

# HAVOC

— E X P A N S I O N —



EXPANSION MANUAL



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## EXPANSION MANUAL



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## A NEW THREAT APPROACHES

The Deathless Circle rose from the shadows of New Eden's criminal underworld in YC125, establishing itself as a powerful new faction among pirate groups. Their control of the abandoned Jovian outpost system of Zarzakh poses a significant challenge to law and order. Formed by Caldari and Minmatar crime syndicates, the Circle blends Caldari crime families, Thukker smugglers, and renegades, creating a formidable force with vast resources and talent. Now, this group poses a growing threat to all empires.



## GAME OVERVIEW

**Havoc** is an expansion for **EVE: War for New Eden** that introduces a fifth player controlling the notorious pirate faction, the **Deathless Circle**. While the first four players still follow gameplay similar to the Core Game, the fifth player uses a distinct set of asymmetrical rules to pursue their own unique victory condition.

Starting from the center of the board, the Deathless Circle Player launches swift and deadly raids across unexplored systems. Their pirate fleet offers a broader range of amazing miniatures, and although the ships are individually weaker, they are significantly cheaper than their Core Game counterparts. Preying upon unguarded systems, the criminals will also establish their underground network, generating a steady stream of illegal profits.

All these disreputable actions spread corruption throughout the galaxy, and once corruption reaches critical mass, the pirates can claim undisputed dominion over New Eden. This forces the Empire Players to carefully balance their own agendas with the need to keep the pirates at bay. In the end, only one player can claim victory!

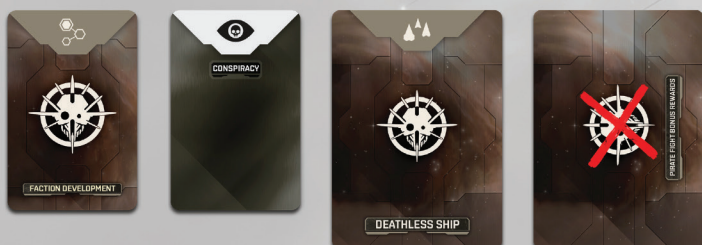
## GAME COMPONENTS

The Havoc Expansion box includes contents listed below:

**1** Zarzakh System Tile, **1** Guristas System Tile, and **1** Angel Cartel System Tile



**1** Pirate Development Deck - 26 cards  
**1** Conspiracy Deck - 52 cards  
**10** Pirate Ship Cards  
**1** Empire Reward Card



**20** Development Cards - Amarr, Caldari, Gallente, Minmatar - 5 cards each



**36** Pirate Ship Miniatures



**1** Deathless Circle Faction Panel



**20** Corruption Cubes

**10** Faction Cubes



**15** Faction/Damage Tokens



**4** Starbase Tokens **48** Criminal Activity Tokens



**1** Criminal Activity Bag



## TERMINOLOGY

In this manual and on Havoc Expansion cards, the four players controlling the Amarr, Caldari, Gallente, and Minmatar factions are collectively referred to as the Empire Players. The player controlling the Pirate Faction is referred to as the **Deathless Circle Player** or **DCP** for short.



# SETUP

## 1. PREPARE THE BOARD AND MISSIONS

- Set up the board and common resource pool for 4 players, following the instructions in the EVE: War for New Eden Manual.
- Reserve space for the **Deathless Circle Player Area** between any two other players chosen by the Deathless Circle Player.
- Replace the central Tier 3 System Tile with the **Zarzakh System Tile**, placing it face up.
- Replace the two indicated Tier 1 System Tiles with the **Guristas System Tile** and **Angel Cartel System Tile**, also face up.
- Remove “**Crucial Shipyard**” from the Mission Deck. It is not used with the Havoc expansion.



## 2. PREPARE THE PLAYER AREAS

Empire Players receive the same components and set up their playing areas as in the Core Game, with one addition:

- Havoc Development Cards** – Each Empire Player receives 5 additional Development Cards in their faction color from the Havoc Expansion to add to their Development Deck.

The Deathless Circle Player receives the following components:

- Deathless Circle Faction Panel** with:
  - 5 **Faction Cubes** placed in the five designated spots in the Action Pool.
  - 2 **Faction Cubes** on the “0” marks of both the units and tens counters on the **Z** Tracker.
  - 1 **Faction Cube** on the leftmost “0” spot of the Salvage Tracker.
- Empire Reward Card** to be placed above the Faction Panel, positioned to face the other

players so they can read the reward values.

