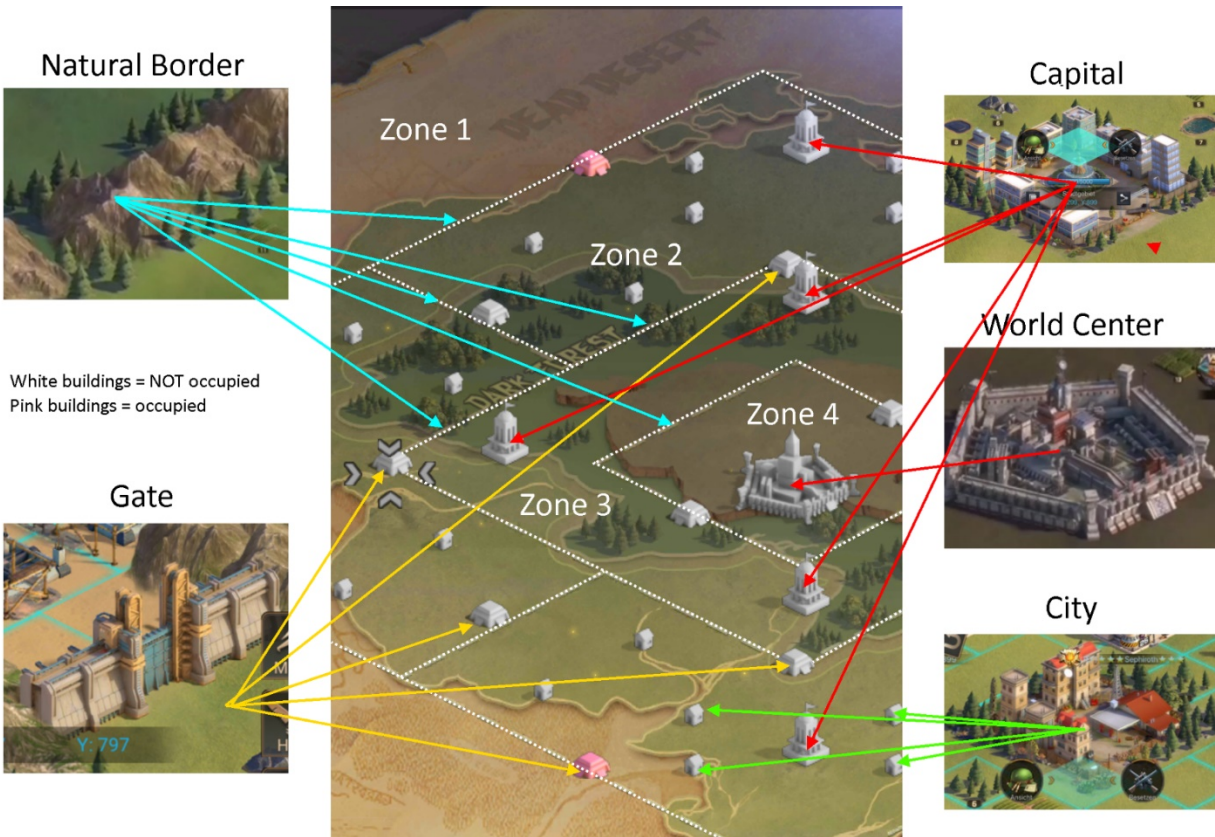


New Eden Quick Guide:

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Immunity is king you need everyone to push it, the gates are 3k immunity and 100,000 durability, that means a minimum of 5 people using all 4 APCs dealing 600 durability damage per hit in 1 hour or less, after an hour the gate will restore 10% durability (10,000 durability) and every hour thereafter, this is a great way for members of your alliance to "farm" qualifying point value as long as you have a relatively secure gate that's low risk. You need coordination! A good communicator to plan times of taking gates. For example, someone to say "we will take a gate location XXX:XXX at 07:00 game time- please begin building your landing pads near the gate ahead of time. Obviously, the more gates and cities you take the better your score. The better/strong alliances are constantly taking cities, working towards taking gates/cities/capitols. There is one week of match making and prep before New Eden begins. When New Eden begins you will have three chat screens, State chat, alliance chat and your guild chat.

