INTRODUCTION & BACKGROUND

The world of EVE is the world of the future – our future! As the game begins, mankind has spent millennia enduring a vicious cycle of destruction and triumph. It has led to millions of settlers being severed from civilization and stranded in a galaxy, far away from Earth. In this new world, five distinct human races have emerged as the primary contestants for power. They are the Amarr, Minmatar, Gallente, Caldari and the mysterious Jovians.

Each race relies on the success of progressive corporations to increase their overall influence in the galaxy. A corporation's innate zest for building wealth and prestige, in addition to its intense focus on reaching goals, make the it most effective tool in the struggle for power. Some would even say they are the most effective means of governing the masses as well...

Your Role

You are the CEO of an aspiring corporation. When the game begins, you control a single starbase, a steady income, and access to a market from which you can buy whatever is in supply. The ace up your sleeve is the secret knowledge of valuable outer regions which can yield the fortune required to build up your corporate empire and defeat the opposition.

The Game Concept

You must produce a steady income by claiming the outer regions of space and harvesting their rich resources. Enhance your starbase and defend it against incoming threats. Build a fleet of spaceships and send them on missions to reduce your opponents' income, steal their resources, destroy their ships, and ultimately destroy their starbases.

Victory Conditions

If all your opponents' starbases have been destroyed, or if you have met an alternative victory condition, you win the game. If you are supposed to draw a card when none are left in your deck, you lose the game.

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This starter deck contains fifty cards, coins and this rule sheet. When you are ready to build up your criminal empire, be sure to pick up the other Exiled starter decks, as well as the booster packs.

PLAY AREA

The EVE galaxy is divided into regions. At the beginning of each game, each player controls one home region, represented by the players' starbases. As the game evolves, outer regions may be brought into play. Home regions and outer regions are jointly referred to as regions. While your home region is always under your control, the outer regions are always contested. They can be lost and taken. All locations, ships, and starbase structures are situated in regions – it matters where cards are played and where they are moved to on the game table!

You can play locations into any region in play, whether you control it or not, but whoever controls the region, controls the locations within it.

If you warp a ship into an uncontrolled outer region, you gain control of it for as long as you control a ship in the region. If you attack an enemy region and win the battle, you immediately gain control of the region when there are no enemy ships left in the region.

Your starbase structures are attached to your starbase and are therefore always in your home region.

Important: Home regions and outer regions are never shuffled into your deck.

CARD TYPES

Starbases/Home Regions

Every deck must have one starbase. This starbase starts in play and specifies which race you are playing. The cards you are allowed to play must share one of their race icons, found in the upper left corner of most cards, with your starbase. Cards that have no race icons have no race limitations, and can be played by any race. The icons that identify the four races are:

AMARR   CALDARI   GALLENTE   MinMATAR

Number of locations   Shield   Income

AMARR

Important: Race icons found inside the text box of some cards are racial affinity symbols, meaning that the ability that follows it is available exclusively to that race.

Upgraded Starbases

The flip side of every starbase displays its upgraded version. To upgrade your starbase you must pay its price; then flip it over and its upgraded version takes effect. Upgrading your starbase yields new game effects and often alters your starbase's income bonus and shield strength. Your starbase remains upgraded for the rest of this game. When the game starts, be careful not to reveal the upgraded version of your starbase. There are multiple types of starbase upgrades available for each race, but as the basic version is always the same, you may want to surprise your opponent(s) later in the game.

