

The logo for '51st state' is rendered in a stylized, metallic font. The '51' is large and bold, with 'st' as a superscript. Below it, the word 'state' is in a similar but slightly smaller font. The background of the entire page is a post-apocalyptic landscape with a cloudy sky, a distant city skyline, and a road sign for Route 66 on the right.

# ULTIMATE EDITION

## GOAL OF THE GAME

Your goal is to build a new State in this post-apocalyptic world. Whether you command merciless Mutants or brave New Yorkers, your aim is always simple and clear – conquer new lands, incorporate new regions, and destroy everyone who is of no value. How will you achieve this? It's pretty simple.

Many cards in the game will let you gain Victory Points. Use them as often as you can because when any player reaches 25 Victory Points, they will trigger the End Game Sequence. You finish the round, and then gain 1 Victory Point for each card you have in your State, and you add it to your score.

And now the most important thing – the highest score wins the game. Pretty novel, huh?

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# COMPONENTS OVERVIEW

1 FIRST PLAYER TOKEN



THIS RULEBOOK



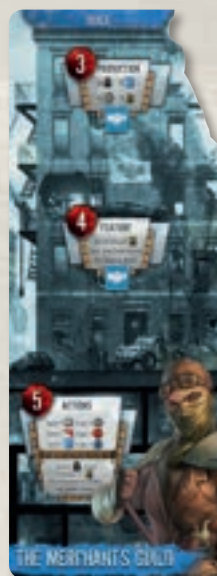
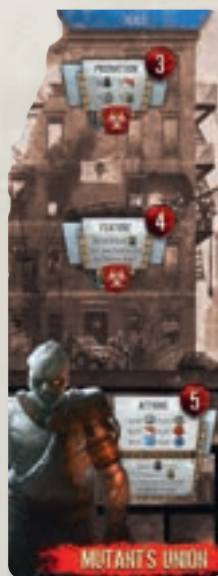
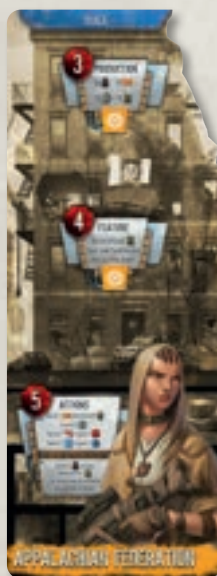
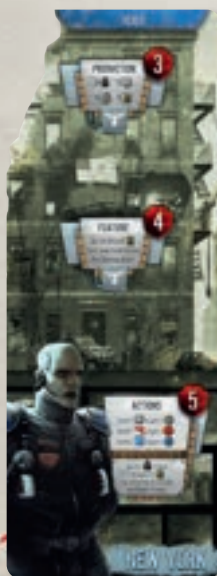
1 VICTORY POINT BOARD



4 VICTORY POINT MARKERS



4 FACTION BOARDS



DOUBLE-SIDED

200 CARDS (63X88)

88 51<sup>ST</sup> STATE BASE CARDS



12 CONNECTION CARDS



50 NEW ERA CARDS



50 WINTER CARDS



COMPONENTS FOR THE REMAINING EXPANSIONS AND PROMOS are described in the sections dedicated to them:

SCAVENGERS pg. 20

ALLIES pg. 22

MOLOCH pg. 24

NO MAN'S LAND pg. 28

PROMOS pg. 32



# COMPONENTS OVERVIEW

## GOODS MARKERS & TOKENS

MIN. 30 BRICK PIECES



MIN. 30 GUN PIECES



1 BORGO ROUND MARKER



1 BORGO VICTORY POINT MARKER



USED ONLY IN BORGO 2.0 VARIANT

MIN. 30 FUEL PIECES



MIN. 30 IRON PIECES



MIN. 38 WORKER PIECES



10 SHIELD TOKENS



13 AMMO TOKENS



9 DEVELOPMENT TOKENS



20 RED CONTACT TOKENS



20 BLUE CONTACT TOKENS



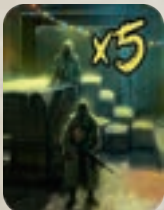
30 GREY CONTACT TOKENS



7 UNIVERSAL CONTACT TOKENS



4 MULTIPLIER TOKENS



BONUS TOKEN



The owner of the game may write their name on this token and place it in front of them during the game. It has no bearing on the gameplay, but could be useful if some scumbag wants to pretend this game belongs to them. It does not.





# CARDS OVERVIEW

## ANATOMY OF A CARD

This is the **DISTANCE** to the Location. It tells you how far you have to move your ass to interact with the card.

**SPOILS**. You gain this stuff when you Raze the Location.

The **TYPE(S)** of the Location. These are important when Developing the Location into something new and hopefully better.

Try to guess what this is.

Ability of the card.

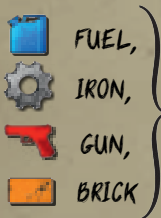
**CATEGORY**  
(Production, Feature, or Action)

**DEAL**. You gain this stuff by making a Deal with the Location.

You can easily see if this card belongs to the base 51st State base set or an expansion. We're helpful. We love you.



## GOODS ICONS



These are called Resources.

**AMMO** is universally valuable and may be used in place of any of the four basic Resources. When paying for Actions, you may spend Ammo instead of a Resource, but not the other way around.



**WORKER**.



**CARD**.



**CONTACT** tokens.



**UNIVERSAL CONTACT** token. When needing a Contact token, you can use an Universal one as any of the three basic Contact tokens.



**DEVELOPMENT** token.



**SHIELD** token.



**VICTORY POINT**.

## OTHER ICONS



**LOCATION**.



etc. **LOCATION** Type icons.

## GAINING RUINS

To gain a Ruins (for example via a production card), you draw a card from the Deck and place it face down in your State (you do not have to care about where in your State you place this card). You may look at the front of any of your Ruins to check what card it is.



# MANAGING YOUR LOCATIONS



## MANAGING YOUR LOCATIONS

As you can see from the picture here, you are going to be Building a lot of Locations! To make it easier for you to manage – and no, I am not telling you that you don't look smart or something – we divided them into three Categories: **Production**, **Feature**, and **Action**. Keep your Locations in different rows according to their Category and you will be just fine. Put **Production** Locations in the top row, **Features** in the middle, and **Actions** in the bottom. Easy peasy.

Ah, one more thing!

For the dim-witted Mutant, when you make a Deal, flip the card upside down when placing the card under your Faction board so you can read the word Deal.



# SETUP

**1.** Place the Victory Point (VP) track on the table in reach of all players. We say this in case there is some really dumb dude who can't figure it out for himself.

**2.** Then place all Resources, Workers, and other tokens near the VP track to form a general supply. Once again, we have to say this, just in case there is a guy who has never played a game before and might put them under the table or under the kitchen sink.

Things happen, ya know.

Jokes aside. Now focus.

**3.** In the game you will find:

- 88 cards from the **Base Set**,
- 12 Connection cards.
- 50 cards from the **New Era** expansion,
- 50 cards from the **Winter** expansion,
- 50 cards from Scavengers expansion (explained in detail on pg. 20),
- 50 cards from Allies expansion (explained in detail on pg. 22),
- 50 cards from Moloch expansion (explained in detail on pg. 24),
- 50 cards from No Man's Land expansion (explained in detail on pg. 28)



For your first few games, use only the cards from the Base Set to create the Deck. In future games, shuffle the Base set together with one of the expansions to create the Deck.

**4.** Ok, back to the boring stuff. Shuffle the Deck and place it face down near the VP track. Leave space next to it for a face up discard pile.

**5.** Separate the Connection cards by color and shuffle them into two separate piles. Place these piles face down near the Deck which, as you might remember, is next to the VP track which is next to the Resources and tokens...

**6.** Give each player one Faction board and tell them they must give it back to you when the game is over; it's not a birthday present.

**7.** Place your Faction board in front of you and the corresponding score marker on the "0" space on the VP board.

**8.** Deal 6 cards from the Deck to each player. Each player chooses 4 of them to keep and discards 2.

**9.** Determine who will play first and to be honest we don't give a crap how you do it. Just do it. Give them the damn first player token and start the game!

If you want to play with a most refined opponent  
– yourself – Solo rules are described on pg. 13.





# RULES OF PLAY

## BASIC GAME CONCEPTS

### INTERACT WITH LOCATION CARDS IN 3 DIFFERENT WAYS

Each card in the game represents a Location from the world of Neuroshima. Your goal is to Build a new State by controlling a bigger and better region. You want to control it all! You do this by interacting with Locations.

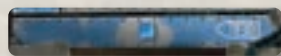
**You can Build a Location.** Put the card in front of you and use the Ability in every round of the game. The more Locations you Build, the more Abilities you gain and your power will grow. Sounds good, right?



**You can Raze a Location.** Discard the card from your hand and get the Goods shown in the Spoils field. The Location is burnt to the ground, and you took their stuff. Pity, huh?



**You can make a Deal with a Location.** Put the card under your Faction board so that only the blue Deal field shows. This Location is not part of your State and does not provide you with an Ability. Instead, The card provides you with the Good shown on the Deal field of the card. I don't want to complain, but that's exactly what happens when you try to be a nice scout and you don't Raze people. You should Raze them. Raze them all!



### USE CONTACT TOKENS TO INTERACT



If you want to Build, Raze, or make a Deal with a Location you will need Contact tokens. They represent your means of interacting with the Locations. There are Blue tokens that represent your merchants and are used for making Deals. The Grey tokens represent your Building skills and are used to Build Locations. There are also Red Contact tokens – all your gangsters, mutants, and mercenaries that you use to Raze Locations.

All kinds of cool tokens. Remember, Red is for Raaaaazing them all!

### BURN THEM TO THE GROUND!

In the game, you will also be able to **Raze** the other player's Locations. It's 51<sup>st</sup> State bro, either you burn them, or they burn you. There is no middle ground. Each Location has a **Defense value**. All Production Locations have a Defense value of 3, all Feature Locations have a Defense value of 4, and all Action Locations have a Defense value of 5. If you have a number of **Red Contact** tokens equal to the Defense value of another player's Location that pisses you off, you can spend them to Raze this Location. We will talk about this again later, I'm just giving you a heads up, because it looks like you kinda like this whole Razing concept. Am I right?

## RULES OF PLAY

### FLOW OF A ROUND

Each round is divided into 4 Phases so people don't get lost (no offense).

1. Lookout
2. Production
3. Action
4. Cleanup

#### 1. LOOKOUT PHASE

- Reveal the top card of each Connection pile. Place it on top of the pile, or beside it, whatever works best for you.
- Draw a number of cards from the Deck equal to the number of players, plus 1 (e.g. 4 cards in a 3-player game) and place them face-up in the center of the playing area. Starting with the first player and proceeding clockwise, each player selects one card from those revealed and adds it to their hand. After everyone has chosen a card, discard the remaining card face-up to the discard pile.
- Again, draw a number of cards from the Deck equal to the number of players, plus 1 and place them face-up in the center of the playing area. This time, starting with the last player and proceeding counter-clockwise, everyone again chooses one card and adds it to their hand. Once again, discard the remaining card.

**NOTE:** There is no limit to the number of cards you may have in your hand.

#### 2. PRODUCTION PHASE

Now it's time to get some free stuff! I guess I've got your attention, huh? You now get Goods from three different sources.

