

# TITAN

EXPANSION



## EXPANSION MANUAL



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## FORGE THE TITANS!

Titans stand as the colossal kings of New Eden's vast starfields, blending the roles of ship and space station into one awe-inspiring form. These mobile fortresses are not merely tools of war but instruments of cosmic influence, wielding unimaginable power. On the battlefield, Titans reign supreme, unleashing destruction with their superweapons, while their jump drives and ability to create jump bridges make them unparalleled logistical hubs. Their sheer mass is legendary, with some so vast that they alter planetary tides.



## GAME OVERVIEW

The **Titan Expansion** for EVE: War for New Eden introduces a new era of spacefaring dominance. These colossal capital ships, marvels of engineering and raw power, redefine the scale of conflict in the vast reaches of New Eden.

In this expansion, players embark on the ambitious journey of constructing Titans in remote shipyards, assembling them piece by piece. Each stage of construction requires careful allocation of resources, which is rewarded by connecting physical modules to the Titan's growing model. The progression is not merely an investment - it's a race, as completing your Titan is both a prerequisite for victory and a key to unleashing unparalleled devastation upon your rivals!

Once fully constructed, Titans are deployed onto the battlefield, where they can maneuver, dominate, and influence combat with awe-inspiring abilities. Through research, these abilities can be further enhanced, transforming Titans into the ultimate instruments of destruction.

Prepare to reshape the galaxy. Gather your resources, deploy your strategies, and unleash the fury of the Titans. The battle for New Eden will never be the same.

## GAME COMPONENTS

The Titan Expansion box includes contents listed below:

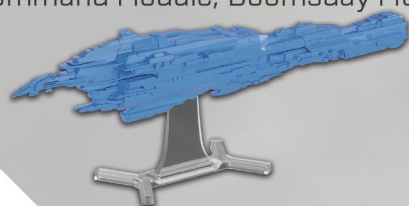
### 1 Avatar Titan (Amarr)

Main Body Module, Jump Drive Module, Command Module, Doomsday Module



### 1 Leviathan Titan (Caldari)

Main Body Module, Jump Drive Module, Command Module, Doomsday Module



### 1 Ragnarok Titan (Minmatar)

Main Body Module, Jump Drive Module, Command Module, Doomsday Module



### 1 Erebus Titan (Gallente)

Main Body Module, Jump Drive Module, Command Module, Doomsday Module



### 12 Titan Tech Cards

[3 for each faction]



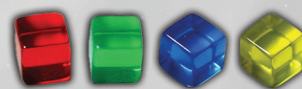
### 4 Titan Panels



### 4 Titan Construction Tiles



### 8 Faction Cubes to use in Titan Panel slots



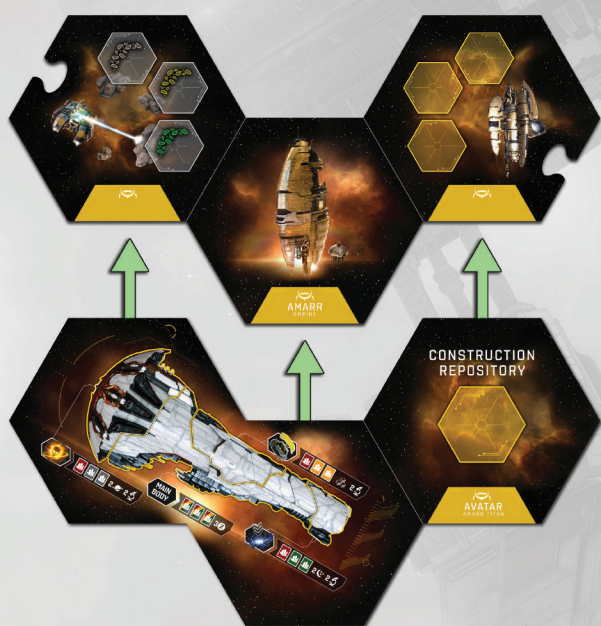
### 4 Titan Art Collector Cards

[collectible item, not used in game]



# SETUP

- Set up the board and common resource pool for any number of players, following the instructions in the EVE: War for New Eden Manual.
- Give each player the following faction components to keep nearby for later:
  - 1 Titan Spaceship (4 Modules)
  - 1 Titan Actions Panel
  - 1 Faction Cube
  - 3 Titan Tech Cards
- Give each player a Titan Construction Tile in their faction color to place adjacent to their Home System Tile, as shown below.
- Begin the game



# CONSTRUCTION TILE

The Construction Tile is where you will build your Titan by spending resources to add Modules.

