



EDEN

THE POST-APOCALYPTIC SKIRMISHES GAME FOR 30MM MINIATURES

GAME RULES

TABAN



MINIATURES

EDEN

SURVIVRE À L'APOCALYPSE

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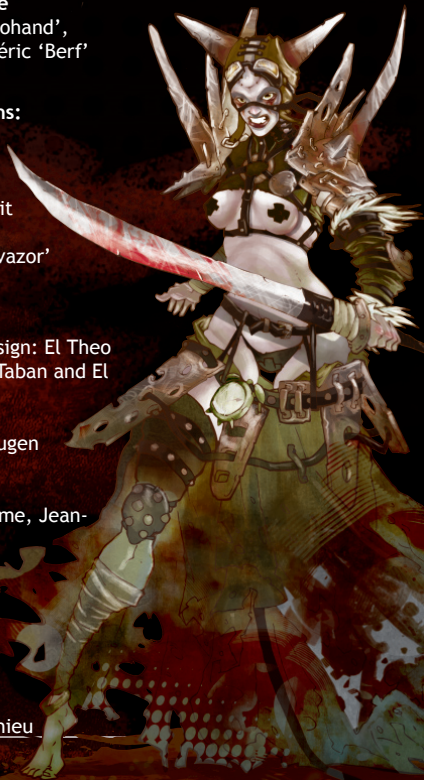
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Welcome to a barren planet, swept by the icy winds of a never ending winter and littered by the ashes and blood of men.

Welcome among its children hiding to escape the barbaric hordes of the survivors.

Welcome to your new paradise, the new ... Eden !

After the Apocalypse many groups are fighting just to breathe the foul air a few more hours.

Eden proposes two players to take control of these groups struggling for survival and fight each other in a game of skirmishes

The rules of this game are divided into two parts, the basic and the optional rules. A good way to begin to familiarize yourself with the game is to play a few games with the basic rules. Then, once they are mastered, you can include one or more optional rules to enrich the gaming experience.

THE BASIC RULES

1. Gaming material description

A number of elements are necessary to play this game. In addition to the items you will find inside this Eden starter box (miniatures, cards and markers), you will need a few 6-sided die (D6), transparent pockets to protect your cards, an erasable felt tipped pen, a measuring tape (calibrated in cm) and various markers (Chinese beads, coins, etc ...).

A - THE MINIATURES

To play you will need miniatures from the Eden range to represent your fighters on the battlefield. They will have to be assembled first and should be painted for a greater visual experience.

Come to discover tips and examples of miniature painting that are available on Eden website at www.eden-the-game.com.

B - THE FIELD

The Field is where scenarios take place and evolve into fighting battles and skirmishes. It may simply be the surface of a table, a play-mat or terrain that you have specially designed and crafted to play Eden. This Field has a square surface of 60cm by 60cm.

C - THE SCENERIES

It is advised to place scenery elements on the field such as, walls, hills, ruins, wrecked cars or marshy areas etc. They are likely to enhance the visual quality of your battlefield but also the tactical depth of your games.

The Territory Management optional rule details the effects of scenery elements on the field.

D - THE CARDS

There are 3 types of cards in Eden: Profile, Mission and Tactical cards. Profile cards display the different characteristics of the combatants. Mission cards describe the goals that your troop must achieve to win the game. Finally, Tactical cards allow them to gain certain advantages during the game. Unlike the other 2 types of cards, Profile cards also contain information on the back. The details of the 3 different types of cards are listed below:

Profile Cards

1. **Name:** each fighter is unique and has a name of its own.

Example: The name of the fighter pictured here is "Yuri"

2. **Faction symbol:** this symbol indicates which faction the fighter belongs to.





Example: Yuri's faction symbol is the Jokers Gang



The Starters box allow you to choose from four factions: the Jokers gang, the Clan Bamaka, the I.S.C. and the Matriarchy. Other factions are coming soon...

3. **Type:** Each fighter has one or more types. The fighters type is used to define some of the gaming effects.

Example: Yuri is a human

4. Limbs: Each fighter is composed of 4 parts, the head , arms , torso  and the legs .

By convention, all these body parts will be referred as “limbs”. Each limb has its own points of constitution (cf. 5), a characteristic (cf. 6) connected to a location index(cf. 7).

5. Constitution Points : the Constitution points of a limb (Rated CP) - represent the number of wounds that it can take until your fighter is incapacitated. They are represented by a number of white and / or red dots.

Example: Yuri's head, has 2 white CP and 2 red CP.

When a fighters limb gets one or more wounds, check as many dots as wounds starting from the dot highlighted in green. A limb with at least one white CP dot unchecked is “normal”. When all the white CP of a given limb are checked, the limb is considered as “wounded”.

Example: Yuri loses 1 CP in the head. The first white dot (highlighted in green) is checked. Since he still has a White CP, his head stays normal. If he loses this last white CP, his head will be wounded.

Sometimes a limb has no red CP dots and in this case, it can never be wounded. When a fighter loses the last CP of any of his limbs, he is incapacitated and is removed from the field.

6. Characteristics: a fighter has 4 characteristics, each one related to a body limb: PSI (PSI); head, Fighting skill (CBT); arms, Vigor (VIG); torso and Speed (SPD); legs. The higher the level, the more effective the fighter is in this characteristic.

Example: Yuri has the following characteristics: 4 in PSI, 4 in CBT, 4 in VIG and a SPD of 5.

Each characteristic has two values that are used depending on the injury level of the related limb. When the limb is normal, the value of the characteristic is equal to the white number. If the limb is wounded, then the value of the characteristic is equal to the value indicated in red.

Example: When wounded in the head, Yuri's PSI falls to 3.

In most cases, when a limb is wounded, the linked characteristic decreases, the values shown in white are generally higher than those indicated in red. So the more wounds a fighter can sustain, the more efficient he will be.

7. Location Index: during a fight, a shoot out or any other incident involving sustained wounds, the player will determine which limb is hit

with the location indices. The location indices are represented by the different faces of a D6.

Example: For Yuri, the location index 1 corresponds to the head.

The player makes location rolls by rolling one D6. The result of the dice determines which limb is affected, corresponding to the location indices.

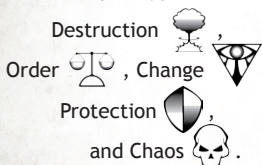
8. Equipment: Some fighters have specific equipment that are subject to special rules (protection, number of shots allowed etc ...). The various rules that govern this gear are described further in this document.

Example: Yuri has the following equipment: throwing knives and a Molotov cocktail.



9. Value: the value of a fighter reflects its efficiency and power in the game. Through this information, it is easy to play against an opponent by setting a troop power equivalent to yours

Example: The value of Yuri is 20.

10. Stigma Symbol: in addition to his faction, each fighter has a “stigma” that determines how he perceives the world and the role he has assumed after the Apocalypse. There are five stigmas :



Example: Yuri has the stigma of Chaos.

