



ESKATON

RULEBOOK

ESKATON

HINTS ABOUT THE PLOT

Earth, 2064 AD. The world is under attack! Mysterious creatures, called Lilim, attack cities wreaking havoc and death. Under the command of their leader, Queen Rashà, hordes of monstrous beings and colossal machines move under a sky obscured by a black sun as gigantic monoliths, among rotting scents, emerge to break the fabric of reality.

The only salvation for man remains the SHIN organization and its ESKATON PROJECT: powerful robots created with the aim of countering the advent of the Lilim!

You are one of the heroes of this war! You are an ESKA pilot!

THE FUTURE

ESKATON is a 1-4 player cooperative action and management game inspired by works like Neon Genesis Evangelion, Susei no Akuerion, or Gundam.

This demo version, available for free on Tabletop Simulator and in P'NP version, has been released by Midian Design to let you appreciate the possibilities of our game and become familiar with the rules and mechanics.

In the final version, which will be released through a future kickstarter campaign, you will find a professional English translation, new images, equipment, events and enemies. An in-depth lore about the Lilim, the SHIN organization, the events and characters of the setting and a long CAMPAIGN MODE to experience first hand the evolution of the war for the salvation of man.

Climb aboard your ESKA!



HOW TO PLAY

PREPARATION

CHOICE OF ESKA

Each player chooses the Eska he wishes to pilot and takes the relevant pilot board.

He takes the four wooden tokens - Field ■, Armor ■, Efficiency ■ and Power ■ - and places them in the starting position (the first square on the right).

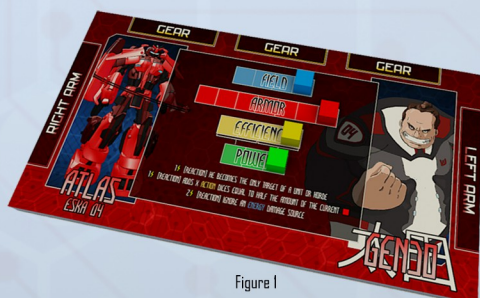


Figure 1

NOTE: The game, being cooperative, can also be used in "solo" mode. However, even in the case of a single player, the choice of at least two Eska is recommended.

CHOICE OF THE EQUIPMENT

Each player equips their Eska with at least one weapon and any combination of other items for a total of 5 armory points.

Weapons and shields will be placed in the right and left hand slots, while the gear will be placed in the dedicated slots of the pilot dashboard.



Figure 2

Each equipment card occupies one or two hand or gear slots.



Figure 3

It is not possible to fill more slots than those on the pilot board. A weapon - whether one-handed or two-handed - can be stored in a spare gear slot, but not vice versa.

PREPARATION OF THE BATTLEGROUND

Shuffle the mission deck and place eight or ten face down cards - depending on whether you are playing with 1-2 or 3-4 Eska - in the respective districts as in Figure 4.

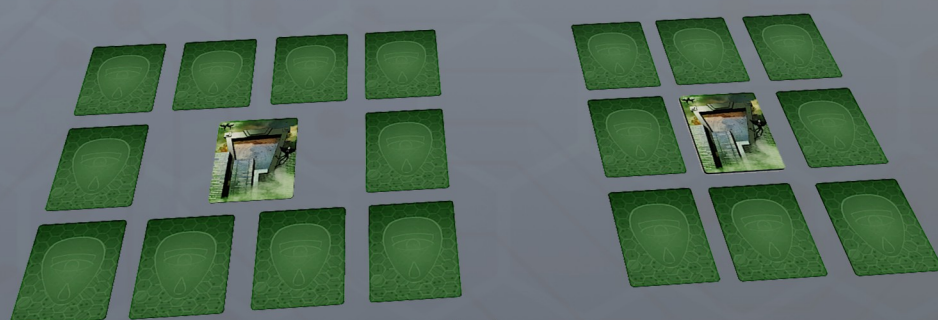


Figure 4





Randomly draw - or choose, if you prefer - one of the Archon cards and place it in the center of the districts, with the face turned on the design of the portal.