Each Module's cost is different and listed next to the Module's icon on the Construction Tile.



In order to pay the cost, you must gather the listed resources by placing them in the Construction Repository area.

There is no limit to how many resources can be stashed in the Repository. The resources in the Repository cannot be returned, lost, or stolen. They do not count towards any limits or missions. They can only be spent on Modules.





## GATHERING RESOURCES

Any resources placed in the Repository stay there until they are used to pay for a Module.

- **Minerals** - Any number of Minerals can be placed in the Repository during your turn. The Minerals in the Repository do not count toward the 12 Mineral limit you can have at the same time.
- **Materials and Components** - Any number of Materials and Components can be placed in the Repository during your turn.
- **Research Tokens** - Whenever you gain Research Tokens, instead of placing them on your Development Cards, you can place any number of them in the Repository instead.
- **Z** - You cannot place **Z** in the Repository. The **Z** cost of a Module (if present) has to be paid when the Module is getting completed.

## MODULES

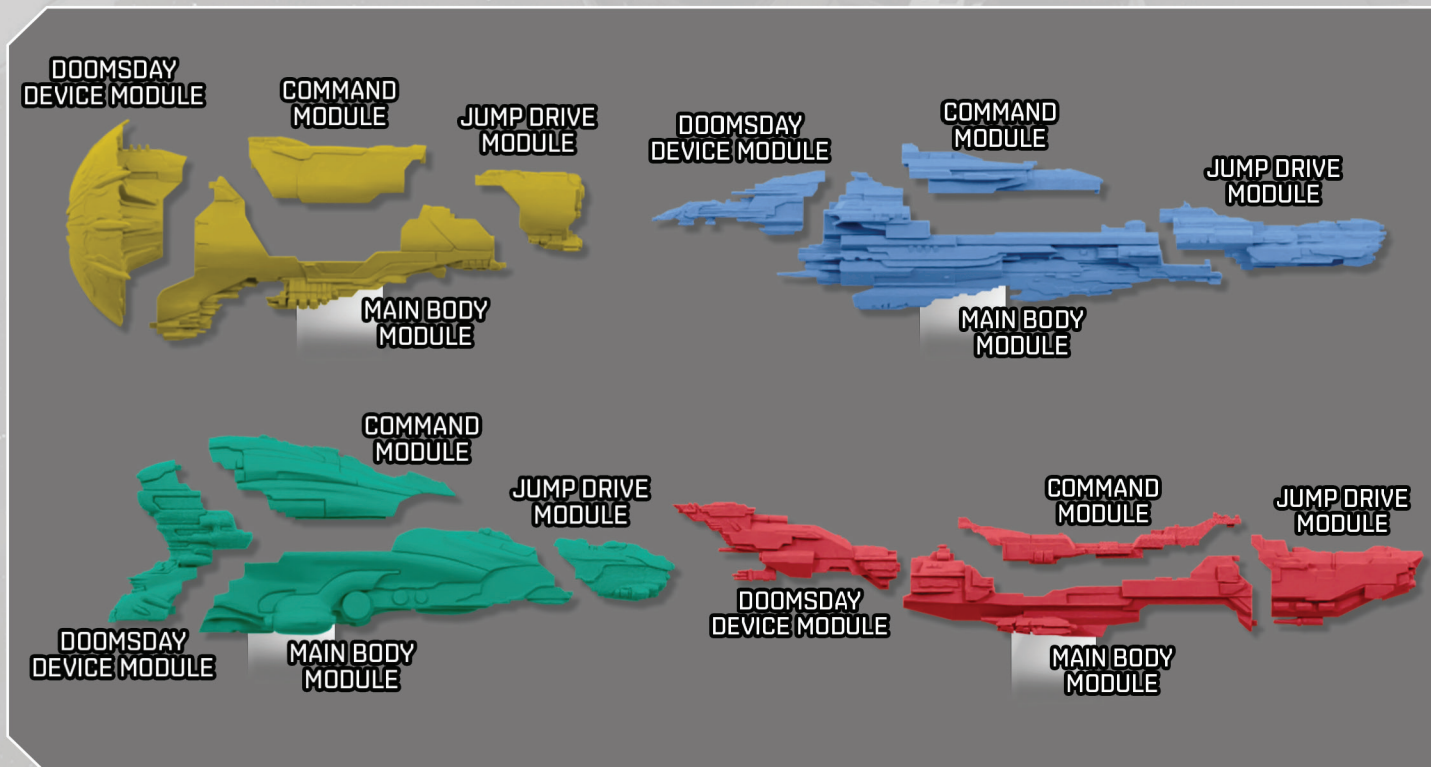
During your turn, you can complete a Module by removing the resources listed in its cost from the Repository and paying the **Z** cost [where applicable].

