



THE SECOND GENESIS

RULEBOOK - CORE SET

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 planet Earth. Its history now faded in the mists of time. In this new world, five distinct human races have emerged as the primary contestants for power. They are the Amarr, Minmatar, Gallente, Caldari - all of which are playable in this Core Set - 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 corporation the 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 anything 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.

Your greatest weapon is absolute control over your employees and other corporation assets. Plan the progress of your corporation well by constructing your deck of cards carefully. Rest assured that your opponents – the CEOs of rival corporations – have their strategy planned. In EVE, business is war, and the only thing that matters is winning.

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 from 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.

CONTENTS

Thank you for purchasing EVE: The Second Genesis. In this Core Set there are two starter kits available, their themes built around major conflicts in the EVE galaxy: 'The Day of Darkness' and 'The Great War'. Each starter kit contains 110 cards in two pre-constructed decks, two sheets of ISK coins, and this rulebook. Additional home region cards and outer region cards are also included in both starter kits so you can both modify your decks and create new ones.

The Day of Darkness

Since the Day of Darkness hundreds of years ago, when the golden hulls descended from the sky, Minmatar has been in thrall, held fast under the iron boot of the powerful Amarr Empire. Generations of their people have fallen prey to the Empire's merciless overlords, but today the children of Matar submit no more.



The Great War

Once part of the same nation, the Gallente Federation and the Caldari State were sundered by overpopulation and ideology, finding themselves embroiled in a brutal conflict that lasted nearly a century. A tentative peace presides between the two nations today, yet the embers smolder hot as ever.



HOW DO I ACQUIRE ADDITIONAL CARDS?

These decks do not include all of the available cards for this game. You can purchase additional cards or trade with your friends and customize your deck with cards you have collected. The outer regions included in both starter kits are the same, enabling you to create multiple decks. EVE: The Second Genesis booster packs include 15 randomly sorted cards from the 240 cards in the EVE: The Second Genesis Core Set (10 common, 3 uncommon, 1 rare, and 1 home region or outer region). Each booster pack has a 50% chance of containing a premium card that replaces a card of the same rarity. To find out more, visit www.eve-ccg.com.

THE MOTHER OF ALL RULES!

If the rules text on a card contradicts these game rules, the rules on the card take precedence.

CARD TYPES

Now you will be introduced to the different card types in the game.

REGIONS IN GENERAL

The EVE galaxy is divided into regions. At the beginning of each game, each player controls one home region. These home regions are represented by their player's 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 in 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. If you attack an enemy region and win the battle, you immediately gain control of the region when all enemy ships have either left or been destroyed.

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

Important: Home regions and outer regions are the only cards that you do not shuffle into your deck. Once in play, a region cannot be destroyed or removed from play.

STARBASES/HOME REGIONS

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



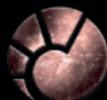
AMARR



CALDARI



GALLENTÉ



MINMATAR

Maximum Number of Locations

Shield

Income

7
2
∞

AMARR

HOME REGION > STARBASE

1. Setup Phase - Duration step, assembly step, ISK income step*.
2. Draw Phase - Draw one card.
3. Management Phase - Play cards from hand, play outer regions, upgrade your starbase, and manage your ships.
4. Battle Phase(s) - Begin battle step, a withdraw step, a target step, damage step, and result step.
5. End Phase - Reduce to 7 cards.

*You may forfeit all ISK you gain during your income step to draw one card.

ART > B. BÖRNER BRINSSON

Important: Cards that have no race icons, can be played by any race.

Upgraded Starbase

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 immediately 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.



Important: Your starbase is the heart of your corporation; if destroyed, you have lost the game.

OUTER REGIONS

Every deck must have exactly three different outer regions. They are not shuffled into the deck but kept aside, face down. You can play any number of outer regions in the same 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 copy of that outer region already in play. Outer regions cannot be destroyed.

The diagram illustrates the layout of an Outer Region card. At the top, four labels are connected to specific elements on the card: 'Price' points to a '5' in a circle; 'Name & Card Type' points to 'DAM TORSAD' and 'OUTER REGION'; 'Income' points to a '+1' in a circle; and 'Maximum Number of Locations' points to a '5' in a square. The card's main image is a futuristic cityscape. Below the image, the text reads: 'At the beginning of your turn, you may search your market for a location that you could legally play in this region and put it into play in this region.' At the bottom left, 'Abilities' points to the copyright text '© 2005 CCP > CORE SET > 014/240'. At the bottom right, 'Rarity Symbol' points to a small icon.

Price Name & Card Type Income Maximum Number of Locations

5 DAM TORSAD
OUTER REGION +1 5

At the beginning of your turn, you may search your market for a location that you could legally play in this region and put it into play in this region.