Place the City Board next to the play area, with the respective tokens close at hand.

Each player can now place his Eska marker on a district of his choice (each district can contain any number of Eska).



Figure 5

The game can now begin!

THE GAME

Each game turn is divided into four phases: Maintenance Phase, Event Phase, Eska Phase and Enemy Phase.

MAINTENANCE PHASE

At the beginning of the Maintenance Phase the city generates a number of Resources ⚡ equal to $2 + n^0$ Eska in play. Then take the corresponding number of resource tokens and place them in the dedicated sector of the City Board.

Resource counters are used to activate the special abilities of the Eska, equipment, to perform particular actions and to prevent damage to Allies - as we will see later. The resources left unused at the end of a game turn remain in the reserve and are added to those generated the next turn.

As the Destruction Level progresses, the city will generate fewer and fewer resources, as indicated on the City Board.



Figure 6

After finishing the production of Resources ⚡, move the Eclipse marker ☾ by 1, plus an additional space for each Monolith on the battleground.

At this point, if there are allies in play, their effects are applied.



Figure 7

With this action the maintenance phase ends.

EVENTS PHASE

First game turn: Starting with district number one, reveal the face down cards in the districts in clockwise order, applying the indicated effect.

There are five different types of cards: Event, Ally, Horde, Unit and Monolith.

EVENT CARDS: Event cards are text cards with a green background.



Figure 8

When revealed, the described effect is immediately applied. When an effect hits a non-specific target, it always means "player's choice".

Reaction to an event: The effect of most event cards can be avoided by a reaction from the Eska. These cards are recognizable by the yellow reaction boxes.

Only the Eska present in the district in which the event is revealed can react and, to do so, they must spend 1 POWER POINT . At this point the player rolls a number of yellow dice equal to his action dice score.



Figure 9

The aim is to cover all the reaction boxes with scores equal to or greater than the indicated number.

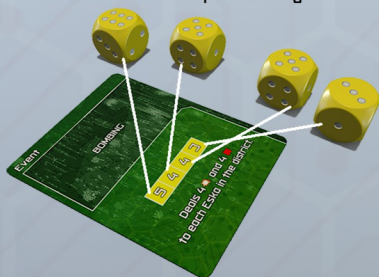


Figure 10

If after the launch all the squares have been covered, the effect of the event is canceled.

NOTE: It is always possible to spend lightning to increase the action dice to react, at the cost of 1 lightning bolt per yellow die.

If there are several Eskas in the same district who wish to react (each spending 1 Power) their reaction dice are added together in a single roll.

Regardless of whether the event applies its effect or not, the card is discarded and a new card is placed, face down, on the district.

ALLY CARDS: Event cards are text cards with a blue background.

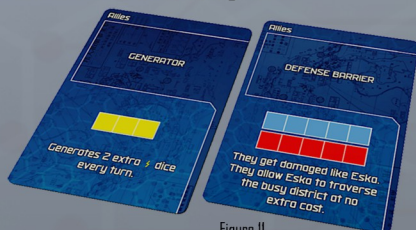


Figure 11

When they are revealed, they must be moved to the appropriate section next to the district.