Special abilities (back of the card): There are two types of special abilities: Permanent abilities  and Action abilities  . Both types of abilities are described later in these rules.

Mission Cards

1. Mission Symbol: This symbol indicates that the card is a mission.

2. Name: Each mission has a



unique name.

Example: The name of the card presented in the example is “retreat to contaminated areas.”

3. Type of Mission: There are two types of mission: secret missions and revealed missions. When a player plays a “secret mission” card, he does not inform his opponent of the name or contents of his mission and can leave the card face down on the table. On the contrary, when a player plays a “revealed missions” card his opponent may consult at any time the information on the card.

Example: Retreat to contaminated areas is a Revealed Mission.

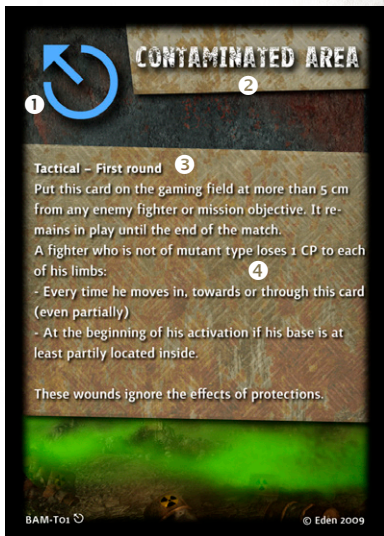
4. Type of Deployment: There are two types of deployment: Confrontation and Ambush. These settings affect how the fighters are to be deployed on the field during the preparation phase. The two types of deployment are described in the Preparation Phase chapter.

Example: Retreat to contaminated areas is a mission with a confrontation type deployment.

5. Mission Objectives: indicates the objectives to be reached and the number of victory points (abbreviated VP) you will score by fulfilling them.

6. Faction or Stigma symbol: indicates that only a troop composed entirely of fighters sharing the same symbol can fulfil the objectives of this mission. You cannot play cards with a Faction/Stigma mission symbol different from the one you chose for the composition of your troop.

Example: Retreat to contaminated areas is a mission reserved for bands composed exclusively of fighters from the Clan Bamaka.



Tactical Cards

1. Tactical Symbol: indicates the card is a tactical card.

2. Name of the Tactical

Card: Each tactical card has a name. During one game, you cannot play two tactical cards with the same name.

Example: The name of the card presented here is "Contaminated Area".

3. Special Rules : indicate the restrictions or rules to be observed while playing a Tactical Card. Here are the special rules and restrictions:

- Tactical: this card can be played only during the tactical phase.
- First round: This card can be played only during the first round of the game.
- Cancellation (X): the opponent of the player who plays this card can pay the X cost strategy points to reverse the effects of the tactical card before they are resolved (Strategy Points are further defined in the rules below)

Example: Contaminated area has the rules Tactical and First round.

4. Tactical effects: Describes the effects created by the tactical card. When not specified, the effects last until the end of the round during which the tactical card has been played.

2.Elementary Notions

Before you start playing, it is necessary to know the basic rules. These are described in the following paragraphs.



A - ROLLS

There are 3 types of rolls: the characteristic roll, the opposition roll and the location roll.

Characteristic roll

To make a Characteristic roll, the player rolls as many D6 as the value of the characteristic used. The difficulty level of the roll is indicated in its description. All dices results greater or equal to this threshold are successful. The others are failures and are discarded.

Example: Yuri's Gang of Jokers must carry PSI roll with a difficulty level of 5. Yuri has a PSI of 4. The player then rolls 4D6 (4 6-sided dice). He obtained the following results: 1, 4, 5 and 6. As the level of difficulty is 5, he retains the results 5 and 6. Yuri got 2 achievements with his PSI roll!

If the difficulty level of a roll is greater than 6, decrease it to 6. The characteristic used for this roll will also be reduced.

Example: Abama Big-Belly must carry a CBT roll (characteristic 4) with a level of difficulty level of 7. The threshold is reduced to 6 (i.e. 1 point), and his CBT characteristic is then reduced by 1 point which leads to a value of 3. For this roll, the player rolls 3D6, he gets a 6, a 4 and a 3. Despite the penalty, Abama has achieved one success with his CBT roll!

If a characteristic comes down to 0 or less (naturally or due to penalty), there is no success possible and the roll is automatically a failure.

Opposition Roll

An opposition roll involves two fighters and one characteristic. Each fighter rolls a single D6 and the result is added to his own characteristic value. The fighter who obtains the highest result is the winner of the opposition roll. If both get identical results, the fighter with the highest characteristic is the winner. If both fighters have a characteristic of equal value, the players roll the dice again.

Example: Vladd of the Jokers Gang and Ngobo Quick-Arm must carry a CBT roll in opposition. Vladd a CBT of 6 while Ngobo, who was wounded in the arm, a 4-CBT. Each player throws 1D6. Vladd gets a 1, which added to his CBT of 6 gives a score of 7. Ngobo obtains a 4, which allows him to be the winner of the opposition roll with a score of 8.

Location Roll

When a fighter performs a location roll, he rolls a D6. The result of the launched die determines which limb is affected through the location indices.

When indicated that a location roll can be changed, it means that the value of the dice can be decreased or increased (but not both). However, after this modification, the die result cannot be less than 1 or higher than 6.

Example: in an attack against Elenia, the player makes a location roll and gets 5. This roll indicates that the Elenia's torso is affected by the attack. However Elenia (due to a gaming effect) has the possibility to modify the roll result by 1 point. The player decides to raise the face value of the die by 1. The result of the roll location becomes 6 and the blow strikes the legs.

B - LINE OF SIGHT

The main rule to establish the validity of line of sight is the following: A fighter who wants to have a valid line of sight to a point on the field, another fighter or any other element must be able to trace a corridor that connects the edges of its base and the edges of the element without the corridor being completely cut off by another element on the field (fighter or scenery). Each element partially present in the corridor will be counted as an obstacle.

Do not hesitate to look right from your model location to see from its point of view. It is thus easier to determine what a fighter can see. Some figures have a large base (40 mm) while others have a small base (30 mm). According to the Line of Sight rule, a small miniature can be completely hidden by another figure with a same size base or by a miniature on a larger base.

C - THE SCENERY

During the game, some gaming effects require a line of sight. Any element in play (scenery or miniature) has edges that define the space it occupies on the ground. A fighter uses the edges of its base. For a scenery or building, the edges of this element are used (those in contact with the element are considered as the ground).

A decorative element may also be placed on a pedestal. In this case the edges of this base are used in the following rules.

When a scenery element has features protruding from its base or edges (like the branches of a tree for example), they will be ignored.

In the basic rules, it is considered that a decorative element (or a fighter) is fully opaque, regardless of its height, width and length. In addition, we also consider that a scenery element (or a fighter) can neither be crossed by a fighter nor constitute the ending point of a fighters movement.