- 18 **Corruption Cubes** to fill each slot in the Corruption Level area on the Faction Panel.
- 3 **Development Decks** (Ranks 1, 2, and 3 or R1, R2, and R3) and Conspiracy Deck placed face down next to the Faction Panel.
- Criminal Activity Bag** containing:
  - 10 **Z** Tokens
  - 4 Small Ship Tokens
  - 4 Corruption Tokens
  - 2 Conspiracy Tokens
- Criminal Activity Tokens** to form a pool with all remaining Criminal Activity Tokens.
- Starbase Tokens, Ship Cards, and Ship Models** to keep nearby.



## 3. PLAYER SETUP AND DECISIONS

Before the first round, Empire Players follow the Player Setup and Decision steps from the Core Game rulebook. The Deathless Circle Player begins as follows:

- Gains 3 **Z**, equal to the number of their Starbases.
- Draws 2 Conspiracy Cards, keeps one, and discards the other.
- Deploys 1 Dramiel in the Angel Cartel System.
- Deploys 1 Worm in the Guristas System.
- Deploys 1 Dramiel and 1 Worm in the Zarzakh System.
- Draws 3 Criminal Activity Tokens from the Criminal Activity Bag at random, examines them, and places them in three different systems, face-down.

In Havoc, the player sitting immediately clockwise from the Deathless Circle Player receives the First Player Token and begins the first round.



# GAME CONCEPTS

## ACTIONS

- **Treat the Deathless Circle Player as a regular player within the round sequence.**

The Deathless Circle Player performs their turn and actions according to the same rules as the Empire Players and is considered the next player in order. They can receive the First Player Token and may spend **Z** to purchase additional actions.

## UPKEEP

- **Upkeep has 4 Additional steps in Havoc.**

Havoc adds 4 additional steps to the Upkeep Phase. Before the regular steps of Upkeep:

- The Deathless Circle Home Systems attack any enemy Ships present in them.
- The Deathless Circle gains benefits from their Criminal Activity Tokens.
- The Empire Players have an opportunity to temporarily control Deathless Circle Home Systems for extra rewards.

At the end of Upkeep:

- The Deathless Circle Player places new Criminal Activity Tokens on the Board.

## DEATHLESS CIRCLE HOME SYSTEMS

- **These Systems are the DCP's starting locations and center of operations.**

The Deathless Circle Home Systems serve as the Deathless Circle Player's starting locations, where they will deploy new ships. These Systems begin the game with Corruption Cubes (printed on the Tiles), and corruption typically spreads from these initial locations.

The Deathless Circle is a shadowy collaboration of criminal groups organised by a mysterious figure called "The Deathless". Its 3 Home Systems have different 'characters' derived from the criminal group that runs the system. Each individual System is named after the group in primary control.

The **Deathless Circle Home Systems** comprise the following Systems:



- **The Zarzakh System** is now the central hub of pirate operations.



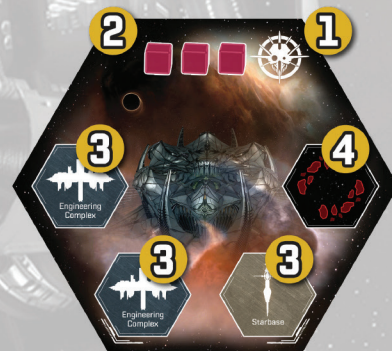
- **The Guristas System** is the home of the Guristas pirates.



- **The Angel Cartel System** is home to Angel Cartel pirates.

While Deathless leads the Deathless Circle, he has no pirate fleet of his own. All Ships are provided by the Guristas and the Angel Cartel. Because of this, the Guristas System and the Angel Cartel System are collectively known as the Pirate Fleet Home Systems.

The term Deathless Circle Home Systems is used to collectively refer to all 3 systems: Zarzakh System, Guristas System, and the Angel Cartel System.



Deathless Circle Home System Tiles display the following:

- 1 **Pirate Icon** - Identifies the system as run by the Deathless Circle, Guristas, or Angel Cartel.
- 2 **Corruption** - Each square represents one Corruption Cube in the system.
- 3 **Structures** - Serve as a reward for any Empire Player who temporarily controls the system.
- 4 **Asteroid Belt** - Also serves as a reward for any Empire Player who temporarily controls the system.
- 5 **Starbase** - A structure providing bonuses only to DCP no matter who controls the system.



## FACTION PANEL

- **Command the pirates from the Faction Panel.**

The Faction Panel for the Deathless Circle Player includes familiar elements, such as the Action Pool, Action Spaces, and  $\Sigma$  Tracker, along with two new features: the Salvage Tracker and the Corruption Level.



- 1 Action Pool** – Used to store Action Cubes.
- 2 Action List** – List of Actions with dedicated slots for Action Cubes.
- 3 Salvage Tracker** – Tracks the amount of gathered salvage points.
- 4  $\Sigma$  Tracker** – Indicates how much  $\Sigma$  you have.
- 5 Corruption Level** – Holds Corruption Cubes and displays reward levels (on the right) for spreading corruption on the board.
- 6 Character Illustration** – A dedicated place to store tokens.

