

# Multi-Player Game Modes

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## An Earth Reborn Rule

# EARTH REBORN

<http://earthreborn.ludically.com/>

### How to play Earth Reborn with more than two players?

Earth Reborn can be played with 3 or 4 players in many different ways. But whether you are playing the SAGS included in the original base set, or the 3-4 player tutorial scenarios published on the Earth Reborn Official website, or scenarios proposed and posted by the community of players (also available on ER website), each of these scenarios will be played in one of the following game modes described hereafter. Each scenario for 3 players or more should always mention at the beginning which game mode this scenario is using. Rules for 3-4 players printed on page 39-40 of the rulebook are still valid no matter the game mode used by the scenario. Of course, rules only concerning the SAGS mode (such as Mission cards) are not to be applied to other non-SAGS scenarios.

## Game Modes

### Versus Mode

In Versus mode, each player is totally independent and has its own objectives. There is only one winner. In this mode, players are usually not helping each other, but nothing prevents temporary alliances between players. The SAGS is played in Versus Mode, each player controlling a squad of mercenaries, meaning each player can control characters from different factions.

### Cooperative Mode

In Cooperative mode, two or three players (named Coalition players) are competing against one player (named the Enemy). The Enemy has his own objective. The Coalition players have objectives in common. At the end of the scenario it is either the Enemy or the Coalition who wins. In this mode, the Coalition players are acting as a team and have to help each other and discuss strategy in order to defeat the Enemy. You can decide to add a Discussion phase after the Final-Phase (see the appropriate paragraph here-under).

### Team Mode

This game mode is only available with 4 players. A team of two players is opposed to another team of two players. Usually each team will control characters from the same faction, but once again nothing prevents the scenario from proposing two teams of mercenaries or traitors, made of characters from different factions. Each team has its own objectives to reach. Victory is given to one team or the other; there is no single player winning. So players from the same team should be acting together to defeat the other team. You can decide to add a Discussion phase after the Final-Phase (see the appropriate paragraph here-under).



### Sequence of play

Each scenario for 3-4 players should always mention what the order of play should be, starting from the player with initiative. It can be clockwise, each player playing a round one after the other, but sometimes, and most frequently during Cooperative scenarios, the Enemy might be asked to play after each Coalition player.

### Discussion Phase

For the Cooperative and Team mode, it is allowed and strongly suggested to introduce a timed Discussion Phase after the Final-phase of each turn, if the players feel the need for it. You can set the timer to two minutes per team, or more if you feel you need additional time to allow for longer tactical discussions.

### Cooperative Mode

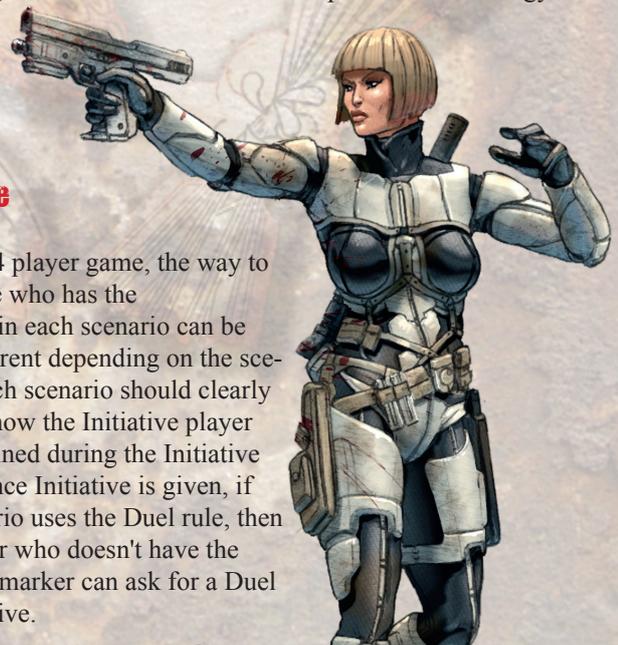
The Enemy leaves the table for two minutes. All Coalition players remain around the table and can discuss strategy with the map in front of them and without the sneaking eye of the Enemy.

### Team Mode

One team leaves the table for two minutes. Players from the other team get two minutes and remain around the table. Then, switch teams for two more minutes, so that each team gets its time in front of the map to discuss strategy.

### Initiative

In a 3 or 4 player game, the way to determine who has the initiative in each scenario can be very different depending on the scenario. Each scenario should clearly mention how the Initiative player is determined during the Initiative Phase. Once Initiative is given, if the scenario uses the Duel rule, then any player who doesn't have the Initiative marker can ask for a Duel for Initiative.



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