Some particular aspects may alter these rules or scenery properties.

Scenery height and/or opacity : some small sized or relatively transparent elements should normally allow fighters to have a valid line of sight even though their corridor is fully blocked by these given elements. In the basic rules, you can agree with your adversary to determine which sceneries can present this feature (a low wall, some small bushes etc.). Each element of this type completely cutting the line of sight counts as an obstacle instead of blocking it completely. Some “flat” sceneries will not obstruct lines of sight at all (like a lake, a marshy area etc.). In this case, these elements are not even considered as obstacles when present in a fighter’s line of sight.

Penetrable scenery: Some elements can be crossed by fighters. Decide with your opponent which of these elements will benefit from this rule (collapsed wall, hill, swamp etc.).

You can also apply a movement penalty when a fighter crosses through such a setting. If you decide to apply this penalty, every cm covered in such a scenery will be doubled (e.g. you must cross 2 cm for every 1 cm). A scenery element may have one or the other special rules listed above or both. Decide with your opponent which rules apply to each element. To develop the use of scenery further with other special rules, more information can be found in the “Land Management” section.

In the case where a scenery has the two special rules described above, players can apply the rule “height and/or opacity” differently for fighters who are inside or outside the scenery. For example, a fighter on a hill will not suffer the same effects on his line of sight as a fighter that is behind a hill.

D - THE MOVEMENT

Eden miniatures are placed on bases of various sizes corresponding to the space occupied by the fighter on the ground. When moving, the base is used to determine whether or not a fighter can pass between two elements (like the bases of other fighters, impassable sceneries etc.). If not, the movement is not allowed

For this reason, bases that come with a miniature must be used during play. Players can change the base of a character, but must use a base of identical size.

E - CONCEPT OF CONTACT

A fighter is said to be “free” when no opponent fighter is in contact with him.

A fighter is said to be “in contact” when its base and that of an opponent are touching.

F - INCAPACITED

When all of the CP dots of a fighter's limb are checked, he is incapacitated. This means that the miniature is immediately removed from the field and may not return.

G - MEASUREMENT AND ROUND

- In Eden, it is possible to measure any distance on the field at any time.
- When resolving some game actions or effects, a result (such as a modified characteristic, total VP, etc.) cannot be a decimal. This value must then be rounded to the higher number.

Example: The PSI value of Vladd is 3. Following a game event, it is divided by two giving a PSI of 1.5. This value is automatically rounded up to 2 and thus Vladd has a PSI of 2.

H - INCONSISTENCY CARDS VS RULES

When the text of a card (effects, special abilities, etc..) contradicts the rules, the card is to be followed.

I - SIMULTANEOUS EFFECTS

The order to resolve gaming effects occurring at the same time is determined by the first player, unless otherwise indicated in the description of these effects.

J - MARKERS

Some game effects (Missions for instance), require the presence of markers on the battlefield (Corpse markers, Pagan idols, etc..). The fighters can not complete a movement above a marker (even partially). However, the markers do not interfere with the lines of sight. When you place markers during the Preparation Phase (see below under these rules), they cannot be deployed within 5 cm of each other, the battlefield edges or any scenery item.

3. CREATE HIS TROOP

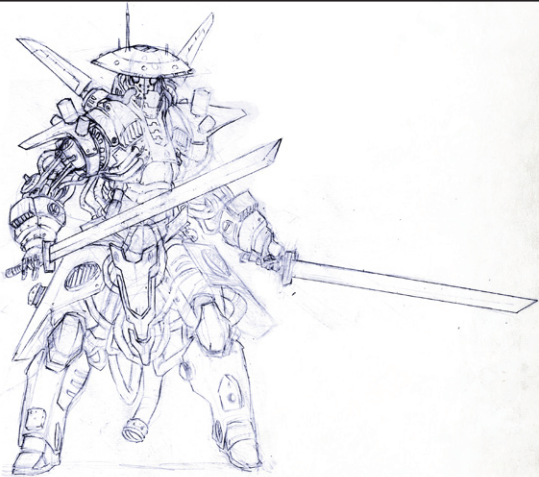
To recruit the fighters that you will use is an important step in Eden. Before you begin, each player chooses his type of troop. Players can play identical or different types of troops. Indeed, there are two ways to compose your troop: by Faction or by Stigma.

A faction type troop must contain fighters having the same faction symbol. A Stigma type troop must contain fighter sharing the same stigma symbol.

Respecting one of either constraints above, the players will then pick the fighters they include in their band so that the sum of the selected fighters

individual value does not exceed 100 points. A given fighter cannot be used twice within your band (Although your opponent can field the same fighters as yours)

Players can also choose to play with more points than specified in these rules. In this case the players agree on the budget, however, it is advised to stay below 200 points.



4. GAME STEPS AND ROUNDS

Before you start the game, gather your miniatures, cards, sceneries and any other equipment needed around the field. Once this step is completed, you can begin the first phase of the game : The Preparation Phase.

A - THE PREPARATION PHASE

The preparation phase is done once per match before the first round of play and is subdivided into different steps that players must follow.

Step 1: Each player reveals the fighters who form his troop. Each player can thus verify that the restrictions by type and that the maximum budget have been respected by his opponent.

Step 2: Each player calculates the reserve of strategy points (abbreviated

SP) he will have for the match. He can represent this reserve with some markers. The SP reserve of a player is equal to the sum of the PSI values of all the fighters in his troop. It is divided by two in the case of a Stigma type band.

It is considered that fighters forming a Stigma type troop do not usually fight together. They are less coordinated and implement strategies less complicated than a Faction type troop.

Step 3: each player places in his closed hand a secret number of SP (at his discretion) to the limit of his reserve of SP. Then both players simultaneously reveal the number of SP. The player who bet the more SP chooses who will play first. If both players have wagered the same SP value, they roll one 1D6. The player with the highest result is then the first player (if the throwing is still equal, the players roll the die until a winner is produced). The SP bet by both players are lost and removed from their respective reserve.

Step 4: The first player designates one of its fighters as troop leader of his gang, then his opponent does the same.

Step 5: The first player chooses a Mission card from his deck and reads plays it. If it is a secret mission he leaves the card face down next to the playground. Otherwise he reveals the mission to his opponent,. He applies the effects of this card immediately. His opponent then also plays a mission card (that must be different from the first player's if it was is a "Revealed Mission" card type).

Step 6: Players take turns placing a piece of scenery on the battleground starting with the First Player. Each player must place the same number of elements as his opponent. Scenery elements must be placed at 5 cm or more from each other, from the edges of the field or any mission objectives. There is an optional rule that replaces this step (see the Territory Management chapter).

Step 6a (optional rule): determination of the infestation level and placement of Non Player Fighters or creatures (NPF), the details of which are described in the chapter "Infestation - optional rules".

