

I - QUICK START

I.1 - INTRODUCTION


Heredity is a cooperative game for 1 to 4 players in which you play out the destiny of a family in a Post Apocalyptic universe. Your adventure takes place over 7 chapters that form a campaign. Each chapter is made up of a pack of cards (called Deck) including everything you need to play: map cards that form the board, characters to interact with, equipment, narrative cards, and more.

The victory and defeat conditions of your games are not fixed, they will be revealed to you in due time in each of the



chapters you play.



This quick start guide allows you to discover Heredity while playing a game using the Introduction deck, a mini scenario specially created for the occasion. It is a good way to quickly learn the general rules. Follow the step-by-step instructions to discover the game. Once you've read this guide, you'll be able to read the complete rules and begin Chapter I of your story.

I.2 - GAME SETUP

1. Pick up the "Introduction" adventure deck and place it on the table.
2. Take the base deck, all the cards needed for the initial set up must be taken from this deck.
3. The first card of the adventure deck, called the **chapter cover**, lists the characters to be played in this chapter as well as the approximate duration of the scenario. For this introduction, you will play Brick and Maeve. In the base deck, collect cards 36, 37, 38 and 26, 27, 28 and place them so that they form the character sheet.
4. Place 3 Action tokens near each character (respecting the colors).
5. Collect the Karma cards (numbers 10 to 18) and place them, without shuffling, face down (number 10 on the top of the deck). In a classic scenario you will have to shuffle this deck.
6. Give each player a reference card.
7. Place the Marker, Reference, Damage, Hostile tokens and Component cubes on the side of the board.
8. Place the Player card at the top of the playing area and place the Time marker on top of that card.
9. On the first card of the Adventure deck, called the Cache, you will find the first instruction to read to begin the scenario. For the Introduction scenario, you must flip the Cache card . Read it.

I.3 - MAP CARD



When you pick a card, you have to read it aloud and apply its effects. Card 50b begins with a narrative section (clear brown background) that describes the situation to you. These sequences are full of clues for what to do next. Next, an Instruction section (black background) describes the rules to be applied. Here we have to take card 52 (icône  52). It is a map card (icône ). These cards must be placed in the center of the game board. It is on these kind of map cards that your characters will move. Place Maeve's figure on the red cross and place Brick on

the green cross. Now that card 52 has been applied, we can continue to apply the effects of card 50b. The icon  indicates that you can flip this card over. You should **NEVER** turn over a card unless you have been specifically prompted to do so by the icon . Flip the card 50b again and put it back on top of the Adventure deck to use it as a Cover.





I.4 - TIMELINE

At the top of the game board is the Player card. Place the Time marker on top of this card. You have just started the Timeline. The Event section (red background), can be read but will only be applied when you play this card in the Timeline. Just as the game starts, you must play the card



I.5 - ACTION TOKEN AND MOVING

Action tokens will allow you to perform various actions. The most basic action is moving. Actions can be performed in any order and by any player. For example, let's decide Maeve is moving first. To make her move, take one of her Action tokens and place it on an Action location on her character sheet with the icon . You can now move Maeve up to 3 squares, orthogonally. Move it in a straight line east (North is always the top of the map). Making it move 3 squares takes it out of the terrain card. You can do this only if an icon  is present in that direction on one of the 3 squares in the east of the map. Here, you can move this way because the terrain card 52



I.6 - WALLS, DOORS AND WINDOWS



The black lines of a terrain card represent walls. These cannot be crossed when you are allowed to play and they obscure your line of sight. The green lines are the doors that can be crossed and allow you to see through them. Behind the door you will find an icon  and a . This entails that if a character lands on this square he must immediately (because of the icon ) flip the card (because of the icon ). Brick decides to enter the shed. He needs to use another Action token on his second


