

The cover art for the EVE War for New Eden game manual. It features a dramatic space battle scene. In the foreground, a player's character in a dark suit with glowing blue accents stands with their back to the viewer, looking out at the battlefield. A futuristic heads-up display (HUD) is overlaid on the character's view, showing various data points, a radar, and a targeting reticle. The background is a vast, fiery nebula in shades of orange, red, and yellow. Several large, complex spaceships are engaged in combat, with bright energy beams and explosions visible. A large, cratered moon hangs in the upper left corner of the frame. The overall atmosphere is intense and epic.

EVE

WAR FOR NEW EDEN

GAME MANUAL

EVE

WAR FOR NEW EDEN

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WAR FOR NEW EDEN

In the endless expanse of the universe, among the swirling nebulae and ancient stars, lies New Eden - a place where history and future collide, where ambition meets the unforgiving vacuum of space. Here, empires thrive and dwindle under the gaze of timeless stars, and the only constants are power, conflict, and the undying will to endure.

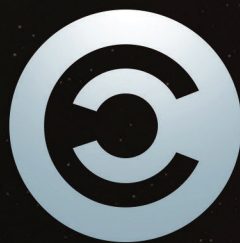
RISE OF THE EMPIRES

New Eden is an unimaginably huge, 106 light years long, 90 light years wide, and 25 light years thick 5,433-star system cluster colonized and inhabited by the human race. The term is colloquial in nature, as it is alternately applied to every star system in the galactic neighborhood, only those that have been explored and cataloged by humans, or solely those that are currently connected by working stargate networks. Four dominant empires rule and play power games over this vast area of space.



AMARR EMPIRE

A theocratic monarchy and the largest nation in New Eden, it is known for its omnipresent religion. The Amarr were the first of the four empires to rediscover space travel. With this technology, they expanded their empire and enslaved less advanced civilizations they encountered. During this time, the Amarr enslaved the Matari people. It wasn't until encountering the Gallente and the Jove that the Amarr expansion came to a halt. Nowadays, the Amarr is the largest empire and perhaps the most powerful as well. Slavery is still common, and the relationship between the Amarr and the Minmatar remains poor. The home planet of the Amarr is Amarr Prime in the Amarr system.



CALDARI STATE

Founded on the tenets of patriotism and hard work that helped its ancestors survive on an inhospitable homeworld, the Caldari State is now a corporate dictatorship. It is led by rulers determined to restore the meritocratic ideals of the past. Ruthless and efficient in both the boardroom and on the battlefield, the Caldari are emblems of strength, persistence, and dignity. Their home planet, Caldari Prime, is located in the Luminaire system, where Gallente Prime, the homeworld of the Gallente, is also found. The Caldari were once part of the Gallente Federation. After a conflict that lasted for a century until CONCORD negotiated peace, Caldari Prime remains under Gallente control, and relations between the two factions are still strained.





GALLENTE FEDERATION

A beacon of liberty and democracy in New Eden, the Gallente Federation is founded on the principles of brotherhood, fraternity, and equal rights. Known for its progressive values, it was once a pioneer of artificial intelligence and drone fleets to defend its borders. However, the limitations of these technologies led to the need for change. Gallente Prime, also called Gallentia, is the home planet of the Gallente, located in the Luminaire system, alongside Caldari Prime. Originally settled by French colonists, Gallente values still reflect their French heritage. The Gallente Federation was founded in 115 BYC, but just 34 years later, the Gallente-Caldari War broke out, resulting in the formation of the Caldari State.



MINMATAR REPUBLIC

Born from enslavement and rebellion, the Minmatar Republic is a young nation in New Eden, known for its swift, versatile ships. Its people, properly called "Matari" after their home planet Matar, were enslaved by the Amarr Empire over a millennium ago. Liberation began in 20 BYC, after the Amarr-Jove war, and is celebrated annually on July 10th as Minmatar Liberation Day. Despite their freedom, half of the Matari still live under Amarr rule. The Republic comprises five of the seven Matari tribes, unified in their fight for autonomy and cultural preservation.

GAME OVERVIEW

In **"War for New Eden"**, you will lead an empire with the aim of dominating your rivals and ruling New Eden.

Your empire will grow with each system you explore, conquer, and enhance with structures. You will amass wealth by gathering, trading, and manufacturing resources. You will research cutting-edge technologies to support your strategic objectives. All this in order to deploy formidable fleets of spaceships that will engage in spectacular showdowns.

Every play that establishes your power will award you Victory Points (VP), with the **first player to accumulate 10 VP triggering a final chance for all to gain the most VP to rule New Eden.**

GAME COMPONENTS

The EVE: War for New Eden box includes contents listed below:

4 Faction Panels - Amarr, Caldari, Gallente, Minmatar



4 Development Panels - Amarr, Caldari, Gallente, Minmatar



4 Home System Tiles - Amarr, Caldari, Gallente, Minmatar



8 Border Tiles [4 extra in case of damage]



36 System Tiles - 19 Tier 1, 11 Tier 2, and 6 Tier 3 System Tiles



4 Development Decks - Amarr, Caldari, Gallente, Minmatar - 44 cards each



4 Strategy Decks - Amarr, Caldari, Gallente, Minmatar - 9 cards each



4 Ship Card Sets - Amarr, Caldari, Gallente, Minmatar - 8 cards each



63 Event Cards, 41 Mission Cards, 6 Reference Cards (two copies each)



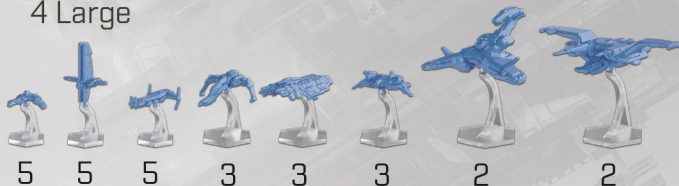
172 Mineral Cards - Mexallon, Pyerite, Tritanium, Morphite - 43 Cards each



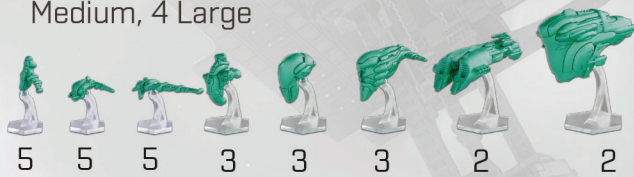
28 Ship Models - Amarr - 15 Small, 9 Medium, 4 Large



28 Ship Models - Caldari - 15 Small, 9 Medium, 4 Large



28 Ship Models - Gallente - 15 Small, 9 Medium, 4 Large



28 Ship Models - Minmatar - 15 Small, 9 Medium, 4 Large



10 White dice, 10 Black dice, 1 Discovery Bag, 1 Asteroid Bag



80 Faction Cubes [20 Amarr, 20 Caldari, 20 Gallente, 20 Minmatar]. Used as Faction Cubes, Currency Cubes, and Development Cubes.



24 Faction Damage Tokens - Amarr, Caldari, Gallente, Minmatar - 6 each



48 Control Tokens - Amarr, Caldari, Gallente, Minmatar - 12 each



24 Exhausted Fleet Tokens - Amarr, Caldari, Gallente, Minmatar - 6 each



8 Unlock Tokens - Amarr, Caldari, Gallente, Minmatar - 2 each



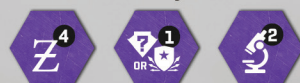
52 Structure Tokens - Citadel, Engineering Complex, Customs Office, Refinery [13 each]



20 Asteroid Tokens



20 Discovery Tokens



20 1 Victory Point, 10 3 Victory Points Tokens, 40 1 Research Point Tokens, 10 3 Research Points Tokens



30 Planetary Material, 30 Moon Material and 20 Component Tokens



1 First Player Token, 2 Combat Tokens (to mark where combat takes place)



4 Player Boxes - Amarr, Caldari, Gallente, Minmatar

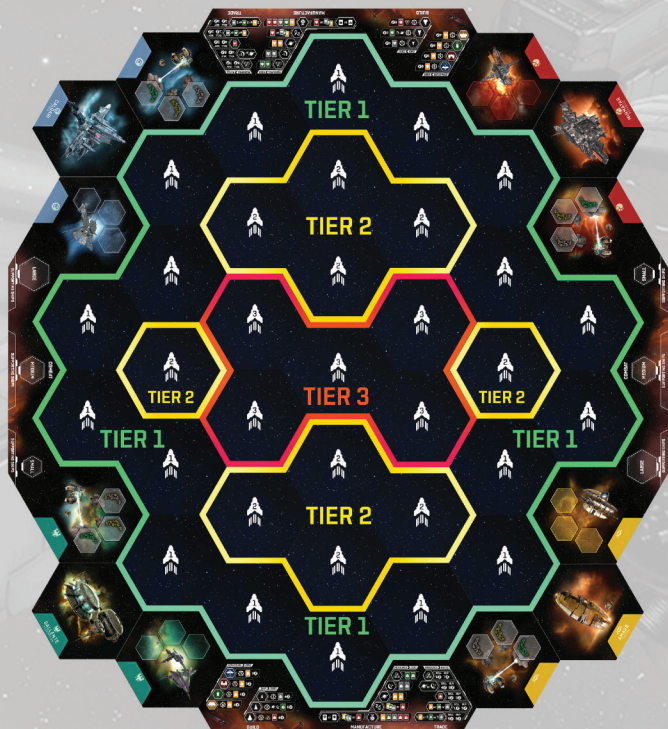


1 Small Tray, 1 Large Tray and 1 Silicone Suction Base (helps picking up the board tiles)

SETUP

1. CREATE THE BOARD

Connect the 4 Home Systems Tiles and Border Tiles to create the frame of the board. Shuffle the System Tiles of each Tier separately, and place them face down inside the frame as presented in the picture. After setting up the board, you will be left with a single Tier 1, Tier 2, and Tier 3 System. Place the unused Systems back in the box without revealing them.