Step 7: The first player deploys all his fighters on the field. The land is firstly separated into two equal parts (if the field is a square, the choice of the width to be used is up to the first player). The first player then chooses one half and deploys all his fighters, according to the type of deployment required by the Mission:

Confrontation Deployment : the player deploys his fighters 20 cm or more from the centre line in his own half (i.e. within a rectangular area).

Ambush Deployment: the player deploys his fighters 20 cm or more from the centre of his own half. (i.e. within an area limited by a circular curve).

His opponent then does the same in the other half of the field, following the deployment restrictions of his own mission.

Step 8: The first player selects among his deck a number of Tactical cards equivalent to the PSI characteristic of his troop leader. These cards are called the "Tactical Hand". A player must not choose two identical cards.

His opponent does the same. At any time, the players are free to reveal the contents of all or part of their tactical hand.

Step 9: Each fighter on the field receives 3 points for action (abbreviated AP) which will enable him to perform actions (move, fight, etc.) during the activation phase of the fighters.

Once these steps are completed, players can begin the first round of the match.

A match of Eden lasts 5 rounds. The match ends at the end of the fifth round and then players count their victory points (VP) as indicated on the Mission cards.

The match is finished at the end of any round where a player has no more fighters alive on the field.

At the end of the match the player who scores more VP win the match. Otherwise the match is a tie.

B - ROUND

A round is divided into different steps that players must follow in order:

Step 1: Determination of the First Player.

Step 2: Tactical Phase.

Step 3: Activation Phase of fighters.

Step 4: Intendancy Phase.

These steps are described in the following paragraphs. Once all the stages of a round are completed, a new round begins.

Determination of the First Player

Each player secretly records a number of SP in the limit of its reserve, then both players simultaneously reveal the number of SP they bet. The

one who used the most SP can choose who is the first player. If both players have bet the same number of SP, they must roll 1D6 each. The player with the highest result is then the first player (if the throwing is still a tie, the players roll again until a winner is produced). The SP used by both players are lost and removed from their respective reserves. If the troop leader of a player troop has been incapacitated in the previous round, this step is skipped and his opponent can freely choose who is the first player. However, if the two leaders have been incapacitated during the previous round, this step takes place normally.

Tactical Phase

The first player can play a Tactical card from his hand. If he chooses to do so, he pays 2 SP from his reserve. He cannot play cards if his Tactical Reserve does not contain at least 2 SP or if his troop leader is not present anymore on the field. His opponent then does the same if he wishes. If not specified otherwise on the card, its effects will last only during this round. The card is then discarded and cannot be played again.

Activation phase of the fighters

The first player chooses one of its fighters who has not yet been activated during this round. He announces to his opponent the name and the SPD value of the selected fighter. His opponent may then “interrupt” the fighter by selecting one of its own fighters with a higher SPD. The first player can then again interrupt his opponent using the same method. Players can interrupt each other as long as they have a fighter who has not already been activated and who bears a higher SPD than the last designated enemy fighter.

When the activation of a fighter is not interrupted by his opponent, the player may then activate and perform the actions of the combatant (see Actions).

Once the selected fighter has performed all his actions, and if there are still fighters who have not been activated during this round, the opponent becomes the first player and starts the activation phase of his fighters. Otherwise, players pass to the next stage (Intendancy Phase) and the last player having activated a fighter remains “the first player” until the start of the next round.

- If the first player cannot activate fighters, then it will be his opponent who automatically becomes the first player.
- the first player can choose to not activate fighters (except during the first activation of the round). His opponent immediately becomes the First Player. However, if both players pass the hand after, the activation phase of fighters ends immediately and the players move to the next stage (Intendancy Phase).

If the first player cannot activate a fighter, his opponent becomes automatically the first player.

A fighter cannot be activated twice during the same turn, even if he still has Action Points left (AP).

A fighter who has not been activated but no longer has AP due to various effects of the game is regarded as already activated this turn and cannot be selected anymore until the next turn.

Intendancy Phase

The Intendancy Phase is also divided into different stages that players must follow in order:

Step 1: The first player notes any properties (special abilities, tactical or Mission cards, etc.) which are applicable to his fighters during the intendancy phase. His opponent does the same.

Step 2: Activation of the NPFs (non-player fighters). This step is optional if no NPF are present. This point is described in the rules of Infestation.

Step 3: Each fighter having at least one burn marker, risks being injured. Each player (starting with the first player) chooses a fighter with at least one burn marker and launches $3D6 + 1$ location D6. Each result above the fighter VIG value inflicts 1 CP wound to the limb as indicated by the location dice (protections are taken into account for the total number of injuries suffered this way). Then a burn marker is removed from the fighter. A player can not choose the same fighter twice during this step. Once all fighters with at least one burn marker have been treated, the players pass to the next step.

Step 4: Each player, starting with the first, chooses one of its fighters with at least one Fear marker. The fighter performs a PSI roll with a difficulty of 5. For each success, the player removes a Fear marker. A fighter can only do this roll once during this step. Once all fighters with at least one Fear marker are



treated, players pass to the next step.

Step 5: Every fighter who has at least one Poison marker loses 1 Poison marker.

Step 6: The first player can remove a Rage marker from every fighter in his band which has at least one. His opponent may then do the same.

Step 7: Any AP unused by the fighters are lost.

Step 8: Each player gives his fighters 3 AP.

Step 9: The fighters who have at least one Slowdown marker lose 1 AP and a slowdown marker.

Step 10: Players count the victory points (VP) obtained during the round, following the direction of their respective missions. These points are added to those obtained during the previous rounds. The PV of a player can never be less than 0. If at any time they go below 0, they are automatically reduced to 0. Players begin the game with 0 VP.

Some missions specify that victory points are counted at the end of the match, so do not count your points every round. Follow the rules written on the Mission card.

Stage 11: End of round: Anything affecting the game “until the end of the round” loses all influence. For example, the tactical cards currently used are removed from the game.

Step 12: When both players agree, a new round begins.

5. The Actions

When a fighter is not interrupted by an opponent, it is activated: the player chooses and carries out its various actions.

An action is defined by its name, cost, type and effect.

The effect of an action is applied only if the soldier pays the cost of action.

The type of action can be X / Round or X / Game or no limitation at all.

An action without limitation can be repeated as long as its cost can be paid by the fighter.

An X / round-type action can be performed only X times per round. Each use of the action requires the payment of its action cost.

Example: A 2/round action can be performed twice per round by the

fighter who possesses it.

An X / match -type action can be made X times per game. So a 1/match action can be performed only once.

Caution: a x/match action may also have a X / round type. For example a 3/match and 1/round action is an action that may be used only 3 times throughout the game by the fighter who possesses with a maximum of 1 time per round.

The various actions that an activated fighter can make are:

Movement (1 AP, 3/round): the fighter moves immediately to a maximum distance of 10 cm. He can not come into contact with an enemy fighter at the end of this movement.