MinMatar ANGEL CARTEL TOWER

Name & Card Type   Ability   Price to upgrade

Important: Your starbase is the heart of your corporation;

EVE THE SECOND GENESIS

EXILED

EVE ONLINE FREE TRIAL @ WWW.EVE-ONLINE/EXILED
EVE: TSG TUTORIAL @ WWW.EVE-CCG.COM/TUTORIAL
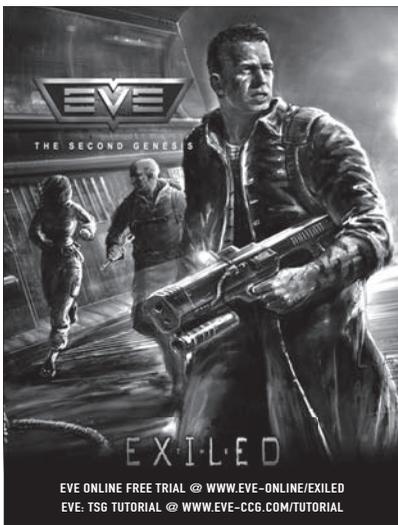
if destroyed, you have lost the game. Starbases do not count as cards for any intents or purposes.

Outer Regions

Every deck must have exactly three different outer regions. They are not shuffled into the deck but kept aside, face down. Only one new outer region can enter play each turn. An outer region comes into play uncontrolled - to gain its benefits, you have to control it first. You can only play an outer region if there is no other outer regions in play with the same name. Outer regions do not count as cards for any intents or purposes and once in play, they cannot be destroyed or removed from play.

Price   Name & Card Type   Income   Number of Locations

THE BLEAK LANDS
OUTER REGION

Ability   Rarity Symbol

Ships

When you play a ship from your hand, it is docked inside your starbase. Most ships need one or more turns to be assembled. When they have been fully assembled, they are ready to be warped to your home region and deployed. Docked ships do not count as being in your home region. Docked ships cannot be targeted, and are therefore mostly safe from your opponents; however, their abilities do not apply unless stated otherwise and they cannot participate in defending your home region.

Price   Assembly
Race Icons   Shield
Name & Card Type   Attack
Command   Abilities
    Rarity Symbol

GURISTAS DESPOILER

News

News cards are the only cards that you can play outside your management phase. You can play news at any time, during any phase and during any player's turn. The only exception to this is that you cannot play news during a draw phase. Most news cards go on your scrapheap when they have been resolved, but some stay in play and may affect the game for several rounds or until the game is over.

Price   Duration
Name & Card Type
Duration
    Abilities
Race Affinity   Rarity Symbol

PLEDGED TO THE COVENANT

Starbase Structures

Starbase structures are attached to your starbase and must therefore always be played in your home region. Their shield and income bonuses are added to your starbase's total.

Price   Shield
Race Icons   Attack
Name & Card Type
    Abilities
    Rarity Symbol

ASTRAL MINING INC.
STARBASE STRUCTURE

Locations

Most locations can be played into any home region or outer region in play, no matter who controls it. When the maximum number of locations in a region has been reached, you cannot play more locations in it.

Price   Mineral Value
Name & Card Type   Income
Race Affinity   Abilities
    Rarity Symbol

GURISTAS HIDDEN COMPLEX
LOCATION > GURISTAS

Character

When you play a character, it comes into play in your dock. Characters onboard your starbase (dock) are agents and gain the listed agent ability for as long as they stay there. When you warp a ship from your dock to your home region, you may choose to have a character from your dock pilot that ship. While piloting a ship, the character gains the listed pilot ability instead of the agent ability. Characters grant their commands to the ships they pilot. Treat these extra commands as though the ship possessed them normally (i.e. they remain on the same side of the card). Duplicate commands add their power when activated together.

When a ship with a pilot leaves play, the characters's owner may pay its clone cost to move it back to his or her dock (in which case the character doesn't leave play).

Price   Clone Cost
Name & Card Type
    Abilities
    Rarity Symbol

AHREMEN ARKAH
CHARACTER > BLOOD RAIDERS

CARD ANATOMY

Name & Card Type > The name of this card with the card type beneath it. Some cards are of more than one type, each seperated with ">" (i.e. Location > Moon).

Price > This is how much ISK you need to pay in order to play this card or upgrade this starbase. If the price of the card is "X", and the text on the card doesn't say what number "X" is, you choose the number. Replace all "X" entries on that card with the appropriate number.