For 2-player and 3-player setup, see page 33

2. PREPARE A COMMON RESOURCE POOL

Next to the board, in a place accessible to all players, prepare:

- **Large Tray** with all components.
- **Small Tray** with all components.
- **Discovery Bag** holding all Discovery Tokens.
- **Asteroid Bag** holding all Asteroid Tokens.
- **10** white dice and **10** black dice.



3. EACH PLAYER CHOOSES THEIR FACTION AND RECEIVES THE FACTION COMPONENTS

- A **Faction Panel**, with 5 Action Cubes in the five dedicated spots in the Action Pool and 2 Currency Cubes on the '0' marks for both the units and tens counters. Use the colored Faction Cubes for this.
- A **Development Panel**, aligned above the Faction Panel.
- A **Player Box** with Control Tokens, Exhausted Fleet Tokens, Unlock Tokens, and Development Cubes.
- A Development Deck, Strategy Deck, Ship Card Set, and Ship Models to place next to the Faction Panel.



4. PLAYER SETUP AND DECISIONS

Before the first round begins:

- Each player gains **Z** equal to their Faction's Income value (on the Faction Panel).
- Each player draws 1 Event Card.
- Each player draws 3 Mission Cards, chooses 1 and discards the rest. Shuffle the discarded missions back into the Mission Deck.
- Each player deploys 2 Small Ships (1 of each Frigate) in any of their Home Systems:
 - Amarr: Malediction and Anathema
 - Caldari: Crow and Buzzard
 - Gallente: Ares and Helios
 - Minmatar: Stiletto and Cheetah
- Each player takes 2 Unlock Tokens and places them so that they cover up 2 of the 3 Asteroid Belts present in their leftmost Home System, leaving 1 Asteroid Belt revealed (chosen by the player).
- Each player draws 1 Mineral Card in the color of the Asteroid Belt that was not covered up by an Unlock Token.

- Each player chooses any 4 Development Cards from their Development Deck and places them face down in the Development Area that consists of 4 designated development slots over the Development Panel.
- The player with the oldest EVE: Online account gets the First Player Token or choose the first player at random.

GAME CONCEPTS

ACTIONS

- Each player (going clockwise), performs one action, until all players pass.

During each game round, players take turns (going clockwise) in which they perform 1 Action or pass. This continues until all players have passed. Using an Action requires moving an Action Cube to a designated space next to the Action's name in the Faction Panel.

The first three Actions are free but using additional actions costs \mathbb{Z} as shown on the faction panel.

UPKEEP

- After all players pass, everyone gains goods and assets.

After all players spend all their actions or pass, an Upkeep phase begins, in which the players simultaneously gather resources from their systems, collect income, advance the research of developments, ready the fleets and refresh the actions. Afterward, a new round begins.

RESOURCES

- Gain and spend resources to deploy ships and structures.

When you gain or spend resources, take them from or return them to the common resource pool. The amount and type of resources you have is known to other players.

FACTION PANEL

- Keeps track of your actions and \mathbb{Z} currency.



- Action Pool.** Used to store Action Cubes.
- Action List.** List of Actions with dedicated slots for Action Cubes.
- Income.** How much \mathbb{Z} you gain each Upkeep.
- Build.** How many Build Points you gain in Build Action.
- Research.** How many Research Tokens you gain in each Upkeep.
- \mathbb{Z} Track.** Indicates how much \mathbb{Z} you have.
- Development Area.** 4 dedicated slots for Development Cards and tracking completed developments.
- Character Illustration.** A dedicated place to store tokens.

INTERSTELLAR KREDITS (\mathbb{Z})

- Use the \mathbb{Z} Tracker to earn and spend currency.

InterStellar Credits (\mathbb{Z}) are the primary currency and their amount is tracked at the Faction Panel, by placing Currency Cubes on the units and tens counters.

You can typically gain more \mathbb{Z} by increasing your Income or by selling resources in Trade Action. You can have a **maximum of 49 \mathbb{Z}** .

MINERALS

- **Gain Minerals from your Systems with Asteroid Belts.**

Minerals are represented by cards in four colors. Pyerite [yellow cards], Mexallon [green cards], and Tritanium [gray cards] are Basic Minerals, and Morphite [red cards] is a Rare Mineral.

Minerals are gained from controlled systems with Asteroid Belts in them. You can have a **maximum of 12 Minerals**. When you gain Minerals over that limit, discard any of them to keep 12.

MATERIALS AND COMPONENTS

- **Collect Materials and Components to deploy Medium and Large ships.**

Planetary and Moon Materials are represented by tokens with Moon and Planet icons. They can be obtained from Systems with the corresponding material icons by using Extract Action or building Refineries in them.

Components are also represented by tokens and are used for building large ships. They can be bought with a Trade action or produced with a Manufacturing action. There is no limit to how many Materials and Components you can have.

DEVELOPMENTS

- **Secretly research up to 4 Developments at a time.**
- **Complete and reveal them once they have enough Research Tokens.**

During the game, you will improve your faction's capabilities by researching new developments. You have absolute freedom in choosing your research path, starting with choosing the first 4 Development Cards at the beginning of the game.

Developments in the Development Area are placed face-down, unknown to opponents. When enough Research Tokens are placed on a Development, the research can be completed and the card revealed during your turn. It is then removed from the Development Area and begins to provide bonuses.

HOME SYSTEMS - STARTING AREA

- **Gain Minerals from your Home Systems and build structures in them.**

Each player has a Home Tile consisting of three separate Home Systems. These systems cannot be claimed by other players, but other players can Raid them to steal your Victory Points. You can build structures in your Home Systems and unlock Asteroid Belts in them. A Faction's Home Systems have a Strength of +2 when determining the outcome of Raids and Combat.

UNEXPLORED SYSTEM

- **The first to explore a new System gets rewards.**

At the beginning of the game, all Systems are placed on the board face down with the System Tier [from 1 to 3] visible. Higher Tier Systems are more advanced and potentially yield better rewards for exploring and controlling them. In order to reveal an Unexplored System, move your Fleet into it. Moving to Unexplored Systems with higher Tiers requires extra movement.

SYSTEMS

- **Grow your territory to grow your economy.** Systems may contain the following elements.



- 1 **Discovery Reward** - the number of Discovery Tokens drawn when the system is revealed.
- 2 **Asteroid Belt Slot** - for an Asteroid Token drawn when the system is revealed.
- 3 **Structure Slots** - a fixed number of sites for buildings created with the Build Action.
- 4 **Materials** - icons showing which moon or planetary materials can be extracted from the system.

The basic Strength of every System is 0.

CONTROL

- **Claim Systems to build Structures and gain resources from them.**

With a Claim Action, players can place Control Tokens on Systems with their Fleets. Players can build structures and extract/collect resources only in the Systems they control.

TRADING AND MANUFACTURING

- **Utilize two different economic actions to obtain resources and assets.**

With Trade Action and Manufacture Action, you can exchange resources into the ones you need and even obtain assets like missions, event cards, research, and victory points.

MISSIONS AND EVENTS

- **Get ahead with Events and Missions.**



Mission Cards grant Victory Points and other rewards. Right after the Mission Card's objective is fulfilled, you may complete it by revealing and discarding the card to gain rewards. If you decide not to complete the mission, you can still complete it later, given that the objective is fulfilled again. Additional Mission Cards can be acquired through manufacturing.



1 Name

2 Mission Icon - Indicates how many Victory Points maximum can be obtained for completing.

3 Objective - Informs what conditions must be fulfilled by the player to claim the reward.

4 Reward - Informs what is the reward.

Example:

The Old Grudge event card is completed by destroying a ship (from a specified faction) and is worth 1VP for a small ship, or 2VP for a medium or large ship. If the holder of this card destroys a qualifying small ship they do not have to immediately reveal the card (for 1VP) but can wait to see if they can destroy a larger ship for the 2VP reward.



Event Cards grant one-time bonuses and can be used by players during their turns. Additional Event Cards can be acquired through manufacturing. These cards are held in players' hands and are hidden from opponents.

Event Cards are also awarded as Reparations to bounce-back after defeats in battle. Every time you lose Ships, draw 1 Event Card for each full 3 Strength of the destroyed Ships.