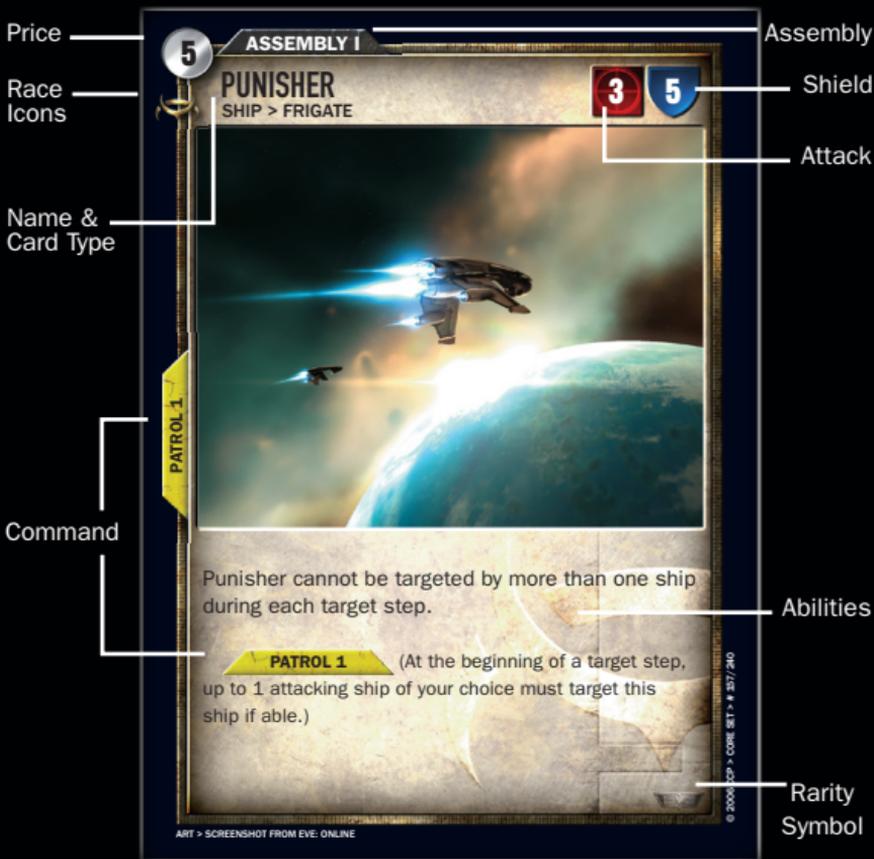
© 2005 CCP > CORE SET > 014/240 ART > ASGEIR JÓN ASGEIRSSON

Abilities Rarity Symbol

Important: You must gain control of an outer region with at least one ship before you can gain any of its benefits, even if you played the region.

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 undocked and deployed. Docked ships count as being in your home region, but are of no use until undocked. Docked ships cannot be targeted, and are therefore mostly safe from your opponents; their abilities do not apply unless stated otherwise and they cannot participate in defending your home region.



Important: While the Punisher above can be played only by Amarrians (as its race icon shows), some ships may be played by more than one race.

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 effect the game for several rounds or until the game is over.



