

CITY OF THE GREAT
MACHINE
THE ESCALATION
EXPANSION




Solo & Cooperative Rules

Introduction to the Solo & Cooperative Rules

All Modules of the Escalation expansion can be played in S&C.

Missions. The Servants of the Great Machine and the Surveillance Zeppelin Modules offer their own Missions sets.

Along with this, each Escalation expansion Module can be played with any Mission set (or without Missions). You can even add 2 or more Modules to your game at the same time and choose a Mission set belonging to one of these Modules or from the core game.

 The Mission cards from the Escalation expansion cannot be

mixed together with the Mission cards from the core game.

Aeterna Scenario is designed for S&C only and can be played with its own Mission set or any other, and it is compatible both with the core game and the Escalation expansion Modules.

Introduction and Story. Before getting into the rules of each of the Modules, always start with reading their description and story in the Escalation Game Rules booklet.

Components



4 Moment of Humanity Mission cards



3 Servant Action cards



4 Aeterna Control Mission cards & Reference card

3 Chronoleon Action card and S&C Surge Token Reference cards



3 Unweaving the Deception Mission cards



Bring About a Revolution

The Heroes from the Bring About a Revolution Module are fully playable in S&C. There are 3 special cases.

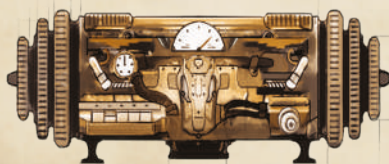


**Akira Wagner,
the Inventor**

Jammer Invention. Akira may use his Jammer during detainment by a Servant. This is not considered an Action. In this case, the Servant is *deactivated* (see clarifications for the 'Deactivation Trap' Mission in Reference Guide, p. 31). The Jammer effect and detainment results are applied simultaneously. When playing with the Servants of the Great Machine Module, the fully upgraded Phantasmer will be *deactivated* in a random District after applying both detainment results.



Disruption Field Invention. "Progress marker" in place of the "Master Plan". Also, when playing the Aeterna Scenario, note that Akira is *detained* and so receives 1 Æ .



**Julie Corvus,
the Smuggler**

Smugglers Hideout District. There is no situation where a Servant may move to the Smugglers Hideout. If a Servant Movement card directs a Servant to a District with Julie Corvus, and she is in the Smugglers Hideout, the Servant treats that Movement card as a Patrol card.



Servants of the Great Machine

Setup

Setup is performed following the rules of the Servants of the Great Machine Module and the core game S&C with a few changes.

- During setup, place the **S&C Servant Action cards** (marked with a mechanical heart) from the Escalation expansion with the standard side up (same as used in the core game).
- In OvM, when playing with the Servants of the Great Machine Module, the Heroes gain 2 of the 3 advantages of their choice (see *Escalation Game Rules*, p. 13).

In S&C, we recommend adding the **Pockets of Resistance Module** (Advantage A). It has 2 variants in S&C (see page 8), and its *Extended Variant* is designed to be used with the Servants of the Great Machine Module. The other two advantages are a part of tuning the Difficulty (see *Reference Guide*, p. 28) and are not required for this Module.

The rest of the Module rules are explained below in full.

Improvements

Any Servant in a District with an Improvement token picks it up at the end of their turn. Unlike OvM, Servants pick up any token belonging to any Servant. The Improvement token is placed on the Action card of the Servant whose portrait is shown on the token.

When a Servant receives their first Improvement token, turn over their Servant

Action card to the advanced side (with slots I and II). Place the token in slot I on this card. When a Servant receives their second Improvement token, place it in slot II.



Phantasmer has his first Improvement installed, so he now uses the upgraded Repair Action which allows him also to advance the Progress marker. Judgementor possesses both Improvements – he uses the upgraded Arrest Action and applies expanded detainment results to the Heroes.

- Improvement I** upgrades the first Action in the priority list (highlighted on the card). Whenever a Servant executes the first part of this Action, written before the word 'then', they also execute the second part. This is treated as 1 Action (not two).

Improvement II upgrades detainment capabilities. If a Servant has only one Improvement token, the Servant applies only the detainment result written before the word *'then'* (same as it was before). If a Servant has both tokens, the Servant applies all detainment results.