There is no limit to how many Missions and Events a player can have in hand. When Events are used or Missions are completed, discard them to separate mission and event discard piles. Create new decks by shuffling discard piles when you run out of cards.



1 Name

2 Conditions and Effects - Informs the conditions for using the event card and describes the effects.

BUILDING AND BUILD POINTS [⚙️]

- **How much you can build in a Build Action is limited by Build Points [⚙️].**

In order to increase your power and influence in New Eden, you will use Build Actions to deploy Ships and Structures. Each has its distinctive cost in resources but you are also limited by Build Points [⚙️] that determine how many ships and structures you will be able to deploy in a single Build Action.

STRUCTURES

- **Deploy Structures in your Systems to improve them.**

Structures can be deployed only in the dedicated Structure Slots in the Systems you control and they provide you with bonuses. The Customs Office increases your income, the Refinery allows you to extract Materials during Upkeep, the Citadel provides combat bonuses, and the Engineering Complex increases your research and allows you to deploy Ships in the System with it.

SHIPS

- **Deploy Ships to attack and defend Systems.**

Ships can only be deployed in Home Systems and Systems with an Engineering Complex. Ships can move to engage in combat and explore the systems but after each move they become exhausted and cannot move again that round. Small Ships can be built right from the start of the game, but building Medium and Large ships requires researching certain developments.

Ships have statistics that indicate how far they can move in a single Move Action and how well they operate in combat. Ships also have special abilities, some of which have to be unlocked by researching the corresponding Developments. All Ships in a System are called a Fleet.

STRATEGY CARDS

- **Use Strategies to get an edge in battle.**

At the start of each combat, players choose and reveal one Strategy Card from their Strategy Deck. Strategy Cards provide a wide range of combat bonuses.

STRENGTH

- **A ships Strength depends on its size.**



Small Ships have 1 Strength



Medium Ships have 3 Strength



Large Ships have 5 Strength

The Strength of remaining Ships is compared at the end of combat when determining which player is the winner and which has to escape from the system. Fleets with a Strength of 3 or higher can also claim uncontrolled Systems that they move to without using a Claim Action.

DEVELOPMENT PANEL

- **Mark the development of your Fleet in the Development Panel.**

Developments from the Spaceship category improve your ships. Once any of these developments is completely researched, place a Development Cube on the corresponding slot in the panel as a reminder. The developments allow you to build larger ships, unlock special abilities of ships, and improve their speed.

COMBAT

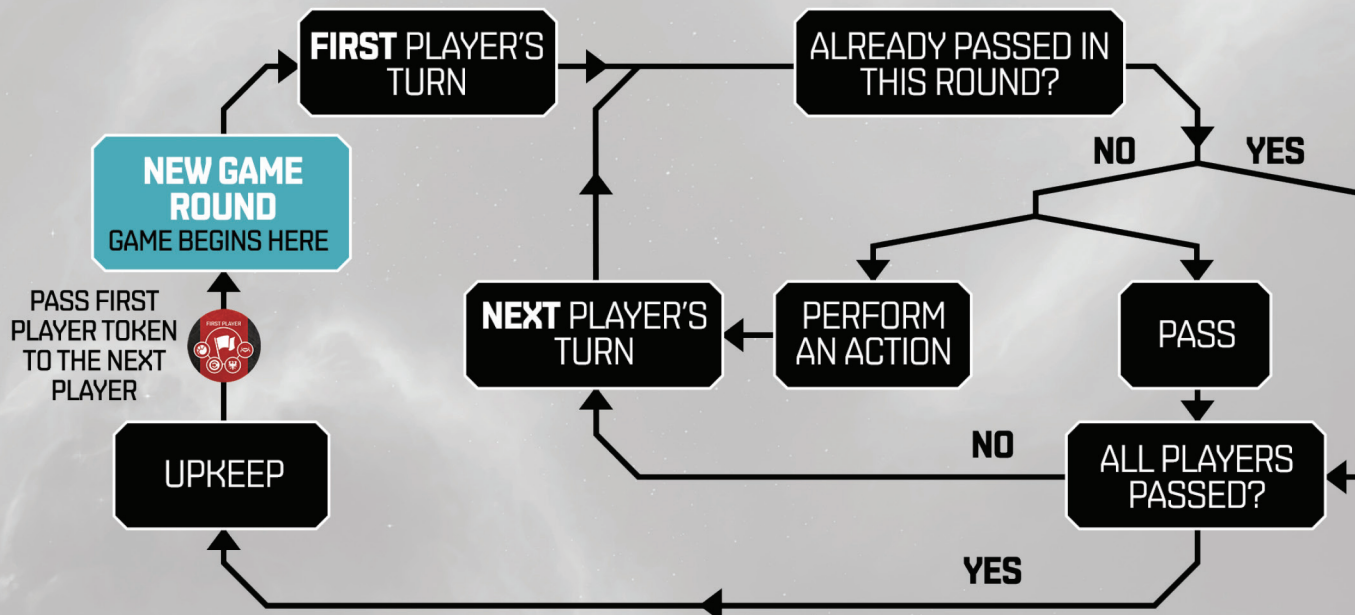
- **Direct your ships to conquer new systems and protect your empire.**

When a Fleet moves to a System with enemy Ships, battle begins. Players align their ships any way they see fit in three orbits (Small, Medium, and Large) and then perform attacks, starting with the Small Orbit, to destroy the opposition. The battle takes place over three rounds and at the beginning of each, players can choose to retreat. After each battle, the defeated Fleet has to escape from the System.

VICTORY

- **Earn Victory Points to rule New Eden!**

Victory Points are awarded for successfully attacking enemies, completing missions, achieving Domination objectives, engaging in manufacturing, and researching developments. Once any player earns 10 Victory Points, they reach the Verge of Ascendancy. A final high-stakes round is then played, and the player with the most Victory Points at the end of the game becomes the winner of War for New Eden.



GAME ROUND

TURN ORDER

In each round, whoever has the First Player Token takes the first turn. After them, the players take turns going clockwise, until each player passes or has no more actions to take.

BEGINNING A TURN

Your turn begins automatically if you have at least 1 Action Cube in the Free Action Pool. If you have already spent the Free Actions, you can begin your turn only by spending 5 \mathbb{Z} for the 4th Action Cube, and later by spending 10 \mathbb{Z} for the 5th Action Cube.

If you do not have or do not wish to spend the \mathbb{Z} to unlock an additional Cube, you pass, and your turn is skipped until the end of the Round. Once you pass, you cannot begin any additional turns this Round.

TURN

During your turn, you must perform 1 action by moving a single Cube from the Action Pool to an empty Cube Slot next to the named Action you wish to perform. The number of empty Cube Slots next to each named Action limits how many times it may be performed each Round.

Before and after performing an action, you may also resolve other effects in any order and as many times as needed:

- **Complete a Development.** Finish the research of one of your Development Cards by revealing it and permanently gaining its bonuses.
- **Use a Development.** Tap [turn sideways] one of your Development Cards with the Use keyword to gain its once-per-round bonus.
- **Resolve an Event Card.** Reveal an Event Card from your hand and discard it to gain a one-time bonus.

ENDING A TURN

Your turn ends when you declare that it is over. For better game flow, if you are making decisions during your turn that do not affect immediate gameplay, you can allow the next player to begin their turn before you officially end yours.

EFFECTS OUTSIDE OF A TURN

On top of the effects that you can perform during your turn, there are additional ones that can also be resolved at any time during the game or when specific conditions are met. These effects include developments and event cards containing the **Combat** keyword, using developments that show the **Use** keyword when the specified situation occurs, and finishing or revealing missions.

MOVE ACTION

The Move Action allows you to move your Ships from System to System.

When using a Move Action, choose a System with your Fleet that does not have an Exhausted Fleet Token in it. A Fleet consists of at least one Ship. After choosing a System, resolve one of the options:

- Move the entire Fleet from the System to a new System.
- Split the Ships into two Fleets and move them to two different new Systems.
- Split the Ships into two Fleets, move one Fleet into a new System, and leave the second Fleet in the original System.
- Split the Ships into three Fleets, move two of them to two different new Systems, and leave the third Fleet in the original System.

Restriction: In a single Move Action, only one of your fleets can move into a system with an enemy fleet, resulting in combat.

SPEED AND MOVEMENT RULES

Ships can only move by the number of Systems indicated by their Speed Statistic (SPD). This means that a Fleet's speed is equal to the speed of its slowest Ship.

Example:



A player uses a Move Action and chooses a system with a Large Ship [1 SPD], and two Small Ships [3 SPD]. The player chooses to split the Ships into two Fleets. The first consists of one Small Ship and can move by up to 3 Systems. The second consists of a Large Ship and a Small Ship and can only move to an adjacent System.

Fleets will sometimes move through Systems with allied Fleets without ending the movement there. In these situations, the Fleets do not merge and more Ships cannot join the moving Fleet.