## CORRUPTION LEVEL

- **Spread corruption to gain rewards and win the game.**

The Deathless Circle Player begins the game with 18 Corruption Cubes, filling the available slots of the Corruption Level on the Faction Panel. Each time the player places a Corruption Cube on the Board, they take it from the lowest Corruption Level still available and place it in a System.

Both Corruption Cubes must be removed from the lowest level before proceeding to the level

above. When the second Cube from any level is removed, the player immediately gains the associated reward shown on the right. Rewards include Developments (Ranks 1 to 3) and the technology to build Medium and Large Ships.



Corruption Cubes can also be placed in unrevealed Systems, with some effects intensifying based on the number of Corruption Cubes within a System. Corruption spreads through Criminal Activity, Combat, Developments, and Conspiracy Cards.

Other than as a result of combat, whenever a Corruption Cube is first placed on the Board it must be placed in a System already containing at least one Corruption Cube, or in a System adjacent to one containing at least one Corruption Cube. When Corruption Cubes are placed as the result of combat, they are placed in the system where the battle took place.

**When the last Corruption Cube is removed from their Faction Panel, the Deathless Circle Player wins the game.**



## DEVELOPMENT CARDS

- Complete Developments to obtain permanent bonuses.

Development Cards are obtained as rewards for using all Corruption Cubes from a Corruption Level and are divided into three Ranks: 1, 2, and 3. When awarded a Development, you may search for and complete any Development of the indicated Rank or lower. Once completed, place the Development Card face-up next to the Faction Panel. Developments provide permanent bonuses.

Offensive Systems, Defensive Systems, and Utility Systems each have two Development Cards: Tier 1 and Tier 2. For each type of system, Tier 1 must be completed before progressing to Tier 2. These specific Developments may be completed as Corruption Level rewards or by spending salvage points from the Salvage Tracker.



## SALVAGE TRACKER

- Destroy enemy ships to gain salvage points and improve your ships.

Salvage is used to gain Pirate Ship improvements and can also be spent to reroll dice in combat.

For each enemy Ship the Deathless Circle Player destroys in combat, they gain 1 salvage point. For each point gained, move the Faction Cube on the Salvage Tracker one space to the right. The leftmost space on the Salvage Tracker represents 0, and the Tracker goes up to 7. Once it reaches 7, the player cannot gain additional salvage points until they are spent.

At any point during their turn, the Deathless Circle Player may spend 4 salvage points (by moving the tracker four spaces to the left) to complete an Offensive Systems T1, Defensive Systems T1, or Utility Systems T1 Development from the Development Deck. Similarly, by spending 7 salvage points, they can complete the T2 versions of these Systems from the Development Deck.

These Developments unlock ship abilities, in the same way as in the Core Game.

It is perfectly possible and legal for the DCP to start their turn by spending salvage to upgrade their Ship systems, before gaining more salvage points in battle, and then spending more salvage points to perform another Ship system upgrade.







## RESOURCES

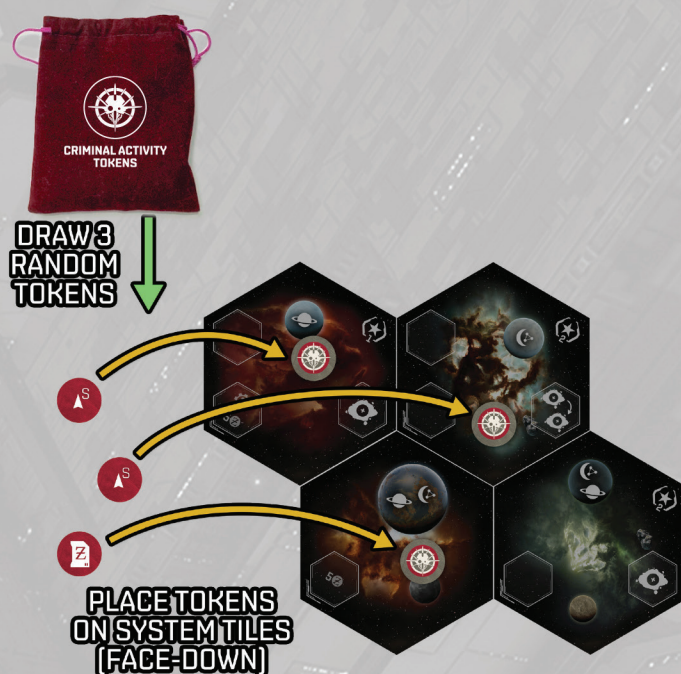
- The Deathless Circle does not use Minerals, Materials, or Components.