**Faction board** – your board shows your Faction's basic Production. Mutants do Guns, Merchants do Fuel. It's really pretty simple, it's not rocket science.

**Deals** – each Deal you signed in a previous round now provides you with the Good depicted on the Deal. This is additional income, take it!

**Production Locations** – each Production Location produces Goods. Have an Oil Station? You'll get Fuel. Simple as that.

If you like order, perform the Production Phase starting with the First player and continuing clockwise. If you value your time, do it simultaneously. It's really easy, check your Faction board, check your Deals, check your Production Locations, gather your Goods and you are done!

The Production on some cards depends on the Goods you have in your possession. Always resolve their Production first, before gaining Goods from any other sources. There's no point in explaining why it is important. Just trust me and do what I say.



# RULES OF PLAY

The Goods are collected in the following way:

**Cards** are drawn from the Deck and added to your hand.

**Victory Points** are marked by adjusting your score marker on the Victory Point track.

**All other Goods** are taken from the general supply and placed in your own supply.



**FOR EXAMPLE:** Angelina is playing the Mutant's Union. She also has one SCHOOL, one PUB and two Deals in play. From her Faction, she gains 3 , 1 , 1 and 1 . From her Deals, she gains 1 and 1 . From her Locations, she gets 1 and 1 . So in total Angelina takes 2 , 4 , 2 , 1 and 1 .

## 3. ACTION PHASE

Starting with the First Player, and continuing clockwise, each player performs one Action at a time. You can perform any of the following Actions.

Available Actions:

- Build a Location
- Make a Deal
- Raze a Location
- Use an Action from a card
- Use an Action from your Faction board
- Use another player's Open Production Location
- Take or play a Connection card
- Pass

Once you pass in the Action Phase, you may not perform any other Actions in the current round.

Also, your Locations are immune from other players attempting to Raze them, or otherwise interact with them. For example, no one can Raze your Location or use your Open Production Locations with you when you pass.

There is no other limit to the number, type, or order of Actions that you can take during the entire Action Phase, as long as you take them one at a time and have any required Goods.

The Action Phase continues until all players have passed.

### BUILD A LOCATION

There are two ways you can place a Location into your State.

**CONSTRUCT:** Choose a card from your hand and discard a number of tokens equal to its Distance value. Put the card in front of you. Then, smile and say something nice to your opponents.

New Location cards are placed next to your Faction board according to their Category:

- Production Locations are built in the top row,
- Feature Locations are built in the middle row,
- Action Locations are built in the bottom row.

**DEVELOP:** Choose one card from your hand and one Location you already have in your State that shares a Type with it. Spend 1 Brick\* and then remove this Location from your State and place it on the discard pile. Then, put the card from your hand in front of you in the appropriate row. As a reward you get 1 Victory Point. Voilà! You did it, you are awesome. You developed your old Location into something new and magnificent.

\* Instead of 1 Brick you can discard 1 Development token . If you do this, the cards don't need to share a common Type. Development tokens are cool.



# RULES OF PLAY

NOTE 1: Most cards have 2 Types. You only need to match 1 Type to Develop a Location.

NOTE 2: The new card does not have to be the same Category as the one you are replacing and may therefore be placed into a different row.

NOTE 3: Ruins (see next page – Raze Location) are treated as if they have any Type. You Build over them with whatever Type you want.

NOTE 4: If there were any Goods on the Location you Developed (if they were used for activation), return them to the general supply or place them in your personal supply (if they were stored there).

NOTE 5: Cards without a Type (like Radioactive Colony) are treated as if they have any Type.

**REMEMBER: Each time you Develop a Location, you gain 1 Victory Point!**



**EXAMPLE OF DEVELOPING:** The RUINED LIBRARY and the MURDERERS' PUB share a matching Type. Therefore, you can spend 1 [orange coin] to Develop the Location.

Production Locations **immediately produce** when built. You Build it, you get the stuff. Take the appropriate Goods from the supply. Simple.

Some Locations have a **Building Bonus**. This provides you with the Goods depicted when the Location is built. This is a one-time bonus only. You Build, you get it, and it's done. Like a first kiss. You can't have it every freaking Tuesday, right?

NOTE 1: If a Production Location also has a Building Bonus, you gain both benefits when you Build it.

NOTE 2: If a card gives you a bonus for Building a certain type or Category of Location, it counts itself.

**FOR EXAMPLE:** Scarlett has Ruins (a Razed Location) in her State (we will explain soon how this can happen, honestly). She wants to Build a SCHOOL and she decides to Develop the Ruins. She pays 1 [orange coin], discards the Ruins, and places the SCHOOL in the top row of her State. Because she is Developing, she gets 1 [purple star]. Contact tokens are not needed. She immediately takes 2 [person icon] from the supply: 1 as a Building Bonus and 1 from the SCHOOL Production.

I am tired. We are done with Building.

## MAKE A DEAL

You can make a Deal with a Location from your hand by discarding a number of [blue coin] tokens equal to its Distance. Put the card under your Faction board so that only the blue Deal field is visible and immediately take the depicted Good. You made a Deal, you get the Good. I hope you are happy.




**FOR EXAMPLE:** if Charlize wants to make a Deal with the SCHOOL, she must discard 1 [blue coin]. She places the card under her Faction board so only the blue area with the [person icon] is visible. She immediately takes 1 [person icon] from the supply.




# RULES OF PLAY

## RAZE LOCATION




You can Raze Locations from your hand or you can Raze your opponent's Locations. No pressure, but if I were you, I'd focus on razing your opponent's... Either way, you get the Goods shown in the Spoils field.

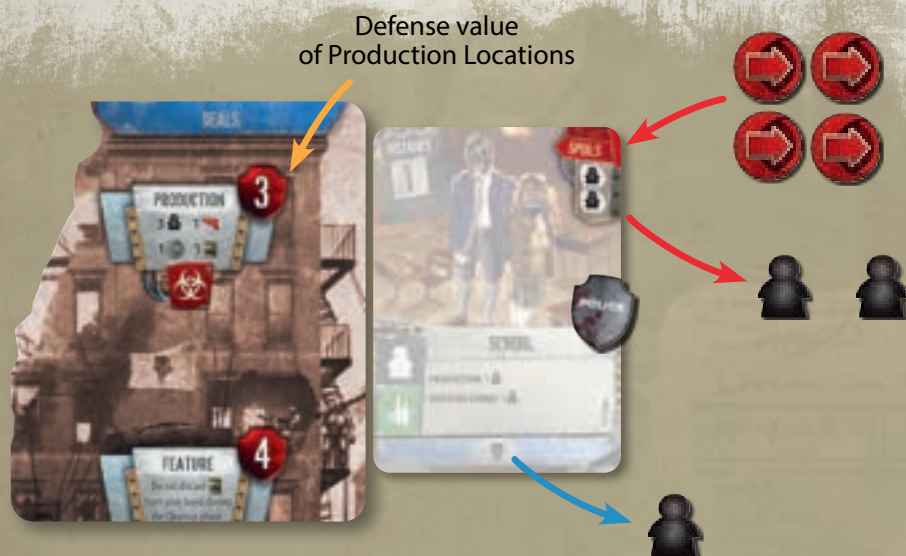
**RAZING FROM YOUR HAND** – discard the card and a number of  tokens equal to the Distance on the card. Take the Goods shown in Spoils field.





**RAZING YOUR OPPONENT'S LOCATIONS** – discard a number of  tokens equal to the Defense value of the Location you want to Raze (based on its Category). Take the Goods shown in the Spoils field. As compensation, the opponent whose card you Razed takes the Good depicted in the Deal field. Then, they turn the Location face-down, it is now considered to be Ruins. Good job! You ruined their place. Now you can laugh at them.

**NOTE 1:** Once a player has passed, their Locations may not be Razed by the other players for the rest of that round.

**NOTE 2:** Any tokens on the Location that was Razed (from activations) are returned to the general supply. If there were tokens stored on the card, the owner gets to keep them. It's not fair, huh? Why wouldn't you get them?! Who wrote these damn rules?!

**NOTE 3:**  tokens increase the Defense of a Location by 1. Don't forget this when you go Raze your opponents. You'll have to spend 1 extra  token to Raze a Location with a Shield on it. There can only be 1  on the Location.



**FOR EXAMPLE:** Salma has one SCHOOL in her State and Penelope wants to Raze it. The SCHOOL is a Production Location, and therefore has a Defense of 3. The SCHOOL also has a  token on it. To Raze it, Penelope discards 4  tokens and takes 2  from the supply. Salma takes 1  from supply, and turns the SCHOOL face down. It is now a Ruins.



## USE AN ACTION FROM A LOCATION OR YOUR FACTION BOARD






Some Locations provide you with the ability to perform an **Action**. They give you Victory Points or Contact tokens or other weird stuff the designer came up with. To use these Action, you must spend the Goods indicated and place them on the card. That way you won't forget you already used the Location this round. Smart, huh?

**Note:** You can only use an Action on a card once per round unless the text says otherwise. If it can be used more than once, you can choose to activate it all at once or on different turns. If any decisions are involved in the Action you can choose differently each time, even if you did them all at once.


Your Faction board also provides some Actions. This is stuff you can do even if you don't have any Locations. As with Actions on cards – you can only do this stuff once per round unless the text says otherwise. When you resolve a Faction Action, keep the spent Resources on your Faction board to indicate used Faction Actions (in the same way that you keep them on the used Location Actions).



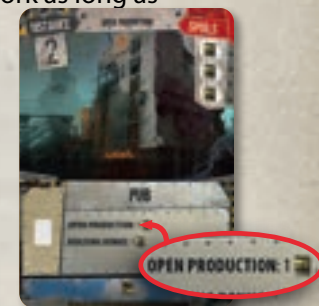
**EXAMPLE 1:** The Action on your Faction board allows you to spend 1  to gain 3 . During this round you can no longer repeat this action.




**EXAMPLE 2:** Another Action on your Faction board allows you to spend 2  to take one Resource of your choice, or 1 . This may be resolved any number of times, as noted on the Faction board. For example you may spend 4  to take 1  and 1 .

## USE ANOTHER PLAYER'S OPEN PRODUCTION LOCATION

Your Workers can be sent to your opponent's Locations to work as long as that Location has the Open Production keyword. Place your Worker on their card and take the Production Goods indicated. Then, your opponent gets 1  from the general supply.

Wait, what? Yes, we know that you could just give them your Worker but we didn't write this rule just to confuse you; there is a good reason for it. Listen, you place the Worker on their card because each Open Production Location can only be used once each round. This way, you don't forget if it was already used. Now it makes sense, huh?



**FOR EXAMPLE:** Megan has the Location BOILER ROOM. Eva wants to use it. She places one of her  on the Generators. She takes 2  from the supply. Megan also takes 1  from the supply.


**NOTE 1:** You cannot send a Worker to use your own Open Production Locations.

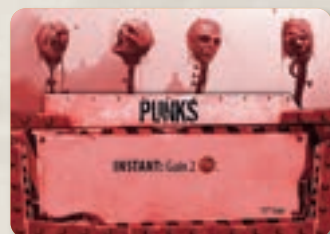
**NOTE 2:** An Open Production card is a Production card therefore it produces Goods during the Production Phase for its owner.



# RULES OF PLAY

## TAKE OR PLAY A CONNECTION CARD




You can spend 2  to take one of the face-up Connection cards to your hand. If there aren't any face-up, you can't do this. And no taking from the discard pile either. Man, why would you even try?