If the fighter that performs this action is not free, he must make a withdrawal before moving. For that, he makes a SPD roll where the difficulty level is the highest SPD value of the fighters in contact. If he fails to score at least one success, each opponent fighter in contact with him may spend 1 AP and immediately execute an attack against him (included in the 2 attacks allowed per round). During this attack the fighter automatically performs a passive type reaction and then he can move. The fighters who carried out the attack are not considered activated if they were not before.

Charge (2 AP, 1/round) To perform this action, the fighter must be free. He moves immediately to a maximum distance of 10 cm. and must be in contact with an opponent at the end of the movement. The player then selects one of the opponent fighters in contact who becomes the «Charge target»

If this is not the case, the charge fails and is converted to a normal move (see above), with the fighter paying the cost of a move instead of the cost of an charge.

If the charge does not fail, a melee attack (see below) is immediately resolved between the two fighters (Attacker and Charge target). This action is free but included in the maximum number of attacks which may be made each round by the fighter.

Attack (1 AP, 2/round): the fighter makes either a melee attack against an opponent in contact, or a ranged attack if he is free and carrying a shooting, throwing or blasting piece of equipment.

Use a special action ability (Special): the effect is indicated in the description of this special ability.

Once the fighter has performed all the desired actions, his activation ends and the players continue the activation phase as described above.

It is not necessary to spend all the AP of a fighter during his activation. However, the remaining AP are not reserved for the next round.

6.Attack

A fighter can perform melee attacks or ranged attacks during the attack phase. The details of these attacks are described below.

A - MELEE ATTACK

A melee attack action is initiated by the action of an attack or a charge. The attacking fighter is the “initiator”. The other combatant involved is the “target”.

The attack is divided into different stages that players must follow in order:

Step 1: The initiator selects an enemy fighter in contact with him as the target.

Step 2: The target announces his type of reaction: passive, dodge or response.

The next steps depend on the type of reaction of the target.

Passive reaction

If the target performs a passive reaction, the following steps are:

Step 3: The initiator performs a CBT roll where the difficulty is the value of the target’s VIG.

Step 4: The initiator performs a location roll.

Step 5: The initiator may use the successful CBT rolls to alter the outcome of the location roll: for each successful roll spent, increase or decrease by 1 point the result of location (maximum 6, minimum 1). It is not possible to spend all the successful rolls in this way.

Step 6: Each remaining success inflicts a wound to the selected limb. If the target loses at least 1 CP then the attack is successful. Otherwise it is a failure.

Response Reaction

A response is considered to be an attack action, so it is included in the maximum number of attacks that can be made by a fighter during the round. The fighter must spend the cost of an attack action (1 PA).

The steps are:

Step 3: The initiator and target perform an opposition CBT roll. The winner then performs an attack against his opponent as if he was the initiator, i.e. the loser is considered a “target” performing a passive reaction (see above). If he is not incapacitated, the target may then perform an attack with the same procedure.

Dodge Reaction

To perform a dodge reaction, the target must spend 1 AP. A fighter can repeat dodge reactions as long as he can pay the cost. If the target makes a dodge reaction, the steps are:

Step 3: The initiator performs a CBT roll where the difficulty is the value of the targets VIG.

Step 4: The initiator performs a location roll.

Step 5: The initiator may spend the successes of previous CBT rolls to alter the outcome of the location roll. For each successful roll spent, increase or decrease by 1 point the result of location (maximum 6, minimum 1). Note that you must keep at least one success.

Step 6: The target makes a SPD roll with the initiator CBT value as the difficulty. Each success cancels a successful CBT roll of his opponent.

Step 7: Each remaining successful CBT roll made by the initiator inflicts a wound to the selected limb of the target. If the target loses at least 1 CP then the attack is successful. Otherwise it is a failure.

B - RANGED ATTACK

To perform a ranged attack, the fighter must be free and have a shooting, blasting or throwing piece of equipment. The procedures involved in a ranged attack differ depending on the equipment used.

Attack with shooting equipment (guns, bows, throwing knives and such)

The fighter who shoots first is the initiator and the corresponding fighter, the target.

To resolve a Shooting Attack action, players must follow these steps in order:

Step 1: Target Selection. The target must be within range of the shooting

equipment. Moreover, the initiator must have a valid line of sight on the target. The target must be the closest enemy fighter that satisfies the above conditions. When choosing his target, the player can ignore the fighters who are not free. If no target can be found, shooting will not take place.

Step 2: The initiator carries a CBT roll taking into account the bonus or penalty conferred by the shooting equipment used, with a level of difficulty equal to the target SPD. Also, for each obstacle in his line of sight, the initiator undergoes a -1 CBT penalty. If the fighter obtains no success, the attack fails and the action ends immediately.

The penalty may differ if you use the advanced scenery rules (Territory Management).

If the target is not free and you get an odd number of successes, it is the fighter in contact with the target and closest to the shooter who is affected by the shooting. He becomes the target of the shooting.

Step 3: The initiator performs a location roll.

Step 4: The initiator may spend his successful CBT roll results to alter the outcome of the location roll. For each successful roll spent, increase or decrease by 1 point the result of location (maximum 6, minimum 1).

Step 5: The remaining CBT roll successes increase the shooting weapon strength (rated Str (X)) in the equipment description.

Step 6: The initiator then performs a Strength roll where the difficulty is the target's VIG rating.

Step 7: Each successful Strength roll result inflicts one wound to the limb. If the target loses at least 1 CP then the attack is successful. Otherwise, it is a failure.

A weapon strength is indicated in its description as Str(X), where X is the strength value.

Attack with projectile equipment

To resolve a ranged attack carried out with throwing projectile equipment (hand grenades, molotovs and such), the player chooses a point on the field. The distance between this point and the fighter performing the attack must be equal to or less than the range of the projectile equipment. The fighter who carries out the attack must have a valid line of sight of this point or of fighters located at this point.

Fighters located at this point then undergo the effects of the weapon (like

an explosion for example). No dice roll is necessary to perform this ranged attack action as it is an automatic success.

Note that if the aimed point is a fighter, he does not need to be the closest one as is the case with shooting equipment

Attack with blast equipment

To resolve an attack with a blast equipment, place the smaller end of the blast template in contact with the attacker base. The other end of this template should be placed at the fighter's nearest opponent. This template can be moved so as to touch one or more additional opponent fighters until the base of the nearest opponent is at least partially covered and the smaller end of the template remains in contact with the base of the fighter performing the attack. Each fighter whose base is partially covered by the template undergoes one wound to each of his limbs ignoring the protection effects. No dice roll is necessary to perform this action. Then, the fighters affected by the template suffer the effects caused by the equipment (e.g. burn).

7.Special abilities

There are two types of special abilities, each identifiable by the symbol placed after its name: Permanent Ability ⌘ and Action Ability ✎. After the symbol, the cost needed to use the special ability is indicated. Some abilities have no cost, which means that they are free to use.