Servants' Abilities. Special Cases

Improvement I. The upgraded Actions are self-explanatory.

Phantasmer, Improvement II. He applies his regular detainment result, then relocates to a random District. Phantasmer does not take any Actions in this new District, but he does apply the 'Confiscate' Directive effect, if it wasn't applied before. If there is a Hero in this District who has already finished their turn, they are immediately *detained*. Same happens if a Hero moves to this District during their turn this round. Phantasmer does not relocate again if detains a Hero in the new District.

Judgementor, Improvement II. He applies his regular detainment result, then places a special Guard in his District (or in a random one, if there are no empty squares).

Lex Hecate, Improvement II. She applies her regular detainment result, then takes a District Action. This is not her upgraded Action, so she does not arrest an *active* Citizen. However, the Security Protocol is executed if Lex Hecate cannot take her District Action.

Chronoleon. The Servant of the Great Machine

Setup

Setup is the same as described on page 4, with 3 exceptions.

Chronoleon not only takes the place of a core game Servant, but she also uses their **Servant Action card** from the core game S&C. Place the Chronoleon card (standard side up) on top of the replaced Servant's card, with the right part visible, as shown on the picture.



Chronoleon completely replaces one of the Servants – Lex Hecate in this example – and adopts her Actions and detainment results.

Unlike OVM, place the **Surge tokens** on the Master Plan track during setup.

Take **S&C Surge Token Reference cards**.

The rest of Chronoleon rules are explained below in full.

Replacement

Chronoleon uses the Action priority list and the detainment result of the Servant she replaces. At the same time, she has her own Improvements explained on her card. When Chronoleon receives her first Improvement token, turn over her Action card to the advanced side (with slots I and II).

⚙️ **For a greater challenge**, it is recommended to upgrade the core game Servant Action card as well. Chronoleon benefits from the Improvements of this Servant along with her own ones.

Surge tokens

Each time the Master Plan advances by 1 and the Master Plan pointer points at a Surge token on the Progress board, take that token and place it near the Chronoleon card. You may not look at what Surge tokens Chronoleon has. Chronoleon does not use her Surge tokens until she receives her first Improvement.

Improvement I. At the end of Chronoleon's turn, if there is a Hero in her District, she gives them a random Surge token. If there are 2 or 3 Heroes in her District, she gives a Surge token to each of them in Initiative order, starting with the lowest. If she does not have any remaining Surge tokens, nothing happens.

The Hero places the Surge token they receive face-up next to their Hero card.

From this moment on, the token is in effect. If a Hero ever receives a second identical Surge token, only one of them is in effect.

Improvement II. After applying the detainment result from the Action card of the replaced Servant, Chronoleon gives a random Surge token to a Hero she has just *detained*. The rest is the same as Improvement I.


The Surge tokens are described on the S&C Surge Token Reference card. Unlike OvM, a Surge token is not discarded after it was activated. It remains in effect for the rest of the game or until a Hero takes the **Drop a Tracker Action**.

Drop a Tracker Action. A Hero discards any 1 of the Surge tokens they have. This Action costs no Trust. Remove the discarded Surge token from the game. If a Hero has 2 identical Surge tokens and discards one of them, the other one comes into effect.

⚠️ **Note:** *Coolum, the Fowler, cannot take 2 Actions if he chooses to take the Drop a Tracker Action.*





Moment of Humanity Mission Set

 The Servants of the Great Machine are its most powerful weapons. However, in the depths of their consciousness, now subjugated to machine logic, the long forgotten human feelings and memories are hidden.


Find ways to awaken the human essence of the Servants, at least for a brief moment. Even a short-lived acceptance of the Revolution by the Servants will allow people of the City to realize that the regime of the Great Machine is not based on the ideals of humanism, as it is proclaimed everywhere, but on the suppression of free will.

Key Guidelines

 The 'Moment of Humanity' Missions are *not* designed for the random Mission setup. However, you can play the 'Moment of Humanity' Mission set without the Servants of the Great Machine Module – in this case, consider choosing a higher Level of Difficulty and/or setting the Master Plan to a higher starting position.

 Add the **Pockets of Resistance** Module to the game (it is required for the Lex Hecate Mission).


