//LUDDITE

RULEBOOK

//CONTENTS

//ACKNOWLEDGEMENTS

TBC

//BOX CONTENTS

//LUDDITE

//IMPORTANT

Luddite is a campaign game where you will be introduced to new rules as you read through the graphic novel. Whilst you can read the rules in advance, the best way to experience the game is to read the graphic novel and then read the pages of the rulebook it tells you to read. When this occurs you will see the **rulebook icon** with the page numbers you need to read listed inside the icon. See an example of this below:

//OVERVIEW

As a Luddite you will be hacking into the neural networks of the NED automatons. These bionic dog-like creatures are capable of performing almost any complex task to which they are assigned and, as such, have begun to replace vast swathes of the human working population. As a Luddite, you will work to destroy these infernal machines and ensure employment for your fellow humans.

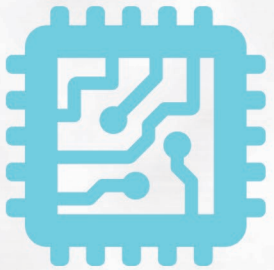
//AIM

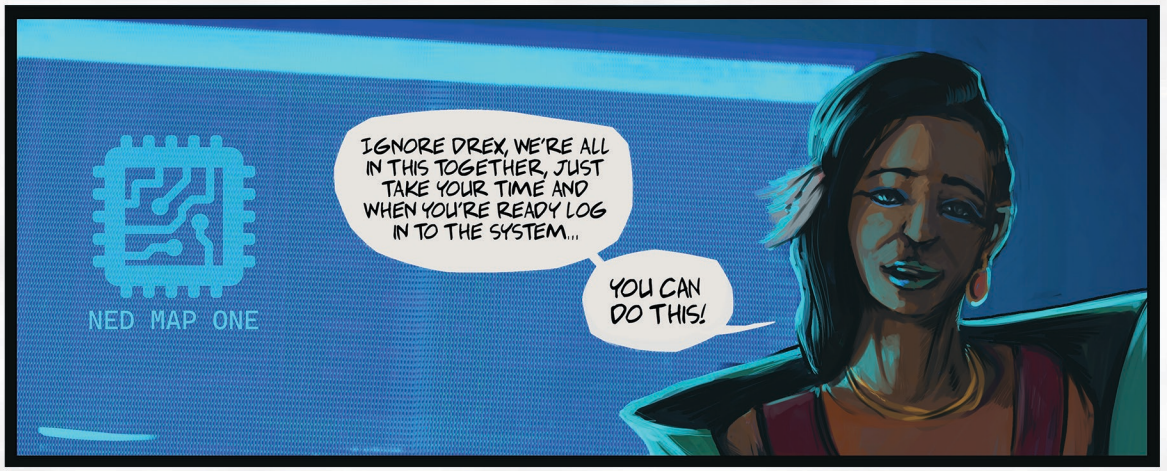
Each game of Luddite involves hacking into an individual NED's neural network, trying to do as much damage to its systems as possible and then escaping before the timer runs out and the NEDs countermeasures kick into action. The damage you do to a NED is indicated by the damage points you have accumulated by the end of the game, when the clock runs out.

//SETUP

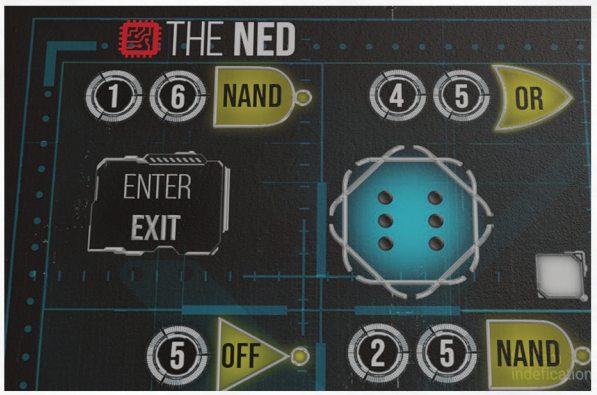
1. Each player uses the same NED neural network map. If playing the campaign, then the neural network map you should use is indicated by your location in the story.

