



AZARIEL

TITAN

EXPANSION

EXPANSION MANUAL

OVERVIEW

The vast reaches of New Eden tremble as the pirate faction unveils their ultimate weapon: **Azariel**, the Titan spaceship. This behemoth embodies the lawless ingenuity of the pirates, blending raw power with the cutting-edge technology that dominates the stars.

This expansion is the only way to combine the thrilling 5-player gameplay of the Havoc Expansion with the spectacular cosmic technology of the Titan Expansion. With Azariel at your command, prepare to unleash the full potential of New Eden's most climactic battles!



GAME COMPONENTS

The EVE: Azariel Expansion box includes contents listed below:

1 Azariel Titan [Main Body Module, Jump Drive Module, Command Module, Doomsday Module]



3 Titan Tech Cards



1 Titan Construction Tile



1 Titan Panel



2 Faction Cubes



3 Faction Tokens



1 Titan Art Collector Card [not used in game]

SETUP

Set up the game and common resource pool for a 5-player game using the rules from the **Core Game**, **Titan Expansion**, and **Havoc Expansion**.

Additionally, the Deathless Circle Player should:

- Receive the Titan Construction Tile to place next to the Deathless Circle Faction Panel.
- Receive the following components to set aside for later:
 - 1 Titan Base
 - 1 Azariel Spaceship (4 Modules)
 - 1 Titan Panel
 - 1 Faction Cube
 - 3 Titan Tech Cards



ACTION CUBE

ACTIONS

Move: Choose a system with your fleet and move the ships to up to technome systems.

Criminal Activity: Place 1 criminal activity token in a system adjacent to each of your pirate systems.

Complete: Draw a Conspiracy Card.

Enlist: Gain enlist points and deploy ships in pirate systems.

Recruit: Spend 10 to add up to 2 criminal activity tokens to the criminal activity log.

DEATHLESS CIRCLE

FREE ACTIONS 5 10

CORRUPTION LEVEL

9	Deathless Victory
8	Risk 3 Development
7	Risk 3 Development
6	Large Hull UNLOCKED
5	Risk 3 Development
4	Risk 3 Development
3	Medium Hull UNLOCKED
2	Risk 3 Development
1	Risk 3 Development

SALVAGE

0	1	2	3	4	5	6	7		
0	1	2	3	4	5	6	7	8	9
+0	+10	+20	+30	+40					

TITAN ACTIONS

Advance: Move 1.

Downspeak Operation: Move 1 and perform a developed Titan Action from a Conspiracy Device Technology card.

Jump Drive Operation: Move 1 and perform a developed Titan Action from a Jump Drive Technology card.

Command Operation: Move 1 and perform a developed Titan Action from an Advanced Command Technology card.

CONSTRUCTION TILE

Azariel's Construction Tile includes the same elements and follows the same rules as the Construction Tiles for the other Titans. The cost of Azariel's Modules is modified to fit the resources available to the Deathless Circle Player.

Conspiracy Cards - Any number of Conspiracy Cards can be discarded face down from Deathless Circle Player's hand into the Construction Repository during their turn. The discarded cards do not provide their effects.



Salvage Points - Salvage Points cannot be placed in the Repository. The Salvage Point cost of a Module (if present) has to be paid when the Module is getting completed.

Z - **Z** cannot be placed in the Repository. The **Z** cost of a Module (if present) has to be paid when the Module is getting completed.



MODULES

Azariel's Modules follow the same rules as for the other Titans. The Main Body Module has to be completed first before any other Modules.

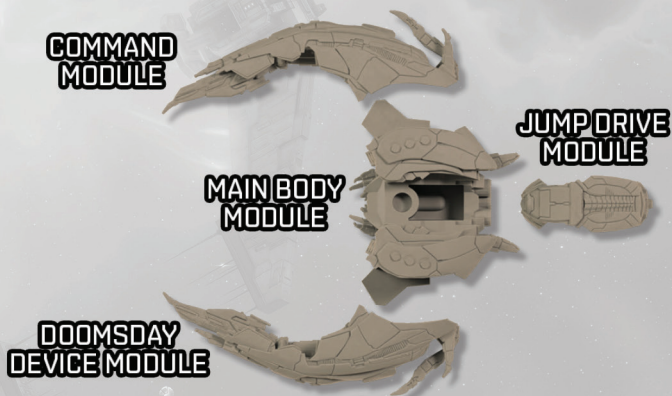
The Main Body Module of Azariel is not permanently attached to the Titan Base. Connect the Main Body Module to the Titan Base before placing it on the Construction Tile.

The Deathless Circle Player receives corresponding Tech Cards upon completing the Doomsday Module, Command Module, or Jump Drive Module.

BONUS VICTORY POINTS

While Empire Players are awarded Victory Points when they are the first to complete any given Module, the Deathless Circle Player does not get any additional rewards for being the first.

However, when an Empire Player completes a Module that was already completed by the Deathless Circle Player, they will no longer be awarded the Victory Point for being the first.



TITAN TECH CARDS

The bonuses granted by the Azariel's Tech Cards are slightly modified to complement the Deathless Circle Player's game mechanics.

The Titan Tech Cards for Azariel follow the same rules as Titan Tech Cards for Empire Players with one exception.

In order to unlock the Titan Action [the third bonus from the Tech Card], the Deathless Circle Player has to spend **Z** instead of Research Tokens.

During their turn, the Deathless Circle Player can spend 4 **Z** to unlock the Titan Action from an obtained Tech Card. Place a Faction Token on the card to mark the completion.

TITAN DEPLOYMENT

When the Azariel is completed, it has to be deployed in a System adjacent to any of the Pirate Home Systems.

Azariel follows the regular rules for deployment, placement, System adjacency, and blocking enemy Ship movement between the Systems separated by the Main Part of its Base.

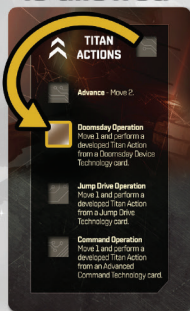


TITAN PANEL

The Titan Panel for the Deathless Circle Player follows exactly the same rules as for Empire Players. The Action Cube from it cannot be spent on regular actions and in order to use the Doomsday Operation, Jumpdrive Operation, and Command Operation, the corresponding Titan Actions from the Tech Cards need to be completed.

Use of a related action is allowed

Tech unlocked



TITAN ACTIONS

Azariel moves following the same rules as other Titans.

The Advance Action, Command Operation, and Jump Drive Operation are the same as for other Titans.

The usual Reparations are awarded for any enemy Ships destroyed due to Titan Actions.

The Doomsday Operation is slightly altered to match the Deathless Circle Player's game mechanics.

Doomsday Operation:

- 1.** Move the Titan by up to 1.
- 2.** Choose a System adjacent to the Titan.
- 3.** Destroy all Small Ships in it.
- 4.** If there are two or more Corruption Cubes in the System, you may also destroy all Medium Ships in it.



VICTORY

The game ends immediately with the Deathless Circle Player as the winner when they have both:

- Removed all Corruption Cubes from the Deathless Circle Player's Faction Panel.
- Completed the Azariel Titan.

For Empire Players, follow the Victory rules from the Titan Expansion.

Playing with the Azariel Titan combines all elements of the Core Game, Havoc Expansion, and Titan Expansion, and is recommended for players with a good understanding of the core rules and each expansion's rules. Good luck in the ultimate version of **War for New Eden!**

EVE: War for New Eden was successfully crowdfunded on Kickstarter.

A sincere **THANK YOU** to all our backers who helped bring this project to life!

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