Income > This is the amount of ISK the card generates for you during each of your turns.

Shield > The shield strength of this ship or starbase. If your starbase structure has a shield bonus, it is added to the shield of your starbase. If this ship or starbase is dealt equal or more damage than its shield's total strength, or if its shield is reduced to zero, then it is destroyed. All shields fully recharge at the end of every phase.

Number of Locations > The number of locations that can be placed in this region. If there is an infinity symbol written here (∞) it means that there are no limitations on how many locations can be placed in this region.

Assembly > The time that it takes to assemble this ship. A ship with no assembly tabs comes fully assembled into play in your dock.

Race Icon > Cards that have no race icons here can be played by any race. Cards that have one or more race icons here can only be played by the corresponding race.

Abilities > This card's abilities. If the card has a flavor text, it is written in italics at the bottom, and has no effect on the game rules.

Command > This is the ship's command ability.

Attack > This is how much damage this ship deals.

Duration > The number of turns that this news card stays in play. "Duration ∞" means that it stays in play for the rest of the game or until it is destroyed.

Mineral Value > When a ship is mining this location, multiply this value by the ship's mining power and gain that much ISK during your income step.

Rarity Symbol > This shows the rarity of this card. Cards with a watermarked EVE: The Second Genesis symbol are common, cards with a silver symbol are uncommon and cards with a gold symbol are rare.

Race Affinity > Abilities following a race icon in the text box are only available to the corresponding race. It does not affect which races can play the card.

Clone Icon > If this character is piloting a ship and the ship leaves play, you may pay this cost to move the character to your dock instead of having it destroyed.

GAME SETUP

You should begin by creating a deck consisting of at least 52 cards, three outer regions and a starbase. Though this starter deck contains fewer cards than the minimum, it is ready to be played as-is. You are only required to observe the minimum number of cards for your deck when competing in official tournaments.

1. Playing area

Place the starbase card on the table in front of you with its starting side facing up. Then place the three outer regions face down beside the playing area, shuffle your market (the rest of your deck), and put it on the table close to your starbase. Reserve the space next to your market for your scrapheap (discard pile). This is where you place any cards that have been destroyed or discard-

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ed from your hand.

2. Decide who goes first

Randomly decide which player goes first.

3. Draw your opening hand

All players draw seven cards from their markets. Starting with the player who goes first, all players may choose any number of cards from their hand and reshuffle them into their markets, and then refill their hand to seven cards (do this only once and only at the beginning of the game).

4. Create an ISK bank

Place the ISK coins in a central location where everyone can reach them. All players' wallets are empty at the beginning of the game.
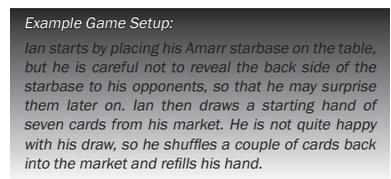
Suggested playing area

When you have played your cards, it is recommended that each player's area looks something like this:

A location in an outer region you control   Your ship that claims this outer region for you

An outer region that you control

A ship with an active command in your home region

Locations in your home region   A starbase structure

Your starbase   Your market

A ship at its second assembly step

Your unplayed outer regions   Cards in your starbase deck   Your scrapheap

Game Flow

Each turn consists of a number of phases, which must be played through in by one player before another player may take the initiative. All phases during a turn must be finished before the next player can start his or her turn. The turn sequence below lists all the phases, and for your convenience, the phases are also listed on every starbase.

1. Setup Phase

Duration Step > Your news cards that have any remaining Duration are physically rotated clockwise so that the next duration tab is turned upwards. When the countdown expires, the news is destroyed. News that have "Duration ∞" are not rotated and stay in play.