A Permanent Ability has a permanent effect. Some of these abilities can also have conditional effects and can be activated following a particular game event. The player cannot do anything to cause or prevent the effects of permanent capacities, except when such an ability has a cost (indicated in parentheses after the name of the ability). In this case, the player may decide not to pay the cost, which prevents the implementation of the ability effects.

An Action Ability can be activated and its effects resolved only during the activation of the fighter who possesses it. To do so, the player must announce it and pay the cost (if any). The effect of the ability is then resolved.

8.The equipment

Fighters Equipment is listed at the bottom of their card. Equipment is always noted as follows:

Name (Category): Bonus / Penalty - Effects.

Some equipment can belong to 2 categories. In this case, the notation is

as follows:

Name (Category 1/Category 2)

Bonus / Penalty for category 1 - Effects on Category 1

Bonus / Penalty for category 2 - Effects for Category 2.

In some cases, a piece of equipment may have either no Bonus / Penalty or no effects.

A - EQUIPMENT CATEGORY

Shooting: indicates that the equipment is of shooting type and uses the corresponding “ranged attack” action.

Projectile : indicates that the equipment is of Projectile type and uses the corresponding “ranged attack”. action

Blast: indicates that the equipment is of blast type and uses the corresponding “ranged attack” action.

Pr: indicates the equipment is protective. The protection value is indicated as a bonus after the name of the limb(s) protected. This equipment is used whenever protected limb(s) suffer wounds. The total number of wounds is reduced by the value of protection. If, instead of a limb name, “complete” is mentioned, all body parts of the fighter are protected.

Example: Helmet (PR): head + 1 is a protective equipment which can reduce by 1 the number of wounds inflicted to the head of a fighter wearing this equipment.

Tech: denotes technological equipment. This attribute does not give bonus or penalty effects as with other equipment. It is used by some special abilities and Tactical or Mission cards.

B - EQUIPMENT BONUS / PENALTY

In a bonus/penalty description, the X value is the value of the bonus or penalty (a bonus is a positive value and a penalty is a negative value).

Example: CBT +2 indicates a 2 point bonus over the fighter's normal CBT value while he uses this equipment.

C - EFFECT OF EQUIPMENT

Burn (X): indicates that this equipment causes a burn condition when used against a fighter. X burn markers are attributed to this fighter.

Fear (X): indicates that this equipment is frightening and causes the fear condition when used against a fighter. X Fear markers are attributed to the fighter.

Explosive (X): indicates that the equipment explodes when it is used. During an explosion the player uses the blast template centred on the point where the explosion occurred. The player performs a test for any fighter whose base is covered, even partially, by the template. For this test, he launches XD6 with a difficulty level equal to the VIG value of each affected fighter. If he gets at least one success, each limb of the fighter suffers 1 wound. These wounds bypass protection effects. All the fighters within the template, whether injured or not, automatically suffer the effects caused by the equipment (burns or fear for example).

Range (X): In some cases, the equipment (often ranged attack equipment) has a range in cm. This indicates the maximum distance where effective targeting is possible. This range is equal to X cm.

Str (X): indicates that the equipment has a strength of X when used.

X / match: the equipment can be used X times per game.

X / round: The equipment can be used X times per round.



9. Physical and Psychological Conditions

During the game, a fighter can be affected by one or several conditions. As long as the fighter has at least one marker associated with a given condition, he suffers its effects. Here are the different conditions a fighter can suffer from and their corresponding effects:

Burn: During the Intendancy phase, each fighter who has a burn marker may be injured (see Intendancy Phase). During his activation, a fighter can remove one of his burn markers by spending 1 AP.

Fear: As long as the fighter has at least one Fear marker, he can not take any action except the Move action. He cannot use action abilities. When targeted in a melee attack, he cannot perform a response. During the Intendancy Phase, the fighter performs a PSI roll to try to get rid of his Fear marker (see Intendancy Phase).

Poison: The fighter suffers a penalty of 1 point to all his characteristic features as long as he bears at least 1 Poison marker. During the intendancy Phase, a Poison marker is removed from every fighter who has at least one.

Rage: The fighter will receive a bonus to its CBP and SPD characteristics and a penalty to its VIG and PSI characteristics as long as he has at least 1 Rage marker. The value of this bonus and the penalty is equal to the number of Rage markers. During the Intendancy Phase, you can decide to remove a single Rage marker from each of your fighters who have at least one.

Slowdown: A fighter who has at least one Slowdown marker loses 1 PA. During the Intendancy Phase, a Slowdown marker is removed from every fighter who has at least 1.

OPTIONAL RULES

1. Territory Management

Territory Management is an optional rule which replaces scenery placement during the preparation phase. This rule also proposes to manage the interaction of the fighters with the scenery.

Each scenery is characterized by three parameters, name, cost points and special rules.

At the beginning of the game each player has 8 scenery points. He can use them to buy and put elements on the field. A player must spend all his scenery points and place them on the field.

Unlike the basic rules, if you use this optional rule, scenery does not hinder or block lines of sight and cannot be crossed by combatants on the field. Fighters cannot stop on an element of scenery after a movement.

A - SPECIAL SCENERY RULES

These special rules describe the properties of scenery elements on the field. Many rules are standardised and represented by a keyword in the description of the scenery. Here is a list of these rules and their effects. Some of the special rules have a value indicated in parentheses after their names. This default value is 1.

Destruction (X): An element of scenery with this special rule may be targeted by an attack action. If this is the case, the attack is automatically successful. Such an element is destroyed if it undergoes X attacks in the game. You can count the number of attacks inflicted to the scenery with chips. When this element is destroyed, remove it from the ground and replace it with a disaster area scenery (see further) of equivalent size.

Hiding: Some scenery elements allow fighters to hide inside. To do so, the fighter must be in contact with this scenery, stand at more than 15 cm from any enemy fighter and must carry out a move action. No opponent can target this fighter if he is more than 5 cm from him.

Elevation: the scenery has a point raised above ground. A fighter standing on this point has a +2 CBT bonus for melee attacks against any opponent who is below this position. Furthermore the range of shooting and throwing equipment increases by 5 cm on an elevated position.

Climbing (X): a scenery element having the elevation rule may also have this special rule. To reach a high point on an element of scenery, a fighter must be in contact with a passage way and complete a move action that costs 2AP. In addition, the fighter performs a SPD roll with a difficulty of X. If the roll is not successful, the movement fails (he stays at the same place) and the fighter must then make a VIG roll with a difficulty of X. If he is not successful, all of his limbs are injured (1 wound) without taking into account the effect of any protection equipment. If the roll is a success, put the fighter on an elevated position of the scenery element.

Crossing: The fighters can cross this scenery with no penalty.

Impenetrable: scenery with this special rule cuts any line of sight.