A Fleet has to stop moving and cannot move further when:

- it enters a System claimed by another Player
- it enters another player's Home System
- it enters a System with enemy Ships
- it enters an Unexplored System

FLEET EXHAUSTED

After moving a Fleet to a new system, **with a move action or any other effect**, place one of your Faction's Exhausted Fleet Tokens in the new System to which it has moved.

When using a Move Action, you cannot choose a System with your Faction's Exhausted Fleet token in it already. This means that a Fleet will not be able to use Move Actions to move twice in a round, and also that none of the Ships already in a System will be able to move once a Fleet has moved to their System, whether or not they have already moved this round.

An Exhausted Fleet Token only prevents choosing the System in a Move Action. All other effects that allow or force a Fleet to move (like retreating, ship abilities, or certain mission, strategy, or event cards) can still be resolved, even if an Exhausted Fleet Token is present in the System.

Remove a Faction's Exhausted Fleet Token if no Ships from the Faction remain in the System.



FINISHING MOVEMENT

In a Move Action, all your Fleets move simultaneously. Only once you have made all required Fleet movements should you resolve the effects of your Fleets being in new Systems (if any) in the order you choose.

> Moving to Systems with enemy Ships

When your Fleet ends movement in a System with enemy Ships, begin combat. You can learn more about combat in the Combat section.

> Moving to Systems Unclaimed by any Player

When your Fleet ends movement in a System that does not belong to any player and has no enemy Ships in it, you can **immediately place your Control Token in that System if your Fleet's total Strength is 3 or higher**.

Automatically claiming a System this way is only possible when the Fleet moved due to a Move Action, and not if it was moved due to any other effect, such as retreating from battle.

If a Fleet is joining another allied Fleet that was already in the System, the Strength is calculated after they merge.

If there is an enemy Fleet in the System, resolve combat first. If you win the combat and your Strength is 3 or higher after it, you can claim the system.

> Moving to Systems Claimed by other Players

When your Fleet ends movement in a System controlled by another player, that System is Occupied as long as your Fleet is in it. The player who controls the System cannot use the Extract Action in that System and cannot deploy Ships and Structures in it. During Upkeep, players do not gather minerals from Occupied Systems and Structures in them do not provide any bonuses.

> Moving to enemy Home Systems

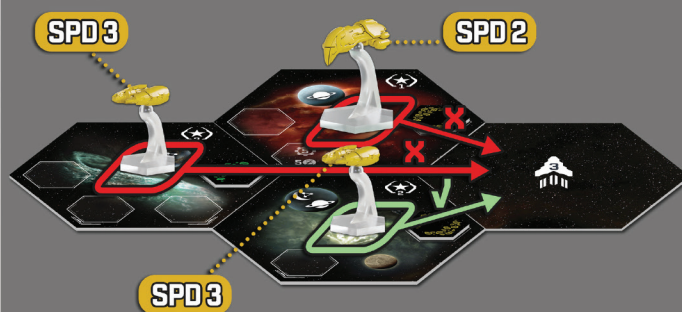
When your Fleet ends movement in another player's Home System, no immediate additional effects occur. However, during Upkeep, the Fleet will be able to **Raid** the System to steal the enemy's Victory Points. You can learn more about Raiding in the Upkeep section.

> Moving to Unexplored Systems

The Tier number on the back of each Unexplored System (from 1 to 3) indicates how much Speed it costs a Fleet in order to move into it.



Example:



A Fleet consisting of ships with a Speed Statistic of 3 cannot enter a Tier 3 Unexplored System if it has already moved through one System. It could only enter it if it began movement in an adjacent System. A Fleet with a Speed Statistic of 2 will never be able to move to a Tier 3 Unexplored System, but can still move into the system for just 1 SPD once it has been explored.

SPECIAL TYPE OF MOVEMENT - JUMP

Some cards or abilities allow a Ship or Fleet to Jump. A Jump is a special move to another system within the Jump's range which ignores any effects that trigger for passing through system's along the Jump's path, including anything that would usually cause the Fleet to stop moving (such as enemy fleets or unexplored systems). It is effectively a way to teleport Ships from their current System to their final destination.

For calculating the distance of a Jump, every System counts as 1 unit of range, regardless of whether or not it has been revealed.

Any Ship (or Ships) jumping as part of a Move action must be split off into a separate Fleet. A single Fleet, while travelling to another System, cannot combine Ships jumping and Ships moving normally.

REVEALING SYSTEMS

When your Fleet ends movement in an Unexplored System, reveal the System by turning it face up and place your Ships in it.



If there is a **Discovery Icon** in the revealed System, draw the indicated number of Discovery Tokens from the Discovery Bag. Immediately gain the rewards granted by the drawn Token[s] and place the tokens outside of the game in a discarded token pool.



Draw the indicated number of Basic (non-Red) Mineral Cards.



Gain the indicated number of Research Tokens, distribute them immediately.



Place your Control Token in the System.



Gain a Moon Material Token.



Gain a Planetary Material Token.



Gain a Component Token.



Draw an Event Card or a Mission Card.

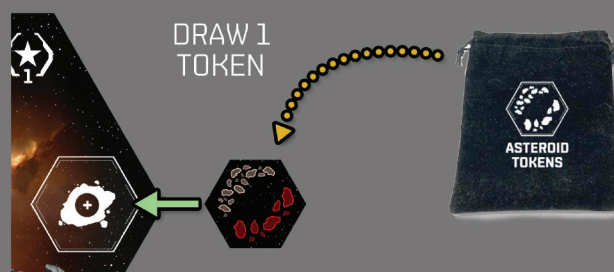


Gain the indicated number of Z.

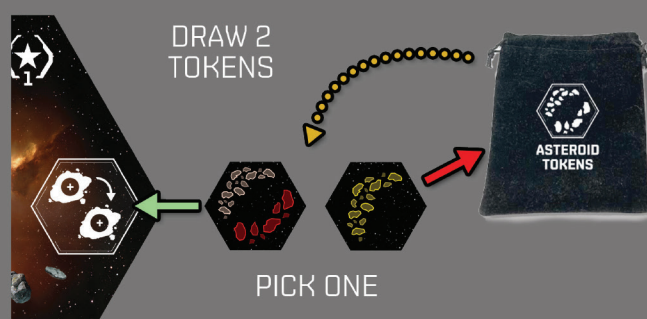
If there is an **Asteroid Belt Slot** present in the revealed System, draw a number of Asteroid Tokens from the Asteroid Bag indicated by the icon. Place the chosen token in the designated space. If you drew more than one token, put the other token back in the Asteroid Bag. Controlled Systems with Asteroid Belts provide Minerals during Upkeep.

Example:

Draw and place one random Asteroid Token.



Draw two random Asteroid Tokens. Choose one and place it, discard the other.



CLAIM ACTION

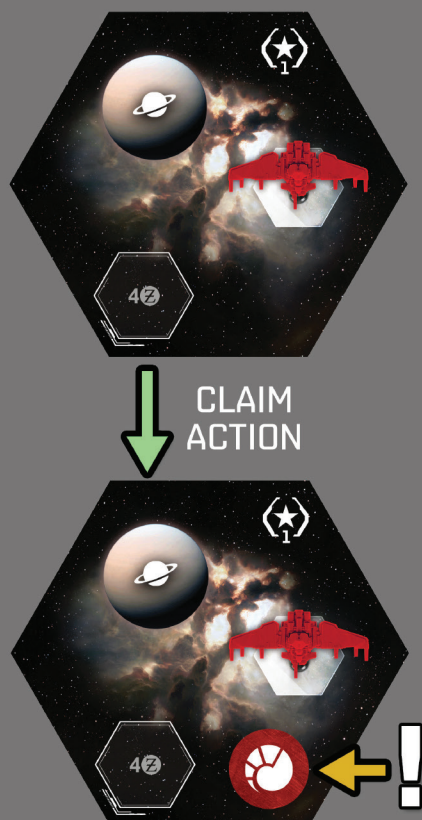
Claiming a System expands your territory.

When using a Claim Action, choose a System with your Fleet and place your Control Token in it. If there is already another player's Control Token in it, remove it from the System before placing yours.

You cannot claim Systems with enemy Ships in them. Home Systems cannot be claimed. Claiming enemy Systems requires your Fleet to have higher Strength than the total Strength of the System.

You have to control a System to deploy Structures in it, use an Extract Action there, or gain Minerals from it during Upkeep. Enemy Fleets have to stop movement any time they enter a System you control.

Example:



EXTRACT ACTION

The Extract Action lets you gain Moon and Planetary Materials, which are used in building Medium Ships and as a cost of using some developments.

When performing an Extract Action, choose a System with your Control Token. If that System has a Planetary Material and/or Moon Material icon in it, gain the corresponding resource token **for each of them**.

Example:



TRADE ACTION

Trading allows you to buy resources for \mathbb{Z} and sell resources for \mathbb{Z} . Buying and selling Common Minerals in multiples of 3 is more profitable than buying or selling individual minerals 3 times.

When using a Trade Action, in any order you choose, you can perform up to three operations from the options in the Trade Panel (located on the Border Tiles). Each operation is performed individually and you can perform the same operation more than once.