Clarifications for the Missions are provided below. Note that the Hero tokens are not used with this Mission set.

 Each of the 3 Missions corresponds to one of the Servants participating in the game. All 3 Missions come into play at the beginning of the game – you may complete their Objectives in any order.

Objective Part. Revolt Tokens

In each of the Missions, the Heroes use **Revolt tokens** (these are the Trust tokens, which are always taken from the reserve). The quantity of the Revolt tokens is unlimited. The Revolt tokens are not considered 'Trust' for the game purposes.

While performing **Interactions**, the Heroes may attach or place Revolt tokens in the City as indicated on the Mission cards.

 **Note:** *There can be only 1 Revolt token attached to a revealed and active Famous Citizen, broken Guard, or placed adjacent to the District symbol (in the upper-right corner of the District tile).*

The **Objective** of each Mission is to have a certain number of Revolt tokens collected by the Servants.

Judgementor, the Arbiter

Any Servant collects a Revolt token after they arrest an *active* Famous Citizen with a Revolt token attached. Place the Revolt token on this card.

If a Citizen with a Revolt token was shuffled by the effect of the 'Resettle' Directive, return the Revolt token to the reserve.



Lex Hecate, the Executive

In a District with a Revolt token placed adjacent to its District symbol, any Servant collects this Revolt token after they take a District Action.

They cannot collect a Revolt token attached to a Famous Citizen or Guard this way. It does not matter if a Resistance token that was used to place the Revolt token is still in the District or not.





Phantasmer, the Architect

Any Servant collects a Revolt token after they repair a *broken* Guard with a Revolt token attached.

Chronoleon, the Vice-Agent

Chronoleon has the Mission of a Servant she replaces.



Special cases. ♦ A Servant may collect 2 or more Revolt tokens in one turn. ♦ When the Servant's Mission Objective is completed, return the Revolt tokens suitable only for their Mission to the reserve.

Advantage Part. Absolution Action

Before a Servant takes an Action (or Actions) during their turn, any one of the Heroes may discard their Servant Order token. If they do, the Servant does not perform any of their Actions. But now the Heroes may take any Action in the Servant's District (except for starting a Riot) as if this Servant were a Hero. All Heroes may participate in paying the required Trust for this Action.

This does not allow the Heroes to avoid detainment or to prevent a Servant from using the 'Confiscate' Directive. Also, they cannot prevent a Servant from adding a special Guard with the Guard Patrol Movement card. If a Servant receives any Trust while taking an Absolution Action, this Trust is discarded.

Pockets of Resistance

In S&C, the Pockets of Resistance Module may be used together with the Servants of the Great Machine Module or without it, and it provides Heroes even more opportunities than in OvM.

There are 2 variants of playing with the Pockets of Resistance Module. With either of them, choose a higher Level of Difficulty and/or set the Master Plan to a higher starting position when you add the Pockets of Resistance Module on its own (without the Servants of the Great Machine Module).

Standard Variant – Local Support

The Heroes setup and use the Resistance tokens in the same way as in OvM (see *Escalation Game Rules*, p. 17). This variant is

recommended for your games without the Servants of the Great Machine Module.

Extended Variant – Full-Scale Support

Same as the Standard Variant but with the following changes:

- ⚙️ The Resistance tokens are placed in the City in a different way. Each time the Master Plan advances by 1, turn over a random face-down District token. Next, reveal the top Resistance token from the stack and place it face-up in the District indicated by the District token. If both District and Resistance tokens match the same District, turn over another face-down District token.

Similar to the Standard Variant, a Hero may discard a Resistance token during their Action or movement as 1 Trust. Also, as another option, a Hero may

discard a Resistance token to take any available Action (except for starting a Riot) in the District shown on this token as if they were in that District.



There is a Resistance token with a symbol of the Central Square in the Industrial District. Veiga, the Actress, is going to discard this Resistance token to take her Action not in the Industrial District where she is, but in the Central Square as if she were there. For instance, she may take the Central Square Special Action for 1 Trust and increase Discontent by 3 (4 Famous Citizens minus 1 Guard).

Surveillance Zeppelin

In S&C, the Heroes follow the OvM rules for the Surveillance Zeppelin.

