers doesn't count as combat, but does it count as an attack? Does walking onto an undefended building?	Forcing workers (just workers) to retreat is not combat, so you can still do that. Combat is strictly between combat units (characters and mechs). In the Fenris rulebook for Alliances, attacking and forcing worker retreats are called out separately. For this card, you can still force retreats and step on their undefended buildings with impunity.
66	Option 3 - "If you later take a Factory card action…": Do Vesna's starting Factory cards count here, or do they not count in the same way they don't count for objectives and triumph categories?	Vesna's ability doesn't apply here. Taking a Factory card action works for her here. The other objective things are about gaining cards, not using them.
67	Option 2 - In a situation where you are not allowed to "move units" (from either Backup Plan or Encounter 70), are you still allowed to place the unit?	Yes, this circumvents anything that is preventing a unit from moving.
68	Option 1 - As the card is not a territory, oil on an encounter card cannot be spent as a resource, correct? Option 1 - Does this mean that during another player's move action, I can move that player's unit an additional territory (e.g. into a Togawa trap or backwards a tile following that player's movement rules)? Option 1 - Does "Once per Move action" imply that multiple units cannot use this ability in the same action?	Option 1 - Correct. The oil on these cards are just counter tokens. They can't be spent except by triggering the ability. Option 1 - It's referring to your own Move actions. Option 1 - Yes, that's correct.
69	Option 3 with 1 - If you took the first option when resolving the encounter, normal encounter rules would say you have to put the food on the encounter space (or "with your character"). When you resolve the first option as a top-row action, though, where does the food go? Option 3 with 2 - Does becoming an extra column on your player mat affect enlisted recruits' ability to trigger off the structures being built from Option #2 on this card (does it trigger the enlistment bonus for neighbors)?	Option 3 with 1 - You just take the action. It's independent of the location of the encounter. The food should go with a worker once that card is a new space. Option 3 with 2 - No, those benefits are only triggered when you take the action on your player mat.

ENCOUNTER CARD CLARIFICATIONS

continued

CARD NUMBER	QUESTION	ANSWER
70	Option 2 - The base game comes with multiplier tokens for resources. Should I just start at 20, subtract one for each food that's on the board, and place the remainder (or equivalent multiplier tokens) on the farm? If that's NOT the procedure, is the amount of food placed dependent on whether players are making use of the multiplier tokens? If you have a pile of 3+ food, do you have a chance to swap real tokens for multipliers between drawing this card and resolving it, to increase or decrease the amount of tokens in the supply?	For this action (ONLY) there is a hard limit of 20 food resources in the game (at the moment the food is placed on that territory). If a player already has 18 food on the board, even if they're using multiplier tokens, there will only be 2 available to place on the farm tunnel. If you gain food in the future and there are no food tokens in the supply, use the multipliers as normal.
71	Option 1 - An opponent's "faction ability" is solely what's printed in the upper right of their faction board, correct? What does copying Togawa or Albion do? What about Vesna or Fenris? Does this mean I can copy mech abilities or infrastructure mods?	Option 1 - Using Togawa's ability lets you see which traps have not been placed. You may place a trap on your hex. As soon as you move off the hex, or you move another unit onto it, the trap will be sprung, and you will take the penalty. Option 1 - Nothing is gained by choosing Albion, Vesna, or Fenris as the opponent.
72	Option 2 - The "remaining Factory cards" are the ones in the pile of Factory, correct? This doesn't destroy Factory cards that other players have already acquired? Option 2 - Can I choose option two (if I already have a Factory card) and just resolve the second part? Option 2 - During Episode 3 of the campaign, there are special rules about how to get a Factory card. Do you follow those rules (draw X cards equal to the number of Influence tokens you have before choosing one) for deciding which Factory card you gain? And furthermore, is Vesna removed with the other remaining Factory cards?	Option 2 - Correct, you are just destroying the pile of cards remaining. Any players who already have Factory cards have learned that technology, and you can't affect them. Option 2 - Yes. You may pay $5 to remove the remaining Factory cards from the game, preventing opponents from getting them (whether or not you first gain a Factory card from this encounter). Option 2 - If you draw encounter 72 in that episode, please discard it and draw another.
73	Option 3 - Does this mean that the new base becomes my home for the rest of the game (whenever my units have to return to the home base) or just for this one time when I place my character there? Option 3 - Can I choose a home base without relocating my character? Option 3 - Can I relocate my character without choosing a new base? Option 3 - This encounter allows you to "place" a unit somewhere new like an empty tile or a home base. In a situation where you are not allowed to "move units" (from either Backup Plan or Encounter 70), are you still allowed to place the unit?	Option 3 - For the rest of the game. Option 3 - Yes Option 3 - No Option 3 - Yes, this circumvents anything that is preventing a unit from moving.