I.7 - BASIC ACTION

Maeve decides to regain control and plays the action token to move 3 squares towards the icon . This icon indicates that the character can perform an action "look" to take the corresponding card. Maeve decides to use her last action token to "look" at the card. She can now place it on the corresponding icon of her character card  and can take the card 54. Maeve just found some bait that can attract the beast. The instruction section describes a new possible action "throw the bait out the window" which will allow her to flip the card. To be able to do this Maeve needs to be on the terrain card 53b and on the square



in the Timeline below the Time Marker and apply the effects indicated in the Event section (red background). The Player Card indicates that you must collect the Action tokens. This is the first turn, and the tokens are already next to your character. You can now play them.

does have an icon  towards the East (even if Maeve does not move over it). When you move out of a terrain card, you can take the associated card (here card 53) and continue your movement on the terrain you reveal. Now, take card 53, it's a new terrain card. Place it next to the other terrain cards (line up the cards and the drawing). Then end Maeve's movement (3rd space) on this new card. Brick now wants to join Maeve (but Maeve could have decided to continue playing, it's up to the players to agree). He also spends an Action token, which he places on his character sheet (on a space ) , then moves 3 squares East to reach the door of the shed (line green).

movement slot to move 3 spaces again. He moves one square and lands on the icon square . He can therefore flip the terrain card and place the characters on the exact same spot on the other side. The inside of the shed is now accessible and Brick can resume his move. He decides to go to the top right of the shed (on the icon ). The inside of the shed reveals a blue line. These lines represent windows. They can't be crossed when you move your character but allow you to see through them.

indicated by the drawing (she is already on the right spot). Nevertheless, to do this move, she must spend an Action token on an action space containing the icon . She has no more tokens at the moment, so she decides to wait. The card 54 is placed near the Terrain card to remember that a new action is possible at this location. You can also put a "1" reference token on the action square and another "1" reference token on the action card. These tokens make it even easier to remember that an action is available there.

I.8 - ITEMS


Brick still has one Action token left, he decides to use it to perform the Interaction action (icon ) located on his square. He moves the last token to the action location displaying this icon and takes the card 55. Brick just acquired the rifle. A character can store up to 3 items in his bag  on the right of his character sheet. Brick puts

the rifle on the right of the "head" card (but he could have placed it on the right of any card of his character sheet). This rifle requires a new action location to allow its use, however Brick has no more Action tokens to use and must therefore stop there.


I.9 - ENDING THE TURN

As Brick and Maeve have no more tokens they decide together to use the player card on the timeline (they could have taken that action even if they had tokens remaining). When a timeline card is fully applied the time marker must be moved to the next card on the timeline. As there are yet no other cards on the timeline the time marker comes back to the start of the line and the player card can be applied again.

The "Event" section of the game indicates that you can collect the tokens. Brick and Maeve therefore move their Action tokens at the top of their character sheets and these can be used again for actions.



Maeve decides to use a token to throw the bait out the window which allows her to flip the card 54 and read it. It is indicated to take the card 56 and return the card 54 to the box (icon ).

I.10 - NON-PLAYER CHARACTERS (NPC)

The bait attracted the fox. The instruction section indicates that you need to place the fox. To do so take the fox token and add a stand then place it as indicated (at the bottom right of the terrain card 53). Afterwards, the instructions dictate that you have to anchor the card in the timeline . Therefore you must place the card so that the colored anchors (in that case blue) correspond/match with another timeline card. Consequently, you need to find the card with an anchor matching the correct colour available on the board. Your search should start with the card indicated by the Time marker, if it does not have

available anchors of the correct color, continue your search with the next card to the right and so on. Currently, the Time marker is located above the Player card and it does have an available blue anchor. The Fox card is therefore placed to the right of the Player card. The insert representing the fox indicates its name (Rabid Fox), its life points (2), its defense points (5), and artificial intelligence when you activate the Fox in the Timeline. Don't forget to check the "SPECIAL" effect which can have some impact even before the fox is activated in the Timeline.