Assembly Step > Your ships that have any remaining Assembly are physically rotated clockwise so that the next assembly tab is turned upwards. When the countdown expires, the ship is fully assembled in your dock and ready to be deployed. Ships with no assembly tabs come into play fully assembled.

Income Step > Add together the total ISK income of all cards you control and collect that amount of ISK from the bank.

Important: At the beginning of your turn, you may opt to forfeit all ISK gained during your income step this turn to draw a card instead.
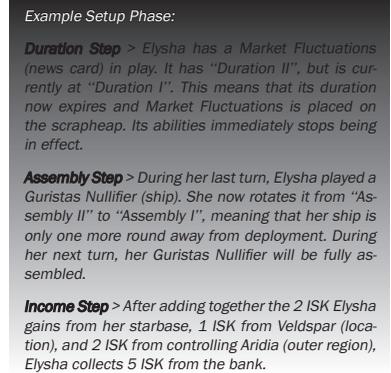
2. Draw Phase

Draw one card from the top of your market. In a two player game, the player who goes first must forfeit his or her draw phase in the first turn, while in a multiplayer game, you may ignore this rule. If you are supposed to draw a card when none are left in your market, you lose the game. This is the only phase in which players cannot play any news cards or use any abilities.

3. Management Phase

During your management phase, you may do any or all of the following as many times as you want, and in any order:

Play a card from your hand: Pay the card's price and put it into play. Locations can only be played if there is a region currently in play that you can play them in. Ships come into play docked, and await assembly if needed. News cards that require one or more targets can only be played if there is a legal target in play. Starbase structures come into play attached to your starbase.

Play an outer region: Pay the outer region's price and put it into play. You can only play an outer region if there is no other outer regions with the same name already in play and only one new outer region can enter play each turn.

Upgrade your starbase: Pay the upgrade price and flip over your starbase.

Warp a ship: Move a ship from your dock to your home region, from your home region to your dock or from one region to another. Before warping a ship, its commands must be deactivated. If you warp a ship into an enemy controlled region, your ship has attacked that region and cannot play any of its executed abilities, activate any of its commands, or warp again during this management phase. If you wish to attack the same region with multiple ships, they must all warp there at the same time.

Activate a ship's command: Rotate a ship so that the tab of the desired command is turned upwards. The ship gains the corresponding ability that is described on the card until the command is deactivated (if the command power changes, change all references of that number in the ability accordingly). Ships that are docked or attacking cannot activate their command.

Before you warp a ship or switch its commands, you must deactivate its current command. A command can stay active through multiple turns if not deactivated.

Important: If you have not warped your ships into any enemy regions when your management phase is over, you have made no attacks, and there is no battle phase. Proceed directly to the end phase.

Example Management Phase:
Elysha plays a Velator (ship) for 1 ISK. Since the Velator does not need to be assembled, it comes into play fully assembled and docked.

Then she spends 5 ISK to play Veteran's Premature Retirement (news), which sends an enemy Kestrel (ship), that was previously guarding Aridia (outer region), to its owner's hand.

Since the Kestrel was the last ship in that region, it is now uncontrolled. Elysha can fearlessly warp her Velator from dock to her home region, and then to Aridia to claim it for her self.

4. Battle Phase

If you attacked one or more enemy regions by warping your ships to them during your management phase, all attacks must be resolved with a series of battle phases before the end phase can begin. All attacks must be resolved separately, region by region, and one at a time. The attacker chooses which attack is resolved first. When it is done, he continues on to the next attack until they have all been resolved. All attacks on home regions must be resolved before resolving attacks on outer regions. Remember, it can take multiple battle phases to solve a single attack!

A battle phase consists of five steps. The attacker must decide first, before the defender, what to do when two actions need to be decided simultaneously (such as whether to withdraw ships or which targets to choose):

Begin Battle Step (I): Resolve all effects that are played at the beginning of a battle phase.

Withdraw Step (II): Players may withdraw any number of their ships by warping them to their dock or to any regions that do not have enemy ships in them. The attacker announces all of his or her withdrawals first, before the defending player announces his or hers.