This symbol indicates that there is a specific neural network map you need to use.





2. Give each player a dry wipe pen.
3. Place the 3 hacking dice in the centre of the table, within reach of all players.
4. Give each player a NEETLE coin and place this on the the Enter space of the NED's neural map.



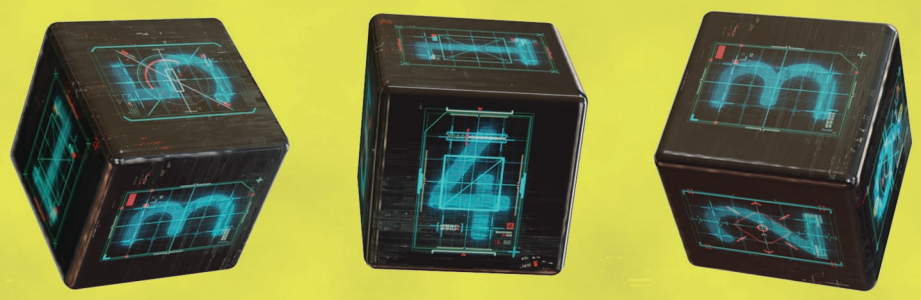
Place your NEETLE coin onto the Enter space.

//GAMEPLAY

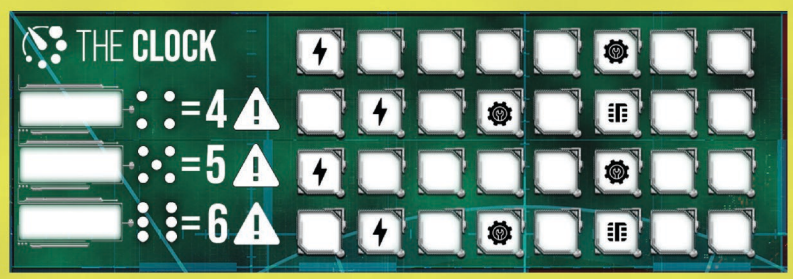
Each round the three communal hacking dice will be rolled in the centre of the table visible to all players.

Players can use each of these dice to perform a vast variety of actions to help them attack the NED and gain damage points. The dice are used in any of the 4 different modules of the NED's neural network map.

Each round at least one of the action dice must be applied to The Clock module. Which die you use for this is up to you. The remaining dice can be used in any module of the NED. These modules will be explained on the following pages.

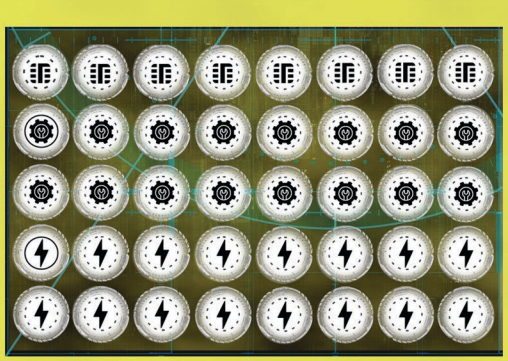


Hacking Dice



Clock Module

//RESOURCE CACHE



This section of the neural network tracks the resources you have gained during the game. When you gain a resource you indicate this by simply circling the leftmost uncircled symbol of the resource type you have gained.

Example: You start each hack with 1 multi-tool and 1 energy resource (see the circled images in the box to the left).

Circle resources when you gain them, then cross them out when you use them

If there are no resource spaces left of the type you wish to gain then you cannot take the resource and it is ignored. To use a resource, simply cross out the leftmost circled resource you possess. There are three kinds of resources and they can be used to assist your hack in a multitude of ways:

//CREDITS

Hacking into major corp tech is an expensive activity and credits may be your most powerful resource. Credits can be used to gain you extra hacking dice:

1 Credit – Use 1 credit to duplicate any of the hacking dice that have been rolled this round. This die can be used in exactly the same way as a regular die even though you can't see it!

Example: This round a 2,3 and 5 have been rolled so Caro can use 1 credit to duplicate any of these. She decides to duplicate the 2 and so she can use the following dice this round: 2, 2, 3 and 5.