The Deathless Circle Player does not use any resources from the Core Game except for **Z**, which is tracked on the **Z** Tracker on their Faction Panel. **Z** can be spent to build Starbases and to add additional Criminal Activity Tokens to the Criminal Activity Bag. The Deathless Circle Player gains 1 **Z** during each Upkeep for every Starbase they control and can earn additional **Z** from Criminal Activity, Developments, and Conspiracy Cards.

## CRIMINAL ACTIVITY

- Place secret tokens and protect them to gain profits.

At the end of each Upkeep, the Deathless Circle Player places Criminal Activity Tokens in 3 separate Systems. They can also place additional tokens using the Criminal Activity Action. Each token represents a specific type of criminal activity that delivers a different benefit (such as extra **Z**, additional Ships, or spreading corruption). Tokens are placed face-down, keeping their effects hidden from the Empire Players.



During the round, Empire Players may use fleets with 3 or more Strength to suppress criminal activity and remove these tokens. At the beginning of each Upkeep, any Criminal Activity Tokens still on the Board are revealed, and the Deathless Circle Player receives the benefits from them.

## CRIMINAL ACTIVITY BAG

- Gain better Criminal Activity Tokens by improving the Bag.

When the Deathless Circle Player places Criminal Activity Tokens on the board, they draw them at random from the Criminal Activity Bag. At the beginning of the game, the bag contains a fixed set of tokens. Using the Recruit Action, the Deathless Circle Player can purchase additional Criminal Activity Tokens or remove unwanted ones. When the bag is empty, all used tokens are returned to it.



## SHIPS

- Deploy additional Ships for free with Enlist Action.

The Deathless Circle Player has access to four types of Small Ships, four Medium Ships, and two Large Ships. They deploy additional Ships using the Enlist Action.

In the Enlist Action, the Deathless Circle Player gains a separate amount of Enlist Points in each Pirate Home System, which can be spent to deploy ships there. The number of Enlist Points is tied to the number of Starbases they control. Deploying Ships requires only Enlist Points and does not consume any other resources. Additional Ships can also be deployed through Criminal Activity Tokens.

Pirate Ships are generally slightly weaker than their Empire counterparts to balance their lower cost.

## STARBASES

- Gain more **Z** and Enlist Points by building Starbases.

In each Enlist Action, the Deathless Circle Player can spend 10 **Z** to build a Starbase in any System containing at least one Corruption Cube. Starbases increase **Z** income and the number of Enlist Points to deploy Ships. During combat, any Starbases in the same System enhance the attack strength of the Deathless Circle Player's fleet.

When combat involving the Deathless Circle takes place in a System containing a Starbase it grants a combat bonus. At the beginning of combat, the DCP chooses an Orbit. That Orbit gains them +1 Support Statistic [SUP] for the entire battle.

## CONSPIRACY CARDS

- Conspiracy Cards are the Pirate equivalent of Event Cards.

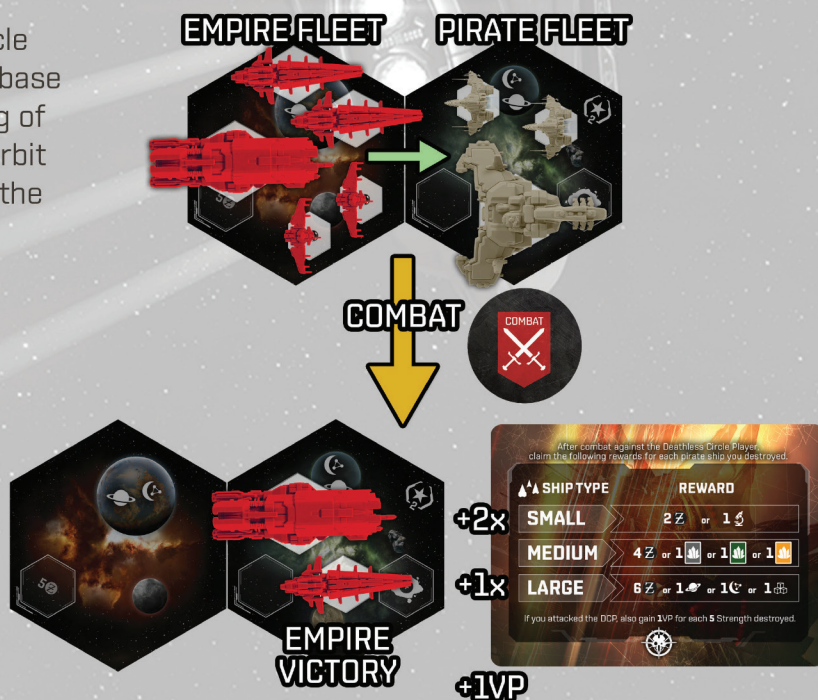
During their turn, the Deathless Circle Player may use any number of Conspiracy Cards, each of which grants a one-time bonus. Additional cards can be obtained with the Conspire Action, and there is no limit to how many cards the player can hold.