Trade Panel



- Sell/Buy a Component
- Sell/Buy a Planetary Material or Moon Material
- Sell/Buy a Red Mineral Card
- Sell/Buy a Yellow, Green or Gray Mineral Card
- Sell/Buy 3 Yellow, Green or Gray Mineral Cards

Example:

You have 6 \mathbb{Z} , 3 Green Minerals, 1 Red Mineral, and 1 Moon Material. You want to deploy a Large Ship in the next Build Action, but you do not have the required resources, so you decide to use a Trade Action first.



> As the first operation, you use the option to sell 3 identical Minerals to gain 5 \mathbb{Z} .



> As the second operation, you sell a single Moon Material to gain 4 \mathbb{Z} .



> As the third and last operation, you buy a Component for 7 \mathbb{Z} .



Now you have exactly 8 \mathbb{Z} , a Red Mineral, and a Component - all that it takes to build a Large Ship.



MANUFACTURE ACTION

Manufacture Action allows you to spend your Minerals to produce more advanced resources, Mission Cards, Event Cards, Research Tokens, and Victory Points.

When using a Manufacture Action, in any order you choose, you can perform up to three operations from among the options in the Manufacturing Panel (located on the Border Tiles). Each operation is performed individually and you can perform the same operation more than once.

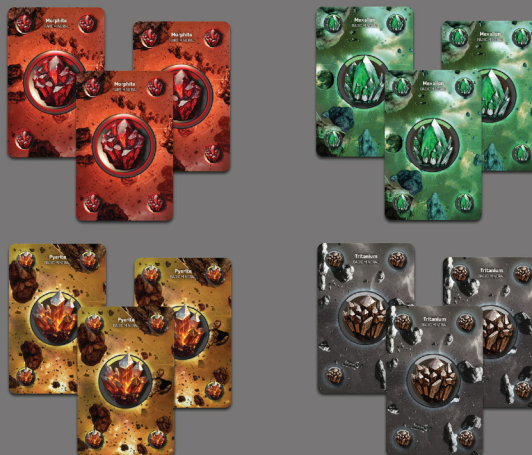
Manufacturing Panel



- Manufacture a Component
- Manufacture a Moon Material
- Manufacture a Planetary Material
- Manufacture 2 Research Points
- Manufacture a Victory Point
- Manufacture an Event Card or a Mission Card

Example:

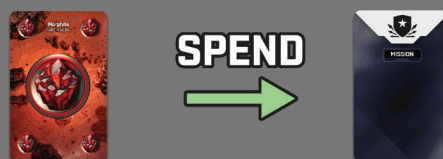
Your cargo hold is full. You have 3 Minerals of each color so you use a Manufacturing Action to exchange some of them into other resources.



> As the first operation, you spend 2 Green Minerals to gain a Component.



> As the second operation, you spend 1 Red Mineral to draw a Mission Card.



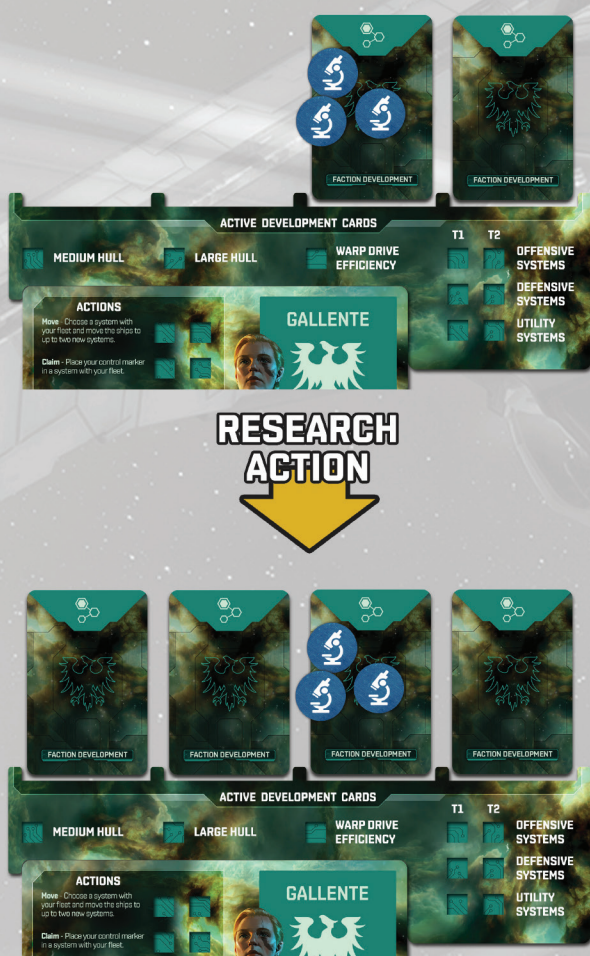
> As the third and last operation, you spend 1 Green, 1 Yellow, and 1 Grey Mineral to gain 2 Research Tokens. You must immediately place the tokens on your Developments in the Development Area.



RESEARCH ACTION AND DEVELOPMENT

Each player, at the beginning of the game, chooses 4 Developments to place in the Development Area. Completing Developments leaves empty slots in your Development Area and the Research Action allows you to refill these slots with new Development Cards.

When using a Research Action, you can search your Development Deck for any Development Cards you choose and use them to fill any empty Development Slots in the Development Area.



With the Research Action, you can also exchange any Developments being currently researched in your Development Area with new ones from the deck. When you do this, return the removed Development to the Development Deck and discard any Research Tokens on it.

DEVELOPMENT CARDS



- 1 **Name.**
- 2 **Cost.** How many research tokens are required to complete it.
- 3 **Rules.** Bonuses granted by the development.
- 4 **Prerequisites.** Information if any other developments are required to complete this one.
- 5 **Category.** Development Cards are divided into six categories:
 - **Structures** - improve the effects of controlled Structures.
 - **Conquest** - provide you with additional ways to earn Victory Points.
 - **Economy** - improve your resource generation.
 - **Diplomacy** - offer effects that interact with other player's decisions.
 - **Combat** - improve combat capacity of your ships.
 - **Spaceships** - improve ships, unlock their abilities, and allow larger hulls to be built.

SPACESHIPS CATEGORY

Spaceships is the only category of Developments where cards may have prerequisites.

- Completing research of **Large Hulls** requires **Medium Hulls**.
- Completing research of **Offensive Systems T2** requires **Offensive Systems T1**.
- Completing research of **Defensive Systems T2** requires **Defensive Systems T1**.
- Completing research of **Utility Systems T2** requires **Utility Systems T1**.

When you complete any development from the Spaceship category, place a Development Cube in the slot next to its name in the Development Panel. You can set the researched card completely aside.

DEVELOPMENT AREA

During Setup, you will place the first 4 Development Cards in your Development Area located at the top of your Development Panel. The Development Area has 4 slots and can hold up to 4 Development Cards that you are currently researching. Development cards are always placed face-down and are known only to you until they are completed (you may look at them at any time).

RESEARCH TOKENS

Research Tokens are usually gained during Upkeep, when you gain a number equal to the Research value from your Faction Panel, increased by 1 for each Engineering Complex you control. You can also gain them from Discovery Tokens, through the Manufacturing Action, or from playing various cards.

However they are gained, Research Tokens must be **immediately** distributed among the Development Cards in your Development Area in any way you see fit.

Instead of distributing all tokens, you can choose to spend 3 of them to search your deck for a new Development Card to place in an empty slot in the Development Area or to replace one of your developments currently being researched.

If you gain enough tokens, you are allowed to add more than one new development card for 3 Research Tokens each or to add a new card **and** distribute the remaining tokens to advance the research the developments, even the ones that have just been added.

Any Research Tokens that are not immediately spent or distributed are discarded.

COMPLETING DEVELOPMENTS

During your turn, you can complete the Developments that have enough Research Tokens on them to match or exceed their Research Cost. When you complete a Development, remove all Research Tokens from it and discard them. Then, reveal the card, and place it below your Faction Panel. It immediately grants you the bonuses listed in their rules.

Some Development Cards allow you to add a new Development Card to your Development Area as part of the completion effects. For these cards you can immediately search your Development Deck for a new card and fill the empty Development Slot with it.

USE AND USE IN COMBAT

Researched Developments with a Use or Use in combat keyword can be tapped (turned sideways) during your turn or during combat to grant once-per-round effects. Some Researched Developments may say that they can be used when specific events occur outside your turn, such as Guerilla Warfare which may be used (and tapped) when another player attempts to claim a system you control.

During Upkeep, all tapped developments are untapped (turned back to normal orientation) ready to be used again next round.

BUILD ACTION

The Build Action allows you to deploy new Ships and Structures in your Systems.

When using a Build Action, you receive temporary Build Points [⚙️] equal to the 'Build' value shown on your Faction Panel. By spending Build Points and paying the costs of Ships and Structures, you can build and deploy them in your Systems. Build Points are not represented by any physical components. After a Build Action is finished, all unused Build Points are lost.