OBJECTIVE CARD CLARIFICATIONS

STOP:

The following table contains Rise of Fenris spoilers highlighted in red.

Note: Keywords in this section are not referenced in the index.

CARD NUMBER	QUESTION	ANSWER
GENERAL	When can I reveal a completed objective card?	You may reveal a completed objective card during your own turn before or after you complete a top- or bottom-row action, but not in the middle of an action.
2	Does building a mine count as one of the 3 tunnels you need to control?	No. A mine is not a tunnel, even though it acts like one.
6	Must this objective be claimed after a top row action (move) or can I also take a bottom action and then reveal the completed objective (ie. can I accomplish the requirements for this objective collectively over the course of a turn or do I have to meet both requirements all at once)?	This objective allows you the entire course of a turn to meet the requirements. After you've caused a worker to retreat, if you have 7+ power after completing your top action or after completing your bottom action, you may complete this objective.
13	Do flags, traps or airships count towards accomplishing this objective?	Because it only specifies character, workers, mechs, and structures, those are the only tokens that apply to the objective (not traps, flags, airships, etc).
16	Does everything mentioned on the objective card have to be in the same territory? Is the objective still accomplished if there is also a building in the territory? How about an airship?	Yes, everything must be in the same territory. A building and/or airship would not invalidate the objective.
17	Does Vesna have to "use up" all of their starting Factory cards in order to accomplish this objective (having 0 Factory cards)?	No, Vesna's initial Factory cards do not count towards objectives.
20	Does "having zero mechs" mean no mechs are left on my faction mat or none of my mechs are on the main game board?	Zero mechs on the game board. You don't actually "have" any mechs until they have been "deployed" to the main game board.
22	Does the Vesna faction automatically accomplish this on their first turn? Or would the text's specification of "1 Factory card" mean that Vesna needs to first use two of their Factory cards and have 0 upgrades before placing the star?	Vesna needs to visit the Factory and get a card there like all other factions. Vesna's Factory cards do not count towards objectives.
24	Do all workers have to be on the same territory? Do workers being "transported" by a mech (that is currently standing on a lake territory) satisfy the requirement of this objective?	Yes, the workers must be on the same territory. Yes, in very specific cases where it's allowed, they could be on a mech.
27	If you build all 4 structures and 3 of them are not adjacent to your home base, but the 4th structure is adjacent to your home base, do you fulfill the objective or not?	No. The objective may be achieved if you have at least 3 structures, and none of the structures you have are next to your home base. However, once the objective is claimed, the location of the 4th building would not matter.

FREQUENTLY OVERLOOKED RULES

Note: Keywords in this section are not referenced in the index.

GENERAL

WORKER SETUP: Your two starting workers begin in each of the two territories adjacent to your home base.

TAKING ACTIONS: After moving your action token to a new section of your player mat, you may take a single action, both actions (top-row first, then bottom-row), or neither action (but you must still move your action token).

GAINING COINS FOR BOTTOM-ROW ACTIONS: When you have exhausted a bottom-row action (and gained its requisite star), you may continue to pay the resource cost and take that action to gain coins. Furthermore, you have the option not to receive the coin reward (e.g., if having coins interferes with completing an objective).

BENEFITS ARE ALWAYS OPTIONAL: When taking an action, first pay the cost, then gain as much or as little of the benefit as you wish (e.g. you may wish not to receive parts of the benefits if they interfere with completing an objective). The same is true for benefits gained from encounters—you may choose to receive some and decline some of the benefits from your chosen option on your encounter card.

COMPLETING OBJECTIVE CARDS: You may reveal a completed objective card during your own turn before or after you complete a top- or bottom-row action. You can't complete an objective in the middle of an action.

THE FACTORY TERRITORY VALUE: For the purpose of end-game scoring, the Factory territory counts as 3 territories (instead of 1) to the player who controls it. If Albion has a Flag token on the Factory and controls it at the end of the game, it is worth 4 territories.