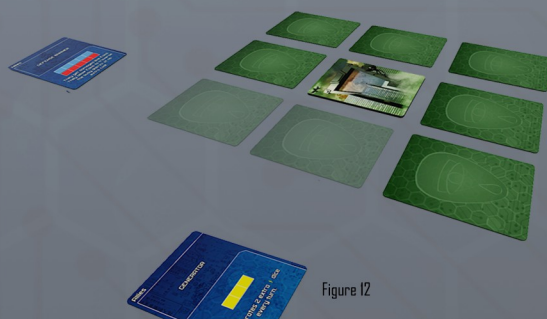
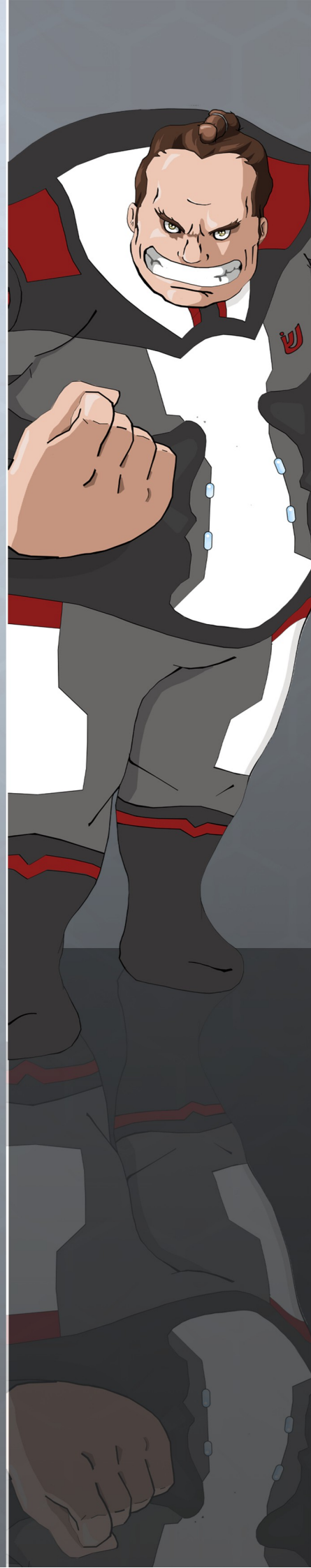


Figure 12





Then a new card is drawn and placed face down in the empty district.
 Allies remain in play until they are destroyed, or until their health level is reduced to zero.

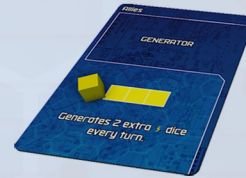


Figure 13

Allies suffer the same damage from the hordes in their district as they inflict on the city (as we will see in the next paragraph). It is always possible to prevent this damage at the cost of 1 Resource ⚡ per damage taken.

HORDE CARDS: Are recognizable by the destruction icon 💣 located at the top right of the card.



Figure 14

Once revealed, the horde is left face up in the district and remains there until it is destroyed. Hordes act during the enemy phase, as explained below.
 When a horde is destroyed, its card is discarded and a new card is placed face down in the district.

UNIT CARDS: Can be recognized by the movement symbol ➡ located at the top right of the card.



Figure 15

Once revealed, the unit is moved to the appropriate section next to the district and a new card is placed, face down, in the empty space.




Figure 16

Units act during the enemy phase, as explained below.


Reaction to Enemies: When a horde or unit is revealed in a district in which one or more Eskas are present, the player can spend 1 Power 🔴 to immediately make an attack on the newly revealed opponent (for how to manage attacks, see the paragraph relating to the Eska Phase).

MONOLITHS: Monoliths are a particular type of enemy that, once revealed, remains on the district until its destruction in a manner similar to a Horde. During the upkeep phase, each monolith in play advances the Eclipse marker on the city board by 1 🕒.

ESKA PHASE

At the start of the Eska Phase the Power  of each robot is reset to the maximum level on the Pilot Board. Then the players decide independently the order of action of the Eska for that turn.


NOTE: Once the order of action has been decided, it cannot be changed until the next Eska Phase. The game experience requires players not to communicate their intentions for the turn to each other, but if you want a simpler and more collaborative experience, feel free to ignore this rule.

Each single action of the Eska costs 1 Power  , except for the activation of the special abilities of the robot or the weapon, which we will see later.

MOVEMENT: Eska moves to an adjacent district horizontally or vertically, but not diagonally.



Figure 17

You can always enter a district occupied by a Horde or a Unit, but leaving it involves being attacked by the enemy (or enemies) present. This can be avoided by spending an additional 1 Power  .

ATTACK: The Eska makes an attack against a single target.

Attacking an Enemy: The Eska attack works in a manner similar to the Reaction we talked about earlier.


An Eska can only attack with one of the weapons that occupy the "hands" slot. Each weapon has a range value  .



Figure 18

Weapons with range 0 allow you to attack only in the district in which the Eska is located, while those with range 1 or greater allow you to attack in a straight line for a greater distance. It is not possible to attack diagonally or in opposite districts.