2 Credits – Use 2 credits to create a new hacking die of any number to use this round. Again, this die can be used in exactly the same way as a regular die even though you can't see it!

Example: This round a 2, 3 and 5 have been rolled but Caro really wanted a 6. So she decides to spend 2 credits to create a 6 and now she can use the following dice in this round: 2, 3, 5 and 6.

//MULTI_TOOLS

Multi-tools help you manipulate your hacking dice:

1 Multi-tool – You can use one multi-tool to add or minus one from any one of the three hacking dice that have been rolled this round. These can be doubled up so spending two multi-tools could let you add or minus 2 from a hacking die.

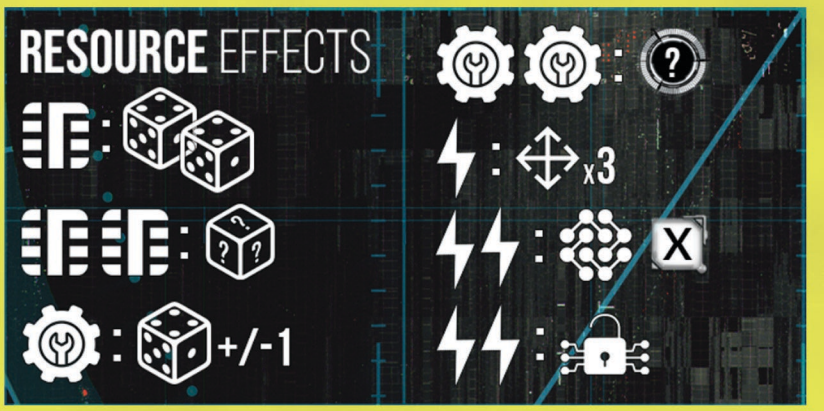
Example: This round a 1, 2 and 3 have been rolled but Caro really wanted a 5 so she spends two multi-tools to turn the 3 into a 5.

Multi-tools can also be used to help you unlock switches (Page 5).

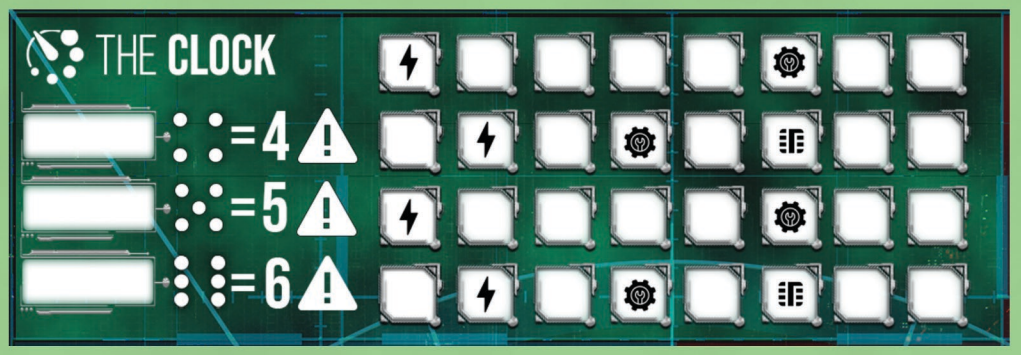
//ENERGY

Energy can be used in several ways to help your hack. It can help you to move more easily (page 8) and can help you cross off boxes in the Hack Module (page 6).

For quick references, the Resource Effects section of the NED neural network gives a handy icon based reminder of every way a resource can be used.