You can find the costs of building Ships and Structures on the Build Panel located on the Border Tiles.

Build Panel



BUILDING SHIPS

Ships must be built and deployed in Home Systems or in Systems with an Engineering Complex. In order to deploy a Ship, spend Build Points [during a Build Action] depending on its size [1 for Small Ships, 3 for Medium Ships, 5 for Large Ships] and the required Z, Minerals, Materials or Components.

Place the Ship Model in the System where it is built. You cannot build ships if there are no models available.


You can deploy all three types of Small Ships right from the start of the game. In order to deploy Medium Ships you need to complete the Medium Hull development. Then, you can complete the Large Hull Development to deploy Large Ships.

Example:



A player performs a Build Action, gaining 6 to spend. They decide to deploy 3 Small Ships (each for 1, 4 Z, and a Grey Mineral) and 1 Medium Ship (for 3, 6 Z, a Green Mineral, and both a Planetary and a Moon Material). Even if the player has more resources, they cannot deploy anything else as they have spent all Build Points.

BUILDING STRUCTURES

In order to build and deploy a Structure, choose an empty Structure Slot in a System with your Control Token or your Home System. Spend resources equal to the Structure's cost in resources and . Take the selected Structure Token and place it in the chosen Slot. You cannot build structures if no structure tokens are available.

Structures

Structures provide their bonuses only to the player with the Control Token in the System, no matter which player has originally deployed the Structure. Systems can have multiple Structures of the same type and their effects stack.




Refinery - Allows to extract Planetary Materials and Moon Materials from the System during Upkeep.

- During Upkeep, if the System has a Planetary or Moon Material icon in it, **choose one of them** and gain the corresponding resource token.



Customs Office - Increases Income.

- During Upkeep, increase your Income by +2 .



Engineering Complex - Increases Research and allows to build Ships in the System.

- During Upkeep, gain 1 additional Research Token.
- During a Build Action, you can build and deploy Ships in any Systems you control with an Engineering Complex in them.
- When you build and deploy an Engineering Complex, you cannot immediately build Ships in that System in the same Build Action (unless you already have another Engineering Complex in it).**





Citadel - Increases defensive capabilities of the System.

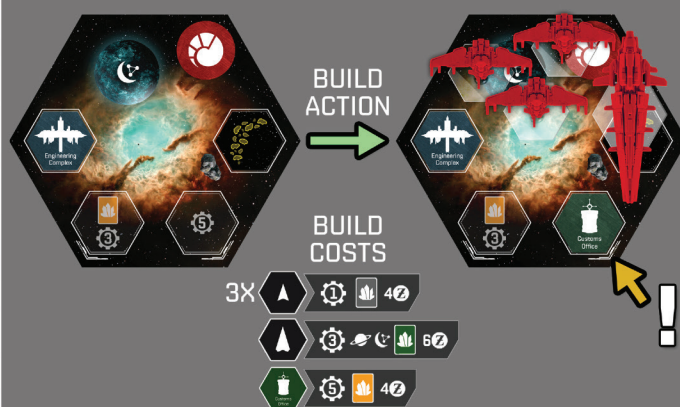
- Citadels grant their bonuses even when the System is Occupied by enemy Ships.
- At the beginning of combat in the System, choose one Orbit. That Orbit gains +1 SUP for the entire battle. **This effect does not stack with additional Citadels.**





- Each Citadel has 1 Strength, and after combat, when you are comparing the Strength of Fleets to determine the winner, each Citadel grants +1 Strength.
- Enemies cannot use a Claim Action in Systems with Citadels unless the Strength of their Fleet is higher than the Strength of Citadels in the Systems.

Discount Structure Slots



If a Structure Slot has any , Minerals, or  shown on it, it means that the cost of deploying a Structure there is reduced by the amount of resources shown.

Example:



In the previous example, the player has spent all Build Points and could not deploy anything else. However, in a System they control, there is a Discount Structure Slot with  inside. As deploying a Structure costs , the player can deploy a Structure there even if they do not have any  left. The player spends 4  and a Yellow Mineral to deploy a Customs Office in the Slot.

UNLOCKING HOME SYSTEM ASTEROID BELTS

Each player begins the game with 1 unlocked and 2 locked Asteroid Belts in their leftmost Home System. In a Build Action, you can spend 4  and 5  to permanently remove an Unlock Token from an Asteroid Belt. Once an Asteroid Belt is unlocked, it grants Minerals during Upkeep.

UPKEEP

After all players have passed or exhausted all actions, an Upkeep Phase begins, during which players refresh their actions and fleets, and gain resources and research.

UPKEEP STEPS

Except for the last 3 steps, all steps in the Upkeep Phase should be performed simultaneously by all players.

1. Refresh Action Cubes.

Return all Action Cubes that were spent on actions to the dedicated spots in the Faction Panel's Action Pool.

2. Refresh Fleets.

Remove all Fleet Exhausted Tokens from all Systems.

3. Mine Minerals.

Draw Mineral Cards in colors indicated by the colors of Asteroid Belts in the Systems you control. Asteroid Belt Tokens with two belts provide two Minerals.

4. Extract Materials.

For each Refinery in a System you control, choose one Material that is present in that System and gain the corresponding Material Token.

5. Gain Income.

Gain the number of \mathbb{Z} equal to the Income value from your Faction Panel plus 2 \mathbb{Z} for each Customs Office in the Systems you control.

6. Research.

Gain the number of Research Tokens equal to the 'Research' value indicated in your Faction Panel plus 1 Research Token for each Engineering Complex in the Systems you control.

7. Raid.

If you have a Fleet in an enemy Home System, you Raid it. A Raid in each Home System is resolved separately, starting with all Raids of the player with the First Player Token and going clockwise.

8. Untap Developments.

Untap all Development Cards with the Use keyword so that they can be used again in the following round.

9. Domination.

Players gain Victory Points for Domination objectives. For the Domination rules, refer to the Victory section.

10. Pass the First Player Token to the next player clockwise.

RAID

A Raid is successful if the Strength of your Fleet is higher than the Strength of the Home System it is in. Home Systems have 2 Strength. That Strength can be further increased by Citadels built in the Structure Slots in the Home Tile. The Strength of Citadels built in the Home Tile applies to all Home Systems.

A successful raider steals 1 Victory Point from the raided player. You can only steal 1 Victory Point from each enemy in a single Upkeep.

After a Raid, whether successful or not, your entire Fleet must move from the enemy Home System to one adjacent System. Do not place a Fleet Exhausted Token for this move. The system must be explored and cannot be controlled by another player, have enemy ships in it, or be a Home System. If no such system is available, the entire Fleet is destroyed and you gain Reparations for it [1 Event Card for each full 3 Strength of ships lost].

If ever there are not enough Minerals for all players to gain their full amount during Upkeep, then they are not distributed simultaneously. Instead players gain them 1 Mineral at a time, starting with the player with the First Player Token and proceeding clockwise. The same method is used to distribute any other kind of resource that is in short supply during Upkeep.

SHIPS AND COMBAT

When a Fleet ends movement in a System with an enemy Fleet, a battle begins. If there are two or more Systems with opposing fleets in them, the player whose turn it is currently chooses the order in which the battles are resolved.

SHIP CARD

Each Ship Card displays the statistics and unique capabilities of an individual type of ship.



1 Ship Name.

2 Ship Class.

3 Ship Size. Decides the ship's cost and Strength.

4 Ship Illustration and Blueprint. Used to identify the corresponding miniature.

Statistics

5 DIF - Difficulty. How hard it is to lock in the ship as the target of an attack.

6 ATK - Attack. How many dice the ship adds to the attack when it is a Leader. The background indicates the color of the dice rolled in the attack - black, white, or mixed.

7 SUP - Support. How many dice the ship adds to the attack when it is Supporting.

8 RED - Reduction. How much damage is prevented in every attack against the ship.

9 HP - Hull Points. How much damage has to be dealt to the ship to destroy it.

10 SPD - Speed. How far the ship can move in a single Move Action.

11 Ship Abilities - Additional rules that grant extra bonuses.

SHIP ABILITIES

Ships can have up to three abilities. These abilities may improve their combat capabilities, disrupt enemies, and provide extra bonuses outside of battle.

During combat, having multiple ships of the same type in the same orbit does not repeat [or stack] their individual abilities.

Basic Abilities

Abilities with no additional prerequisites are active right away with no extra conditions.



When it reveals an unexplored system, you may draw an additional discovery token. Then, return one to the bag and keep the others.

Advanced Abilities

Advanced Abilities come with a symbol on the left side that indicates which dedicated development has to be researched for the ability to become active.