Flammable: This scenery may receive a burn marker. A fighter who begins their activation or completes a movement in contact with a Flammable element, with at least one burn marker, receives a burn

marker immediately. During the Intendancy Phase, add a burn marker to the scenery if it already has at least one. Each burn marker counts as an attack with the special Destruction (X) rule. When such scenery has at least one burn marker, it loses its other special rules Crossing, Occupation and Obstruction, and obtains the Obstacle (1) rule (if it already has this rule, add 1 to the value of the obstacle).

Obstacle (X): The scenery counts as X obstacles. This particularly affects the penalty of ranged attacks.

Obstruction (X): To travel 1 cm on this type of terrain a fighter must spend X.

Example: a fighter wants to cross a marshy area that has the special Obstruction (2) rule. Thus, every cm walked through this scenery will cost him 2 cm. With a potential movement of 10 cm this fighter will travel no more than 5 cm on this terrain during a move.

Occupation: The fighter can cross and/or stop on this scenery element.

Swimming (X): a scenery element that has this special rule can be crossed by swimming. To do this, the fighter must be in contact with one edge of this scenery and make a move action that costs 2AP. The fighter must perform a VIG roll with a difficulty of X. If he fails, he suffers a head wound without taking into account his protective equipment. The test must be done again until the fighter gets at least one successful roll. This test suffers a penalty equal to the number of equipment the fighter carries where “full protection” equipment counts as 2. When the roll indicates at least one success, place the fighter anywhere you want at the edge of the scenery within 20 cm from its original position.

Hostile Presence (X): Fighters that begin or end their activation in contact or inside a scenery with this special rule immediately suffer X wounds where protection equipment is ignored. The player makes a location roll for each wound caused by this effect.

Jump (X): Some terrain can be crossed only by jumping. When a fighter wants to jump over an element of scenery having this rule, he must be in contact with it and make a move action. Then he performs a SPD roll with a difficulty of X. If the roll is not successful (at least one success), the fighter is automatically incapacitated.

B - SCENERIES LIST

Here is a list of the scenery elements that can be placed on the battlefield. The cost of each element is indicated after the scenery name and has to be subtracted from the player reserve when he chooses and places this

element.

Tree (1 point): Flammable, Destruction (3), Obstacle (1).

Bushes (1 point): Flammable, Destruction (3) Obstruction (2) Crossing.

Car wreck (1 point): Destruction (8), Obstacle (1).

Wall (1 point): Destruction (4), Obstacle (1) Crossing.

Crumbling wall (1 point): Destruction (4), Obstacle (1).

Dark wood (2 points): Flammable, Destruction (6), obstruction (2), Hostile Presence (1) Obstacle (3), Occupation.

Pond (2 points): Obstruction (2), Hostile Presence (1) Occupation.

Devastated area (2 points): Obstruction (2) Occupation.

Energy Beacon (3 points): Destruction (3), Obstacle (1). Each fighter located within 5 cm gets the equipment "Gyromagnetic Field (Pr): complete +2" effective only against a ranged attack. This equipment is added to the protective equipment already owned by the fighter.

Quarterist Idol (3 points): Destruction (2), Obstacle (1) Flammable. A fighter from the Matriarchy of Sybille cannot attack this scenery. Sister type fighters gain 1 PSI point when standing at 10 cm or less from this scenery.

Waste Pile (3 points): Obstacle (1), Flammable, Destruction (4), Obstruction (2), Occupation.

Lake (4 points): Hostile Presence (1) Swimming (4).

Deep river (5 points): Swimming (5).

Browse the website www.eden-the-game.com to discover a complete list of sceneries using the rules above.

2. Infestation

The following rules explain how to manage combatants who are not directly controlled by the players i.e. Non-Players fighters (NPFs). A NPF is a fighter who has his own motivations and cannot be recruited by the players for their bands. The NPFs have their own profile cards which are similar to those used by the fighters that you can recruit in a band. The only difference is that the level of NPF is shown instead of the value of

the combatants. NPF also have a faction symbol specific to NPF and some may bear a Stigma symbol.

A - PLACEMENT OF NPFs

It is the “level of infestation” which determines the number of NPFs that will be present on the field. When the level of infestation is 3, each player will have 3 points devoted to NPF placement. The first player begins by placing a NPF of his choice on the field.

The steps needed to place NPFs on the field are as follows:

- Players agree on a level of infestation (typically 1 to 10). This level can also be determined randomly.

- Each player receives a number of points equivalent to the infestation level.

- The first player spends X Infestation points from his reserve and places a level X NPF on the terrain. Then his opponent does the same. The players alternate this step until the two players have run out of points. NPFs cannot be placed less than 15 cm from another NPF.

Once these steps are done, the preparation phase goes on as normal.



B - NPFs ACTIVATION

The NPFs are activated during the 2nd step of the Intendancy phases : “Activation of NPFs”.

Here is how this step is divided:

The first player chooses an NPF on the field and activates it. A NPF can perform only one action during his turn out of the three following actions:

Prowl: the NPF moves 5 cm in the direction of player’s choice.

Charge : This action is compulsory if the NPF is free, if at least one fighter is present within 10 cm and in the NPF’s line of sight. It immediately makes a 10 cm move that leads to contact with this fighter. Then it performs a melee attack following the normal melee rules.

Attack: This action is compulsory if at least one fighter is in contact with the NPF. The NPF performs an attack against a fighter in contact with him (at the player’s discretion if more than 1 fighter is in contact with the NPF) following the normal rules of the melee attack.

Then the players alternate activating NPFs until all NPFs have been activated.

C - ATTACK A NPF

When a fighter attacks a NPF in melee combat, it automatically performs a responsive type of reaction as described in the rules of the Attack actions. It is the fighter’s opponent who rolls for the NPF.

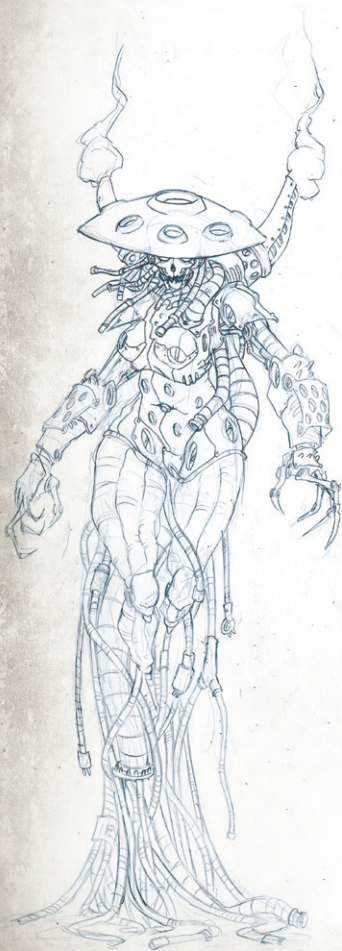
When a fighter eliminates a NPF, the player controlling him immediately scores the number of victory points equal to the NPF level.