Target Step (III): Players designate targets for each of their ships. The attacker announces targets for all his or her ships first, before the defending player announces targets for his or hers. You may choose not to target anything with a ship, in which case the ship deals no damage during the damage dealing step. If your ship is allowed to target multiple ships at once, you must choose how to divide its damage now.

Damage Dealing Step (IV): All ships deal damage simultaneously to their designated targets. If a ship receives damage that is equal to or greater than its shield, the ship is destroyed and placed on its owner's scrapheap.

Result Step (V): When attacking a home region, all attacking ships that are still in the region now deal their damage to the starbase, even though they have already dealt damage to defending ships. If the damage is equal to or greater than the total starbase shield, the starbase is destroyed and its owner has lost the game. The outcome of steps I, II, III and IV decides what happens next:

• If at least one defending ship has left the battle during this battle phase, start a new battle phase. If this was the last defending ship, the attacker still starts a new battle phase in this region and may use it to withdraw.

• If all the defending ships survived this battle phase, the attacking ships must immediately withdraw.

Important: All shields are fully recharged at the end of every phase – damage does not carry over from one battle phase to the next.

Example Attack:
Elysha has a Heron (ship) and a Kestrel (ship) with an active ambush command defending Curse (outer region). Ian attacks it with an Incursus and a Tristan.

Ambushing ships get to deal their ambush damage during the withdraw step and Elysha decides to deal it to the Tristan. Now she needs to deal 1 more damage to the Tristan during this phase to destroy it.

During the target step, Ian targets Elysha's ships, each with one of his ships, and Elysha targets the Tristan with her Heron and the Incursus with her Kestrel.

During the damage dealing step, all the ships are dealt damage that is equal to or greater than their shields, and are destroyed. This leaves Stain uncontrolled.

5. End Phase

If you have more than seven cards in your hand when all other phases have been completed, you must discard card(s) until you are holding seven. This completes your turn, and the player to your left can begin his or her turn.

ADVANCED RULES

Abilities

All abilities appear in the rules text. There are numerous different card abilities; many of them are unique and available to only one card. There are three categories: pending abilities, executed abilities, and continuous abilities.

Pending abilities start with "when" or "at." It means that when the required circumstances arise, the ability is played on the pile. Example: "When Ombar comes into play, its owner discards a card."

Executed abilities are played by you, as many times as you want. They all have a colon ":" in their text. The price is stated first, then the colon, and then the ability's effect. Example: "Sacrifice Crokite: Crokite deals 3 damage to target ship in this region."

Continuous abilities are constantly in effect, for as long as they are in play. Example: "All your ships gain +1 shield."

Some ship's abilities start with a bold word followed by a number and a description of the ability. This means that if the number is changed, all the numbers in the description change accordingly.

Command abilities, such as Patrol and Mining, only apply when that command has been activated. These abilities are treated just like any other abilities.

Controller vs. Owner

It is important to clarify the difference between the use of the words "controller" and "owner."

You are always the owner of all the cards in your deck, whether they have been played or not. Nothing in the game requires you to relinquish ownership of your cards, but cards in play can often switch controllers.

This normally happens when a player loses control over an outer region as well as the locations that have been played there. He may own all regions along with the outer region, but when he loses control of it, the benefits they gave him are transferred to the region's new controller.

If a player warps a ship into an outer region already controlled by another player, the control of that region does not shift until all defending ships have been eliminated.

"You"

The words "you" and "your" on all cards always refers to its controller. For example, if you have just played an outer region that says "Draw an extra card during your draw phase," this does not apply to you until you have taken control of the region by warping a ship into it.

Duration & Assembly

If a news card has a duration tab in its rules text, it means that the ability that follows comes into play when the appropriate duration tab is turned upwards. The ability stays in play for as long as the news card is at that duration tab.