RUSVIET–RELENTLESS: The Rusviet Faction is not permitted to be paired with the Industrial player mat. Official rules have changed to say that the Rusviet Faction ability, "Relentless," does not apply to actions on a Factory card. Rusviet may take the original four action spaces as many turns in a row as they wish, but Rusviet may not repeat a Factory card action two turns in a row.

CRIMEA–WAYFARE: Using Wayfare, Crimea's character/mech can transport and drop off resources onto a home base. While those resources are on the home base, you cannot spend them and you will not count them during end-game scoring.

POLANIA–CAMARADERIE: Only applies in combat. Polania still loses popularity for just forcing workers to retreat.

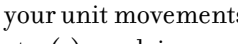
MOVEMENT

HOW RIVERWALK WORKS: Riverwalk allows your character and mechs to move across rivers on to two types of terrain, not exclusively across rivers that border both types of terrain. (Notice the arrows in the riverwalk picture, which portrays three hexes and two rivers.) Lakewalk mech abilities allow free movement on and off lakes, regardless of Riverwalk.

WORKERS MOVING THROUGH TUNNELS AND MINES: All units—including workers—may move through tunnels and your Mine. (Tunnel adjacency is a feature of the map, not a mech ability.) Airships, however, may not move through tunnels/mines.

MOVE– VS. The Move symbol [ ] allows one unit to move one space. Each additional allows you to move one additional unit—it does not allow a unit to move additional spaces. Moving additional spaces is granted through special abilities (mech/character abilities, airship abilities, etc.), which are applied to each . Factory cards' bottom-row actions [ ] grant one unit a movement of two spaces, plus any additional spaces provided by special abilities.

MECHS PICKING UP/DROPPING OFF WORKERS: When you move a mech, it can pick up/drop off workers and resources freely throughout the movement and it still counts as only one unit moved (one). You are able to then select and move a worker dropped off by the mech, thus spending another .

COMPLETE ALL MOVEMENTS FIRST: You must complete all your unit movements (Move action— ) first, before resolving the following effects of those movements: (1) resolving conflict(s), (2) triggering encounters, or (3) gaining a Factory card. Exception: You may move a character/mech into a territory containing opponent worker(s), force those worker(s) to retreat (that unit's movement ends), and then move a different unit through that territory.

A UNIT'S MOVEMENT MUST END WHEN:

- Your character's movement triggers an Encounter, triggers an armed Togawa trap, or intends to gain a Factory card at the Factory.
- Your combat unit enters a territory with enemy units (if only enemy workers, they retreat immediately; if enemy combat units are present, your unit ends movement and you must complete your other movements before resolving the combat.

PLACEMENT & PRODUCTION

DEPLOYING MECHS AND BUILDING STRUCTURES: You may only Deploy mechs and Build structures on territories where you have at least one worker (including when using a top-row action on a Factory card). Exception: Gaining mechs or buildings from encounters (see below). Additionally, you may not Deploy mechs or Build structures on lakes, even if your faction ability allows you to have workers present on lakes.

GAINING FROM ENCOUNTERS: When you gain rewards from encounter cards, they must be placed on the territory where the encounter took place (the same territory as your character). Therefore if there is already a structure on that territory, then you cannot gain a structure from the encounter, because a territory can only have one structure on it.

THE MILL: Similar to upgrading the Produce action, building the Mill grants you a third territory for production (or a fourth when you've upgraded the Produce action). Additionally, if you choose the Mill's territory as one of the territories where you Produce (action benefits are always optional, so you are not obligated to use the Mill every time you Produce), the Mill itself produces a resource/worker just like a worker, along with the rest of the workers on the Mill's territory.

STRUCTURE BONUS TILES: When counting a feature that structures are built on or adjacent to, count each feature (lake, tunnel, Encounter) only once.

ENLISTMENT BONUSES

ENLIST ONE-TIME BONUS: You may pick up any recruit token and place it on any of the open one-time bonus spaces on your faction mat. Once placed, you may not move it.

ENLIST ONGOING BONUS: For the rest of the game, gain the ongoing recruit bonus whenever you or the player to your immediate left or right take the bottom-row action associated with that unlocked bonus. When players gain an upgrade, mech, structure, or recruit from a Factory card or an Encounter card, it does not trigger ongoing recruit bonuses.