Unlike OvM, the Servants do not interact with the Surveillance Zeppelin. However, at the very end of each round, advance the Progress marker counter-clockwise by 1 Stage if there are no Servants in the District with the Surveillance Zeppelin.

Note: A Hero boards the Surveillance Zeppelin and relocates after they end their movement in its District (and possibly performed an Interaction). They cannot perform an Interaction after relocating (this is not considered movement). When a Hero relocates to a District with a Servant, they are detained.

Unweaving the Deception Mission Set

The world below knows little of what is happening high up in the sky City, as the Great Machine effectively filters outgoing information, and the news that comes from the City usually extols it as the highest achievement of Mankind. As a part of its propaganda campaign, the Great Machine cunningly pulls the wool over the eyes of the Surveillance Zeppelin officers sent here by the government.

Uncover the truth for the Surveillance Zeppelin crew. Show them the Servants'



true colors and, despite the Great Machine's attempts to prevent it, find a way to send the airship outside the City to unveil the true state of things to the whole world.

The Surveillance Zeppelin Missions are *not* suitable for the random Mission setup.

A Influence the Officers

Objective Part

♦ **Interaction:** You may put the attached Hero tokens on the miniature's base. Reposition the Surveillance Zeppelin with the Hero tokens attached.

Advantage Part

The Heroes reveal 2 Direction tokens at once, choose 1, reposition the Surveillance Zeppelin accordingly, and discard both Direction tokens. If you ever need to reveal 2 Direction tokens and there is only 1 token left in the stack, for convenience, first shuffle all 6 tokens (including the remaining one) to form a new stack.

B Proof of Punitive Measures

Objective Part

♦ **End of the round:** This is performed at the beginning of the Closing Phase, no matter where the Heroes are. The Servant Order token is collected by the Surveillance Zeppelin crew. But it cannot be collected if the respective Servant is in the same District (*for instance*, if Phantasmer is in the District with the Phantasmer Order token and the Judgementor Order token, the Surveillance Zeppelin collects the Judgementor's token only).

Advantage Part

A Hero is not considered *detained* for any game effects if the *running man* icon is rolled.

C The World Should Know!

Objective Part

♦ **Objective:** In the Opening Phase, reveal 2 Direction tokens and choose 1, according to the 'Influence the Officers' Mission. Next, if there is at least 1 Hero either in the Grand Citadel, Tower of L.A.W., or Control Nexus **AND** there are no Servants in the District with the Surveillance Zeppelin **AND** the chosen Direction token guides the Surveillance Zeppelin to an open exit (not connected to another District), you may remove the Surveillance Zeppelin from the City for the rest of the game. However, if you want the Surveillance Zeppelin to stay in the City for a while, reposition it through the first available exit clockwise as usual.

♦ **Objective:** Do not advance the Progress marker for the absence of Servants if the Surveillance Zeppelin left the City.

Advantage Part

At the beginning of each Closing Phase (starting with the next round after the

Objective is completed), increase Discontent by 3. Later, in the Closing Phase, Step 3, advance the Master Plan by 1 as stated by 'The Countdown' City Event.

Optional Variant. Controlled Navigation

May *not* be used with the 'Unweaving the Deception' Mission set.

The Navigation Officer sympathizes with the revolution and consults with the Heroes before

determining the course of the Zeppelin.

Do not use the Direction tokens. In the Opening Phase, *after* the next City Event card is revealed, reposition the Surveillance Zeppelin to any connected District of your choice (you cannot leave it where it is).

We recommend choosing a higher Level of Difficulty and/or set the Master Plan to a higher starting position when playing with this variant. Also, note that this variant may increase the playing time.

Aeterna Scenario

Aeterna is a challenging standalone scenario designed specifically for S&C. It may be played with any of the Modules or on its own. Also, you can try it with the 'Aeterna Control' Mission set or with any other.

Note: With the Servants of the Great Machine Module, it can be difficult to keep track of everything going on during the game and to break the special Guards in time. This combination provides an extreme challenge and is recommended for experienced players only.

