

//Threads of Rebellion

"To really damage the Corps you need to hurt them politically as well as physically. You need to embarrass them, to read the zeitgeist and make them look weak" - Red Ludd

This expansion adds more difficulty and nuance to games of Luddite by adding in extra requirements you need to achieve to complete a hack. As such we recommend including it once you have learned the base rules and played at least two games.

To add in the Hacking cards, you will need to print off the cards from the QR code below. You will use up to 3 of these cards in each game.


First locate the starting cards (those with the Luddite logo on the back shown below), you must have at least one of these in each game as these indicate the usual victory conditions which must still be met.



Starting cards each have the Luddite Logo on them

Each cards relates to a political party/movement in the world of Luddite and equates to a difficulty level.



Workers Union Party - Easy 




Brave New Dawn - Hard 



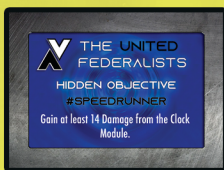
United Federalists - Medium 



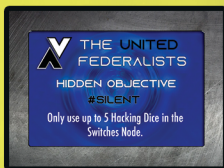
Celestial Rebellion - Extreme 

After choosing a difficulty level, take the starting card of your difficulty level and then shuffle the remaining cards of the same difficulty. Randomly reveal two of these, they are the extra victory conditions you need to satisfy for this to be a successful hack.

Example: If you were to choose the Medium Difficulty Mode, you would first use this card to remind you that you still need to get to the exit before the clock runs out and gain 80 damage for the hack to be successful. You then draw two cards from the medium deck #Silent and #SpeedRunner.



#SpeedRunner: This means that to be successful you must gain at least 14 Damage by putting larger number dice into the clock module (4's, 5's and 6's). You can gain more damage than 14 in this way and still be successful but not less.



#Silent: This means that to be successful you must only use a maximum of 5 dice to change the polarity of switches, use any more than this and your hack is a failure (you can of course use less).

//LUDDITE