The Main Body Module must be completed **first** before any others. When the Main Body Module is completed, place the corresponding miniature on the Titan Construction Tile.

After the Main Body Module, you may complete the remaining Modules in any order, by spending the resources from the Repository, attaching the appropriate miniature part to your Titan, and gaining the relevant Module's Titan Tech Card.

### Bonus Victory Points

When a player is first to complete a Module, and no other player has completed a Module with the same name yet, that player is awarded 1VP.





# TITAN TECH CARDS

Each completed Module (except the Main Body Module) grants a Titan Tech Card.

There are three Titan Tech Cards for each faction:

- **Jump Drive Technology Card** for completing the Jump Drive Module.
- **Advanced Command Technology Card** for completing the Command Module.
- **Doomsday Device Technology Card** for completing the Doomsday Module.

When a Module is completed, take the corresponding card and place it next to your Faction Panel. Every Tech Card grants different bonuses.



- 1 Passive.** The first bonus starts working immediately when the Tech Card is obtained. It is a general passive ability that can be applied anywhere on the board.
- 2 Titan Passive.** The second bonus starts working only after the Titan is completed. It is a passive ability that can be applied only in the Systems adjacent to the Titan.
- 3 Titan Action.** The third bonus cannot be used until additional 4 Research Points are spent to unlock it. Once unlocked, and the Titan has been completed, this bonus allows use of the powerful Titan Action from the Titan Panel
- 4 Research Points on the Tech Card.** When you gain Research Points, instead of placing them on Development Cards or in the Repository, you can place any number of them on Tech Cards.

Once there are 4 or more Tokens on a Tech Card, you can remove all Research Tokens from it and place a Faction Token on it to mark that it is completed.



A Tech Card must first be obtained by completing a Module in order for you to be able to place Research Tokens on it. Tech Cards are not considered Development Cards for any effects and they do not occupy slots in the Development Area.



# TITAN DEPLOYMENT

Immediately after completing the last Module, remove the Titan from the Construction Tile and place it on the board, **adjacent to any of your Home Systems**.

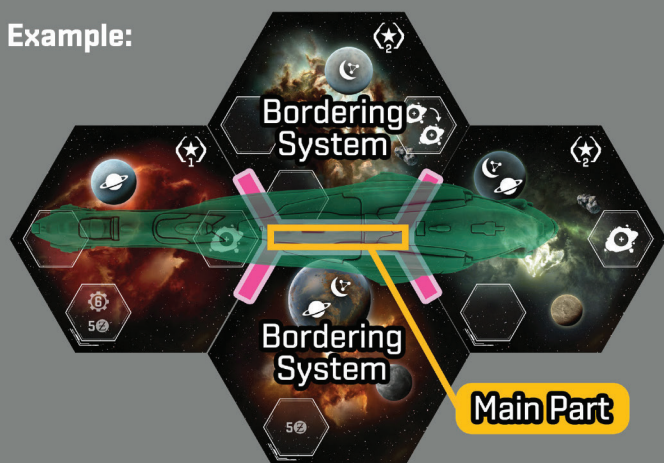


Titans are not placed on Tiles like other ships. Instead, they are placed between two Systems, along their bordering edges.

## ADJACENT TILES

All four Systems surrounding the Titan - the two Systems on each side of the base's Main Part, the one in the front, and the one in the back - are considered adjacent to the Titan.