The Story

Experiments conducted in a secret laboratory of the Science District led to creation of Aeterna — an ultralight substance that permeates into the nervous system and suppresses the will. At the behest of the Great Machine, Aeterna atomizers were installed on the new mechanical Guards and embedded into the Servants' implants to quell the riots in the City.

Aeterna does not have an immediate effect, but it is gradually accumulated in the body turning people into puppets entirely obedient to the orders of the Great Machine. Fortunately, Aeterna is not stable and flushes out over time. However, loyal scientists are working day and night to

make its effect permanent. If they succeed, the City will become enslaved.

Discover the secret formula of Aeterna and learn how the Great Machine uses its new Guards to cloud the minds of the people in the City. Determine how to resist the effects of Aeterna and teach others!

Aeterna Scenario Rules

Setup

Setup is performed following the rules of the core game S&C. Additionally, randomly distribute the 3 Servant Order tokens among the Heroes. Choose the 'Aeterna Control' Mission set (recommended for your first game

with the Aeterna scenario) or any other.

- ⊕ **Note:** Check the “Playing with Other Mission Sets” (see page 14) if you choose another Mission set.

Receiving Aeterna

During the course of the game, the Heroes receive Aeterna (referred to as Æ). Bond tokens are used as Æ .

A Hero receives Æ in the following cases:

- A **Detainment.** Whenever a Hero is *detained*, they receive 1 Æ after the detainment result is applied.
- B **Special Guard is broken.** Whenever at least 1 special Guard is *broken* for any reason in a District with a Hero, they receive 1 Æ and 1 Trust. If there 2 or 3 Heroes in this District, each of them receives 1 Æ and 1 Trust. This effect is no longer applied as soon as the Mission C Objective is completed.

- ⊕ **Note:** When a regular Guard is broken, the Heroes do not receive Æ and Trust. In case 2 or 3 special Guards are broken at the same time during a Riot, each Hero in this District receives only 1 Æ and 1 Trust.

- e **Whenever a Hero ends their movement in a District with any amount of Æ ,** they automatically collect all Æ in this District. It is performed *before* detainment and Interaction.

- D Some Missions instruct Heroes to receive Æ in certain cases.

Security Protocol

The Security Protocol is executed differently in the Aeterna scenario. First, place a special Guard in a random District. Then, place 1 Æ in each District that has at least 1 special Guard.


New Action: Aeterna Cleansing

A Hero may spend their Action to discard (return to the reserve) any or all of their Æ .



Coolum, the Fowler, ends his movement in the Grand Citadel and automatically collects 1 Æ there. Now he has 3 Æ and 3 Trust. Next, he decides to take the Aeterna Cleansing Action and discards 2 Æ – 1 Æ for free and 1 Æ for 2 Trust. Coolum cannot take his second Action and finishes his turn with 1 Æ and 1 Trust.

A Hero discards 1 Æ for free and then pays 2 Trust for every additional 1 Æ they discard above that.

 **Note:** *Coolum, the Fowler, cannot take 2 Actions if he decides to perform Aeterna Cleansing.*

Converting Aeterna into Trust

Upon completing Mission Objectives, the Heroes convert the specified amount of Æ into Trust (just flip the Bond tokens to the Trust side). Any excess Trust above the Hero's Trust limit is immediately discarded.

Heroes as Servants of the Great Machine

Whenever a Hero accumulates 4 Æ or more, they immediately become a Servant of the Great Machine (referred to as Hero-Servant). They are temporarily not considered a Hero anymore for any game purposes or effects.

When a Hero becomes a Servant, that Hero-Servant immediately discards all their Trust and finishes their turn. They do not discard their Æ . They do not perform an Interaction if the 4th Æ is received due to detainment (the detainment result is always applied before the Interaction). As long as a Hero remains a Servant, they do not receive any Trust or Æ . A Hero-Servant cannot use any of their Hero abilities.


In the next round, the Hero-Servant takes their turn after the 3 regular Servants of the Great Machine take theirs. The Hero-Servant shuffles their Access cards, randomly draws one, and moves to the indicated District for free. In this District, the Hero-Servant takes an Action (or Actions) of the Servant whose Servant Order token they have.


If any other Hero ends their movement in a District with a Hero-Servant, they are *detained*. A Hero-Servant applies the


detainment result of the Servant whose Servant Order token they have.