1 Offensive Systems T1 [Tier 1]

2 Offensive Systems T2 [Tier 2]

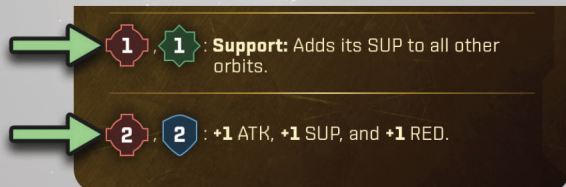
1 Defensive Systems T1 [Tier 1]

2 Defensive Systems T2 [Tier 2]

1 Utility Systems T1 [Tier 1]

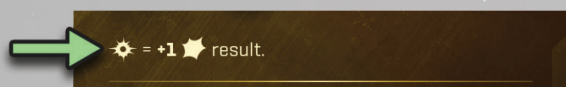
2 Utility Systems T2 [Tier 2]

Once you research the corresponding development, the abilities with that prerequisite (or prerequisites if 2 are shown) become active on all your ships, including the ships already deployed.



Critical Abilities

Abilities with the Critical Damage icon [☀] are active only when the Ship with the ability is a Leader. They provide the attack with a bonus when Critical Damage results are rolled.



Critical abilities marked as 'once per attack' can only trigger once per attack no matter how many ☀ results are rolled. Critical abilities not marked this way can trigger multiple times per attack if more than one ☀ result is rolled.

Example:

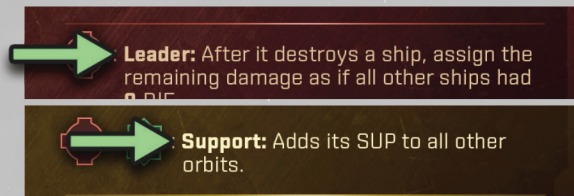


An attack rolling 4 ☀ results when the orbit leader has the ability ☀ = +1 ☀ result would end up gaining +4 ☀ results.

Critical abilities that allow extra dice to be rolled (or rerolls) may add dice exceeding the usual maximum of 10 but do not trigger again if the extra rolls produce more critical results.

Leader / Support Abilities

Abilities with the Leader or Support keywords are active only when the ship is Leader of an orbit or in Support, respectively.



BATTLE

We understand that stepping into combat for the first time can feel a bit complex. To make your experience smoother, we've prepared a detailed video that walks you through each step. Simply scan the QR code to access the guide and gain a clearer understanding before your first battle.



In every battle, there is an Attacker and a Defender. The Attacker is always the player who has moved their Fleet into a System with an enemy Fleet, no matter who controls the System in which the battle takes place.

PREPARATION

1. Strategy.

- *Opposing players each choose a Strategy Card and places it face down near the board.*

The cards remain face down until the Start of Combat step. Each player must choose one Strategy Card.

Apart from **Neutral Formation**, each Strategy Card can only be used once per game.

2. Assign to Orbits.

- *Remove all Ships from the System and place them on the Combat Panels on opposite sides of the board.*

Starting with the Attacker, the players have to assign all their ships to orbits. There are three orbits: Small, Medium, and Large. Each orbit has a hexagonal area in which to place the Leader. A player can assign maximum 1 Leader to each orbit.

In the Small Orbit, the leader can only be a Small Ship, in the Medium Orbit - a Medium Ship, and in the Large Orbit - a Large Ship. A player must assign at least one Leader in each orbit that they wish to use. A player does not have to use every orbit, even when they have appropriately-sized ships available in the battle.

Once the Leader or Leaders are chosen, each of the remaining ships must be assigned as Support to any orbit that has a Leader. The Supports are placed behind the Leader of the relevant orbit of the Combat Panel. Supports can be split among the Leaders in any way you see fit with each Leader having any number of Supports, including no supports at all, as long as all Ships have been assigned.

Example:

The Attacker has 5 Small Ships and 1 Large Ship. They choose to assign the Large Ship as the Leader in the Large Orbit and 3 Small Ships as Supports in the Large Orbit. They also choose to assign one of the Small Ships as the Leader in the Small Orbit, with 1 remaining Small Ship as Support in the Small Orbit.



The Defender has a Large Ship, a Medium Ship, and a Small Ship. They choose to assign the Medium Ship as the Leader in the Medium Orbit, with the Large Ship and the Small Ship as Supports in the Medium Orbit.

3. Start of Combat

- *Reveal Strategy Cards, then resolve all effects that trigger "At the start of combat".*

Players simultaneously reveal the Strategy Cards they selected earlier. The attacker resolves their card's effect first followed by all other effects that specifically instruct them to make certain choices at the start of combat. Then, the Defender does the same.

Some Strategy Cards have no immediate effect and are resolved later. Keep the Strategy Card close to the battle until it ends to remind you of its effect.

Example:

ATTACKER



The Attacker revealed Shields Up Strategy Card, increasing the RED of its all Small Ships by 1.

DEFENDER



The Defender revealed the Endless Barrage Strategy Card, choosing its Medium Orbit as the target of its effect.

COMBAT ROUND

Each battle consists of 3 Combat Rounds.

Repeat this step until all 3 Rounds have been resolved.

In each of the 3 Combat Rounds, each player will attack once from each orbit in which they have a Leader. The order of attack being the Small Orbit, then the Medium Orbit, and then the Large Orbit.

When both players have Leaders in the same orbit, their attacks take place at the same time. However, to maintain proper clarity and game flow, the Attacker will perform their attack first, followed by the Defender. If the Attacker destroys any ships in their attack, place damage tokens on them but do not remove them from the orbit until the Defender also performs their attacks. These ships are treated as fully operational for the Defender's attack.

If an orbit's Leader is destroyed before their orbit attacks (For example, if an attack from a Small Orbit destroys a Medium Orbit's leader), the player who has lost their Leader will not attack from that orbit in that round.

Retreating

At the beginning of each round, before any attacks and before any "at the start of round" effects are resolved, players, starting with the Attacker, can decide to retreat. Once a player decides to retreat, the opponent cannot decide to retreat in the same round.

When a player decides to retreat, the current round of combat becomes the last round. The retreating player does not perform any attacks in this round but all their ships gain +1 DIF. The non-retreating player may perform regular attacks from each orbit as usual.

Attacking

1. Choose a Target.

Before establishing the number of dice in an attack and rolling them, you must choose a target for your attack. The target can be any enemy ship in any orbit.

2. Establish the number of Dice in an Attack

Sum your orbit leader's Attack Statistic (ATK) with the Support Statistic (SUP) of all the Supports and Citadels in the orbit. The sum establishes how many dice you will use in the attack. If the established number is higher than 10, it is reduced to 10.

- **Small Orbit attacks use White Dice**

When you attack from the Small Orbit, prepare the established number of White Dice.

- **Medium Orbit attacks use a mix of Black and White Dice**

When you attack from the Medium Orbit, prepare half of the established number of White Dice and half of the established number of Black Dice. If the established number is odd, you get to choose the color of the one remaining die.

Example:

LEADER
SLEIPNIR
ATK 4

SUPPORTS
STILETTO
SUP 1

3 White Dice + 3 Black Dice + [1 die of your choice]

In the Medium Orbit, you have a Leader with 4 ATK, and three Support ships with 1 SUP each. This means that the established number of dice is 7 (4 ATK + 1 SUP + 1 SUP + 1 SUP). Prepare 3 Black Dice and 3 White Dice. The color of the 7th die is up to you because the established number (7) is odd.

- **Large Orbit attacks use Black Dice**

When you attack from the Large Orbit, prepare the established number of Black Dice.

Keep in mind that the color of dice prepared in this step depends on the Orbit from which the attack takes place. Dice provided by Support ships with their Support Statistic (SUP) are always in the color of the dice used by the Leader.

After preparing the number of dice established by the Statistics of the Leaders and Supports in the orbit, you will also sometimes be able to add additional dice using other effects like events, strategies, and developments. These effects will always specify the color of the dice you will be adding. These added dice can exceed the initial 10 dice limit of an attack.

3. Roll the Dice.

Aim results are required to lock in the target.

Damage results represent 1 damage to a ship.

Critical Damage results also represent 1 damage to a ship. They can additionally trigger the Leaders Critical Damage Abilities.

White and Black dice have a different allocation of results on their sides. White Dice are better at targeting ships and Black Dice are better at dealing damage to them.

Results allocation on each type of Dice:

	Blank Result		Blank Result
	Aim Result		Aim Result
	Aim Result		Damage Result
	Damage Result		Critical Damage Result
	Critical Damage Result		Aim and Damage Results
	Two Aim Results		Two Damage Results

After you roll the dice, starting with the attacker, the players can use any re-roll effects, effects that add or remove results, and roll extra dice effects that were triggered by abilities, developments, events, and Critical Damage results. **Each die can only be rerolled once.**

After all effects are used, count all the results and establish the number of Aim Results and Damage in the attack.

4. Check if the target was locked-in.

The number of Aim results has to be equal to or exceed the targeted Ship's Difficulty Statistic (DIF).

If it is, the target becomes locked-in. However, it only becomes locked-in for that attack and any other attacks made from the following orbits or in the following rounds require locking-in that Ship again.

If there are not enough Aim results in the roll, your attack has missed. All other results are lost with no effect.

5. Deal damage to the target.

If there were enough Aim Results to lock-in the target Ship, you can now deal damage to it. However, in order to deal damage to a ship, you first have to penetrate its defenses, represented by the Reduction Statistic (RED).

