

SUCCESSION

EXPANSION



EXPANSION MANUAL

OVERVIEW

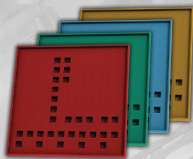
In the ever-shifting power struggles of New Eden, leadership is the key to domination. The **Succession Expansion** brings forth six extraordinary leaders for each faction, each one wielding their own vision, strength, and strategy to reshape the galaxy's destiny.

This expansion enhances gameplay by introducing additional development cards and unique leaders with altered statistics and game-changing abilities. Each leader and development adds a new layer of depth, allowing players to refine their strategies and make every faction feel distinct, opening new possibilities for dynamic and personalized play.

GAME COMPONENTS

The EVE: Succession Expansion box includes contents listed below:

4 Plastic Leader Board Frames



24 Leader Cards (6 for each empire)



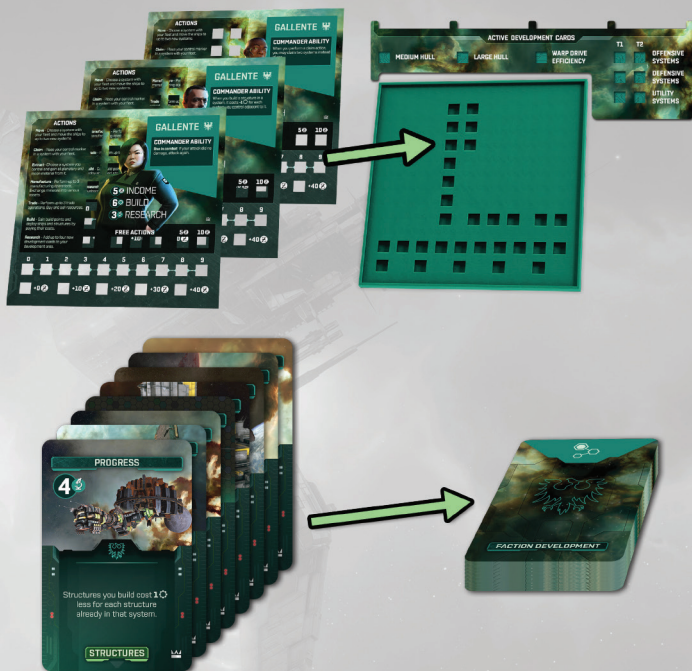
36 Faction Development Cards (9 for each empire)



SETUP

Set up a regular game of **EVE: War for New Eden**. Then, before play begins, each player should:

- Replace their Faction Panel with the Leader Board Frame.
- Receive the 6 Leader Cards from their faction.
- Pick one of the Leader Cards or choose one at random.
- Insert the chosen Leader Card into the Leader Board Frame.
- Place the remaining Leader Cards back in the box.
- Receive 9 Development Cards from their faction to add to their Development Deck.



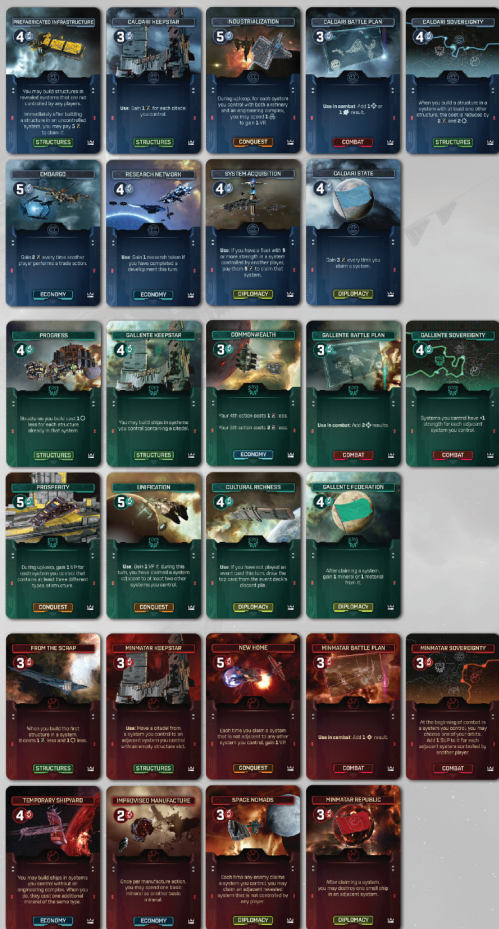
Using Leader Cards and additional Development Cards is optional. If you wish to play without the Succession expansion in your next game, simply remove all cards with the Succession Expansion icon from all Development Decks.

DEVELOPMENTS

In the Succession Expansion, each faction gains access to new, unique Development Cards.

The additional Development Cards are added to each faction's Development Deck and can be used in the same way as regular Development Cards from the Core Game.





LEADERS

Leaders from the Succession Expansion replace the regular Faction Panel with the Leader Card placed on the Plastic Leader Board Frame. The new leaders have individualized statistics and each possesses a unique ability.

