BACKGROUND

Moloch is a half-mechanical, half-electronic entity which spreads across an area as large as several states. It was Moloch that brought about the fall of humankind in 2020. Now, after thirty years have passed, it's even bigger and more powerful. Hordes of machines search through the barren lands in pursuit of what's left of humans to destroy them. All orders are transmitted from within Moloch's 'body' of several interconnected artificial brains that scheme on the latest plans of the ultimate conquest. Despite its military and technological advantages Moloch's forces lack the natural intelligence and flexibility of humans.

THE DECK

Among its advantages, high toughness of units is one of the most important. Thanks to this, more units remain on the board after each battle as compared to opponents' forces. A considerable number of units skilled in ranged combat and reinforced by modules enables Moloch to create a literally unbreakable line of machines capable of inflicting heavy damage upon enemy HQ's, its own one being protected by highly efficient blocking units.

On the other hand, Moloch's army is not as mobile as the other ones and the deck has only a few Battle tiles, which does not give the controlling player an upper hand in deciding about the moment a battle should start.

TACTICAL ADVICE

A good idea is to place the HQ in one of the corners of the board and surround it with heavily armored units. Then surround the enemy HQ to prevent it from moving around. Finally, a number of shooting units with varied Initiative should be placed in a line to break through enemy defences and damage the HQ. Another opportunity is to place a unit in a convenient place and use the Push Back action.

HQ itself thanks to its special Strength bonus can be well used for attacking the enemy (a good idea is to place the HQ near the enemy one, provided the enemy HQ does not escape too easily).

moloch

HQ 1

All friendly adjacent units +1 Strength in Ranged combat.

BLOCKER 2

May not attack other units. Armor & Toughness.

HYBRID 2

Ranged attack.

GAUSS CANNON 1

Can hit multiple enemies simultaneously. All enemy units in a line of fire get 1 wound. No bonuses increasing firepower take effect. Toughness.

JUGGERNAUT 1

Armor, Ranged attack, Melee attack & Toughness.

X

X - tile count.

HUNTER-KILLER 2

Melee attack.

PROTECTOR 1

Ranged attack & Toughness.

ARMORED HUNTER 2

Armor & Melee attack.

ARMORED GUARD 1

Armor & Ranged attack.

GUARD 1

Ranged attack.

THE CLOWN 1

Melee attack & Toughness. Instead of performing an attack it may explode in its Initiative phase, inflicting 1 wound to each adjacent unit (no bonuses take effect) both friendly and enemy (including HQs). After explosion The Clown is discarded. Cannot be repaired in any way.

HORNET 1

Melee attack.

NET FIGHTER 1

Net.

STORMTROOPER 1

Attacks on Initiative phase 1 & 2. Ranged attack & Toughness.

THE BRAIN 1

Connected units +1 Strength in Melee & Ranged combat.

MEDIC 2

A connected unit must ignore all wounds from 1 attack & Medic is discarded.

MOTHER MODULE 1

Connected unit can perform an additional attack in the Initiative phase that follows its last Initiative phase.

OFFICER 1

Connected units +1 Strength in Ranged combat.

SCOUT 1

Connected units +1 Initiative.

AIR STRIKE 1

Inflicts 1 wound on a target hex and all spaces adjacent to it. Can't attack edge hex. Does not affect HQs.

BATTLE 4

A Battle begins. After Battle, player's turn ends. Not useable if any player drew their last tile.

MOVE 1

Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

PUSH BACK 5

Push an adjacent enemy unit 1 hex away to unoccupied hex. If choice, enemy player selects hex.

moloch