Conspiracy Cards are awarded as Reparations to help the Deathless Circle Player recover after defeats. Every time they lose Ships, they draw one Conspiracy Card for each full 3 Strength of the destroyed Ships.

## EMPIRE REWARDS CARDS

- Empire Players gain alternative rewards for destroying Pirate Ships.

When attacking pirate fleets, Empire Players do not receive 1 Victory Point for winning combat and destroying at least one Ship. Instead, after each combat with the Deathless Circle Player, Empire Players refer to the Empire Reward Card, regardless of whether they were the attacker or defender or whether they won or lost the combat. The Empire Reward Card provides a bonus for each destroyed Pirate Ship based on its size. The Empire Reward Card also grants 1 Victory Point for every full 5 Strength of Pirate Ships destroyed in a single combat where the Empire Player was the attacker.





# GAME ROUND

## TURN ORDER

Treat the Deathless Circle Player as another player for the purpose of a round sequence. In the first round, the First Player is the next player clockwise from the DCP, so the DCP will be the last to act.

## DCP'S TURN

The DCP performs Actions, and may purchase additional Actions, in the same way as Empire Players.

Before or after performing an action, the DCP can also resolve the following additional unique effects in any order and as many times as needed:

- **Resolve a Conspiracy Card.** Reveal a Conspiracy Card from your hand and discard it to gain its one-time bonus.
- **Spend 4 Salvage Points to complete a T1 System.** Spend 4 salvage points (move the Salvage Track four spots to the left) to immediately search the Development Deck for any T1 System (Offensive, Defensive, or Utility) and complete it.
- **Spend 7 Salvage Points to complete a T2 System.** Spend 7 salvage points (move the Salvage Track from 7 to 0) to immediately search the Development Deck for any T2 System (Offensive, Defensive, or Utility) and complete it. Completing the T1 Development of the same kind is required to complete the T2 Development.

## MOVE ACTION

The Move Action performed by DCP allows them to move their Ships across Systems, limited by the Movement values of their Ships, as normal. The Move Action is subject to the following modifications when compared to the regular Empire Players' Move Action:

**1. No Revealing Systems.** When a Pirate fleet ends its movement in an unrevealed System, the System does not become revealed. This means

that DCP never receives any exploration rewards.



**2. No Exhausted Fleet Tokens.** DCP never places any Exhausted Fleet tokens in Systems after movement. This means that they can move the same fleet multiple times in a single round with consecutive Move Actions.

### 3. Stopping Movement.

DCP's fleet has to stop moving and cannot move further when:

- it enters a System with an enemy fleet,
- it enters an unrevealed System with no Corruption Cubes in it,
- it enters a System controlled by another player with no Corruption Cubes in it.



This means that DCP's fleet can move freely across any Systems (even ones unrevealed or controlled by Empire Players) as long as there is at least 1 Corruption Cube in them. As usual, they do not have to stop in systems that are revealed, have no corruption, or were not claimed by any player.

**4. No Raiding.** DCP's fleets cannot enter the Home Systems of Empire Players.

**5. No Claiming.** DCP does not use Control Tokens, so they never claim any Systems, even when they move to a System with a fleet of strength 3 or more.



# CRIMINAL ACTIVITY ACTION

At the start of the game and at the end of every Upkeep, the Deathless Circle Player takes Criminal Activity Tokens from the Criminal Activity Bag and places them on the Board. These tokens cannot be placed in Systems that already contain a Criminal Activity Token.

The Criminal Activity action allows DCP to place **additional** Criminal Activity Tokens, which may be placed in Systems already containing one (or more).

When the Criminal Activity Action is used, draw 3 random Criminal Activity Tokens and, keeping them hidden from the Empire Players, look at them.

- Place one token face down in the **Zarzakh Pirate System** or any System adjacent to it.
- Place one token face down in the **Guristas Pirate System** or any System adjacent to it.
- Place one token face down in the **Angel Cartel Pirate System** or any System adjacent to it.



However, please bear in mind that Criminal Activity Tokens cannot be placed in Systems containing enemy fleets and/or citadels.

Criminal Activity Tokens are removed from the Board after granting their benefits during Upkeep, or becoming suppressed during the round. All removed tokens should be stored together in a Criminal Activity Token Discard Pool, near or on the Faction Panel. If ever the DCP needs to draw Criminal Activity Tokens but the Criminal Activity Bag is empty, return all tokens from the Discard Pool back to the Bag and resume drawing.