Figure 19




Each weapon has a damage value expressed in Energy Damage  , or blue dice, and Physical Damage  , that are red dice. The attack roll consists of the weapon's damage dice + the Eska action dice  .





Figure 20

The aim is to cover all the opponent's field, armor and efficiency boxes with dice with a score equal to or greater than that indicated.

The first general rule states that:

ENERGY DAMAGE ■ CAN COVER FIELD, ARMOR AND EFFICIENCY.

PHYSICAL DAMAGES ■ CAN ONLY COVER ARMOR AND EFFICIENCY.

THE ACTION DICE CAN WORK AS ANY KIND OF DAMAGE WILL BE CAUSED BY THE WEAPON.

NOTE: let's take the Assault Rifle as an example, the weapon causes damage of 2 Energy ■ 2 Physical ■, the action dice can therefore be used to cover both field squares and armor or efficiency squares. On the contrary the Blade gives 2 Physical ■, the action dice can cover only the armor or efficiency boxes.

The second general rule states that:

BEFORE DAMAGING THE ARMOR IT IS NECESSARY TO FULLY COVER THE FIELD BOXES.

IN THE SAME WAY, BEFORE DAMAGING THE EFFICIENCY, YOU MUST FULLY COVER THE ARMOR.

Once the last square of efficiency has been covered, the enemy is considered destroyed. For each enemy destroyed, the ESKA will get an objective token, to be kept on the side of its pilot board.

SWAP WEAPON: It is possible to replace a weapon in your hand with a reserve in a gear slot.

REGENERATE FIELD: You can regenerate 1 square ■ or more by spending 1 Power ■ per regenerated point.

SPECIAL ABILITIES OF ESKA OR WEAPONS: The special abilities of the ESKA or equipment are activated by ⚡ resource points. Each of them can only be applied once per ESKA turn.

Abilities marked as Reaction ⚡, on the other hand, have no limitation and can be used at any time, even outside the ESKA Phase.

When the player no longer wishes - or cannot - take actions with his ESKA, his turn ends and the next player moves on. It is not necessary to spend all Power ■ points during your ESKA phase, some may be saved for Defense or Reaction.

When all the Eskas have acted, the phase ends.

OPPONENT PHASE

The opponents phase takes place in this order:

- 1) Action of the Hordes
- 2) Action of the Units

ACTION OF THE HORDES: If there is no ESKA in the district controlled by a horde, then the horde damages the city. Increase the Destruction Level by a number of squares equal to its Destruction value 💣.



Figure 21





If there is an ally in the district, that ally will take a number of damage inflicted on the city. When the ally's efficiency is reduced to 0, the card is removed.

If there are one or more Eskas in the district, the horde will deal Energy damage ■ or Physical Damage ■ equal to the reported value to all Eskas in the district. In this case, no damage will be dealt to the City.

UNIT ACTIONS: First, units must establish their target. A unit will preferably attack the ESKA reachable with as little movement as possible. If there are multiple Eskas at the same distance, it will attack the one with the most objective markers. If there is no ESKA within range, then it will move a number of squares equal to its movement towards its target.

Once it reaches its target, the unit will deal its damage similar to hordes.

The damage inflicted by Hordes and Units is automatic, therefore it does not require any die roll. However, they follow the same rules as the ESKA regarding field, armor and efficiency and therefore require the first to be reduced to zero before damaging the following ones.

As enemies are damaged, their damage level changes. Always refer to the row on the card where the damage token is located.



Figure 22

Defense of the ESKA: at the cost of 1 Power ■ an ESKA can always try a Reaction ⚡ to defend itself from an attack. The player rolls his action dice and for every 5 or 6 he rolls he can decrease the damage dealt by 1 Energy ■ or 1 Physical ■.

Shields: Shields are a type of equipment supplied to the ESKA. To be active, the shield must be in a hand slot. The shield has its own field or armor level, which is reduced before the one of the ESKA.