Example Duration & Assembly:
Ian's 8th turn > Setup phase: Ian plays Forsaken Ruins (news). The card states that all ships in target outer region are to be returned to their controller's home region, and that no ships can warp into that outer region for as long as Forsaken Ruins stays in play. This news card has Duration III. Ian also plays a Bestower (ship) this turn. Bestower has Assembly II and therefore stays in his dock.

Ian's 9th turn > Setup phase: The countdown on both of these cards starts ticking. Ian now rotates the Forsaken Ruins card clockwise so that its second duration tab, Duration II, turns upwards. Then he rotates the Bestower so that its second assembly tab, Assembly I, turns upwards. He decides not to do anything else this turn and saves this turn's ISK income for a rainy day.

Ian's 10th turn > Setup phase: Ian now rotates the Forsaken Ruins card clockwise so that the last duration tab, Duration I, is turned up. Since there are no more assembly tabs on the Bestower, it is ready but still located in the starbase dock. During his management phase, Ian is able to warp his Bestower to his home region.

Ian's 11th turn > Setup phase: The duration of the Forsaken Ruins card has now expired, and the card is placed on Ian's scrapheap. That allows all players to again warp ships into the outer region that Forsaken Ruins was 'blocking'.

Player Initiative

The active player has initiative, and takes the first action during each phase, including playing a card, playing an executed ability, upgrading a starbase, warping a ship, etc. When a player has used his initiative, it passes on to the next player who might, for example, want to play a news card or an executed ability during that phase. The initiative also passes on at the end of each phase and each step, so everyone has a chance to play a news card or an executed ability before the next phase or step begins.

The Pile

When many things are happening at once, the order in which these events are resolved becomes very important. When the active player takes an action (such as playing a card, playing an executed ability, playing an outer region, warping a ship or upgrading his or her starbase), a new pile is created (figuratively speaking) and awaits to be resolved. That player may then add any amount of news cards or executed abilities on the pile before passing the initiative to the next player.

That player can then add news cards or executed abilities on the pile, or pass. The initiative moves around the table

clockwise until all players have passed consecutively. The pile is then resolved from top to bottom. If a news card or an ability is being resolved from the pile and its target is no longer applicable, it has no effect. If an effect removes (destroys) another effect lower in the pile, then that effect is immediately removed and will not be resolved. If an item that is placed on the pile causes a pending ability to come into play, that pending ability goes straight onto the pile. If an event causes a pending ability to come into play while the pile is being resolved, the pile continues to resolve all the way to the bottom and the pending ability starts a new pile. If many pending abilities come into play at the same time, the active player chooses in which order they are placed on the pile.

Important: You cannot add new effects to a pile while it is being resolved.

Example Pile & Player Initiative:
Elysha has a single Executioner (ship) in Metropolis (outer region). Ian tries to reduce her income by attacking the region with his Slasher (ship), hoping that Elysha will either withdraw her ship, or that the ships will destroy each other, thus leaving the region uncontrolled.

Elysha does not withdraw. They both order their ships to target the opposing ship during the target step and move on to the damage dealing phase.

Now the damage goes on the pile (3 to the Executioner and 2 to the Slasher). Since Ian is the attacker, he gets a chance to add something to the pile. He adds nothing and passes the initiative to Elysha. She adds a Stubborn Mechanic (news) to the pile, which targets her Executioner.

The initiative then passes back to Ian, who adds nothing to the pile. Elysha adds nothing either, so resolution of the pile begins.

Sacrifice

You may only sacrifice a card that is in play and is controlled by you, and only when a card or an ability permits you to do so. A sacrificed card goes to its owner's scrapheap but does not count as being destroyed for any intents or purposes. If an ability tells you to sacrifice a card, you choose which card to sacrifice unless stated otherwise.

Target

If the word "target" appears in an ability or on a news card, it can only be played if it has a legal target. The legal target is defined on the appropriate card.