//CLOCK MODULE

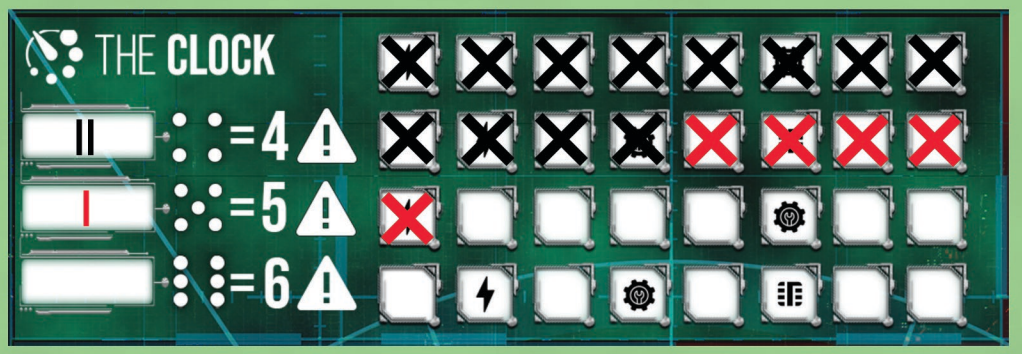


Each round you **must** use at least one of your hacking dice to progress The Clock and this can be done at any point during your turn. This module of the NED's neural network indicates the time you have remaining before the NED's countermeasures are engaged and the game is over. Starting from the top left box and working right, cross off the boxes from each row based on the hacking die number you have chosen to apply to The Clock module this round.

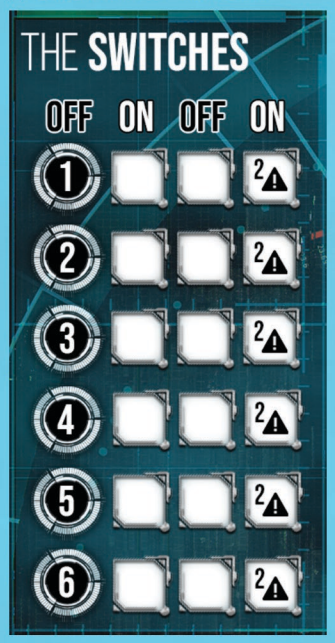
If you decide to use a higher number die, either 4, 5, or 6, then also add a tally to the relevant section to the left of the Clock module. You will get the same number of damage points as the die you used, each time you do this. Using a higher number die means more boxes are crossed off and, if this happens frequently, the game will end faster, ultimately giving you less time in the NED, but burning through the Clock quickly also deals damage to the NED..

Once the last box of The Clock module has been checked off, then your game is over. If your NEETLE is on the exit space of the NED's neural network (see right) you can add up your damage points. If your NEETLE didn't make it back to the exit space then your hack has failed and you gain zero damage points. NEETLE movement will be explained when we discuss The NED module (Page 7).

Example: This round a 1, 3 and 5 have been rolled. Caro decides to use the 5 on The Clock and so crosses the next 5 boxes in The Clock (marked in red). She also adds a new tally to the '5' area of The Clock (also red) which will be worth 5 damage points at the end of the game. As the last space she crossed off had an energy resource on it, she gains one energy and circles the leftmost uncircled energy resource in her Resource Cache.



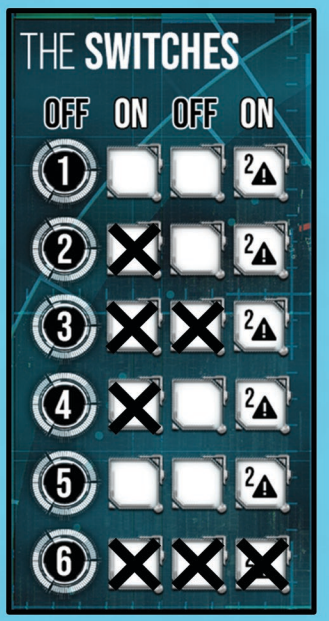
//SWITCHES MODULE



The switches are key to moving your NEETLE around the NED's neural network, with each node requiring switches to have a particular configuration. At the start of each game all six switches are set to the OFF position. To change a switch you need to apply a hacking die of the corresponding number to the switch, then cross off the leftmost box of that switch. The status of that switch corresponds to the indicator above the most recently crossed off box.

Each switch can only be toggled a maximum of 3 times at which point the damage done by hacking permanently fuses the switch to the ON position. Any switches permanently fused in this way cause 2 damage points to the NED at the end of the game.