At the end of this round (the second after a Hero became a Servant), when the Step 4 of the Closing Phase is resolved, the Hero-Servant discards 2 Æ and becomes a Hero again. However, in rare instances, if a Hero-Servant still has 4 Æ or more after discarding 2 Æ , they remain a Hero-Servant for the next round.

Specific Situations

 When a Hero is *detained* by a few Servants and/or during movement, all detainment results are applied (and the Hero receives multiple Æ) before it is checked if they become a Servant. This way, a Hero can accumulate 5 Æ in total or more.

 From the moment a Hero becomes a Servant, there are only 2 Heroes and 4 Servants in the City for all game purposes and effects, including the City Events. In particular, a Hero-Servant cannot participate in preventing the Security Protocol execution. However, for instance, the Access card chosen by a Hero before becoming a Servant is still counted for certain City Events (such as 'Blend in with the Crowd') because they were a Hero at the time they chose it.

 If a Servant gets a Tracking Movement card with the symbol of a Hero-Servant, the Servant moves to that District as usual. However, the Servant does not detain the Hero-Servant.

 A Hero-Servant does not convert their Æ into Trust when a Mission Objective is completed. However, the 'Aeterna Immunity' Mission (or the third Mission

when playing with the other Mission sets) is another case. At the end of the second round of being a Hero-Servant, they discard 2 Æ, become a Hero again and only then convert their remaining Æ into Trust (if they have 3 Æ or less, otherwise they remain a Servant for the next round).

- ⚙️ In the first round when a Hero becomes a Servant, they do not do anything, however they immediately are able to detain the other Heroes. In particular, when Hero A becomes a Servant during the turn of Hero B in the same one District, Hero A immediately detains Hero B. For instance, this may happen when Hero B breaks a special Guard during their Riot while Hero A is also there and has 3 Æ. This will not affect the results of the Riot (but this will be a memorable one!).

Playing with Other Mission Sets

The Aeterna Scenario difficulty *may vary greatly* depending on the Modules in play and the chosen Mission sets. The more a Module or Mission set puts emphasis on **special Guards**, the more challenging the scenario becomes. We also recommend keeping this in mind when choosing the Difficulty Level.

When you play with a Mission set other than the 'Aeterna Control', follow these additional rules.

- ⚙️ During setup, put 1 Æ on the **Mission C** card as a reminder. When Mission C comes into play, add a special Guard to a random District, then execute the Security Protocol.
- ⚙️ Upon completing each of the first 2 Missions (A and B), each Hero

converts 1 Æ into Trust (except for Hero-Servants, see "Specific Situations" on the previous page). Then, each Hero converts all Æ into Trust after completing the **third Mission Objective** (usually it is Mission C). The Heroes do not receive Æ and 1 Trust anymore after the **third Mission Objective** is completed.

Compatibility – Other Mission Sets

- ♦ The Bond tokens used in the 'Disclosure of Plans' core game Mission ('Resist the Inevitable' Mission set) are not treated as Æ.
- ♦ If the **Servant Order** tokens are used in a Mission, and a Hero becomes a Servant, they take on the role of a Servant corresponding to them in the Initiative order. For example, **Mateusz, the Veteran**, takes Actions and performs detainments as Phantasmer if Phantasmer is the first in the Servants turn order.

Compatibility – Heroes & Servants

- ♦ A Hero-Servant with the **Chronoleon** Order token gives a Surge token to other Heroes, if possible.
- ♦ When **Julie, the Smuggler**, draws the Smugglers Hideout Access card while being a Servant, she treats it as a Patrol Movement card.

Aeterna Control Mission Set

A Guard Design

Objective Part

- ♦ **Action:** This is a standard Action (the Hero pays the desired amount of Trust and rolls the Assault die).

Advantage Part

- ♦ **Interaction:** The order may be important. First, a Hero collects all Æ tokens (if any) in the District. Next, if they have not become

a Servant and get *detained*, the detainment result is applied. Finally, if a Hero is not a Servant, they may collect their Hero token and convert any or all of their Æ into Trust.

B Secrets of the Lab

Objective Part

◆ **Setup:** If 2 or 3 Heroes forfeited their Access cards to the Science District, it is allowed to take those cards back and randomly forfeit other Access cards instead.