## BENEFITS OF CRIMINAL ACTIVITY

At the beginning of the Upkeep Phase, all Criminal Activity Tokens on the Board are revealed. Each token (even if it was revealed earlier during the round but was not removed), grants a one-time benefit to Deathless Circle Player and is removed from the board.

The Criminal Activity Tokens and their corresponding benefits are:



**Black Market** - Gain 1 **Z**.



**Conspiracy** - Draw a random Conspiracy Card.



**Corruption** - Place a Corruption Cube from the Faction Panel into the System. Has no effect if there are already 2 or more Corruption Cubes in the System.



**Small Ship** - Deploy a Small Ship in the System. Also triggers when revealed by an Empire Fleet.



**Medium Ship** - Deploy a Medium Ship in the System. Also triggers when revealed by an Empire Fleet.



**Large Ship** - Deploy a Large Ship in the System. Also triggers when revealed by an Empire Fleet.





**Bomb** – This bomb is a trap and only takes effect when revealed by an Empire fleet. It has no effect if revealed during Upkeep. When an Empire Fleet reveals it: Roll 1 black die + 1 additional black die for each Corruption Cube in the System. The bomb causes 1 damage for each Hit result and 2 damage for each Critical Hit result. Apply the resulting damage [ignoring Reduction] to enemy Ships in the System. The actual Ships damaged, and how the total damage is split across them, is chosen by the DCP. For example, if a bomb causes 3 damage and there are more than 3 enemy Ships in the System, the DCP can choose to either apply all 3 damage to a single Ship, split it as 1 damage to each of 3 Ships, or apply 2 damage to 1 Ship and the last point of damage to another.

## CRIMINAL ACTIVITY SUPPRESSION

During their turns, Empire Players can attempt to suppress criminal activity and remove the Criminal Activity Tokens from Systems, preventing the DCP from gaining their bonuses in Upkeep.

When an Empire Player's fleet ends any type of movement in a System with a Criminal Activity Token [or Tokens] the following happens:

1. Immediately reveal all Criminal Activity Tokens in the System.
2. If there are any Small Ship, Medium Ship, Large Ship, or Bomb Tokens, immediately trigger their effects and remove these tokens from the board.
3. If there are any Pirate Ships in the System, begin combat. Ships that were placed in the System by step 2 also take part in the combat.

4. After combat, or if there was no combat, check the Strength of the Empire Fleet remaining in the System.

- If the Empire Fleet Strength is 3 or more, the criminal activity is suppressed. Remove all remaining Criminal Activity Tokens from the System, placing them in the discard pile. They do not grant any benefits to DCP.



- If the Empire Fleet Strength is less than 3, any Criminal Activity Tokens remain revealed in the System. They will still grant the one-time bonus to DCP if they are still there at the beginning of Upkeep.



If a player does not have enough Strength to suppress criminal activity, the revealed token can still be removed later during the round. Every time a new fleet finishes movement in the system, check its Strength after combat or after merging fleets, and if the Strength is 3 or more, remove all Criminal Activity Tokens from the System.



# CONSPIRE ACTION

Like the Empire Player's Event Cards, Conspiracy Cards are used during the Deathless Circle Player's turn to grant a wide range of one-time bonuses.

When DCP uses the Conspire Action, they draw 1 random Conspiracy Card from the Conspiracy Deck.

## ENLIST ACTION

The Enlist Action allows the Deathless Circle Player to deploy ships and build additional Starbases.

### DEPLOYING SHIPS

When an Enlist Action is used, DCP gains Enlist Points to spend on deploying Ships in each of their three Deathless Circle Home Systems [Zarzakh, Guristas, and Angel Cartel]. The Enlist Points attributed to each System are separate and can only be spent to deploy Ships in that specific System.

The number of Enlist Points is related to the total number of Starbases, located anywhere on the Board, including the three Starbases located in the Deathless Circle Home Systems:

- **In Zarzakh Pirate System** - Gain Enlist Points equal to the total number of Starbases you control.
- **In each Pirate Fleet Home System** - Gain Enlist Points equal to **half** of the total number of Starbases you control, rounded down.

The DCP can spend these Enlist Points to gain and deploy new Ships. The Ships only cost Enlist Points and do not require any additional **Z** or resources. Any unspent Enlist Points are lost.

**Small Ship** - Cost 1 Enlist Point.

**Medium Ship** - Costs 3 Enlist Points. Can only be purchased after Medium Hulls are unlocked by raising the Corruption Level.

**Large Ships** - Costs 5 Enlists Points. Can only be purchased after Large Hulls are unlocked by raising the Corruption Level.