Multi-tools can be used to help toggle switches. Cross off a multi-tool to toggle any one switch of your choice. Permanently fused switches cannot be toggled by multi-tools.



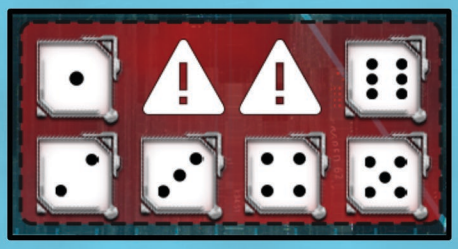
Example: In this case, switches 1, 3 and 5 are OFF and switches 2, 4 and 6 are ON.

//ROLL BONUSES

The Switch Module of the NED's neural network also allows you to use your hacking dice to gain bonuses. Use a die of the corresponding number to cross off a box and take the bonus indicated above it. Once a box is crossed off it cannot be crossed off again in this game.

Example: Caro uses a hacking die with a value of 2 to cross off this box. She therefore gains 2 energy resources and adds them to her Resource Cache.

The red box of the roll bonus section allows you to use dice to deal damage directly to the NED. Each box crossed off in this section is worth 2 damage to the NED at the end of the game.



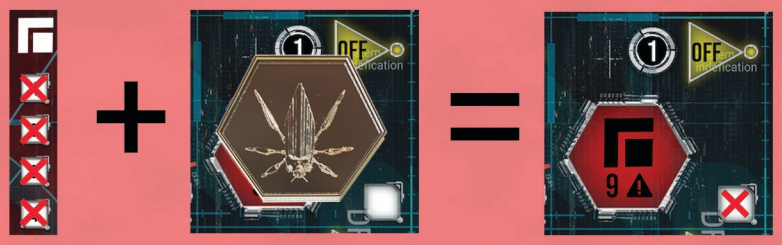
//HACK MODULE

The Hack module of the NED's neural network is where you can unlock critical function codes to deal large amounts of damage to the NED. To unlock a critical function code you must cross off all the boxes in the vertical or horizontal line leading to that specific code icon. You cross these boxes off by applying hacking dice of the corresponding number to the box.

As well as hacking these valuable critical function codes, The Hack module allows you to deal direct damage to the NED and to collect valuable resources. These are unlocked in the same way as the critical function codes.

Energy: At any point you can use an energy resource to cross off any one box in The Hack module.

Once codes have been unlocked you must get your NEETLE to the corresponding critical function node of The NED module in order to input the code and deal a large amount of damage to the NED. You indicate you have done this by crossing off the box in the bottom right corner of the module you damaged. Do this immediately if yout NEETLE is already on the critical function node when the code is unlocked. Moving your NEETLE around the NED is discussed on the next page.



Critical Function Nodes are indicated by red hexagons

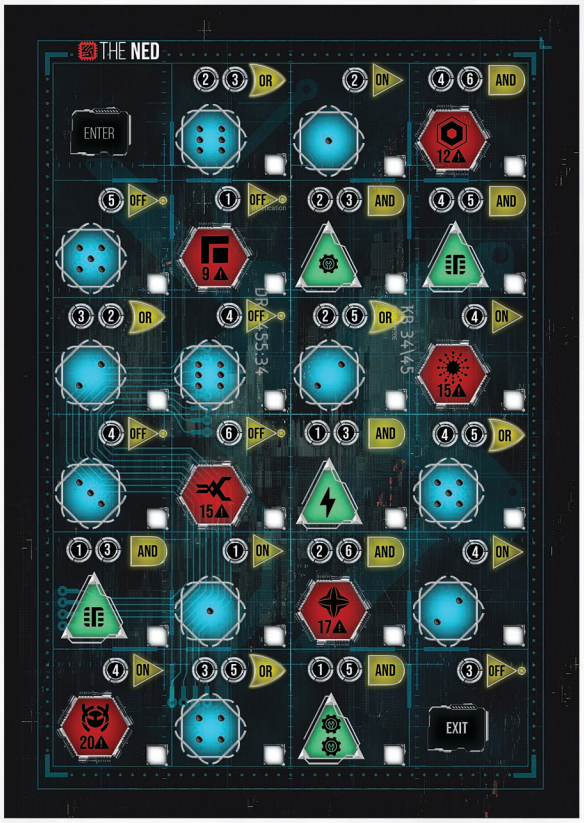
Example: Caro unlocked this critical function code by crossing off the 4 vertical boxes below it.