I.11 - THE ATTACK

As the fox decided to show up, Brick decides to act upon it. To do so, he intends to use his rifle. If we look at the effects of its action, the rifle causes 3 damage points (3 ) on a range of 3 ( 3). The range is calculated the same way you place your characters: in an orthogonal direction. Next, you have to know if the enemy is in line of sight: you must be able to draw a line from one of the angles of the attacker's square to one of the angles of the attacked square without this line being interrupted by a wall (black line), windows (blue line) and that other characters (like Maeve) do not block your line of sight. Brick is within 3 squares of the Fox and the line of sight is good, so the attack will hit the target. He decides to try. He

uses an action token on the action part of the rifle.

The rifle causes 3 basic damage points. An attack is always followed by a draw from the Karma Deck. We draw a card from the Karma deck, turn it over and get -1. The attack now causes 2 damage points. Now, the enemy's defense must be cut off. Defense includes : the resistance (armor) and the dodging ability (agility) of the enemy. The fox being very agile and on the lookout, it has a defense of 5 points. Our attack therefore goes to -3 and does not do any damage (the fox managed to dodge). However, the artificial intelligence of the fox indicates a SPECIAL effect: once an attack is settled, we must turn the fox card over.

I.12 - CHANGING THE TERRAIN

We learn that the fox is on the run and the Instruction section requires that we turn over the Terrain card 52. Always take a good look at a terrain card that is flipped, it may have new actions available. This is the case here: the footsteps of the fox can be followed to explore a new area. Then the Instruction section tells you to "burn" the card (🔥 icon).

This means that you must put this card back in the box: it will no longer be used. Also store the fox token, since it is no longer in the Timeline. Maeve decides to go after the fox. She spends 1 Action token to move 3 spaces to the West. Then Brick suggests that he should be the one who

reveals the terrain since he has a gun. He then spends 2 action tokens on spaces 🗡️.

This grants him a possible movement of 6 squares. This is called the Sprint: the character can then use these movement points as if he was doing one single action (see more details in the rules).

A character can always pass through another friendly or neutral character as long as he does not end his movement on it. Brick can therefore cross Maeve's space without problem then end his movement by revealing the card 57 (new Terrain card).

I.13 - THE COMPONENTS

This Terrain card states ⚙️ 2. This means that you must place 2 component cubes on this space. Components are the currency of the game and will serve you in various situations as well as to create and improve items between 2 scenarios.

Therefore, it is always useful to pick them up. To do so, you will have to perform an action 🖐️ on the box where the components are located to collect them all. There seems to be no immediate danger, so Maeve spends her last Action token to move 3 spaces again, on one of the

spaces adjacent to the components.

The players decide to end the round. Since the Player card is once again alone in the Timeline, the Time marker is immediately placed back on it and everyone can collect their Action tokens and play them again.

Brick uses an Action token to move on the components (so he only uses 2 movement points instead of 3). Then he spends an Action token on a location 🖐️ to pick up the components. He places them on his character sheet.

I.14 - COMBINED ACTIONS

Maeve decides to spend an Action token to move 3 spaces to the space of the bush where the fox seems to have fled. Then she decides to spend another Action token to use the "Look" action on the space where she is, which allows her to take card 58.

A Bunker has been discovered. The Instruction section asks to turn over the terrain card. Note that the components are no longer registered on the card because if a terrain card is turned over, all the effects must be applied and therefore if components appear, they must be added.

Finally, a new action is available. "Opening the bunker door" is a combined action, it means that it requires

several characters to be performed. Two characters must move to the indicated spaces and together spend an action token on an action space with the indicated icon (here 🖐️).

Brick decides to use his last token to come and stand next to Maeve to help her open the bunker. Unfortunately, he now has no tokens left, and although Maeve still has a token, the players decide to end the round. The Player card is then applied again and everyone takes back their tokens. Brick and Maeve then spend an Action token on a location 🖐️ to open the bunker door. They can then turn over card 58.