When choosing targets for your ships during the targeting step in a battle phase, the only legal targets are enemy ships in the same region. If your ship's ability requires a target, that target is not limited to the same ship it deals its damage to.

The Mother of All Rules!

If the rules text on a card contradicts these game rules, the rules on the card take precedence. Please note that officially-issued errata is assumed to have replaced card text for the purposes of observing this guideline.

Glossary

Activate > When a ship's command tab is rotated away from you (upwards), the command is active.

Active Player > The player whose turn it is.

Agent > A character's agent ability only applies when it is docked.

Assembly > The time it takes to build a ship. A ship with no assembly tab enters play ready and docked.

Attack > The amount of damage a ship deals to its target.

Attacking Ship > When you warp a ship into an enemy region, that ship is considered to be an attacking ship until the attack has been resolved.

Bank > A communal pool of ISK from which the players draw their income.

Clone > When a character is piloting a ship and the ship leaves play, the character's owner may pay its clone cost to move it back to dock instead having it destroyed.

Command > Ambush, haul, mining, patrol, sniping, tanking and trade. A ship's command ability only applies when the appropriate command has been activated.

Command Power > The numerical value of a ship's command.

Controller > The player using a card for purposes of gameplay. Not to be confused with Owner.

Deactivate > When a ship's command is no longer active.

Defending Ship > When your home region is under attack, all of your ships in that region are considered defending ships until the attack has been resolved.

Discard > When you are supposed to discard, you must choose a card in your hand, and place it in your scrapheap.

Docked > Ships may dock inside their controller's starbase. Docked ships are not valid targets for cards or abilities.

Duration > The amount of time a news card stays in play. A news card with no duration tabs goes directly to the scrapheap after it has been resolved.

Enemy > All cards controlled by your opponents are considered enemy cards.

Friendly > All cards controlled by you are considered friendly cards. In some multiplayer variants, your allies' cards are also considered friendly.

Income > The ISK you gain during the income step of your setup phase.

ISK > The currency in EVE.

Limited > You may only play one "Limited" card each turn.

Market > Your deck of cards.

Mineral Value > The value of the minerals you can harvest from a location.

Owner > You own all your cards and are not required to relinquish ownership of them during the course of play. Not to be confused with Controller.

Pile > The pile is where you keep cards and abilities that

have been played but haven't been resolved.

Play a card > You play a card by paying the price of a card in your hand, revealing it and placing it on the pile. If cards "come into play" in any other way, they are not considered "played". Cards on the pile can be targeted and destroyed unless they specifically say that they cannot (i.e. Thorax and Megatron cannot be targeted by news, and Martial Law can neither be destroyed nor targeted).

Race Origin > Race origin of ships and characters is determined by the cards' background, which is easily recognizable by its corresponding race's starbase.

Reassemble > When a ship is reassembled, it is docked in your starbase as if you had just put it into play from your hand.

Region > There are two kinds of regions: outer regions and home regions. Outer regions can be played by all players during their own management phases. To control an outer region and gain its benefits, you must control at least one ship in that region. Your home region is represented by your starbase. You always control your own home region and all the locations in it.

Sacrifice > When you have to sacrifice a card, choose a card that you control and place it in your scrapheap. You cannot do this unless a card tells you to.

Scrapheap > This is your discard pile, where all cards go after they have been destroyed, discarded, sacrificed, or otherwise removed from play.

Shield > The amount of damage a ship or starbase can withstand before being destroyed.

Undocked > Ships that are not docked inside your starbase. A ship cannot be undocked unless it has been assembled.

Upgraded Starbase > You can upgrade your starbase during your management phase by paying its upgrade price.

Wallet > This is where you keep your ISK. Your wallet is empty at the beginning of the game.

Warp > The action of moving a ship from one region to another region.

Withdraw > Ships can withdraw from battle by warping to other regions or by docking.

CREDITS