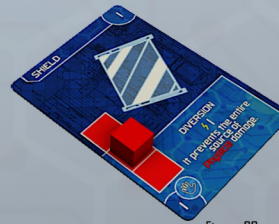


Figure 23

When the Field ■ or Armor ■ squares of the shield reach 0, the shield becomes inactive and the ESKA can be normally damaged.

When all the hordes and units have taken their action, the opponent phase ends.

INACTIVE AND DESTROYED ESKA

When an ESKA reaches the last level of damage to its Efficiency it is considered inactive. It will no longer regenerate Power during the ESKA phase and will no longer be able to perform actions.

However, he can bring his efficiency back to positive during his phase at the cost of 2 ⚡ per point.

NOTE: this option is **ONLY** available when the ESKA becomes inactive and not as a normal cure action.

If an inactive ESKA takes any amount of damage before reactivating, it is destroyed and eliminated from the game.

THE DESTRUCTION OF THE CITY

As the Destruction Level progresses, the city will begin to produce fewer and fewer resources.

The production penalty is given by the destruction step (Blue, white, red) and is indicated on the City Board.



Figure 24

If the destruction level reaches its maximum, the game is considered lost.

ECLIPSES AND PORTAL OPENING

When the Eclipse marker reaches its maximum, the Portal is opened, allowing the Archon to manifest. You must then turn over the portal card in the center of the game board and place the archon marker in district number 1.

From this moment on, the EVENT PHASE is suppressed.

THE ARCHON

The Archon acts at the start of the Enemy Phase, before the hordes and Units.

Archons generally follow the Units rules but, at the beginning of their turn, it is necessary to roll a die to determine which action they will perform and in what manner.