Connection cards provide Goods when played. It takes an Action to play a Connection card – you just play the card from your hand, place it on the Connection discard pile and take the appropriate Goods. Simple as that.

**NOTE:** *If there is a cost to use this card you must discard the Goods when using it, not when taking it.*

## OTHER OPTIONS

At any point during your turn, you can place 1  on one of your Locations. Obviously, you have to have a  first. Placing a  does not count as your Action and once placed, it cannot be moved.

A  on a Location increases the Defense of the Location by 1. If you forgot why this is important already, you can go back to the **Raze a Location** section and start over. You obviously have a memory problem. Also remember that Locations may only have maximum of 1  at any time.

Whenever a Location with a  is **Razed** or **Developed**, return that  to the general supply.

## PASSING

If you can't or don't want to take any Actions on your turn, you pass. After you pass, you may not take any other Actions for the round.

Once you pass, you are safe from the other players, they cannot interact with you in any way. This includes Razing Locations, using Open Production Locations, etc. (including any other type of interaction introduced in the expansions). You are holed up in your little base like a bunch of chickens.

Yes, I am serious. You can't be Razed. You are out for the round. Your opponents must find themselves another target and stop whining.







Once everyone has passed, the Action Phase is over, and you proceed to the Cleanup Phase.

## 4. CLEANUP PHASE

During this Phase, if your Locations have any storage abilities you can use them to save the Goods described on the card. All other Goods are discarded back into the supply. This includes **resources**, **workers**, **contact tokens**, and **shields**, everything. The only thing you can keep between rounds apart from Goods in storage are the cards in your hand.

Discard all face-up Connection cards that were not taken in the round and place them on the Connection discard pile. You missed your chance bub.

Pass the first player token to the left and start a new round.

**FOR EXAMPLE:** Megan, after using her Actions, still has 3 , 1  and 1  on her Faction board. Luckily she has the HIBERNATION CHAMBERS built in her State so there is no need to discard her . She discards the  and the . She also removes all the Goods from the Action Locations she used and the opponent's Workers from her Open Production cards.





# END OF GAME

The game end is triggered when any player reaches 25 Victory Points. When this happens, finish the current Action Phase but skip Cleanup. If a player reaches 25 points during the Production Phase, proceed to the Action Phase as normal. After the Action Phase is completed, skip the Cleanup Phase and calculate the final score of each player.

Score 1 ★ for each Location in your State and add the total to your score. Ruins are worth 0 ★. C'mon, why should you score for a pile of rubble?

The player with the highest score is the winner. Of course.

In the case of a tie, the player with the most total Goods is the winner. If the tie persists, the player among those ties with the most Locations wins. If there is still a tie, all tied players share the victory. Now kiss. Isn't that just adorable?

# CLARIFICATIONS

**Golden rule:** If a specific rule on a card or Faction board is in conflict with the rulebook, always follow the specific rule and ignore the rulebook. For example, most Actions can be used once per round but the SHIPWRECK states that it can be used twice. The Action on the SHIPWRECK overrules the rulebook and is considered correct. You may use it twice.

- When a Feature or Production Location provides Goods for Building specific Types of Locations, include that card as well, even if it was just built.
- When a card indicates to do something with a 🔫/📦/⚙️/🔧, you may use any combination of these Resources up to the number depicted on the card.
- Resources are not intended to be limited. Enough pieces have been provided for most games. However, should you run out, use any suitable substitute or note them down on paper.
- The number of cards, resources, tokens etc. in a player's possession is open information available to all other players.
- If you need to draw a card from the Deck and there none remaining, shuffle the discard pile to create a new Deck.
- Open Production Locations can be used once per round. Keep the opponent's Workers on your Locations until the end of the round to track this.
- You can only Raze Locations from your hand or Locations built in opponent's States. You cannot Raze Locations built in your own State.
- There is no limit to the number of Locations you may Build or Deals you may have.
- You may have multiple Locations with the same name in your State.
- There is no hand limit.
- When stealing an opponent's Production (e.g. SUPPLIERS), if that Location provides Goods according to the number of Locations of a certain type, count the Locations of the Location's owner.





# SOLO GAMES RULES

## STANDARD VARIANT

### GOAL

When you decide to play a game without any other meaty players, your goal is to have more victory points than the virtual player at the end of the game. The Virtual Player collects points by Razing your Locations, and Building his own Locations.

The game end is triggered when either you or the Virtual Player reaches 25 points. Complete the Action Phase of that round, then add the number of Locations in each player's State to their total score.

### SETUP

Set up the game normally except that the Virtual Player does not need a Faction board and starts with no cards. Place both victory point markers on the Victory Point track on the space marked "0". Take the first player token for yourself. You deserve it.

The game is played according to the following rules:

### LOOKOUT PHASE

1. Reveal the top card of each of the the Connection piles.
2. Draw the top four cards from the Deck, place them face up on the table.
3. Choose one of the four cards and add it to your hand.
4. Shuffle the remaining three and draw a card at random, placing it face up in front of the Virtual Player.
5. From the remaining two cards, choose one and add it to your hand.
6. Place the last remaining card face up in front of the Virtual Player.
7. Draw one more card from the Deck and place it in front of the Virtual Player.

### PRODUCTION PHASE

The Virtual Player doesn't receive Goods during Production. You do, though...

### ACTION PHASE

You always play first during the Action Phase. You have the first player token, right?

When you Raze a Virtual Player's Location, it is discarded. They don't keep the card as a Ruins nor gain Goods depicted in the Deal field.

- On the Virtual Player's turn, they will claim a Connection card if there is one available. It costs them nothing and scores them 2 . Discard the card. If there is more than one Connection card for the Virtual Player to choose from, choose one at random and return the other card back face up onto its pile.
- Once there are no Connection cards left to take in that round, the Virtual Player will proceed to attack you. Are you ready? This is going to hurt.
- The virtual player will stop attacking as soon as they successfully raze one of your Locations. Also the virtual player will try to attack a maximum of three times each round even if none of the attacks was successful. After that the virtual player will pass on the next turn. Isn't that sweet??

- Also, once you pass, you cannot be attacked anymore, and the Virtual Player passes on his next Action.
- To execute the Virtual Player's attack, reveal one card from the Deck and place it nearby to form an attack pile. Each attack by the Virtual Player in the round adds another card to this pile, and once it contains 3 cards, the Virtual Player will pass on their next Action. At that point, discard the cards in the attack pile to the discard pile.
- To carry out the attack on you, compare the Location Types on the revealed attack card with those in your State. If you do not have any matching Location Types, the attack is unsuccessful. You live to see another day.
- However, if you have a Location that matches at least one Location Type with the attack card, your Location is Razed. Give the Virtual Player two points and you receive the Goods shown in the blue Deal field as normal. Flip your Location face down to become a Ruins... just like normal.
- What if you have more than one card that matches the Location Type? It's simple: The Location with the most matching Types is Razed.

What if there is still a tie? We give you tie breakers! Check them in this order:

1. The card with the greater Distance
2. Unused Actions
3. Used Actions
4. Features
5. Productions
6. Seriously? It's still tied? Okay, fine... check the Goods gained by Razing the Location. The priority is: , , , , , , , , , , , and . The card with the most Goods of the highest order is destroyed first. Keep checking this list until you break the tie.
7. Okay, if you make it here, take a picture and share it with us because we don't believe you. If two Locations give exactly the same Goods when Razed, you can decide which is destroyed... or pick randomly. Chances are they are the same Location anyway... we really don't care which one you lose.

- If a card with a is about to be Razed, discard the instead. You got lucky. The attack is still considered successful and the virtual player will pass on the next turn.
- Discard the card drawn for the attack.
- You can interact normally with the Virtual Player before they pass with the following differences:
  - When you send a to an Open Production Location, the Virtual Player gains 1 instead of a .
  - When the Virtual Player Razes your Locations, they don't receive Goods. They got points, remember?




# SOLO GAMES RULES

## EXAMPLE OF A SOLO GAME ROUND

**Monica** plays a solo game against a Virtual Player. This is how a round would look. She reveals the top 4 cards from the deck. She chooses 1 to keep and randomly chooses 1 of the remaining 3 cards and places it in the Virtual Player's playing area. She then chooses another 1 card for herself and gives the last 1 to the Virtual Player. Finally, she draws 1 more card and places it in front of the Virtual Player.

**Monica** resolves her Production Phase normally but the Virtual Player does not receive any Goods.


**Monica's turn:** As her first Action Monica sends 2  and claims 1 Connection Card.



**Virtual Player's turn:** The Virtual Player claims the remaining Connection Card.

**Monica's turn:** Monica builds a Production Location and gains the Goods it provides.

**Virtual Player's turn:** It's time for the Virtual Player to attack! Monica draws one card from the deck and places it nearby. She checks the Locations Types, but none of them match any of her Locations. She was lucky.

**Monica's turn:** Monica activates one of the Actions from her Faction board.

**Virtual Player's turn:** The Virtual Player attacks again. Monica draws one more card from the deck and places it on top of the previous one. She is not that lucky this time and one of her Locations is Razed. She flips it over to make it a Ruins. The Virtual Player scores 2 .

**Monica's turn:** She sends 1 Worker to an Open Production Location of the Virtual Player. The Virtual Player does not take a , but scores a  instead.

**Virtual Player's turn:** The Virtual Player had one successful attack so it's time to pass.


**Monica** may now take any number of consecutive Actions, but she can no longer interact with the Virtual Player.

**Monica** resolves the Cleanup Phase normally, but she keeps the First Player token, because she is awesome.

## CLEANUP PHASE

Execute the Cleanup Phase as normal but you keep the first player token. It's your special little power.

## GAME END

The game ends when either you or the Virtual Player reaches **25 Victory Points** on the victory point track. When that happens, complete the Action Phase normally and then add 1  to your score for each Location in your State. Do the same for the Virtual Player. Duh.

If you have the same or fewer points you lose. Try again mate. Go ahead, I'll wait.

If you have more points than the Virtual Player you win! Be honest, you cheated didn't you?

If you win, you can compare your score to the following table to see the level of your awesomeness.

## ACHIEVEMENT TABLE

80+ GRAND MASTER

70+ CYBORG

60+ SOLDIER

50+ TRADER

40+ HUMAN

30+ SURVIVOR

30 > MUTANT





# SOLITAIRE VARIANTS

When playing solo, you can choose to play against one of the following four factions. Choose one, and apply the rules to your solitaire play.

## MUTANTS

Fierce and harsh, the Mutants will challenge your ability to keep Locations in play.

**Rules:** The virtual player will try to attack 5 times each round before giving up.

## NEW YORK

The masters of building, New York has never stopped expanding. Try to keep up!

**Rules:** During step 7 of the Lookout Phase, draw 2 cards for the virtual player instead of only 1.

## MERCHANTS

The best traders in this ruined world don't like you making deals without their approval.

**Rules:** After the third Raze attempt, the Merchant will try to eliminate your Deals. To perform the Merchant's Attack, reveal one card from the Deck and place it nearby to form a Merchant Attack pile. After the third Merchant Attack, the virtual player will pass on the next action. Discard the cards in the Merchant Attack pile.

Each Merchant Attack, compare the icon in the blue Deal field of each Merchant Attack card with your Deals. If you have a matching Deal, discard one. Otherwise, the Merchant Attack is unsuccessful. The Merchant's will stop attacking your Deals as soon as one Merchant Attack is successful.