Example: Caro unlocked this critical function code by crossing off the 4 horizontal boxes to the right of it.

Example: Caro unlocked this critical function code by crossing off the 2 vertical boxes below it and gained a credit.

Example: Caro unlocked this critical function code by crossing off the 4 horizontal boxes to the right of it. This gained her an additional 8 damage points at the end of the game.

//NED MODULE



An essential part of your hack is moving your NEETLE through the nodes of the NED. Once you have unlocked critical function codes in The Hack module you must get your NEETLE to the corresponding critical function node of the NED in order to deal the damage indicated in the node:

Example: After unlocking this code in The Hack module by crossing off the 4 boxes to the right of it,

if Caro moves her NEETLE to this node (or it is already there), she can then cross off the box in the bottom right of the node square and gain 12 damage points at the end of the game.

Movement across nodes is only permitted using the following **3 Movement Rules:**

1. You must use a hacking die to move.
To move your NEETLE around the NED you use a hacking die. You may then move horizontally or vertically across nodes any number of spaces up to the number indicated on the hacking die you used. Following the other 2 movement rules listed below, any unused movement points are wasted.

2. The switches must correspond correctly to allow you to enter each node.

To move into a node you must first check if the current switch configuration of the NED allows you access to that node. To do this look at the yellow information in the top of the node you wish to enter. The logic gate explains the switch configuration needed for access. Then look at the current configuration of The Switches module (see page 5). If they match your NEETLE you may enter the node. There are four types of logic gates in a NED:

ON gates: to enter nodes with these gates the indicated switch needs to be toggled to ON.

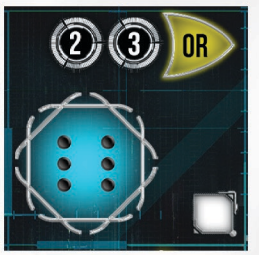
OFF gates: to enter nodes with these gates the indicated switch needs to be toggled to OFF.

AND gates: To enter nodes with these gates both of the indicated switches must be ON.

AND gates: To enter nodes with these gates both of the indicated switches must be ON.

//EXAMPLES

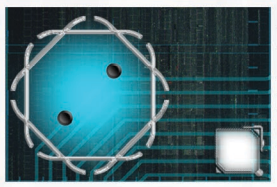
To enter this node, switch number 2 must be ON and the 1 dice node must be unlocked (dice nodes are discussed on the next page).



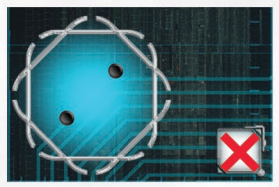
To enter this node both switches 2 and 3 need to be ON.

To enter this node, either switch number 2 OR switch number 3 must be ON and the 6 dice node must be unlocked (dice nodes are discussed on the next page). You can also still enter this node if both switch 2 and 3 are ON.

3. Dice Lock Nodes must be unlocked before you can enter them. Dice Lock Nodes are explained on the next page.

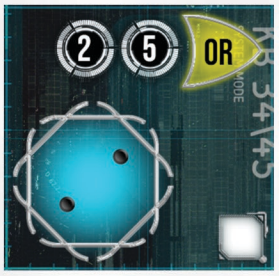


Locked Dice Lock Node



Unlocked Dice Lock Node

There are several types of nodes in the NED, each of which works differently. Here is an overview of each one:



Dice Lock Nodes:
Several of the nodes in the NED contain dice lock gates, meaning that before you can enter or pass through these nodes you must first unlock the dice lock gate. To do this, apply a hacking die of the corresponding number to the gate and indicate it is unlocked by checking off the box in the bottom right corner of the dice lock gate. This must be done in addition to the required switch configuration for that node. You do not need your NEETLE to be on or near the Dice Lock Node to unlock it.