Immediately after an Enlist Action, if any Pirate Ships were deployed in a System containing an Empire Fleet, combat begins. If Ships were deployed in multiple Systems containing enemy fleets, DCP chooses the order in which the battles take place.

### Example:

In the first round of the game, DCP uses an Enlist Action. They control 3 Starbases (the ones printed on their Home System Tiles). In Zarzakh, the player gains 3 Enlist Points, so they can immediately deploy 3 Small Ships in the Zarzakh Pirate System, and they choose to deploy two Worms and a Mamba. After unlocking the Medium Hull, they would be able to deploy 1 Medium Ship for the 3 Enlist Points instead.



With 3 Starbases, the number of Enlist Points generated in Angel Cartel and Guristas Systems (the Pirate Fleet Home Systems) is 1 in each (half of three, rounded down). This means that only one Small Ship can be deployed in each of these systems. The player chooses to deploy 1 Worm in each of these Systems.



The Deathless Circle Ships are divided into two types - Guristas Ships and Angel Cartel Ships, as indicated by icons on their Cards. There is no restriction on which Ships may be deployed in which of the Deathless Circle Home Systems. However, if you wish to increase the challenge for the Deathless Circle Player, you can require them to deploy only Angel Cartel ships in the Angel Cartel System and only Guristas Ships in the Guristas System (and any combination of ships in Zarzakh).



## BUILDING STARBASES

As part of each Enlist Action, after any Pirate Ships have been deployed, the DCP can build one Starbase by spending 10 **Z**. **The Starbase can be built in any System (even an unrevealed one) that has at least 1 corruption cube** and no enemy ships in it. There can never be more than one Starbase in any single System.

### Starbases do not occupy Structure Slots.

When built, place the Starbase token next to any Structure Slots or other Structures in the System.

## RECRUIT ACTION

The Recruit Action allows the DCP to improve the contents of the Criminal Activity Bag.

When the Recruit Action is used, the DCP can:

- Spend **Z** to purchase up to 2 tokens from the Criminal Activity Pool and immediately place them in the Criminal Activity Bag.

and

- Remove up to 1 chosen Criminal Activity Token from the Criminal Activity Token Discard Pool and return it back to the Criminal Activity Token Pool.



Black Market - **1Z**



Conspiracy - **2Z**



Corruption - **3Z**



Small Ship - **2Z**



Medium Ship - **4Z**



Large Ship - **6Z**



Bomb - **2Z**

The tokens for Medium Ships and Large Ships may only be bought after the appropriate hulls have been unlocked by raising the Corruption Level.

## COMBAT

Combat that includes the Deathless Circle Player follows all regular combat rules with the following modifications:

- Combat only lasts 2 rounds.
- The Empire Player cannot use Strategy Cards.
- If the DCP's fleet retreats or loses combat, do not place a Fleet Exhausted token in the System it escapes to.
- The presence of a Starbase in the System improves the DCP's attack.
- Once in each round of combat, the DCP may spend 2 salvage points to reroll one of their dice.
- Combat rewards are modified as explained in the following section.

## DEATHLESS CIRCLE COMBAT REWARDS

### AS ATTACKER

If the Deathless Circle Player was the attacker, won the combat, and destroyed at least 1 enemy ship, they place 1 Corruption Cube in the System where the combat took place (no matter how many Corruption Cubes are already in the System).

### DEFENDER

If the Deathless Circle Player was attacked and lost at least 1 ship, they draw 1 Conspiracy Card (regardless of whether or not combat was won or lost, or any other Reparations awarded).

### REPARATIONS FOR DCP LOSSES

Regardless of whether the Deathless Circle Player attacked, defended, won, or lost, after each combat they receive Reparations, drawing 1 Conspiracy Card for each full 3 Strength of Pirate Ships destroyed. This is on top of the Conspiracy Card gained if the DCP was attacked and lost a Ship.

### SALVAGE

For each enemy Ship that the DCP destroyed in combat, they gain 1 salvage point on their Salvage Track. They can spend the points during their turn to complete Offensive, Defensive, and Utility Systems T1 and T2 that unlock ship abilities.



## EMPIRE PLAYER REWARDS

### AS ATTACKER

If an Empire Player attacks the Deathless Circle Player, they do NOT get the usual 1 Victory Point for winning the combat and destroying at least one Ship.

### AS DEFENDER

If an Empire Player was attacked by DCP and lost at least 1 Ship, they draw 1 Event Card as usual.

### REPARATIONS FOR EMPIRE LOSSES

Empire Players receive Reparations for ships destroyed by the DCP as usual (1 Event Card for each full 3 Strength of Empire Ships destroyed).