## APPALACHIANS

The Appalachians are rebuilding. They won't stop just because there's some "apocalypse" going on.

**Rules:** Before attempting Raze actions, the Appalachians will attempt 3 Rebuild actions. To perform the Rebuild, reveal one card from the Deck and place it nearby to form the Development pile. After the third unsuccessful Rebuild action, the Appalachians will stop trying to rebuild and attack instead. Discard the cards in the Development pile.

Each Rebuild action, compare the Location Types on the revealed Development card with those in the virtual player's State. If there are no matching Location types, nothing happens. However, if they have a Location that matches at least one Location type with any card in the Development pile, they Rebuild. Score 1 VP for the Virtual player. On the next action, the virtual player will stop Rebuilding and proceed to Attacking.



# BORGO AUTOMA

BY JOE LEONE

The biohazard banner has been seen at the borders of your state. Once again mad leader Borgo has united numerous bands of roaming mutants and cyborgs created by Moloch. Now you must ready your people to repel these highly mutated and engineered beings. Will you survive the onslaught?

Remember, extinction is the rule, survival the exception. This Solo mode is much more complex and difficult than the regular one. The difference is that the Automa actions are not scripted and predictable. Borgo's actions are randomly determined by the drawing of a card, and the number of Brawlers it has. It is efficient and ruthless. We strongly recommend playing your first few games using the regular Solo mode before facing the Borgo Automa.

You may combine this mode with any expansion, but the best way to dive into its rules is learning them while playing the base game. All changes provided by certain expansions are clearly marked by different colors.

## COMPONENTS

### 1 ROUND MARKER





### 1 BORGO VICTORY POINT MARKER



**NOTE:** Rules marked in **blue** are applied only while playing with the Moloch expansion. Rules marked in **brown** are applied only while playing with the No Man's Land expansion.

## BORGO'S SPECIAL RULES

- If you activate Borgo's Open Production , add 1 Brawler to Borgo's State.
- If Borgo activates your Open Production , place a Worker from the supply on this Location and gain a Worker from the supply, then add 1 Brawler to Borgo's State.
- If you Raze Borgo's Location, flip it to its Ruins side. Borgo does not gain any Goods.
- When Borgo Razes an Outpost, he automatically Builds a level 2 Outpost on that territory.
- Borgo must follow adjacency rules for Building and attacking Outposts.
- If at any time Borgo needs to remove a Brawler and none are available, Borgo immediately passes.
- When you pass, Borgo also passes during his next turn.


## SETUP

Prepare the game as in the regular Solo mode with following exceptions:

- Borgo does not use the Faction board.
- Borgo uses the Borgo Victory Point marker to mark his points on the Victory Point track.
- Place the Round marker on space 1 on the Victory Point board.
- Take the First Player token.
- Choose your difficulty level—ignore Borgo, he won't interact with Moloch in any way.
- Give Borgo a set of Outpost markers.

### 1. LOOKOUT PHASE

The Lookout phase is resolved as in the game for two players, except **Borgo** picks a random card and immediately Builds it for free.

Place a number of  in Borgo's State equal to the Round number. Borgo's Workers are called **Brawlers**.

At the end of the Lookout phase, Borgo Builds one Outpost. His first Outpost is placed in the vertically opposite corner to yours. (e.g.: if you Build in the SW corner, Borgo will Build in the NW corner). In the following Lookout phases he Builds toward your nearest Outpost.

*If you want to play a more challenging variant, place 1 additional Brawler during the Lookout phase.*

### 2. PRODUCTION PHASE

Gain Goods as usual. Borgo does not gain any Goods.

### 3. ASSAULT PHASE

Resolve Assault effects of the Deployed Machines. Deployed Machines ignore Borgo.

### 4. DEPLOY PHASE

Deploy new Machines according to the chosen difficulty level.



# BORGO AUTOMA

BY JOE LEONE

## 5. ACTION PHASE

Alternate your Actions with Borgo as usual. Your turns are resolved as usual.

### BORGO'S ACTIONS

Each turn, Borgo draws the top card from the deck and resolves the Action(s) corresponding to the type(s) of the drawn card. Once Borgo completes these Actions, his turn ends.


No  ,  , or  .				Any combination of  ,  , or  .
Resolve Borgo's Standard Action.	Resolve Borgo's Attack Action.	Resolve Borgo's Building Action.	Resolve Borgo's Expansion Action.	Resolve the corresponding Actions from the top to the bottom.

### BORGO'S STANDARD ACTION

If there is a Connection card available, discard it. Borgo scores 2 ★.

Otherwise, discard 1 Brawler. Borgo scores 1 ★.

### BORGO'S ATTACK ACTION

1. Discard 1 Brawler.
2. Draw the top card from the deck. Determine one of your Locations or Outposts targeted by Borgo, matching the drawn card type(s). First, Borgo Razes the Location or Outpost that matches the most types. If there is a tie, then the target priority is the greatest Distance, Actions (unused first), Features, Production Location, and Outpost. If a tie still exists, it is the player's choice.
  - a. If there is no such Location nor Outpost, Borgo scores 1 ★.
  - b. If there is a  on the targeted Location, discard it. Borgo scores 0 ★.
  - c. Otherwise, Borgo Razes the targeted Location or Outpost and scores 2 ★. Flip the targeted Location and gain the Good from the Deal field or discard the Outpost token.

### BORGO'S BUILDING ACTION


Draw the top card from the deck. Borgo immediately Builds it for free.

### BORGO'S EXPANSION ACTION

Borgo activates an available Open Production Location and then resolves an Action depending on the expansion used.

**Base game** – no effect.


**Winter** – add 1 Brawler to Borgo's State.

**New Era** – place a  on the Location in Borgo's State with the highest Distance. If there are multiple available cards, pick Action Locations, then Feature Locations, and finally Production Locations.

**Scavengers** – Borgo discards 1 Brawler. Then Borgo Builds the top card from your personal discard pile (if possible).

**Allies** – resolve Borgo's Attack, but Borgo may only target the Locations of any Alliance. If you don't have such a Location, Borgo scores 1 ★.


**Moloch** – Borgo discards 1 Brawler. Borgo Hacks a random Deployed Machine and places it with the Hacked side face up in Borgo's State. If there are no Deployed Machines, Borgo scores 1 ★.

**No Man's Land** – Borgo discards 1 Brawler and Razes a random adjacent Outpost with the lowest level. If the chosen Outpost has a , remove it. If there are no adjacent Outposts, Borgo Builds a level 2 Outpost in your direction.

If Borgo Razed an Outpost, he gains 2 ★. Otherwise, he gains 1 ★.

## 6. CLEANUP PHASE

Follow the regular rules. Additionally:

- Pass the First Player token.
- Borgo does not discard the  from his cards.
- Move the Round marker by 1 space on the Victory Point board.

## END OF THE GAME

The game ends as usual, when any player reaches 25 ★. Finish the current round and calculate your final score.





# CARDS IN DETAIL

## BASE GAME



### UNDERGROUND WAREHOUSE

You may not store a on this card.



### THIEVES' CARAVAN

If no other player has any Resources (i.e. when playing against a Virtual Player) this action has no effect.

## FAQ

**Do I also have to pay Contact tokens when Developing a Location in addition to the / ?**

No, there is no other cost for Developing other than the / .

**Does the Distance value of my opponent's Location affect the cost to Raze it?**

No, the cost is fixed. Razing Production Locations cost 3 , Feature Locations cost 4 and Action Locations cost 5 .

**Can I play a Connection card on the same turn that I gain it?**

No, you need two separate turns to gain and play a Connection card.

**Can I spend a Connection card instead of the depicted Contact tokens?**

No, you must first play the Connection card to gain the Contact tokens and then spend the tokens during following rounds.

**If a card or Faction action can be activated more than once per round, may I do all the activations on a single turn?**

Yes, they may be activated multiple times during a single turn or once during multiple turns (as you wish).

**Since a may be used as any Resource, is a considered a wild type that may be Developed by any card?**

No, to Develop a you must play another or use a .

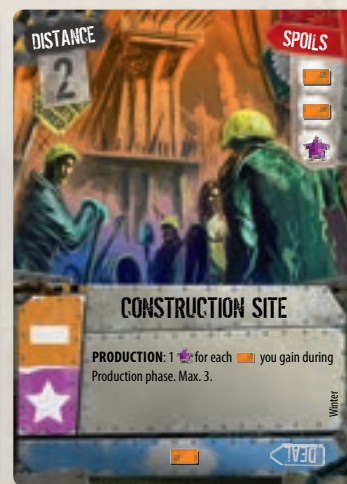
**Do Open Production Locations produce Goods when Built?**

Yes, they produce Goods when Built like any other Production Location.



# CARDS IN DETAIL

## WINTER



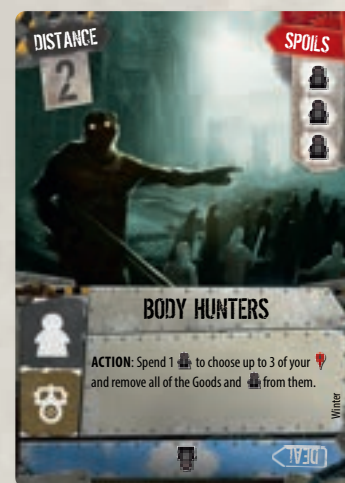
SHERIFF'S OFFICE  
SMALL FACTORY  
CISTERN  
CONSTRUCTION SITE

These cards do not provide any immediately, but will Produce during the following Production Phases.



### SUPPLIERS

You may choose any Production regardless of if you are resolving the Production Phase player by player or simultaneously. When you Build this card its Production is not activated because other player's Production cards don't Produce anything in that moment. You activate only the Building Bonus.



### BODY HUNTERS

You may not choose Body Hunters as a target of this Action.

## NEW ERA



### HIDDEN FORGE

if this card is about to be Razed by a Virtual Player, you cannot discard the , because it is printed, but the attack is considered successful, therefore the Virtual Player will pass on the next turn.



### RADIOACTIVE COLONY FOUNDATION

These cards have no type, therefore you may Develop them with any card and you may Develop any card into them. When resolving the Virtual Player's attack (in Solo games), all cards match these cards' types.



# SCAVENGERS

## STATE PACK 01

### BACKGROUND

In every city there are ruins. To many, these are just rubble and dirt. For the Scavengers, these ruins are so much more: you can hide in them and use them as shelter. You can search them for food, clothing, and valuable items. Can you harness the skills of the Scavengers and lead your Faction to triumph?

### NEW COMPONENTS

50 new cards, comprised of:



44 Scavengers cards  
(with the Scavengers  
set identifier)

6 Yellow Connection cards  
(to use with this set)

### NEW GAME MECHANISMS

#### PERSONAL DISCARD PILES

Instead of a central discard pile, where all Locations discarded during play would go, each player now has their own face-up Personal Discard pile when playing with this set. These allow for a new way of interacting, as these Personal Discard piles can be accessed by other players!

#### ICON MATCHING

The Location Type icons have an additional meaning now. You will refer to them when activating some new card effects in this expansion.

#### YELLOW CONNECTION CARDS

The Yellow Connection cards form a new pile of Connection cards all players have access to. You can take and play these cards just like you would do with the Blue and Red Connection cards.