PROCLAIMING YOUR ACTIONS: You must announce when you take bottom-row actions so adjacent players know to check for ongoing recruitment bonuses. (It is helpful to announce top-row actions, too.)

EDGE CASE–BOTTOM-ROW 6TH STAR: If the 6th star comes from taking a bottom-row action, gain the primary benefit, the coins, and the recruit ongoing benefit before placing the star. Note: if you place a star for total popularity or total power as a recruit bonus on an opponent's turn, that placement happens after the opponent takes the action (e.g., build a structure) in clockwise order and only if that opponent didn't place their 6th star by taking that action.

FREQUENTLY OVERLOOKED RULES

continued

COMBAT

HIDING COMBAT CARDS: The number of combat cards you have in hand is public information—you may not keep it a secret. During combat, however, you may conceal whether or not you've used any of those cards.

PLAYING COMBAT CARDS: The number of combat cards you are able to play during combat is limited to the number of combat units you have participating in that combat, unless a special ability permits you to play additional cards.

ATTACKER ADVANTAGES: The active player (attacker) chooses the order in which to resolve conflicts (if more than one combat takes place as the result of his/her Move action). If the attacking player has a mech ability that impacts combat, they use that ability first, followed by the defending player. If combat results in a tie, the attacking player wins.

POPULARITY LOSS: Only the attacking player loses popularity for every enemy worker the player forces to retreat, and only if the attacking player wins the combat.

RETREATING (LOSING COMBAT): If the loser revealed at least 1 power on the dial or through combat cards, they gain 1 combat card as they retreat.

EDGE CASE—GAINING A 6TH STAR MID-COMBAT: Once a combat begins, it continues through completion. If your mech/character ability lets you gain 2 power at the beginning of combat, and that power boost would give you your 6th a star (16 total power), the combat continues through to completion, and then the game ends. This is a rare case where it's possible for two players to have 6 stars (it is not possible to get a 7th star, as there is no 7th star token). However, if your 6th star is placed while you still have a combat remaining on your turn (that you have not begun the process of resolving), the game ends and any units you moved to initiate that combat will move back to the territory from whence they came.

INVADERS FROM AFAR: ALBION AND TOGAWA

FLAG/TRAP TOKEN PLACEMENT: After ending their character's movement, the Albion and Togawa players may place a Flag (Albion) or Trap (Togawa) token from their supply on the character's territory. If the territory where the character ends its movement has no encounter token or enemy combat unit(s), the Albion/Togawa player may place the Flag/Trap token before continuing the rest of his/her movements. If the territory contains an encounter token or enemy combat unit, the Albion/Togawa player must wait to place the token until after the combat and/or encounter is resolved, which only take place after the active player completes the rest of his/her unit movements (see page 1 above; Rulebook page 11). Note: A territory can only have 1 faction token on it (1 Flag or 1 Trap), and Flag and Trap tokens may not be removed or moved once placed.

TOKEN TERRITORY CONTROL: Albion's Flags do not grant Albion control of territories. For Togawa's end-of-game scoring, however, an armed Trap token grants Togawa control of the territory all on its own (no other units are necessary).

STRUCTURE INTERACTION: An opponent may Build a structure on a territory with a Trap. At the end of the game, if the only player tokens on that territory are the structure and the Trap (whether the Trap is armed or disarmed), the player with the structure controls that territory.

FLAG SCORING: Each of Albion's four Flag tokens count as an additional territory for end-game scoring to the Albion player if (a) they control the Flag token's territory with a character, mech, worker, or unoccupied structure AND (b) the Flag token is not on a territory adjacent to the Albion home base.

TRAP PENALTIES: Lose 2 popularity; lose 3 power; lose $4; and discard 2 combat cards at random.

THE WIND GAMBIT: AIRSHIPS

EITHER RESOURCES OR WORKERS, NOT BOTH: Each game, the airships are either able to carry resources or workers, not both. The "aggressive" airship ability determines whether for this game the airships can carry up to two workers or up to three resources. (Therefore, a worker picked up by an airship cannot transport resources onto the airship.)

AIRSHIPS BEHAVE DIFFERENTLY THAN OTHER UNITS: Besides spending a to move your airship, airships behave differently: Unless an airship ability specifies otherwise, airships do not control/occupy territories, benefit from mech abilities, move through tunnels/ mines, trigger combat or force workers to retreat, increase the number of combat cards you can play in combat, or trigger Traps.