Advantage Part

You may place a *Command Post* token (from the core game S&C) on the Science District tile as a reminder that the Heroes now have access to the Aeterna laboratory.

◆ **Security Protocol prevention:** For instance, if there should be a Hero in the Commerce District to prevent the Security Protocol execution, it will be prevented if there is a Hero in the Commerce or Science District. If 2 Districts separated by a slash are shown, you may treat the Science District as any one of them (but not both). The '*Lay Low*' and '*Distracting the Police*' City Events clarification: a Hero in the Science District cannot fulfill the Breakthrough condition or be its target.

C Aeterna Immunity

Advantage Part

Since the Objective is completed, the Heroes do not receive 1 Æ and 1 Trust after breaking special Guards.



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The Escalation Rules Summary

Bring About a Revolution Module

Akira Wagner, the Inventor. As an Action, pay 2 Trust to draw 1 Invention, or 5 Trust to draw 2 Inventions (*limit: 3*). Each Invention may be used once per round. After using an Invention, roll the Breakdown die and discard the Invention if you roll an icon shown on its card.


Enkidu, the Determinist. Before revealing a new City Event card (and repositioning the Surveillance Zeppelin), receive 1 Trust or draw a Theory card (*limit: 3*).

Julie Corvus, the Smuggler. **A.** Take your turn before or after any other Hero. **B.** You may choose the Access card to the Smugglers Hideout. Pay 1  to exit your current District and finish your turn in the Smugglers Hideout (no available Actions there). Receive 4 Trust next round and choose any Access card.

Servants of the Great Machine Module

During setup, the Heroes gain 2 advantages of their choice: they add the Pockets of Resistance Module, or set the Master Plan to I, or each Hero either identifies 1 Citizen (in different Districts) or receives 2 Trust after each successful Riot.

Improvements. Each Servant in a District with their Improvement token may pick it up at the end of the Great Machine Phase. The first Improvement token unlocks the basic ability, while the second one unlocks its enhanced version.


 **S&C.** Any Servant in a District with an Improvement token picks it up at the end of their turn. The first Improvement token upgrades their first Action, while the second one additionally extends their detainment capabilities.

Chronoleon. First Improvement unlocked: place the Surge tokens on the Master Plan track (**S&C:** placed during setup), take 1 token with each Master Plan advancement. In **OvM**, give a Surge token to a Hero in her District as an Action or, after the second Improvement unlocked, any amount of Surge tokens to any Heroes prior to

taking an Action. In **S&C**, Chronoleon replaces a core game Servant (*recommended:* she may also use their Improvements) and gives Surge tokens as described on her card.

Pockets of Resistance Module

Each time the Master Plan advances, reveal a random Resistance token, and place it *Trust* side up in the indicated District. A Hero may discard a Resistance token in their District to pay 1 Trust less when taking an **Action** or to pay 1 Trust less when exiting a District during **movement**.


 **S&C.** You may use the *Full-Scale Support Variant*. Choose a random District (use District tokens) to place a Resistance token District symbol side up. You may use a Resistance token as described above or take any Action (except for starting a Riot) in the District shown.

Surveillance Zeppelin Module

Direction Tokens. Before revealing a new City Event card, reveal a random Direction token. Reposition the Surveillance Zeppelin through the exit marked on the token or, if not possible, through the first available exit clockwise.

Great Machine Phase. In a District with the Surveillance Zeppelin, a Servant may board it for free instead of taking their regular Action and apply any 2 different advantages: the Great Machine receives **1 Bond**, or places a **special Guard** in any District (remove it after the Closing Phase), or the Servant takes a **Special Action** of the Grand Citadel, Tower of L.A.W., or Control Nexus.

Heroes Phase. Upon ending their movement in a District with the Surveillance Zeppelin, if **not detained**, a Hero receives **1 Trust**, then they may **relocate to any connected District** on board the Surveillance Zeppelin before taking their Action.

 **S&C.** The Heroes gameplay is the same. Advance the Progress marker counter-clockwise by 1 Stage after the Closing Phase if there are no Servants in the District with the Surveillance Zeppelin.