**You will find the details of these new mechanisms in the next section.**



### PLAYING WITH THIS STATE PACK

The Scavengers State Pack is a new set of cards you can use during your games of **51st State: Complete Master Set**.

**To play with the Scavengers State Pack use the following rules:**

#### SETUP CHANGES

Set up the base game as usual with the following changes and additions:

3. Shuffle all 44 cards of the Scavenger set together with the 88 cards of the Base Set. This creates your Deck for this game.
5. Sort out the Yellow Connection cards and create an additional face-down pile – place it next to the Red and Blue piles.
8. Each player must leave some room next to his Faction board for his **Personal Discard pile**. When discarding the 2 cards from the starting hand, these now go into each player's **Personal Discard pile** (instead of the central discard pile). Therefore, each player starts the game with 2 cards already in their **Personal Discard pile**.

#### NEW RULES

Follow the rules of the base game with the following changes and additions:

#### 1. LOOKOUT PHASE

- Also reveal the top card of the Yellow Connection card pile.
- During the Lookout phase, 1 card will be left over after each drafting round. When the left-over card is discarded, put it in the current Starting Player's **Personal Discard pile**.

#### 3. ACTION PHASE

- Whenever you have to **discard** a card from your hand or your State (for example when you Raze or Develop a Location), that card goes to your **Personal Discard pile** (instead of a central discard pile).

#### TAKE OR PLAY A CONNECTION CARD

There is a new Yellow Connection card pile available. As with the Red and Blue piles, you can either discard 2 to draw the top card of the Yellow Connection card pile, or play a Yellow Connection card from your hand.

#### 4. CLEANUP PHASE

- Also discard the top card of the Yellow Connection card pile, if it was not taken during the round.

In the very rare case, when the deck runs out of cards, each player keeps the 3 topmost cards from their personal discard piles, then shuffle all the remaining cards from their personal discard piles to create a new deck.





# SCAVENGERS

## STATE PACK 01

### NEW CARD EFFECTS

#### THE SYMBOL

The  symbol in a card's effect text is shorthand for "the top card of another player's Personal Discard pile." You can choose which player's discard pile you target **each time** you resolve this effect.

As a lone symbol in the *Spoils* area, (Open) *Production*, *Building Bonus*, *Deal*, a card effect, or simply noted as 1 , it has an additional meaning:





















You may **draw** the top card of any **other** player's **Personal Discard** pile and add it to your hand. You may **never** take a card from your **own** Personal Discard pile, and you may never choose your own Personal Discard pile as the target of a card effect.


NOTE 1: Even if all other players' Personal Discard piles are empty, you may never access your own Personal Discard pile.



#### ICON MATCHING




There are now card effects that instruct you to gain or spend Goods depending on matching icons.

Each Type icon in the game is now linked to a Good:

-  - 1 
-  - 1 
-  - 1 
-  - 1 
-  - 1 
-  - 1 
-  - 1  (if gained from the draw pile or if spent from your hand)
-  - 1  token
-  - 1 
-   - no effect

When a card instructs you to choose an icon on a , you may choose any 1 of the icons on the top card of any other player's Personal Discard pile. Then check the chart above to see which Good matches that icon.

**EXAMPLE:** Scarlett has the Scouring the Ruins card in her State, which says, "ACTION: Choose 1 icon on a  card. Spend the matching Good to gain 1 .

"Thankfully, Megan has the School on top of her Personal Discard pile. Scarlett chooses the  symbol on that card to spend 1  and gain 1 . That was easy pickings!

#### REBUILDING RUINS

When you're instructed to **rebuild** a Ruins, you flip the card back to its front. At this moment, the card ceases to be a Ruins and becomes a Location again. Check if you have to re-orient the position of the Location in your State at this time (for example if you had **gained** this Ruins), according to Managing Your Locations, p. 5 of the Master Set rulebook. The Location immediately becomes active again, and as usual Production Locations immediately produce again as well.

#### SOLO GAME

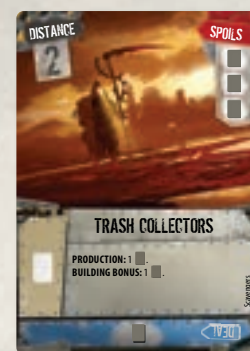
Rules of the Solo Game stay intact with the following change: During the Setup, take approximately  $\frac{1}{3}$  of the deck and place it near the Virtual Player's State to create the Virtual Player's personal discard pile.

### CARD CLARIFICATION



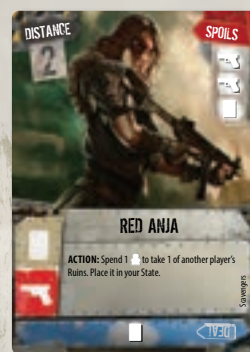
#### PONY EXPRESS

The Resources come from the general supply. On each Ruin (up to 3) you can place 1 Resource of any Type (each can be different). These Resources are not affected by any game effect.



#### TRASH COLLECTORS

Draw cards one by one from the same or different personal discard piles.



#### RED ANJA

If there are any Goods on the chosen Ruins, take them as well.



#### NEW VILLAGE RISING

You may choose any Ruins, regardless of how you obtained them.



#### DEMOLITION MIKE DEMOLITION TOMMY

When you use any of these cards, take the Goods from the the Spoils area as well as the Deal. Then, flip the target card face down. It is now a Ruins.



# ALLIES

STATE PACK 02

## BACKGROUND

Even after the apocalypse, life forms have managed to endure within the remnants of the United States. Groups began to form, uniquely adapted to the new, harsh environment. Each one has its strengths, and you know that it would be in your best interest to be on good terms with all of them.

As of late you've noticed a few of these bands in your region. In the abandoned tunnels and underground structures, intelligent, stealthy ratfolk – the Sharrash – have been spotted. On the nearby stretches of road the large machines of the resilient Uranopolis have begun to roam, and further scouting revealed them to be in conflict with the Iron Gang who can occasionally be spotted darting among the machines, destroying and scavenging anything they can.

Dive headfirst into the never ending conflicts among the groups and try to deftly pull the strings from above. Increase your influence with the assistance of Sharrash, gain new capabilities with the aid of Uranopolis, or dispatch the Iron Gang to raze your enemies!

## NEW COMPONENTS

50 Ally cards:



24 new tokens, comprised of:



8 Iron Gang  
Influence tokens



8 Sharrash  
Influence tokens



8 Uranopolis  
Influence tokens

## SETUP CHANGES

Follow the rules from the base game, shuffle all of the new cards into the Base Set, add the new tokens to the general supply, and have fun!

## NEW GAME MECHANISMS

### INFLUENCE TOKENS

The new cards belonging to each of the three Alliances (Sharrash, Uranopolis, and Iron Gang) now provide you with additional Locations to Build, more opportunities to make Deals, and interesting Spoils when you Raze. These cards will always have Influence tokens on the Deal field. Sometimes the cards also Produce Influence tokens, or allow you to use an Action to gain them by spending a certain cost.

After gaining Influence, be sure to spend it wisely! You have three options with each Influence token. You may do one of the following:

1. You may Build a Location of the Alliance **matching** the spent Influence tokens, just as you would spend tokens. You may combine the Influence tokens with tokens to meet the Distance value requirement of the Location.

**FOR EXAMPLE:** In your hand you have a Sharrash card with a Distance of 3, as well as 3 tokens, and 3 tokens. To Build the Location you may spend one of the following:

- 3 tokens
- 2 tokens and 1 token
- 1 token and 2 tokens
- 3 tokens

It's that simple – tell other players that you are using the Influence and/or Contacts to Build a Location, return the tokens to the general supply, and place the Location in your State.

2. You may make a Deal with a card of the Alliance **matching** the spent Influence tokens, just as you would spend tokens. You may combine the Influence tokens with tokens (using the same rules as described in the Build example above).
3. We saved the best for last – Razing! Here there are some changes from the previous two Actions, so read closely: you may spend Influence tokens of **another** Alliance to Raze a card from your hand or a Location of another player. And yes, you guessed it, you may combine the Influence tokens with tokens.

**FOR EXAMPLE:** Your enemy has a particularly nice Uranopolis Feature Location in his State. Normally you would have to spend 4 tokens to Raze it, but you have some connections with your ratfolk and motorcycle-riding friends. You have 2 tokens, 2 tokens, and 2 tokens at your disposal. To Raze this Feature Location you may spend one of the following:

- 2 tokens and 2 tokens
- 2 tokens and 2 tokens
- 2 tokens and 2 tokens
- 2 tokens, 1 token, and 1 token
- ... and so on.

You get all that by now, right?



# ALLIES

## STATE PACK 02

### NEW LOCATION TYPES



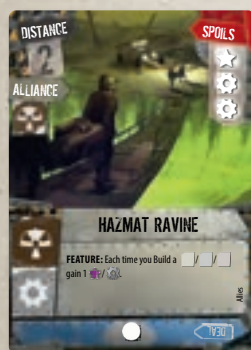
Each new Alliance has their own new Location Type. These will be utilized when activating some card effects in this expansion.



You may Develop the new Location Types included in this expansion as per the normal rules. If the Type of the Location within your State matches the Type of the Location card you want to Develop, spend 1 to remove the Location from your State and replace it with the one from your hand. You gain 1 for Developing as usual.



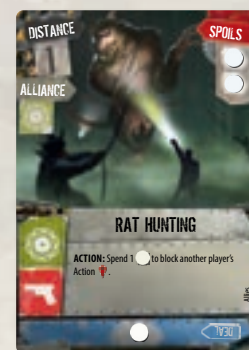
### CARD CLARIFICATIONS



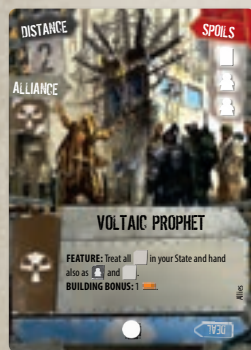
**HAZMAT RAVINE**  
**SHARRASH TECHNOLOGY**  
Both Developing and Constructing count as Building a Location.



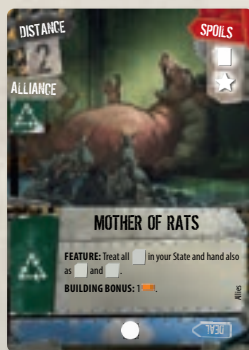
**UGLY TIMMY**  
You cannot combine this Production to gain 1 and 1 (only or only ).



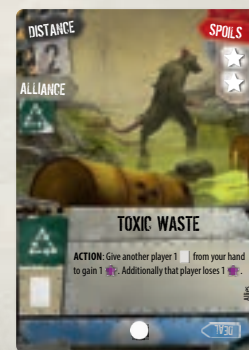
**RAT HUNTING**  
Place 1 from the general supply on the card to mark that it is blocked. The is discarded during the Cleanup phase.



**VOLTAIC PROPHET**  
**MOTHER OF RATS**  
This does not work in reverse. The Location Types listed in the Feature description remain the same and so as an example, does not count as .



**SHARRASH TECHNOLOGY**  
When you Build it, immediately gain 1 from the effect of this Feature.

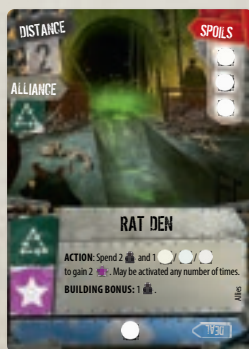


**TOXIC WASTE**  
When you use this Action, take 1 from the general supply and place it on this card to mark that it has been used.