When playing with the Succession Expansion, we recommend that every player uses a new leader from the expansion instead of keeping the leader from the Core Game.



STATISTICS

Each leader has personalized values for:

- 1 Income** - How much **Z** you gain in every Upkeep.
- 2 Build** - How many Build Points you can spend on ships and structures in every Build Action.
- 3 Research** - How many Research Tokens you can spend on developments in every Upkeep.


In the Core Game, these statistics are the same for every faction. In the Succession Expansion, these statistics are altered for each leader, making them excel in certain fields while hindering them in others. Players can capitalize on their advantages to develop new strategies.

ABILITIES

Each leader from the Succession Expansion has access to a special ability that will help them in the War for New Eden. Read your ability carefully and remember to apply it when it counts.

The leader abilities can be divided into three general types:

COMMANDER ABILITY

Start the game with **+6** .

Starting Bonus.

These abilities provide the player with a bonus at the start of the game. The early advantage can be crucial in setting the path for victory. These abilities do not have any additional effects for the rest of the game.

COMMANDER ABILITY

After you destroy all ships in an enemy fleet, deploy 1 small ship in the system where the combat took place.

Passive.

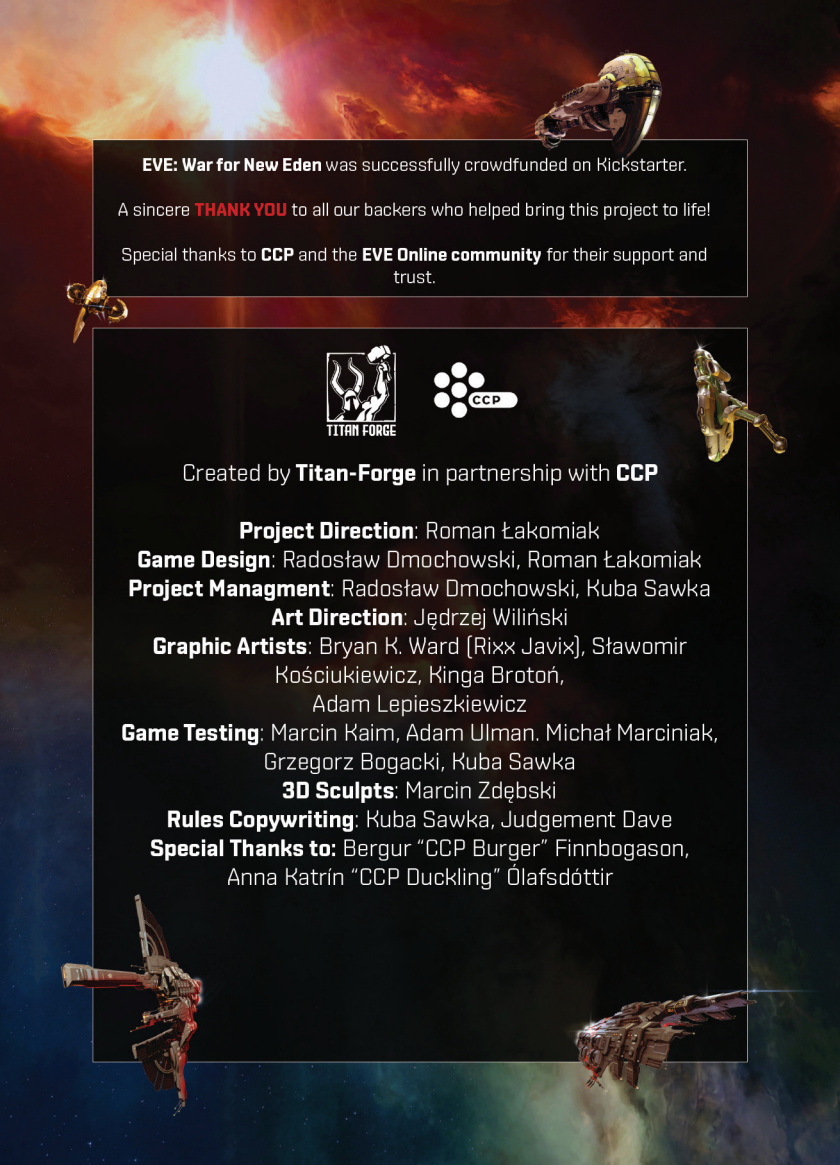
These abilities can be applied throughout the entire game, every time the conditions laid out in their rules occur. Players can actively pursue these conditions to get the most out of their ability.

COMMANDER ABILITY

Use in combat: Choose an orbit. All your supporting ships from all orbits add their SUP to it until the end of combat.

Once Per Round.

These abilities can only be used once per round, and only during the player's turn or in combat. When these abilities are used, they provide an immediate bonus. After using these abilities, place a Faction Token on the Leader Card to mark the ability as exhausted. During Upkeep, in the 'Untap Developments' step, remove the Token from the Leader Card so that it can be used again.



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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