Cache Nodes:
Cache Nodes contain valuable resources you can gain. If you move your NEETLE onto one of these nodes, check off the box in the bottom right corner and immediately add the indicated resource(s) to your Resource Cache.

Critical Function Nodes:
If you have unlocked a critical function code in The Hack module and you reach the corresponding node with your NEETLE, then you can check off the box in the bottom right corner of this node. At the end of the game you will receive the indicated amount of damage points for hitting that critical function.

Enter and Exit Nodes:
Your NEETLE will start the game on the Enter Node and must be on the Exit Node by the time the final box in the Clock Module has been checked (page 5). If you don't manage to do this then your hack is unsuccessful and you will cause zero damage. Note that sometimes the Enter and Exit Nodes are in the same location.

You can use one energy resource to move your NEETLE up to three spaces in the NED module. This movement must follow all the usual movement rules.

You can use two energy resources to move your NEETLE one space horizontally or vertically into any node, even if the current switch configuration is not correct or the dice lock for this door has not been unlocked yet.

//DAMAGE (SCORING YOUR GAME)

As soon as the final box in The Clock Module is checked off, the game is over and you move into the Damage Phase:

First, check to see that you currently have your NEETLE on the Exit Node. If you do not, then the hack was a failure and you have caused zero damage.

If you have managed to get your NEETLE to the Exit Node in time, then you must add up your damage points. Use the damage section of the neural network map to score each section using the instructions below and then add the results together to find the total. If playing solo then you must score above the amount indicated below for the difficulty level of your choice. If you do not score over this amount the Hack was a failure and must be repeated.

EASY: 50 Damage Points MEDIUM: 60 Damage Points HARD: 70 Damage Points

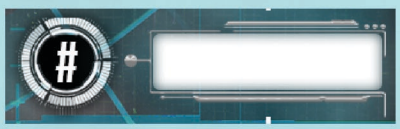
Multiplayer Competitive Games: In these games, the player with the highest damage score is the winner. In the case of a tie, the player who scored the highest amount of damage in their Clock Module is the winner. If there is still a tie, then the player with the most remaining resources is the winner (credits count as two resources each). If there is still a tie then the tied players share the victory.

Multiplayer Co-Operative Games: If you want to play co-operatively, then the average (mean) score of all the players must be above the amounts listed above to progress.

//SCORING YOUR DAMAGE POINTS

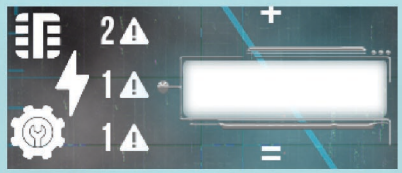
The NED Module – Add up any points you received for hitting Critical Function Nodes (Page 7).

The Hack Module – Add up any points you received from completing any damage rows (Page 6).

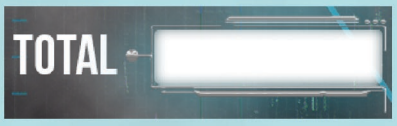


The Switches Module – Add up any points you received for permanently fusing any switches and for any of the double damage boxes you crossed off in the Roll Bonus section (Page 5).

The Clock Module – You receive damage points for each tally mark in the 4,5 and 6 areas. They get damage points equal to their number.
Example: During the game Caro added 1 mark to the '4' box which gives her 4 damage points and 2 marks to the '5' box which gets her 10 damage points. She did not add any to the '6' box. She therefore gains 14 damage points in total in The Clock Module (Page 5).



Excess Resources: You add 1 damage point for each unused multi-tool, 1 damage point for each unused energy resource and 2 damage points for each unused credit.



Total: Add all the damage totals from the modules above and place the total here. This is your final damage score for the game!

//IMPORTANT

Everything beyond this point should not be read until you are instructed to do so by the graphic novel. When it is time to read a new section you will be instructed to do so by this symbol (right). The numbers underneath indicate which pages to read. If there is a letter below the number it indicates that there are multiple sections on the page and you only read the one marked with the relevant letter.

11
A

NED MAP TWO

//Game 2

There are several new mechanisms to contend with in this new model NED.

