

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

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
Recruit	1 Machine	2 Machines	3 Machines	4 Machines
Private	2 Machines	3 Machines	4 Machines	5 Machines
Veteran	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.

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

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.

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 there must be at least 1 Deployed Machine to use the Action of this 📍.

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 Appalachia Federation you may place a 📍 on your Faction board to indicate that you may not perform an Action to gain a 📍.

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.

CREDITS

GAME DESIGN: Ignacy Trzewiczek
EXPANSION DESIGN: Joanna Kijanka
ILLUSTRATIONS: M81 Studio
RULEBOOK: Joanna Kijanka
ENGLISH EDITORS: Tyler Brown
GRAPHIC DESIGN: Maciej Mutwil
TESTERS: Paweł, Marcin, Ignacy, Ben, Chevee, Eric, Kirdey - thank you for helping in the most challenging times.

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