**FOR EXAMPLE:** You have the SCHOOL and VOLTAIC PROPHET in your State, and THE RESERVE in your hand. You can Develop the School into THE RESERVE because THE RESERVE is and is now also treated as .



**RED MASK**  
**RAT DEN**  
You may activate it as many times as you'd like (if you have the Resources to do it) even in a single Action.



**HIGH SPEED HEIST**  
The target player must discard as many as possible (max. 3).



# MOLOCH

## STATE PACK 03

### BACKGROUND

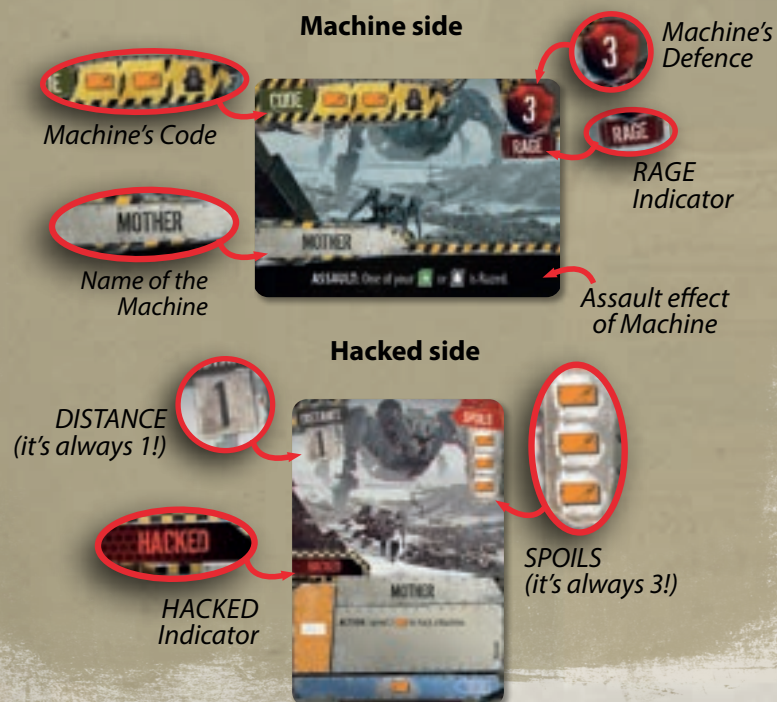
The world you know is here. The memories of a brighter, better world are mere words washing away with time. This harsh environment is all you know, and you're about to meet its creator: Moloch. Laying dormant for some time, allowing you to build up a small state and piece together an existence, Moloch has returned to remind you of your insignificance. The great machines are here to destroy your progress, but lucky for you, Moloch may have underestimated your ability to persevere. You've discovered that hacking these brutal machines may not only provide for your state, but perhaps unlock a vast new potential for the future.

### NEW COMPONENTS

50 new cards, comprised of:  
27 Moloch cards



23 double-sided Machine cards (to use with this set):



### PLAYING WITH THIS STATE PACK

The Moloch State Pack is a new set of cards you can use during your games of 51st State: Complete Master Set.

### SETUP CHANGES

Set up the base game as usual with the following changes and additions:

- Shuffle all 27 cards of the Moloch set together with the 88 cards of the Base Set. This creates your Deck for this game.
- Shuffle all Machine cards creating the Machine deck and place it in the middle of the play area. Leave some space for the Machine discard pile.
- Choose Difficulty level:
  - a. Recruit
  - b. Private
  - c. Veteran

### ADDITIONAL PHASES

This expansion introduces additional phases to the game, here is the expanded phase order:

1. Lookout
2. Production
3. Assault
4. Deploy
5. Action
6. Cleanup





# MOLOCH

## STATE PACK 03

### ASSAULT PHASE

**Note:** During the first round the Assault phase is skipped.

Each player resolves the Assault effects of the Deployed Machines. Machines are efficient, which means you must resolve them as efficiently as possible: If one Machine's Assault would prevent the resolution of another Machine, you must attempt to resolve them in an order that both Assaults can be resolved. If an effect cannot be resolved, just ignore it.

**EXAMPLE:** Kate has a State Brick Provider and Brick Depot in her State. During the Assault phase, Mother and Juggernaut are Razing and Kate must Raze both Locations (she cannot first resolve Juggernaut to Raze Brick Provider, and then assume she doesn't have a  to Raze anymore). Kate flips both Brick Provider and Brick Depot to their Ruins side and gains 1  from each Deal field.

### DEPLOY PHASE

Deploy a number of Machines according to difficulty level you chose during Setup and the number of players:

	1 Player	2 Players	3 Players	4 Players
<b>Recruit</b>	1 Machine	2 Machines	3 Machines	4 Machines
<b>Private</b>	2 Machines	3 Machines	4 Machines	5 Machines
<b>Veteran</b>	3 Machines	4 Machines	5 Machines	6 Machines

To Deploy a Machine take a card from the bottom of the Machine deck and place it Machine side up on the table.

If the Machine deck runs out of cards, shuffle the Machine discard pile to form a new Machine deck.

**Note:** Moloch never gave you permission to look at the Hacked side of the Machine cards—don't do it.


### ACTION PHASE

The Moloch State Pack introduces two new Actions that you may take:

- Hacking a Machine
- Destroying a Machine

### HACKING A MACHINE



Each Machine has a Code in the upper left-hand corner that you may Hack. To Hack a Machine, spend all the Resources (and sometimes ) indicated in the Code. Then take the Machine card into your hand with the Hacked side facing you.

The Hacked card may be Constructed, Razed, or made into a Deal by spending the Contact tokens as normal (Hacked cards always have a Distance of 1).

**Note:** The first Resource of the Machine's Code is an indication of the Hacked side's type—they always match.



# MOLOCH

## STATE PACK 03

### DESTROYING A MACHINE



Each Machine has a Defense value in the upper right-hand corner that must be broken to Destroy the Machine.

To Destroy a Machine, spend a number of equal to the value of the Machine's Defense, gain 1 , and then discard the Machine into the Machine discard pile.

#### RAGE



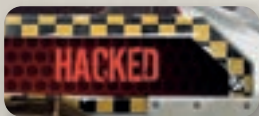
Machines with the keyword, RAGE, add +1 to their Defense value IF the number of Deployed Machines is equal to or less than the number of players.

### END OF THE GAME

At the End of the game, before players count for their , the player with most loses 2 for each Deployed Machine.

### NEW GAME MECHANISM

#### HACKED CARDS



When a Hacked card is discarded, it goes straight to the Machine discard pile.

Razed Hacked cards go straight to the Machine discard pile and you gain Ruins by drawing a card from the main Deck and placing it face down in your State.

### CARD CLARIFICATIONS



#### DRAW 1 HACKED

When a card effect instructs you to draw a Hacked card, take a card from the bottom of the Machine deck and add it to your hand with the Hacked side facing you.



#### GOODS PLACED ON A

Goods placed on a that is limited to Hacking/Destroying a Machine are discarded when the they are on is Razed / Developed / removed from State.



#### CARDS WITH A PRODUCTION AND A FEATURE

Cards with both a Production and a Feature Category are counted as both rows, but are placed in the Production Row, and thus are Razed for the Production row cost of 3.



#### X IS THE NUMBER OF DEPLOYED MACHINES

X is the number of Deployed Machines (min. 1 Deployed): This indicates that you Must spend a number of Resources equal to number of currently deployed Machines and there must be at least 1 Deployed Machine to use the Action of this .



# MOLOCH

## STATE PACK 03



### HACKED CONFLAGRATOR

This card may not target a Production with Features. When this card targets a card that counts types in the State, count a number of types in the owner's State.



### CONFLAGRATOR

When you play the Appalachian Federation you may place a on your Faction board to indicate that you may not perform an Action to gain a.



### CAPTURED SCANNER

### HI-TECH CELLAR

### RETRIEVED KASPAROV

Goods stored on these cards may not be used for any other actions that are depicted.

## SOLO GAME

There is no interaction between Moloch and the Virtual Player. At the End of the game, you lose for Deployed Machines as usual if you have more than the Virtual Player.

## ALTERNATIVE VARIANT: COLLABORATION

If you want to have a more cooperative experience while fighting the Machines you may follow these rules:

Players may, as an Action, try to partially Hack / Destroy a Machine. As an Action you may place a number of or Resources / (matching the Code) on a Machine that may not be enough to Hack / Destroy a Machine. Other players may perform an Action to Hack / Destroy a Machine by paying the missing costs. If a player Hacks a Machine with from another player attempting to Destroy it, they still gain the Hacked card—and the same goes for a player Destroying a Machine that was being Hacked by another player, they still gain 1. The only time a player does not gain / is when they fulfill the cost, partially paid for by an opponent, of the Action they perform.



# NO MAN'S LAND

STATE PACK 04

## BACKGROUND

Outside is chaos, a sundered earth in which no one's expected to survive. Huddled inside, you slouch over an old map, standing among your allies. A dim red light hangs in the air and small toy soldiers are placed on the table and plans are discussed. Suddenly, the commander slams their fist down and wipes the soldiers from the table. It's been decided. You cast long shadows against the red glow as your team marches down the hallway toward the exit and on your way to the final outpost—your last hope...

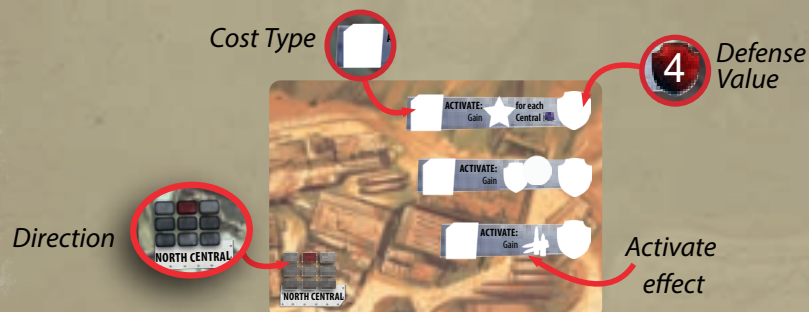
## NEW COMPONENTS

50 new cards, comprised of:

41 No Man's Land cards



9 Territory cards:



24 Outpost tokens (4 sets of 6 tokens for each player)



## SETUP CHANGES

Set up the base game as usual with the following changes and additions:

- Shuffle all 41 cards of the No Man's Land set together with the 88 cards from the Base set. This creates a deck for this game.

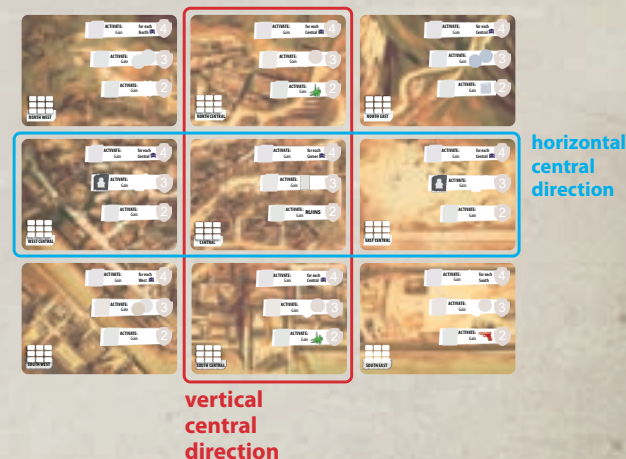


- Take all 9 Territory cards and place them under the Victory Point track to create a map of the Territory. Place them next to each other, matching the directions in their lower left hand corners.
- Each player takes 1 set of Outpost tokens.