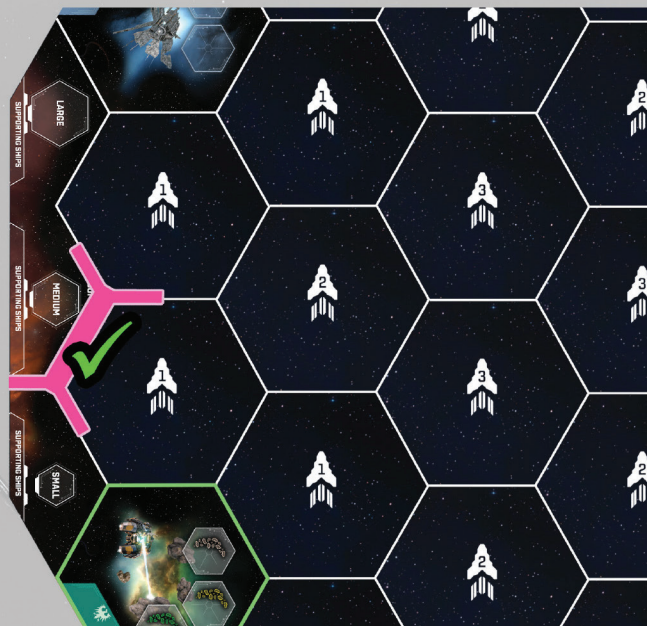
Example:



The Base of a Titan consists of the Main Part - the long thick bar - and four smaller bars protruding from the ends of the Main Part. The Main Part indicates the actual position of the Titan and it should always be located fully along the edge of two bordering Systems.

## ADDITIONAL PLACEMENT RULES

1. A Titan can never be placed or move to a space occupied by the Main Part of another Titan's base.
2. A Titan can be placed or move along the edge of the board. In this case, the Titan is not located between two Systems but rather between a System and the edge of the board. Some part of its base may protrude over the edge and the number of actual Systems adjacent to the Titan will be reduced.

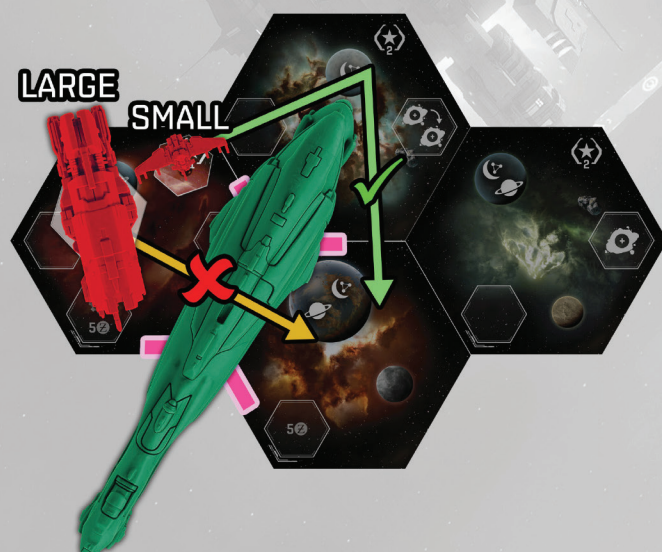


## TITAN PASSIVES

As soon as a Titan is deployed, all Titan Passives listed on Tech Cards become available.

## MOVEMENT BLOCKADE

Enemy ships **cannot move** across the border of two Systems that is covered by the Main Part of the Titan's Base.





# TITAN PANEL

Immediately after completing and deploying your Titan:

- Take the Titan Panel and attach it to the right side of your Faction Panel.
- Place 1 Faction Cube in the Action Cube Slot at the top of the Titan Panel.



From now on, during your Turn, instead of spending an Action Cube from your Faction Panel to use one of your regular Actions, you may spend the Action Cube from the Titan Panel to spend on one of your Titan Actions.

The Titan Actions are used in the same manner as regular actions - by moving the Action Cube from the Titan Panel to a chosen Cube Slot next to the Titan Action that you want to perform.

**Important** - You cannot ever spend the Action Cube from the Titan Panel to use one of your regular actions from the Faction Panel and vice versa.

Effectively, this means that the Player who completes a Titan, gets to perform one extra Action, a Titan Action, every round. The action is performed instead of a regular action in a turn. The Action Cube from the Titan Panel gets refreshed every Upkeep along with the rest of Action Cubes.

# TITAN ACTIONS

There are 4 new actions that can be performed from the Titan Panel. However, all Actions except Advance require completing the research from Tech Cards before they can be used.

## TITAN MOVEMENT

Movement is a part of every Titan Action. When the Titan moves, it does not have to spend the entire (or any) movement available. Moving the Titan allows it to change its location by moving the Main Part of its Base in any direction from the current space to one of the four nearest available spaces.