### EMPIRE REWARD CARD

Regardless of whether or not the Empire Player attacked, defended, won, or lost, they receive rewards depending on the number and size of Pirate Ships destroyed, as listed on the Empire Reward Card.

For each Small Ship destroyed - Gain 2  $\mathbb{Z}$  or 1 Research Point.

For each Medium Ship destroyed - Gain 4  $\mathbb{Z}$  or a Basic Mineral of your choice.

For each Large Ship destroyed - Gain 6  $\mathbb{Z}$  or a Moon Material or a Planetary Material.

Additionally, gain 1 VP for each full 5 Strength of Pirate Ships destroyed.

After combat against the Deathless Circle Player, claim the following rewards for each pirate ship you destroyed.

SHIP TYPE	REWARD
SMALL	2 $\mathbb{Z}$ or 1 $\mathbb{R}$
MEDIUM	4 $\mathbb{Z}$ or 1 $\mathbb{M}$ or 1 $\mathbb{P}$ or 1 $\mathbb{A}$
LARGE	6 $\mathbb{Z}$ or 1 $\mathbb{M}$ or 1 $\mathbb{P}$ or 1 $\mathbb{A}$

If you attacked the DCP, also gain 1VP for each 5 Strength destroyed.

## UPKEEP

Using the Deathless Circle adds additional steps at the beginning and end of the Upkeep Phase.

### STEPS ADDED BEFORE REGULAR UPKEEP

**1. Pirate Resistance.** The Upkeep Phase begins with the Deathless Circle attacking any enemy fleets that are in their Home Systems (Zarzakh System, Angel Cartel System, Guristas System).

In Zarzakh - Roll 3 black dice to determine how effective the resistance is. The resistance causes 1 damage for each Hit result and 2 damage for each Critical Hit result. Apply the resulting damage (ignoring Reduction) to enemy Ships in the System. The actual Ships damaged, and how the total damage is split across them, is chosen by the DCP.



In Angel Cartel and Guristas Systems - Roll 3 white dice to determine the resistance effectiveness and apply the resulting damage as in Zarzakh.

Pirate Resistance is not combat, so ignores any abilities that affect combat, however the Empire player still receives normal Reparations for any of their Ships that are destroyed.



**2. Criminal Activity Rewards.** Reveal all Criminal Activity Tokens on the Board. Each token (even if it was revealed earlier during the round but remained on the Board) grants a benefit to the DCP. The DCP may choose the order in which the tokens are applied.



**3. Control Deathless Circle Home Systems.** The Deathless Circle Home Systems may not be raided as Empire Player's Home Systems are. Instead, any Empire Player with a fleet of Strength 5 or more in Zarzakh, or a Strength of 3 or more in either of the Pirate Fleet Home Systems, takes temporary control of the relevant System.

This temporary control lasts only until the end of Upkeep but provides the player with bonuses from the buildings and mineral belts located in the System. The control of these Systems and their infrastructure also counts towards Domination Objectives and any Missions that the player wants to complete.



## REGULAR UPKEEP STEPS FOR DCP

- 1. Refresh Action Cubes.** DCP refreshes their Action Cubes.
- 2. Refresh Fleets.** **Not Applicable.** DCP does not use Exhausted Fleet tokens.
- 3. Mine Minerals.** **Not Applicable.** DCP does not gather Minerals.
- 4. Extract Materials.** **Not Applicable.** DCP does not gather Materials.
- 5. Gain Income.** DCP gains 1 **Z** for each Starbase they control (including the Starbases printed on the Pirate Systems).
- 6. Research.** **Not Applicable.** DCP does not use Research.
- 7. Untap Developments.** DCP untaps their used Developments.
- 8. Raid.** **Not Applicable.** DCP cannot Raid.

## AFTER ALL REGULAR UPKEEP STEPS

After All Regular Upkeep Steps have been performed:

- 1. Criminal Activity Spread.** In this step, DCP draws 3 random Criminal Activity Tokens from the Bag, looks at them, and places them in ANY three different Systems face-down. Criminal Activity Tokens can not be placed in Systems with enemy fleets and/or citadels.



# VICTORY

As soon as the last Corruption Cube is removed from Deathless Circle Player's Faction Panel, the game ends and the pirates win! Will the Empire Players collaborate more closely next time to eviscerate the pirates, or will their individual ambition again become their collective downfall?

## FINAL NOTE

This expansion has been designed and tested for adding a fifth player to a game of EVE: War for New Eden, but if you're not lucky enough to have 5 players there's nothing to stop you using the Deathless Circle as one of the players in a 4-player [or maybe even 3-player] game.

It's not been balanced like this, and some cards and abilities will no doubt become stronger and others weaker, but if the idea appeals to you: go for it!

If you're having fun then, you're doing it right!









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