I.15 - DAMAGE

Oops, the characters just fell into a bunker. They each get inflicted with 5 damage points (5 ✖). Each player must then assign 5 damage markers on the action spaces of their character sheet with an icon 🩹. The spaces covered can no longer be used until they are fully healed. Brick decides to keep its 2 spaces 🖐.

He applies 2 damage points on the "Foot" card and 2 damage points on the "Head" card. When 2 damage points have been placed on a character card, the player can decide to turn it over.

Brick turns over the "Head" card (he can then discard the damage tokens from the card) and places his last damage token on the space that has just appeared. Consequently, Brick gets a serious head injury. Each card turned over represents a serious wound and a character can as a result only have a maximum of 3 serious injuries. Cards representing serious wounds cannot be turned over to their healthy side before the end of the scenario. A serious injury will handicap the character harshly. Maeve decides

to put 2 tokens on the spaces of the "head" card, 2 tokens on the "Foot" card, she then turns this card over and places the last damage token on it. As a result she has a serious injury to her feet but keeps her 2 actions 🖐. Once the damage has been applied, the Instruction section asks you to take terrain card 59 and place the characters as indicated (place Maeve at the top right and Brick next to it). This Terrain card is not linked to other terrains so form a new area by placing it on the side. Don't forget to add 2 components in the bunker as indicated by the map.

Then draw card 60. This card must be anchored in the Timeline. To that end, place it to the right of the Player card. In addition, 2 marker tokens must be added to this card.

Ignore the Event (red) section for now. At last, the fox reappears. Card 61 must be anchored in the Timeline (to the right of the card 60 since the Player card doesn't have an anchor available). Card 58 can then be put away 🗑.

I.16 - HEALING

To heal an injury (damage applied), you can use an action 🖐 (you will need a free action slot with this icon).

You can also heal an ally on an adjacent square (all 8 squares surrounding your square, including diagonals). The fox is far too agile to be killed with a rifle (defense 5 while the gun only applies 3 damage points). You must find some other things to help out. As Brick is already handling the rifle, Maeve must find a weapon. But she cannot move, Brick must therefore take care of her. Brick

spends an Action token on a space 🖐 to remove the damage from Maeve's "Foot" card. Maeve uses a token to move to the space containing an action 🖐 then she spends her last token to interact and take card 62. Perfect ! Maeve just found a board with nails thanks to the card. She decides to place this object to the right of her "Body" card. The players decide to pass their turn. The Player card is finished.

I.17 - HOW TIME PASSES

The Time marker is moved to the next card to the right of the Player card. The Event section is implemented (red background) and will imply that a token is removed from the card (there will be 1 left, when there are no more tokens available apply the effect 🗑). The Time marker moves on to the next card: the Fox. The Fox moves 3 spaces (🐾 3). When it is not specified, it can move to the nearest target, in the event of a tie the players have to choose. Non-Player Characters (NPCs) can only move around with minimum capacity. The Fox moves one square to the right to be adjacent to Maeve (diagonally).

Then, the Fox attacks causing 2 damage points with a reach of 1. With a reach of 1 means that you are able to attack on an adjacent square. The reach is good therefore the Fox draws a Karma card. The card indicates 0 and so does not change the damage. Maeve has no defense to use, so the fox inflicts 2 damage points to her. Maeve has to place a damage token on her "Body" card and one on her "Foot" card. She puts back the Action tokens on top of the damage once it has been applied. The fox is done with his turn. Consequently, the Time marker is put back to the start of the Timeline and the Player card is applied again.

I.18 - ATTACKS

Ok, it's time to end it. To overcome the fox's defense, players decide to do a combined attack. Much like combined actions, they require the players to synchronize. Brick is within range with his rifle, Maeve is within reach of the fox. They both spend an Action token to make a combined attack. Brick places his token on the action of his rifle and Maeve places hers on the action of her nailed plank. During a combined attack, the damage points are added/accumulated before drawing a Karma card.