## NEW GAME MECHANISMS

### MAP

The Map is made out of the 9 Territory cards, each with 3 levels. Each Territory card may have 1 Outpost token on it, which will be placed on one of the 3 levels. The bottom space is level 1, the middle space is level 2, and the top space is level 3. Each Territory card also has two Directions related to it, which is important for many game effects. There are 6 Directions: North, South, West, East, and 2 Centrals. When an effect instructs you to choose a Central direction, you must either pick vertical Central or horizontal Central.









# NO MAN'S LAND

## STATE PACK 04

### BUILD AN OUTPOST

As an action, you may Build an Outpost by discarding a  with a . To Build an Outpost on a Territory card, it cannot already have an Outpost token on it and you must also have another Outpost on an orthogonally adjacent Territory. When you place your Outpost token on the Territory card, place it on level 1 of the Territory card, and activate the effect to the right.



**EXAMPLE:** You discard Docks from your hand to Build the  on the South Territory (which is adjacent to your Outpost on the Southwest Territory). You place your Outpost token on the level 1 space, and gain 1 .




**Note:** The Quantity of the Outpost tokens is limited—if you run out of them, and want to Build a new Outpost, you must remove an Outpost from another Territory card.

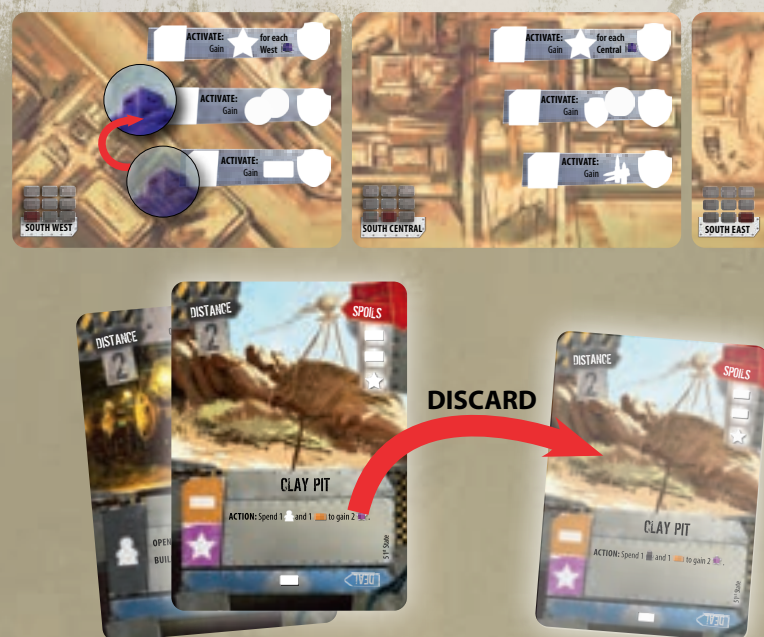
### LOOKOUT PHASE




During the first Lookout phase, you must skip either the first or the second selection of cards to Build an Outpost (without paying any other cost) on any unoccupied corner Territory card. During the subsequent Lookout phases you may skip either the first or second selection of cards to Build an Outpost (without paying any other cost) on an unoccupied Territory card orthogonally adjacent to a Territory with one of your Outposts. You activate the built Outpost normally.

**Note:** If you're not cautious and don't protect your Territories, you may end up being fully removed from the Map!





### UPGRADE AN OUTPOST TO LEVEL 2

As an action you may Upgrade your  to level 2 by discarding a  with the type indicated on level 2. To do so, you must already have an Outpost token on the level 1 space of the Territory card. When you Upgrade your , move your Outpost token to the level 2 space of the Territory card and activate the effect to the right or **below it**.











**EXAMPLE:** You discard Clay Pit from your hand to Upgrade the  on the Southwest Territory card. You move your Outpost token to the level 2 space, and decide to gain 1  (you could have instead chosen 2 .

### UPGRADE AN OUTPOST TO LEVEL 3

As an action you may Upgrade your  to level 3 by discarding a  with a . To do so, you must already have an Outpost token on the level 2 space of the Territory card. When you Upgrade your , move your Outpost token to the level 3 space of the Territory card and activate the effect to the right or any of the levels below it.

### RAZE AN ENEMY OUTPOST

As an action you may Raze an Enemy Outpost  by spending a number of  equal to the Defense value of the Razed Outpost's level. To do so, you must have the  on an orthogonally adjacent Territory. When you Raze an Enemy , activate the effect to the right or any of the levels below it. Lastly, remove the Outpost token from the Territory card, and return it to its owner. You may immediately Build an  on the Territory card you just Razed.

**Note:** You may place 1  on each Territory card with your  to increase its Defense value by 1.  are removed during the Cleanup phase as usual.

**Note:** Outposts belonging to a player who has already passed cannot be Razed.



# NO MAN'S LAND

## STATE PACK 04



**EXAMPLE:** You decide to Raze the West Territory card. You may do this since you have an on an orthogonally adjacent space (Southwest). You spend 3 , which is equal to its Defense value. Remove the enemy Outpost token, and gain 2 .

### GAINING RUINS

To gain a Ruins (for example, via a Production card), draw a card from the deck and place it face down in your State (it does not matter where in your State you place the Ruins). You may always look at the front of your Ruins to check the card.

## CLARIFICATIONS

### OUTPOSTS

Each time a card effect states that you may Build / Upgrade / Activate a , it targets only your Outposts (unless stated otherwise). You do not have to pay the costs of discarding a , but you must still meet the requirements—therefore, to Upgrade an it must already be on either level 1 or 2, and to Build an , you must have an unoccupied card adjacent to your other . Razing the always targets the orthogonally adjacent enemy .

### ACTIVATE OUTPOST

Many card effects let you activate your . In these cases, you may activate the current level of the or any lower level effects.

During the Setup, the Virtual player also receives 1 set of Outposts. During the first Lookout phase, place the Virtual Player's Outpost token on the Territory card in the vertically opposite direction of your . During the remaining Lookout phases, the Virtual player will always (if possible) Build 1 for free. During the Action phase, after there are no Connection cards left, the Virtual player will Build the if there is an unoccupied Territory card adjacent to their . After the Virtual Player executes all the attacks of your Locations, it will try to Raze your . It will try to Raze your with the lowest level. After it successfully Razes 2 it will pass on their next turn.

### IMPORTANT

- The Virtual player must follow the rules of adjacency to Build or Raze.
- The Virtual player always Builds the on the 2nd level (instead of first) but never Upgrades them.
- If possible, the Built by the Virtual Player must be adjacent to the Territory card with your .





MICHAŁ ORACZ  
**NEUROSHIMA 3.0**  
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# PROMOS

## 4 SCREEN PRINTED VICTORY POINTS WOODEN MARKERS



Replace your regular Victory Points markers with these premium wooden markers.

## 1 FIRST PLAYER PLASTIC CUSTOM MARKER



Replace your regular First Player token with this custom plastic marker. Let them feel strong for a while, before you Raze their Locations.

## ENGRAVED WOODEN RESOURCES



A set of wooden markers representing Bricks, Guns, Fuel, Iron, and Workers. The markers are custom shaped and engraved with details, giving them a one-of-a-kind finish.

## 4 NEW FACTIONS WITH SCREEN PRINTED WOODEN VICTORY POINT MARKERS



Texas and Hegemony were initially part of the 51st State: Master Set Pre-Order Promos, and released separately later on the webshop.

**Note:** The Texas Faction Board Action allows you to activate another previously used Faction Action again. However you are still limited to 1 Action per turn, so you need 2 turns to activate a Faction Action twice.

University and Mississippi were initially part of the 51st State: Allies Pre-Order, and released separately later on the webshop.

## URANOPOLIS – NEW FACTION WITH A SCREEN PRINTED WOODEN VICTORY POINT MARKER



Note that Uranopolis Defence Value is 4 in each Row!

This Faction was available only during 51st State: Ultimate Edition Campaign.





**GAMEFOUND CONTENT**  
Check the availability of the mini-expansions at  
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# PROMOS

## PROMO SET 1



Add 6 new cards to your Base Game, come visit Wrecked Airplane, Raze Propaganda Center, and make a Deal with your Friendly Local Gun Store.

Friendly Local Gun Store was part of the Watch It Played 2016 Campaign Promos. The rest of the cards were available in the Portal Games store.

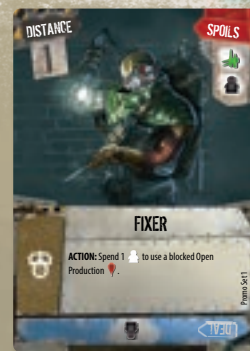
## PROMO SET 2



New cards including new Locations, Machines, and Capitol cards—brand new types of cards introduced in this Promo Set

Location cards should be shuffled into the deck regardless of any other expansion you are playing with. If you are playing with the Moloch expansion, additionally shuffle the Machine cards into the Machine deck.

These cards were available as part of the 51st State: Ultimate Edition Campaign Promos.



### FIXER

You may spend 1 to use an Open Production of another player where there is already a placed . Its owner gains 1 from the general supply as usual.



### THE BORDERLINE PUB

If you produce all kinds of Goods, you gain nothing.



### IBN HEADQUARTERS

If there are any Goods on the stolen , leave them on it.

## CAPITOL CARDS RULES

### SETUP

Place a number of Capitol cards equal to the number of players near the Victory Point board.

### ACTION PHASE

Whenever a player has Built Locations of the types indicated in the Requisites section of a Capitol card, they may claim it and immediately resolve its effect. Each Location may only be used to provide one Location type for the Requisites. During a single turn a player may claim only 1 Capitol card.

Once a Capitol card is placed in a player's State, other players may no longer claim it.

### END OF THE GAME

Capitol cards don't provide any at the End of the game.

### SOLO GAME

The Virtual player claims Capitol cards automatically once it Builds Locations of the required types, but the Capitol card effects are ignored.





## GAMEFOUND CONTENT

Check the availability of the mini-expansions at  
shop.portalgames.pl / shopportalgames.com (US)

# PROMOS

## 4 BORDER TILES



*People from the borderland are the toughest of the tough. Good relations with them will benefit us in the future. If, of course, there is a future...*

### SETUP

Place 1 **Border tile** between each pair of players – Border tiles

represent factions living near those players' States. They should be placed with a random side up.

**FOR EXAMPLE:** In 2 player games there will be only one Border tile, in games with 3 players there will be 3 Border tiles – one between every two players.

In 2 player games **don't** use the Borgo Border tile!

### RULES OF PLAY

During your turn as an Action you can activate a Border tile placed near you. After resolving the Action, flip the tile. Its other (now visible) Action is available to you and your neighbor.

**FOR EXAMPLE:** In a 3 player game there are two Border tiles near you—Hegemony "Human trafficking" on your left and Moloch "Descent Into Moloch" on your right. On your turn, you decide to activate the Hegemony tile—you must spend 1 from your resources to gain 2. After resolving the Action, you flip the Hegemony Border tile. Next is the player on your left's turn—they could use the Hegemony "I Can Trade Away the Skinny One" tile, but they choose a different Action. Next in turn is the player on your right—they use the Moloch "Descent Into Moloch" Border tile and flips it. On another turn you may use the Hegemony "I Can Trade Away the Skinny One" or the Moloch "Fighting Moloch" tile.