Some NPF have special abilities that must be taken into account during the game.

3. CLIMATIC CONDITIONS

Climatic conditions can have a significant impact on fighters and strategies during a game of Eden. Before starting the game, players determine what will be the climatic conditions by launching 2D6. The sum of these two dice defines what climatic conditions will prevail for the game (see below).

2 - Ion Storm: At the end of each round, each fighter performs a VIG roll with a difficulty of 6. If a fighter fails to score at least one success, he suffers an immediate torso injury, ignoring protection equipment. The NPF are immune to this rule.



3 - Storm: all the move action of the fighters are limited to 8 cm (instead of 10 cm).

4 / 5 - Dense fog: No fighter can visualise targets farther than 15 cm from its position.

6 / 7 - Normal Weather: No special effect.

8 / 9 - Mist: The players deploy their fighters one by one, alternately i.e. the first player will begin by deploying a fighter followed by his opponent and so on until all the fighters have been deployed.

10/11 - Acid Rain: At the end of each round, any free fighter performs a VIG roll with a difficulty of 5. If a fighter fails to score at least one success he receives a poison marker.

12 - Snowstorm: The cost to play a tactical card is 3 SP instead of 2 SP.

If the players wish, they can combine several conditions (and therefore make 2 or 3 rolls).

GLOSSARY

Activated : An “Activated” fighter is a fighter whose activation has been resolved during the current round or who no longer has AP. To represent this state, players can rotate the profile card of this fighter by 90° .

Action Points (AP): The action points allow a fighter to perform actions during a turn.

Barrier: On field element (scenery or figure) that interferes with lines of sight.

Bonus: A bonus is a value that is added to a characteristic in order to increase it. When reference is made to a bonus there is necessarily a positive value in addition to the characteristic covered by the bonus.

Constitution Points (CP): Each limb of a fighter has several constitution points (CP). There are two types of CPs, whites and reds ones.

Contact: Consider that there is contact between two miniatures when their bases are touching. However if the two miniatures belong to the same troop, they are considered free.

Cost: The cost of an ability or of any game effect is the number of resources (SP, AP, etc ...) that you should spend to enable the ability or the effect conditioned by the cost.

Field: The field is an area on which the figures are played. Its size is free and is at the discretion of players. But it is advisable to play on a square field with a minimum width of 60 cm side and a maximum of 120 cm. It is also advisable to decorate your field with scenery elements.

Fighter: A fighter is represented by a miniature on the fields. He is also represented by a profile card. A player controls, in general, several fighters at the beginning of the game that are his troop. It must, through its fighters, meet the objectives of his mission to win a victory over his opponent.

Free: A fighter is considered as free if no opponent fighter is in contact with him.

Heal : heal a wound means that a wound (1 CP) is removed from the concerned by limb. If it has no wound, the treatment is ineffective. To resolve such action you must uncheck on the profile card the number of healed wounds of the limb. The use of protective sleeves for cards and

an erasable pen facilitates this operation !.

Incapacited: An Incapacited combatant cannot fight anymore due to heavy wounds or other game effect. This miniature is removed from the field and the fighter card is set aside.

Limb: Each fighter has several limbs (typically the head, arms, torso and legs).

Location index: The location index lets you know the fighter's limb being attacked or shot. Each limb has its own index of localization, indicated by one or more symbol (s) representing the faces of a D6.

Penalty: a penalty is a value that diminishes a characteristic. When reference is made to a penalty, it is necessarily a positive value that is subtracted to the characteristic affected by the penalty. (The opposite of a bonus).

Profile Card: The card shows the profile of the fighter and his key informations (characteristics, special abilities, etc. ...).

Strategy Points (SP): the strategy points are a reserve allowing players to activate certain game effects.

Tactical cards: During the game, players can use the tactical cards to trigger an event or a particular effect. These cards are described in the relevant section.

Troop: a troop is composed by all the combatants of a player.

Wounded : when a limb no longer has white PC slots, but only red ones it is considered "wounded". The value of the related characteristic becomes equal to the value in red.

Wound: If a game effect inflicts a wound to a fighter, players check a PC slot on the concerned limb. If a limb suffers more wounds than the number of PCs, the fighter is automatically incapacitated.

X / match: a X /match type effect may be used X times per match by the same fighter.

X / round: a X /round type effect may be used X times per round by the same fighter.

EDEN - REFERENCE CARD

A / Preparation Phase

- 1 - The players bet the SP to determine who starts this phase
- 2 - Selection of your troop leader
- 3 - Selection of your mission Card
- 4 - Placement of the scenery elements
- 5 - Deploying
- 6 - Selection of your tactical cards

B / Match rounds

- 1 - Determination of the first player (bet the SP)
- 2 - Tactical phase (playing a tactical card)
- 3 - Activation Phase of the fighters
- 4 - Intendance Phase

C / Actions

- 1 - Movement (1AP, 3/round): the combatant moves 10 cm
- 2 - Attack (1AP, 2/round): the fighter makes ranged or melee attacks.
- 3 - Charge (2AP, 1/round): the fighter moves up to 10 cm in contact with an opponent and performs an attack
- 4 - Use a special capacity for action

D / Ranged and Melee attacks

- 1 - **Melee** : the initiator carries a CBT roll (it launches a number of D6 equal to his CBT value), which difficulty is the target VIG. Each success inflicts 1 CP damage to a specific limb defined by a location roll.
- 2 - **Reaction**: the target of a melee can:
 - Riposte (1 AP): Target also attacks his opponent
 - Dodge (1AP): the target performs a SPD roll which difficulty is the opponent's CBT value. Each success cancels a successful opponent's attack.
 - Passive: the target does nothing
- 3 - **Shooting** : the fighter performs a CBT roll with the target's SPD as difficulty level and a location roll. The player can relocate or increase his weapon Pwr with the successes. Then he makes a Pwr roll which difficulty is the target's VIG. Each success inflicts 1 CP damage to his target previously identified limb.
- 4 - **Projectile** : The player selects a point within his weapon range and apply effects. Requires line of sight ..
- 5 - **Blast**: The player places the blast template in contact with his fighter and directs it to the nearest opponent fighter. Any opponent fighters in this template suffer a wound to each member.

E / Markers

- 1 - **Poison**: -1 to all characteristics.
- 2 - **Fear**: the fighter cannot carry out any further attacks, charge, response or use a capacity.
- 3 - **Rage**: -1, to VIG and PSI and +1 in CBT and RAP per marker.
- 4 - **Slowdown**: the fighter regains only 2 AP instead of 3 during the Intendancy phase.
- 5 - **Burn**: 3D6 + location roll. Each result strictly greater than the fighter's VIG inflicts 1 CP wound.

EDEN

SURVIVRE THE APOCALYPSE

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