Important tip, for Gates, Cities, Capitols, and the World Center, if less 100% immunity then you'll have 100% troop losses on first round of combat, that means you can't force the immunity with troop numbers don't waste troops trying. Using 600 destructive power per APC as the base line you need the following numbers:

Gate – at least five people (four x APCs at 100/100 durability)

City – at least ten people (four x APCs at 100/100 durability)

Capitol - at least fifteen people (four x APCs at 100/100 durability)

I know it was literally just said but I am saying it again, in a different way for those who may read things differently like myself because many still haven't gotten it and it's a waste of troops you will really need.

A key difference in New Eden from previous DD seasons: Before you could take plots with 3-5% poison damage with good heroes. In New Eden when you attack a gate and it says you will take any sort of poison damage however small; you will not be able to help in any way. Your troops will take damage. You will not get any contribution points, and your troops will literally go to the



gate and turn around. Basically, get 3000 immunity as soon as possible to help take a gate. If you don't have 3000 immunity when your alliance goes to take gates, then help in other ways. Build paths to the next gate/gates.

Players need to build teleport landing pads to be able to teleport to different locations. Whether it's to take a new gate so that you can be close by or to have a teleport pad at another location to flee when an enemy is on the attack.

Ports also need two-hour preparation. All landing pads need a two by two of your own tiles and cost 1000 stones plus 10,000 component materials and they take two hours of build

time. You cannot speed this up, so plan ahead of time. Also, while your port platform is building up, it can be hit and interrupt by enemy taking one of the four tiles.

You can combine and use the Pioneer Flag and Raider Flag skills to increase the destructive power of all APCs your alliance sends and reduce the durability cost of hitting a gate/city/capitol per march. I recommend using a farm (or better having at least 5 farms with the Pioneer/Raider Flag combo) as it takes a minimum of 47 specialty points to setup

Guild:

1. Your alliance leader (R5 and/or Overseer) should sign you up before the deadline for "Match Making" so you can work together. A guild can only be created only they reach 10,000 influence value. Match Making lasts twenty-four hours at the end of the first week. Players cannot leave the alliance or migrate during the twenty-four hours match making period or it will cancel your entry. The understanding is that if your alliance signs up for Match Making, you will enter the map at the same starting point. Match Making is grouped by alliances of different states based on alliance power. If you do not sign up for match making, your alliance will be placed in a randomly generated group and Eden Map which is considered very bad. For those not in an alliance with an Overseer, or an inactive/proactive alliance or you are inactive and join late you will end up in a random Eden Map having to find your own Guild. You can join a guild in Eden which doesn't

have to have any relation to your alliance. Each alliance in your living state will be in difference Eden maps.

Plots:

1. You need T9 troops to stand a chance. T8 can still participate in New Eden but they will be your path makers.
2. There are no plots/tiles in your living state like previous season. Only plots/tiles are on the Eden map. The plots are of various levels and are spread out throughout the map. Alliance centers and honor structures cannot be attacked and structures upgrade normally.
3. Use your plots to build paths towards the gates/cities/capitols and eventually the World Center

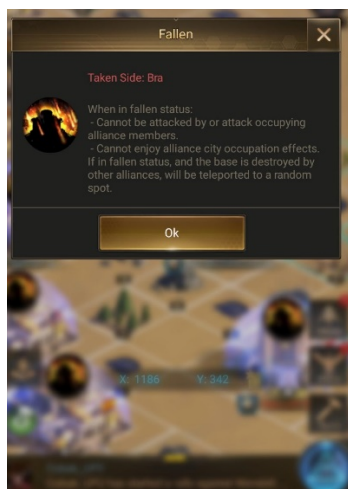


Goals in the beginning:

1. Get 3000 immunity as soon as possible.
2. You have to take gates to go places, and taking cities/capitols is the main goal.
3. Keep training troops through Eden, you will need them!!