AIRSHIPS CAN MOVE ANYWHERE: Airships are not constrained by rivers or lakes; airships can move freely onto and off of any territory (even territories controlled by opponents); and any number of airships can be on the same territory (unless the airship ability "Blitzkrieg" is in play, allowing for combat between airships). Reminder: the distance range of an airship move is located in the upper right corner of the passive airship tile.

OCCUPYING/CONTROLLING TERRITORY AND ITS RESOURCES: Unless the airship ability "Safe Haven" is in play, an airship on its own does not occupy a territory or grant its owner control of the territory (nor the resources on that territory).

PICKING UP/DROPPING OFF WORKERS/RESOURCES: Airships are only able to pick up/drop off workers/resources when they move—they can be picked up/dropped off by the airship before, during, or after the airship movement.

RESOURCES: Airships cannot pick up resources from territories controlled by opponents, but can pick up resources from territories not controlled by anyone (or are controlled by you). Airships can drop off resources anywhere, except empty lakes.

WORKERS: Workers can only be dropped off on territories unoccupied by opponents. An airship must drop off a worker during its own move action before the worker can move or be carried by a mech in a subsequent move action (can be the same turn). Workers can't move directly from the airship to another territory.

SPENDING RESOURCES IN YOUR AIRSHIP'S TERRITORY: Airships cannot control territories. So unless you control a territory some other way, if there are resources on your airship's territory, you cannot spend those resources.

TRANSPORTING AND SPENDING RESOURCES ON YOUR AIRSHIP: Resources remain under your control on the airship until you spend them or choose to drop them on a territory (which you can do at any time while moving the airship). Resources on your airship count during end-game scoring.

WORKERS ON AIRSHIPS: A worker on an airship does not give you control of the airship's territory— those workers can't produce or trade on that territory, nor can opponents interact with those workers.

ALBION RALLY ABILITY–AIRSHIPS: Albion can only use its Rally ability to move to a territory with Albion workers (or a Flag)— the worker must be on the territory, not on an Airship.

Overlooked Rules list provided by Andy Limkeman.

STOP:

The following index contains keywords from the Rise of Fenris campaign that could be spoilers.

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CHECKLIST OF ALL SCYTHE PRODUCTS

CORE GAME AND EXPANSIONS:

☐ Scythe

☐ Invaders from Afar

☐ The Wind Gambit

☐ The Rise of Fenris

OFFICIAL ACCESSORIES:

☐ metal coins

☐ realistic resources

☐ combat dials for each faction

☐ metal mechs

☐ board extension

☐ modular board

☐ neoprene playmat

☐ Legendary Box

☐ The World of Scythe art book

☐ This complete rulebook

PROMOS:

☐ #1: encounter cards 29-32

☐ #2: encounter cards 33-36

☐ #3: objective cards 24-27

☐ #4: Factory cards 13-18

☐ #5: 3 power dials for base game factions

☐ #6: encounter card 37

☐ #7: encounter card 38

☐ #8: 2 power dials for expansion factions

☐ #9: set of seven $50 Togawa metal coins

☐ #10: set of fifteen $2 Albion metal coins

☐ #11: encounter card 39

☐ #12: encounter card 40

☐ #13: encounter card 41

☐ #14: encounter card 42

☐ #15: set of fifteen blue $10 Nordic metal coins

☐ #16: set of twenty-five $1 metal coins

☐ #17: set of fifteen red $5 Rusviet metal coins

☐ Scythe Encounters (encounter cards 43-74)

I just wanted to express my utmost gratitude to Jakub Rozalski for creating the 1920+ alternate history and allow me to design a game in that world. Thank you to all of the Kickstarter backers who originally brought this game to life in 2015, and thank you to the hundreds of thousands of Scythians who have joined us since then. This game has had a profound impact on Stonemaier Games and on my life, and it's bittersweet to bring the Scythe expansion trilogy to a close. However, I hope the characters, story, and mechanisms continue to thrive and evolve on tabletops around the world via homebrew expansions, unique combinations of modules, and the various digital versions. From the bottom of my heart, thank you for joining me in this journey.

—Jamey

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STM 642 MADE IN CHINA

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