## "ADVANCE" ACTION

The Advance Action can be performed with no additional prerequisites.

It allows the Titan to move up to 2 times.



## Titan Movement Examples





## “DOOMSDAY OPERATION” ACTION

The Domsday Operation requires completing Titan Action research on the Domsday Device Tech Card.



In this action, follow the steps in order:

1. Move the Titan by up to 1.
2. Choose a system adjacent to the Titan.
3. Destroy all Small Ships in it.
4. You may spend a Moon Material **and** a Planetary Material to also destroy all Medium Ships in it.



## “JUMP DRIVE OPERATION” ACTION

This operation requires completing Titan Action research on the Jump Drive Tech Card.



In this action, follow the steps in order:

1. Move the Titan by up to 1.
2. Choose a system adjacent to the Titan.
3. Choose any number of your Ships in that system.
4. Jump all these Ships to one other system in which there is at least one of your other Ships. Remember to place one of your Faction's Exhausted Fleet Tokens.





## "COMMAND OPERATION" ACTION

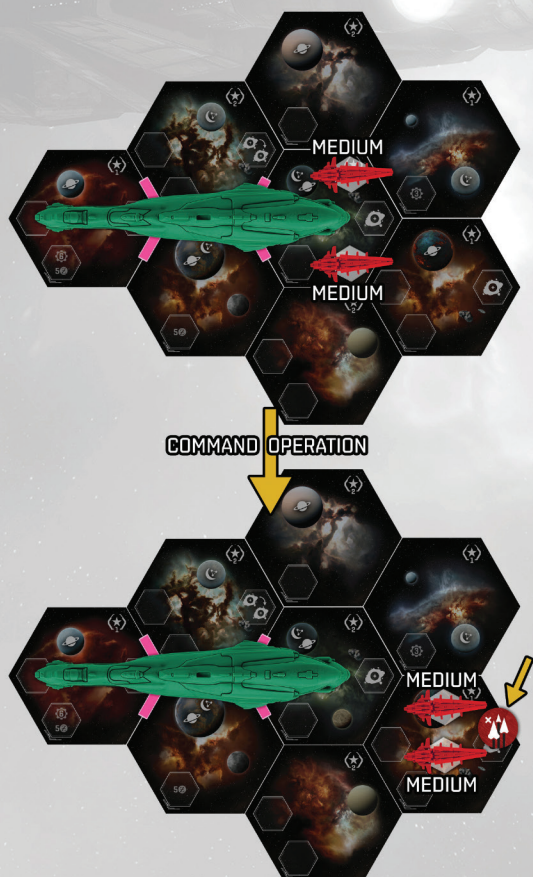
The Command Operation requires completing Titan Action research on the Advanced Command Tech Card.

Use of a related action is allowed



In this action, follow the steps in order:

1. Move the Titan by up to 1.
2. Choose a system adjacent to the Titan with enemy Ships in it.
3. The player who controls the Ships must move all of them to one other adjacent system, as if they were escaping after a lost combat. Additionally the chosen system may not be adjacent to the Titan. Remember to place one of your Faction's Exhausted Fleet Tokens.
4. If there is no valid system to escape to, the ships are destroyed.



## VICTORY

Games using the Titan Expansion have additional Victory Conditions.

### GAME END

A player must announce that they are on the Verge of Ascendancy when they have both:

- Earned 12 Victory Points.
- Completed their Titan.

### WINNER

After the last round, the player who completed their Titan and has the most Victory Points becomes the winner.

### EARNING VICTORY POINTS

1VP is awarded to a player every time they complete a Titan's Module that was not completed by any other player yet.

## ADDITIONAL RULES


1. For the purpose of all effects and mechanics, Titans are not Ships. Effects that may apply to Titans will address the Titans specifically.

### 2. Destroying Ships with Titan Actions and Passives does not grant Victory Points.

However, players that had their ships destroyed receive Reparations as usual - drawing 1 Event Card for each full 3 Strength of destroyed Ships.

3. There are no extra Upkeep steps when playing with the Titan Expansion. Keep in mind that you can place Research Tokens in the Construction Repository and on Titan Tech Cards during a Research action and that the Action Cube from the Titan Panel gets refreshed alongside all regular Action Cubes.





**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.



Created by **Titan-Forge** in partnership with **CCP**

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