Random Notes:

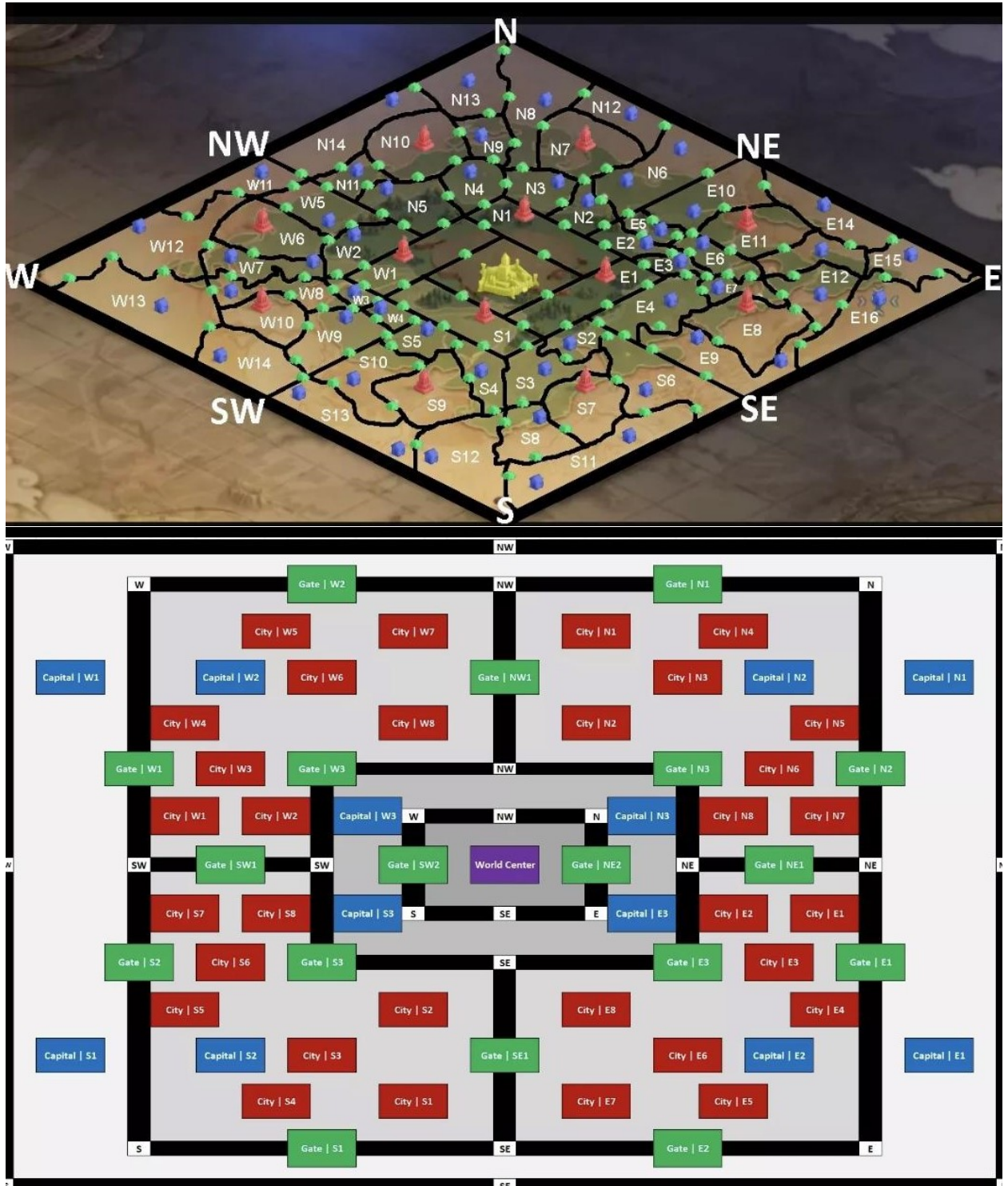
- Kills on the New Eden map do count towards your units defeated.
- Claiming tiles: you can still take other players tiles but have to have adjacent tiles.
- Fallen: You can be attacked by enemy alliances when they connect their tiles to your base landing pad to which you are actively on (not ghost based). Once you have fallen. You cannot enjoy alliance occupation effects.
- Just like being in an alliance, when in a guild if you're not making the cut - you can be kicked (removed by your leaders). Communicate and ask questions.



Thanks for reading!! I hope it helps. Good luck to everyone in New Eden!!