Border tiles were initially part of the Secret Cabal Gaming Podcast 2017 Campaign Promos, and released separately later on the webshop.

## ARENA TILE



*Let the Deadly Game start! Gladiators, ready! Time for some rage!*

### SETUP

Place the Arena tile in the middle of the play area.

### NEW RULES

The Arena is not a Location. It is a new game area, where each of the players can send 1 of their Workers to compete in mortal combat.

To use the Arena, implement the following changes:

### ACTION PHASE

Players may interact with the Arena during the Action Phase:

**As an Action:** Place 1 of your on your Faction's icon on the Arena tile.

**Note:** You can have only 1 on the Arena.

### CLEANUP PHASE

At the beginning of the Cleanup Phase you may equip your in the Arena.

To equip your, you may place either 1 OR 1 OR 1 from your (not yet discarded) personal supply, next to your in the Arena. Each such equipment is worth a number of Arena points (AP: refer to the scoring on the Arena tile).

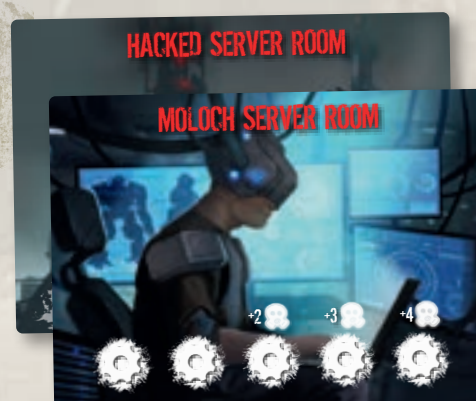
You may equip your this way at the beginning of each Cleanup Phase – but only once per phase.

### END OF THE GAME

At the end of the game, each player with an equipped in the arena counts their Arena points. The player with the highest total Arena points managed to win in this brutal gauntlet at the Arena and scores 5. In case of a tie, the audience is dissatisfied and no are awarded.

The Arena promo was initially part of the Brettspiel Adventskalender 2017, and released separately later on the webshop.

## MOLOCH SERVER ROOM



*Why hack the machines when you can go straight to the source? Hack the Moloch Server Room to slow down the onslaught of the Moloch's forces.*

### SETUP

During the setup, place the Moloch Server Room in the middle of the play area.

### GAMEPLAY

Each time you Hack a Machine, instead of taking it into your hand, you may place a onto the Moloch Server Room (the Hacked card is placed into the Machine discard pile). Once you have placed a number of equal to the number of players +1, it is Hacked and flipped over.

The Moloch Server Room promo was initially part of the 51st State: Moloch Pre-Order, and released separately later on the webshop.





## GAMEFOUND CONTENT

Check the availability of the mini-expansions at  
[shop.portalgames.pl](http://shop.portalgames.pl) / [shopportalgames.com](http://shopportalgames.com) (US)

# PROMOS

## 3 CITIES



*It's said they were once crowded and bustling with life, but now... Now they are something different. Do you dare to enter?*

### SETUP

Place the 3 Cities tiles in the center of the playing area. On those tiles, place the Goods shown next to the Building Bonus.

Give each player the Faction tokens for their Faction and return the unused tokens to the box.



### GENERAL RULES


When interacting with a City tile, treat it as any other Location in the game. The Distance and Range values shown on the tile work the same as with any other Location.


### PRODUCTION

During each Production Phase, each City produces the Goods shown. Place them on the tile. Do not remove them during the Cleanup Phase.

### ACTION

During the Action Phase, you can interact with each City in 2 ways:

**DEAL** – You may make a Deal with any City by spending  contact tokens equal to its Distance. Mark the City with the provided Faction token. This is considered a normal Deal for all rules purposes and provides you with the Good shown next to Production each round as long as the City remains in play. Every player can make a Deal with every City once.

**RAZE** – You may Raze a City with  equal to its Defensive Range. Discard the tile and Faction tokens. You receive all Goods stored on the tile.

The 3 Cities were initially part of the 51st State: Master Set Pre-Order Promos, and released separately later on the webshop.

## NEOPRENE PLAYMAT



*Finally your Locations will be protected and won't fall into enemy hands.*

The Neoprene Playmat was available as an addon during 51st State: Ultimate Edition Campaign.

## NEOPRENE AREA PLAYMAT



*A decent battlefield for decent warriors.*

The Neoprene Area Playmat was a Promo added to the No Man's Land expansion during 51st State: Ultimate Edition Campaign.

## SIGNAL



*If you believe that the art of reading in the computer age waned, particularly among geeks, then it's a sure sign that you are Moloch.*

The Signal novel was initially part of the 51st State: Master Set Pre-Order Promos.



# RULES SUMMARY

## EXPANSIONS RULES:

- **Scavengers Expansion rules**
- **Allies Expansion rules**
- **Moloch Expansion rules**
- **No Man's Land Expansion rules**

## GAME OVERVIEW

The game takes place over a number of rounds, each divided into the following phases:

1. **LOOKOUT** – Receive new cards.
2. **PRODUCTION** – Gain Goods and Resources produced by your State.
3. **ASSAULT** – Resolve the effects of the Deployed Machines.
4. **DEPLOY** – Draw and deploy the Machine cards.
5. **ACTION** – The main phase of the round. You will use your cards, Resources, and Goods to take Actions and gain Victory Points.
6. **CLEANUP** – All unused and spent Resources, Goods, and tokens are discarded.

## LOOKOUT PHASE

Reveal the top card of each **Connection Pile**.

Reveal from Deck number of cards equal to number of players +1. Each player chooses one face up card from the center of the table in clockwise player order. Repeat it then the second time counter-clockwise. Detailed description is on page 7.

During the Lookout Phase, 1 card will be left over after each drafting round. When this card is discarded, place it in the current Starting Player's personal discard pile.

Instead of picking a card you may build an Outpost for free on an adjacent card.

## PRODUCTION PHASE

Collect Goods from your Faction board, Deals, and Production Locations.

## ASSAULT PHASE

**Note:** During the first round the Assault Phase is skipped.

Each player resolves the Assault effects of the Deployed Machines.

## DEPLOY PHASE

Deploy a number of Machines according to difficulty level you chose during Setup and the number of players.

## ACTION PHASE

### AVAILABLE ACTIONS

- **Construct a Location:** Discard the tokens equal to Location's Distance value.
- **Develop a Location:** Discard 1 as well as a Location in play. Place a new Location, which shares at least one Type with the discarded Location. Gain 1 .
- **Make a Deal:** Discard tokens equal to Location's Distance value.
- **Raze:** Discard tokens to Raze a Location from your hand, an opponent's Location, or an opponent's Outpost.  
**From Hand:** Equal to the Location's Distance.  
**Opponent's:** equal to the Defense value of the Location, adding 1 for the , if present.  
**Opponent's Outpost:** equal to the Defense value of the Outpost, adding 1 for the , if present. Then, you may build your Outpost in its place.
- **Use an Action from Location**
- **Take or play a Connection card:** Discard 2 to take 1 face up Connection card into your hand or discard 1 Connection card from your hand to gain depicted Goods.
- **Hack a Machine:** Discard the depicted Goods on the Machine card and take the card into your hand with the Hacked side facing you.
- **Destroy a Machine:** Spend a number of equal to the value of the Machine's Defense, gain 1 , and discard the Machine into the Machine discard pile.
- **Build an Outpost:** Discard a card to place the Outpost marker on an adjacent Territory card and activate its level 1 effect.
- **Use an Action from Faction board.**
- **Pass:** This is your last Action in this round.
- **Upgrade an Outpost:** Discard a card with the indicated type, move your Outpost marker up one level and activate the effect of this or any lower level.

## CLEANUP PHASE

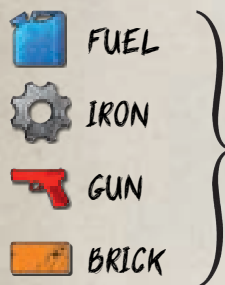
Discard all unused Goods, except cards. Discard tokens used to Activate Location's abilities. Discard any face up Connection Cards.



# RULES SUMMARY

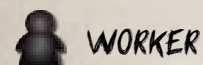
## ICONS

### GOODS ICONS



These are called Resources.

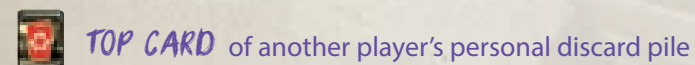
**AMMO** is universally valuable and may be used in place of any of the four basic Resources. When paying for actions, you may spend Ammo instead of a Resource, but not the other way around.



WORKER



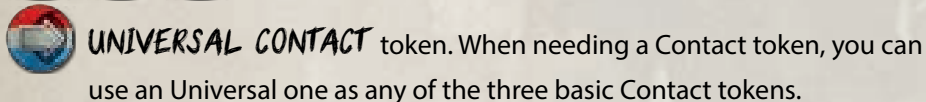
CARD



TOP CARD of another player's personal discard pile



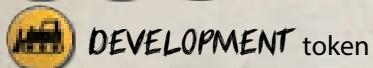
CONTACT tokens



UNIVERSAL CONTACT token. When needing a Contact token, you can use an Universal one as any of the three basic Contact tokens.



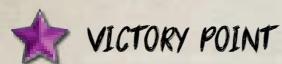
INFLUENCE tokens



DEVELOPMENT token



SHIELD token



VICTORY POINT

### OTHER ICONS



LOCATION

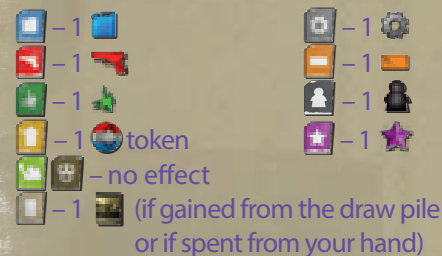


etc. LOCATION Type icons



OUTPOST

Each Type icon in the game is linked to a Good:



## LOCATION ABILITIES

**Production Locations** – You gain the benefits **IMMEDIATELY** when built, and during each Production Phase of following rounds.

**Feature Locations** – Their abilities are granted when built, and the entire turn when certain Actions are taken.

**Action Locations** – When used, place the required Goods spent on the Location to mark that the Action has been used.

## GAME END

The game end is triggered when any player reaches **25 Victory Points**. When this happens, finish the current Action phase but skip Cleanup. If a player reaches 25 points during the Production phase, proceed to the Action phase as normal. After the Action phase is completed, skip the Cleanup phase and calculate the final score of each player.

At the End of the game, before players count ★ for their 📍, the player with the most ★ loses 2 ★ for each Deployed Machine.

Score 1 ★ for each Location in your State and add the total to your score.

In the case of a **tie**, the player with the most total Goods is the winner. If the tie persists, the player among those tied with the most Locations wins. If there is still a tie, all tied players share the victory.

## GAINING RUINS

To gain a Ruins (for example via a production card), you draw a card from the Deck and place it face down in your State (you do not have to care about where in your State you place this card). You may look at the front of any of your Ruins to check what card it is.

When you're instructed to **rebuild** a Ruins, you flip the card back to its front. At this moment, the card ceases to be a Ruins and becomes a Location again.





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