In our case, it makes a total of 6 damage points (3 from the rifle, 3 from the plank). The players then draw a Karma

I.19 - TIME IS TICKING

A new marker token is removed from card 60, as it was the last token the effect is fully applied and you need to turn over the card. The ceiling just collapsed! Flip the bunker card and place everything as it was previously(fox and components included). Look closely, a new component needs to be added. Now we take and anchor card 65, place it to the right of the fox card. We will need to add 3 markers. Following this you will burn card 60b (🔥).

There is a gap in the timeline, all the cards of the timeline are moved to fill the gap resulting in the fox card being anchored on the right of the player card. The Time marker

card and get a 0. The fox has a defense of 5 points, so they cause 1 point of damage. A damage token is added to the fox's card. Brick then uses a token to heal the damage on his "Foot" card, then another token to move to the square with an action 👁: you will need to think about getting out of this bunker as fast as possible! Maeve spends one token to heal the damage from her "Body" card and another token to heal the damage from her "Foot" card. End of the turn! The Time marker is moved to the map on the right.

is placed between the Player card and the fox card to indicate that it will then move on the fox card. The Time marker is moved on to the fox and it is free to take an action: it does not move because it is already in contact with Maeve. It attacks her, revealing a Karma card that indicates -1 and therefore inflicts 1 damage point to Maeve. She places this damage point on a space on her "Foot" card. The Time marker is moved to the next card: we remove a marker (there are still tokens left, so we do not apply the 🔄 effect). Then the Time marker is placed back on the Player card.

I.20 - DEATH OF AN NPC

Maeve and Brick do another combined attack, each spending an action token on the actions of their weapons. They draw a Karma card that reads +1. Consequently, they inflict 2 damage points to the fox (3 (gun) + 3 (plank) + 1 (karma) - 5 (defense) = 2). The amount of damage points on the fox's card is greater than its life points. The fox is therefore eliminated: its token is removed from the Terrain card and the effect indicated next to the icon 💀 is applied: the card is turned over. The fox has just died and a new item has fallen from the wall. Brick picks it up. This exoskeleton is an item to wear. It must be placed to the

left of the character card with the same icon (here 🧑). A character can therefore only wear one "Head", "Body" or "Foot" item. This item also gives him access to a new possible action of 🧑 and a defense of 1 point (to be subtracted when he is attacked). Furthermore, you can apply damage points to the item by placing the tokens on its action space (icon 🧑). However, be careful as when all the action spaces of an object are covered by damage points, the effects of the object are no longer applied (no longer 1 point Defense in this case).

I.21 - MULTIPLE ACTIONS

All right! Now we need to find a way out. Maeve uses an action 🧑 to heal the injury on Brick's "Head" card. Brick uses a token to use the "Look" action on his square. He then draws card 64. It indicates to put 3 markers on this card. The entrance to the bunker is blocked. A new action is available: "clear". This action must be performed on the square where Brick is located and only the character with the exoskeleton can perform it. That's great! Brick can therefore use his last token to do an action 🧑. He decides

to place his token on the space 🧑 of his exoskeleton (but technically he could also have placed this token on his "Body" card). Remove a token from the "Clear" card. Since there are still two tokens left, its full effect cannot yet be applied. Maeve uses her last token to heal her foot. The Time Marker is moved, a token is removed from card 65. There is only 1 turn left before everything collapses! Then the Player card is applied again.

I.22 - THE END

Maeve decides to use a token to move on the 2 components and one token to pick them up (action 🖐). She places them on her character sheet. Brick uses a token to clear the path again. He spends another one to repeat this action. Now there are no tokens left on the card and therefore we can apply the full effect and turn it over.

Well done! The bunker is open and the characters can

escape! They can now start the camp phase. During that phase components can be spent to improve or create new items, injuries are healed and you can redistribute your equipment between the players.

You can now broaden your knowledge of the rules by reading the rulebook. Then start your adventure with Scenario I of the campaign.

Enjoy your new adventure !