EDEN MAP WORLD MAP VIEWS

N,E,W,S1 capitol immunity is higher than the others the gates that attach to them are similarly higher immunity



Hero Skill Priorities

Hero	Role	Placement	Skill 6 (Awaken)	Skill 7	Skill 8	Notes
Canoness (SX)	Support	Front	1 st	3 rd	2 nd	
Organic (SX)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
The Lone Wolf (SX)	Offense	Back	2 nd	3 rd	1 st	
Kamikaze (SX)	Support	Front	1 st	3 rd	2 nd	
The Nomad (SX)	Offense	Back	2 nd	3 rd	1 st	
The Koschei (SX)	Support	Front	1 st	3 rd	2 nd	
Heaven's Redemption (SX)	Support	Front	1 st	3 rd	2 nd	
Death Rider (SX)	Offense	Back	2 nd	3 rd	1 st	
Iron Sentinel (SX)	Support	Front	1 st	3 rd	2 nd	
The Betrayed (SX)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
Crusher (SX)	Support	Front	1 st	3 rd	2 nd	
Hunk (SX)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
Valkyrie (SX)	Offense	Middle	1 st	3 rd	2 nd	
Sven (SX)	Support	Front	1 st	3 rd	2 nd	
The Patriot (SX)	Support	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
The Wanderer (SX)	Support	Front	1 st	3 rd	2 nd	

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Hero	Role	Placement	Skill 6 (Awaken)	Skill 7	Skill 8	Notes
Commissar (S4)	Offense	Middle	1 st	3 rd	2 nd	
Deus ex Machina (S4)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Hummingbird (S4)	Offense	Back	2 nd	3 rd	1 st	
Caesar (S4)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Juggernaut (S4)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Venom Walker (S4)	Offense	Back	2 nd	3 rd	1 st	
Countdown (S3)	Offense	Back	2 nd	3 rd	1 st	
Farseer (S3)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
Vanguard (S3)	Support	Front	1 st	3 rd	2 nd	
Wings of Liberty (S3)	Offense	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Major Anastasia Nastya (S3)	Support	Middle	1 st	3 rd	2 nd	
Tech Priestess (S3)	Support	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
The Panther (S2)	Support	Front	1 st	3 rd	2 nd	
The Inquisitor (S2)	Offense	Middle	1 st	3 rd	2 nd	Unlock skill 8 first if in the same APC with The Executioner
Viscount (S2)	Support	Front	1 st	3 rd	2 nd	
Captain Ivanov (S2)	Offense	Back	2 nd	3 rd	1 st	
The Executioner (S2)	Offense	Back	2 nd	3 rd	1 st	
The Knight (S2)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
The Professional (S1)	Offense	Back	2 nd	3 rd	1 st	
The War Boss (S1)	Offense	Back	2 nd	3 rd	1 st	Their skill 7's are the only active skills in the game but are very situational. The value of skill 7 is best used when completely maxed, not partial.
The Dragon's Rage (S1)	Offense	Back	2 nd	3 rd	1 st	
The Cincinnatus (S1)	Support	Front	1 st	3 rd	2 nd	
The Flash (S1)	Support	Front	1 st	3 rd	2 nd	
Light of the Past (S1)	Support	Front	1 st	3 rd	2 nd	
The Janissary (S1)	Support	Front	1 st	3 rd	2 nd	
The Falcon (S1)	Support	Front	1 st	3 rd	2 nd	
The Courageous (S1)	Support	Front	1 st	3 rd	2 nd	
Razor	Offense	Front	1 st	3 rd	2 nd	Normal Orange heroes only require a duplicate medal to be awakened, so that's your only skill to prioritize. You could, if you wanted to, unlock skill 7 and 8 before awakening it.
Militant	Support	Front	1 st	3 rd	2 nd	
Iron Guard	Offense	Middle	1 st	3 rd	2 nd	
Reaper	Offense	Front	1 st	3 rd	2 nd	As you progress through the game, your orange heroes will eventually be replaced with seasonal heroes.
The Arsenal	Offense	Front	1 st	3 rd	2 nd	
Destroya	Offense	Front	1 st	3 rd	2 nd	
Forsaken One	Offense	Front	1 st	3 rd	2 nd	A maxed out orange hero will almost always beat a partial seasonal hero. Only a few awakened seasonal heroes with exceptional 8th skills will overcome a maxed out orange.
War Hound	Offense	Front	1 st	3 rd	2 nd	
Shoota Man	Offense	Middle	1 st	3 rd	2 nd	
Dawn Guardian	Offense	Back	1 st	3 rd	2 nd	

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