//NEW NED MODULE NODE – ENERGY NODE

Energy Nodes do not have switch requirements to enter them. Instead they need to be unlocked by paying an energy resource. Pay an energy resource and then cross off the box in the bottom right hand corner of the node. Your NEETLE may now enter and/or pass through this node. You do not need to have your NEETLE on or near these nodes to unlock them.

//NEW LOGIC GAME – THE NAND GATE

NAND

NAND gates are the opposite of AND gates. To enter these nodes BOTH of the listed switches must be toggled OFF.

Example: To enter this node switches 3 and 6 must both be OFF.

//NEW MODULE RULES – THE HACK MODULE

In order to unlock the critical function codes and other Hacking module benefits on this NED you must use your hacking dice to place numbers into the boxes below each icon. Each icon has a number and 4 boxes below it. Use hacking dice to place numbers into these boxes. To unlock the box all 4 boxes must have a number in them and these numbers must add up to the number indicated below the icon. The rewards for unlocking the box can be codes to critical function nodes, 8 damage points or 2 credits.

//EXAMPLES

Caro uses a hacking die of value 3 in the Hacking module.

If she were to apply it here it would unlock the critical function code as the four numbers add up to 12.

If she were to add it here it would not unlock the critical function code as the numbers now total 14.

If she were to add it here it would also not unlock the critical function code as all four boxes need to have a number in them to unlock the code.

A //GAME THREE

//NEW MODULE RULES - THE HACK MODULE

In order to unlock the critical function codes and other Hacking module benefits on this NED you must use your hacking dice to cross off all the boxes in each section. You can only use rolls of 1, 2, 3 and 4 to do this.

When you roll these numbers, look at the box pattern that number represents which is indicated at the top of The Hack module. Place this pattern into ONE of the sections on this module. You must be able to cross off the entire shape however this can be rotated as you wish. If you cross off a box with a resource icon on it, then immediately add this resource to your Resource Cache.

Example: Caro uses a 4 in this section, she crosses off the 4 boxes in the pattern shown (in red) and thus completes the section and unlocks the critical function code. She also gains a multi-tool as she crossed off the multi-tool icon in the center box.

Both of these are not permissible uses of a 4.

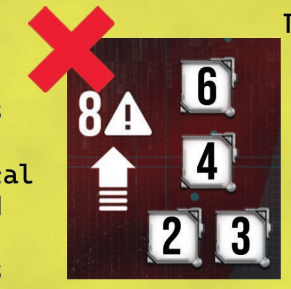
B //GAME FOUR

//NEW MODULE RULES - THE HACK MODULE

In order to unlock the critical function codes and other Hacking module benefits on this NED you must use your hacking dice to place numbers into the boxes next to each icon. The boxes next to the icons are in three rows of varying sizes. The total of the numbers in each row must be less than the row above or below depending on the arrow direction of that section.

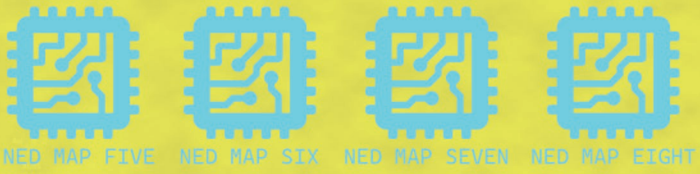
Example: Caro unlocks this critical function code as the totals of the numbers in each row go from low to high following the arrow of this section.

If the same numbers were used here however this critical function code would not be unlocked as this arrow requires the numbers to be ordered in the opposite direction.



This critical function code would also not be unlocked as the row in the middle has a total which is higher than the row below it and the arrow points upwards.

C //GAMES FIVE - EIGHT



No rule changes for these NEDS, but you must defeat all 4 of the NEDS in this section before you can continue with the story. If you fail on any of these four, they must be repeated until you have successfully completed all of them.

D //GAME NINE

There's something unusual about this NED... whatever happens in this hack you only get one shot at it. Once you have attempted the hack once, no matter what the outcome, move on with the story.

//LUDDITE