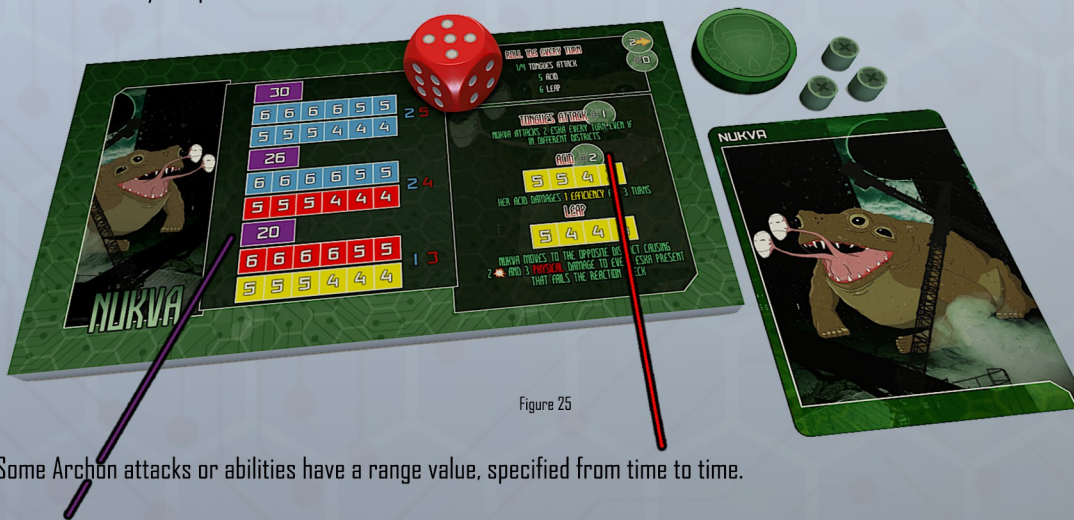


Figure 25

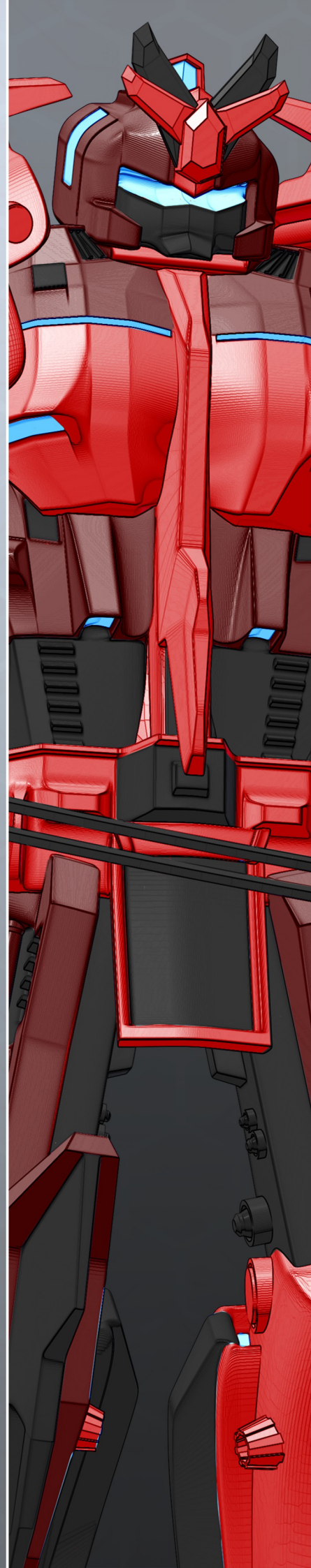
Some Archon attacks or abilities have a range value, specified from time to time.

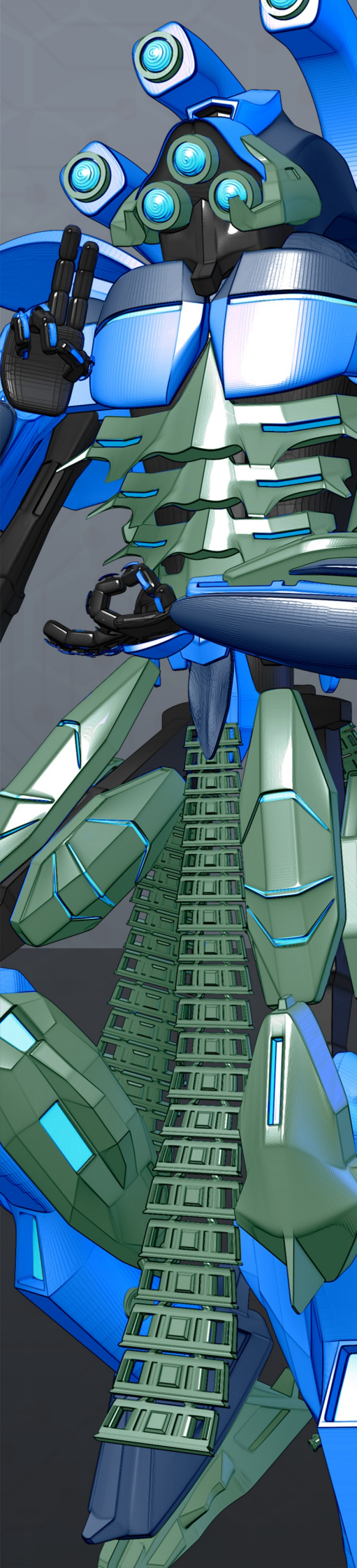
THE SHEKINAH: the Shekinah is a special protection value held by Archons and marked with a purple box on their sheet.

The Shekinah cannot be reduced by either Energy Damage or Physical Damage but only by using Action Dice.

To break an Archon's Shekinah, an Eska must make an attack (taking advantage, if applicable, the range of their weapon) using only their action dice and, adding up the results, match or exceed the indicated number in a single roll. If there are other Eskas in range, they can intervene as Reaction ⚡ for 1 Power 🟢, roll their own dice, and add them to the result.

If the score is reached, the Shekinah is shattered and the Archon becomes vulnerable to damage until the next step.





END OF THE GAME AND VICTORY CONDITIONS

The game can end in several ways.

- 1) All Eskas are destroyed
- 2) The city reaches the last level of Destruction

In these cases the mission is to be considered failed

- 3) The sum of the Eska's objective markers reaches a previously established level.
[For a game with three or four Eskas, 15 to 20 objective points are recommended, depending on the desired duration]
- 4) The Archon manifests and is destroyed

In these cases the portal is closed and the mission is considered completed successfully.

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a game by

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