Each point in the Reduction Statistic reduces damage by 1. This means that when a Ship with RED of 3 receives 4 damage, the first three will be prevented, and only 1 damage token will be placed on the Ship.

Reduction (RED) applies separately to each individual attack. Therefore, if an attack from the small orbit deals 3 damage to a ship with a RED of 3, the ship will receive no damage. Later in the round, if the medium orbit deals another 3 damage to it, the attack will be, once again, fully ignored.

The Ship's Hull Points (HP) indicate how much damage a Ship can withstand before it is destroyed. Any damage tokens remain on ships until the end of combat.

Destroyed ships will be removed from combat after both players have resolved their attacks in the current orbit.

6. If possible, use excess results to damage additional targets.

When you destroy an enemy ship, you might be able to deal damage to additional ships, as long as they are in the same orbit as the target.

Remove any Aim and Damage results that you used to lock-in on and destroy the original target and if the remaining number of Aims is enough to match the DIF of another Ship in the same orbit, you can allocate the remaining Damage to it. You can repeat this process until you do not have enough Aim or Damage results to lock-in and damage another ship, or until there are no more enemy ships in the orbit.

7. Remove destroyed ships from the Battle.

After all players present in the orbit have attacked, you can remove the ships that have received damage equal to their HP. Place all the destroyed ships near the board, as their Strength value will be required for determining combat rewards.

8. End of Round - Re-Align Orbits

After all attacks from all orbits have been resolved, the combat round ends. Starting with the attacker, check if there are any orbits that do not have a Leader anymore, but still have Support ships in them.

For any Leaders that were removed, you may choose one of their Support ships of the appropriate size (e.g. only Small Ships can be Leader in Small Orbits) to become the new Leader in that orbit. If no Support ship can become the Leader, due to size restrictions, or if you choose not to promote a Support ship to leader, then you must remove all Support ships from that Orbit and assign them to the other orbits in any way you see fit. The ships can be allocated as Leaders to any orbits that do not have a Leader and/or as Supports to any orbits that have a Leader, including any orbit in which a new Leader was just assigned.

9. New Round

If the current round was not the last round of combat, begin a new round. Starting with an opportunity for each player to retreat and following with attacks from all orbits.

END OF COMBAT

1. End of Combat

- *Combat ends after the last round or when a player has no ships left.*

A battle naturally ends after the third round of combat or at the end of the round in which one of the players has retreated. When all Ships belonging to one player are destroyed and removed from the battle, the battle ends immediately. Some other effects may also change the number of rounds played.

2. Clean-Up

- *Return Ships to the System and remove all Damage Tokens from them.*

When combat ends, return all surviving ships to the System in which the battle took place, and remove any damage tokens from them. Discard all used Strategy Cards and place them face-up in discard piles next to each player's Strategy Deck.

3. Establishing the Winner

- *The winner of combat is the player with the higher Strength in the System.*

Each player sums the Strength of all their Ships that survived the battle and adds the strength bonuses from all other sources like Citadels, Developments, and the +2 Strength bonus of Home Systems. These bonuses are not taken into account if all of one player's Ships in the System were destroyed.

The player with the highest Strength or the player that destroyed all enemy ships is the winner and the other player is defeated. In the event of a tie or when the Fleets have mutually destroyed each other, the attacker is defeated. Retreating from combat is always treated as a defeat, regardless of Strength.

4. Escaping Fleets

- *The defeated Fleet flees the system.*

Any surviving Ships from the defeated Fleet must escape from the System in which the battle took place. The entire Fleet must move to one adjacent explored System that is not controlled by another player and does not have any enemy Ships in it. It can be the System from which the enemy Fleet has arrived. After the Fleet moves, place a Fleet Exhausted token in the System it has moved to.

If there is no suitable system available, all Ships in the defeated Fleet are destroyed with their Faction receiving Reparations - drawing 1 Event Card for each full 3 Strength of destroyed Ships.

COMBAT REWARDS

Attacker Rewards

The attacker gains 1 VP if they are both the winner of combat and they have destroyed at least one enemy ship in that combat. Count the strength of all Ships that the attacker has lost and receive Reparations - drawing 1 Event Card for each full 3 Strength of destroyed Ships.

Example:

The attacker lost the battle, losing 2 Small Ships and a Medium Ship in combat. They do not receive any Victory Points because they did not win the combat. The total strength of the Ships lost in combat by the attacker is 5, so they draw a single Event card.

Defender Rewards

The defender does not receive Victory Points for winning combat. If the defender has lost at least 1 Ship, they draw an Event Card. Additionally, count the strength of all Ships that the defender has lost and receive Reparations - drawing 1 Event Card for each full 3 Strength of destroyed ships.

Example:

The Defender has won a battle and lost 2 Medium Ships in it. They do not receive a Victory Point because you only usually earn them if you are a winner as an attacker. However, they have lost at least 1 ship, so they draw 1 Event Card. Additionally, the total Strength of the Ships lost by the defender was 6, so they draw 2 additional Event Cards.

VICTORY

GAME END

When any player earns their 10th Victory Point, they must announce that they are on the Verge of Ascendancy.

If the Verge of Ascendancy is announced during Upkeep, complete the current Upkeep and then play out one more Round followed by one last Upkeep. The game ends afterward.

If the Verge of Ascendancy is announced during a Round, the player currently taking their turn can complete it, after which the Round ends. Begin an Emergency Upkeep, which follows all steps and rules of a regular Upkeep but omits Step 9 - Domination. Finally, play one more Round followed by one regular Upkeep, after which the game ends.

WINNER

After the game ends, the player with the most Victory Points wins the game. This does not necessarily have to be the player who announced that they were on the Verge of Ascendancy.

TIES

If 2 or more players have the same number of Victory Points, the one with more controlled Systems wins. If there is still a tie, the player with the higher total Strength of their Ships wins. If the winner still cannot be determined, the tied players share victory.

EARNING VICTORY POINTS

Domination

During Upkeep, players are awarded Victory Points for Domination objectives:

- 1 VP for each player that controls 5 or more non-Home Systems.
- 1 VP for the player who controls 5 or more non-Home Systems and controls more Systems than any other player (not awarded to any player in the case of a tie).
- 1 VP for the player who controls the Central System (the Tier 3 System in the middle of the board).

Completing Missions

Players gain Mission Cards at the beginning of the game and through manufacturing. Mission Cards have Objectives and Rewards.

At any time, even outside of a player's turn, if the Mission Objective is fulfilled, a player can reveal the Mission Card and collect the reward in the form of VP and additional rewards.

Manufacturing Victory Points

One of the operations available in the Manufacture Action is to exchange 3 different Common Minerals and 2 Rare Minerals for 1 Victory Point.

Researched Developments

Completing some Development Cards will present players with additional ways to acquire Victory Points.

Winning a Combat

1 VP for the player, if he won a combat as an attacker and destroyed at least one enemy ship.

2- AND 3-PLAYER GAMES

The core game of “War for New Eden” has been designed and balanced for games involving 4 players, but with some small changes, it is perfectly possible to play games with only 2 or 3 players.

When playing with fewer than 4 players, it is important to be aware that, having been balanced for 4-player games, some cards and abilities may feel stronger or weaker at different player counts. Any factions from the core game can be used in games with lower player counts.

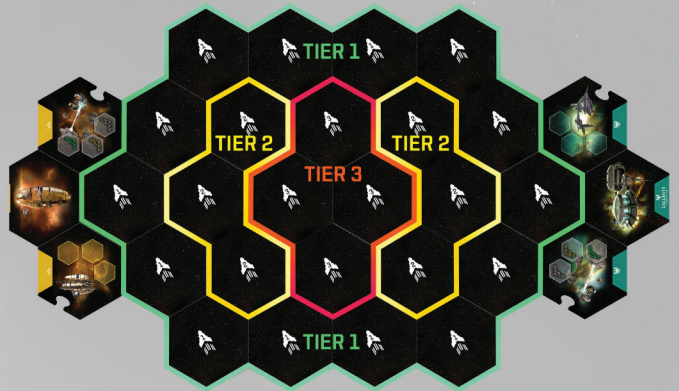
The main difference in playing at a lower player count is that the Board for each count has a different shape and configuration, as shown in the following images.

Note that these board layouts do not use the border pieces that frame the board in a regular 4-player game. Instead, the pieces used for battle or information should be placed near the board where all players can see them.

In a 2-player game, abilities referencing the faction to the left or the faction to the right are both referring to the opposing faction.

Remove “Crucial Shipyard” from the Mission Deck. It is not used in a 2-player game.

2-Player board setup



3-Player board setup



In case of any questions or if any components are missing or broken, please don't hesitate to reach out to our support team at support@titan-forge.com

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EVE: War For New Eden Collector's Sets were created especially for true EVE Online fans, who would like to display their favorite ships on their shelves. In each box you get larger versions of the ships used in the board game. They are perfect for showing loyalty to your EVE faction.



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!

Special thanks to **CCP** and the **EVE Online community** for their support and trust.



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