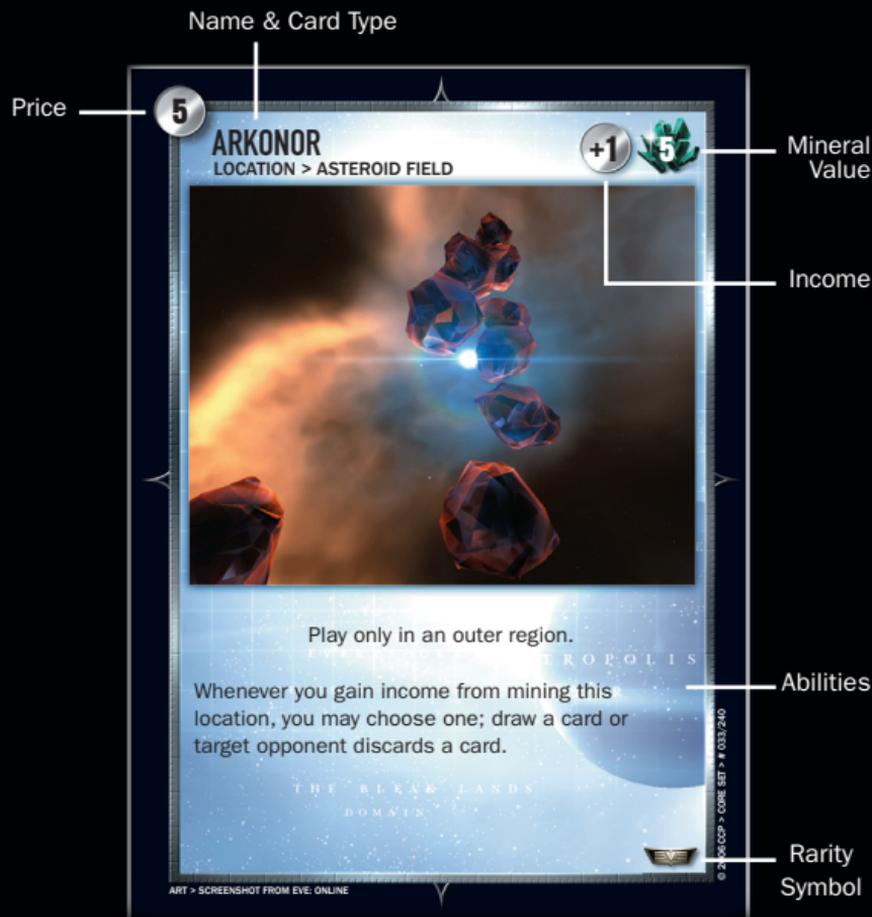
STARBASE STRUCTURES

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.



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.



CARD ANATOMY

Name > The name of this card.

Card Type > The card's type and sub-type, such as '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.

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 each phase.

Maximum Number of Locations > The number of locations that can be placed in this region. In the Core Set, one outer region (Ginnungagap) and all home regions have an '∞' symbol written here, which means that there are no limitations to how many locations can be placed in those regions.

Assembly > The time that it takes to assemble this ship. A ship with no assembly tabs comes into play ready and docked.

Race Icon > You can only play cards that share a race icon with your starbase. If a card does not have any race icons, it can be played by any 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 and command power.

Attack > The damage that this ship deals.

Duration > The time 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 in 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.

GAME SETUP

Prepare your deck > You need to separate the decks from the additional cards that are supplied with this starter kit. The starbase and outer regions that you wish to use depends on the starter kit you have purchased. You are free to experiment with any combination of these, as long as you use three different outer regions and a single starbase with each deck. Below there are recommendations for which starbase and outer regions to use with the Core Set starter kits. Set the remaining cards aside for later use.

THE DAY OF DARKNESS > Starter Kit



Empiric Tower > Upgraded Starbase
Dam Torsad > Outer Region
Metropolis > Outer Region
Stain > Outer Region



Liberty Tower > Upgraded Starbase
Scalding Pass > Outer Region
Heaven > Outer Region
Sansha's Nation > Outer Region

THE GREAT WAR > Starter Kit



Venal Tower > Upgraded Starbase
Cloud Ring > Outer Region
Moon of Ndoria > Outer Region
Society of Conscious Thought > Outer Region



Entrallment Tower > Upgraded Starbase
Insmother > Outer Region
The Khanid Kingdom > Outer Region
The Tierjev Pocket > Outer Region

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 discarded from your hand.

2. Decide who goes first

Randomly decide which player goes first.

3. Draw your opening hand

All players draw 7 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 7 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.

Example Game Setup:

Ian starts by placing his Amarr starbase on the table. But he is careful not to reveal the back side of the starbase to his opponents, so that he may surprise them later on. Ian then draws a starting hand of 7 cards from his market. He is not quite happy with his draw, so he shuffles a couple of cards back into the market and refills his hand.

Suggested playing area

When you have played your cards, it is recommended that each player's area looks something like the picture on the next page.

A location
in an outer
region you
control



An outer region
you control



Your ship
that claims
this outer
region for
you

A ship with an active command
in your home region

A location
in your home
region



A starbase
structure in your
home region



Your market



Your starbase



Your scrapheap
(discard pile)



A ship at its second
and last assembly
step, Assembly I.

A ship in
your dock



Your unplayed
outer regions



GAME FLOW

Each turn consists of a number of phases. Players alternate playing through each of the phases during their turns. All phases during a turn must be finished before the next player can start his turn. The turn sequence below lists all the phases. For your convenience, the phases are also listed on every starbase.

1. Setup Phase

Duration Step > Your news cards that have Duration I, II, III or IV 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 Assembly I, II, III or IV 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.

Example Setup Phase:

Duration Step > Elysha has a Stubborn Mechanic (news) in play. It has Duration IV, but is currently at Duration I. This means that its duration has expired, and should be placed on the scrapheap. The card's ability immediately stops being in effect.

Assembly Step > During her last turn, Elysha played Omen (ship). She now rotates her Omen from Assembly II to Assembly I, meaning that her ship is only one more round from being ready. During Elysha's next assembly step, her Omen is fully assembled and docked.

Income Step > After adding together the 2 ISK Elysha gains from her starbase, 1 ISK from Veldspar (location), and 1 ISK from controlling Metropolis (outer region), Elysha collects 4 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. In a multiplayer game, ignore that 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 docked into play, 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 copy of that outer region already in play.

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

Dock or undock a ship > Move a ship from dock to your home region or from your home region to dock.

Warp a ship > Deactivate a ship's command and move it from one region to another. If you warp a ship into an enemy controlled region, your ship has attacked that region and cannot execute any of its abilities, activate any of its commands, or warp again during this management phase.

Activate a ship's command > Rotate a ship so that the tab of the desired command is turned upwards. Ships that are docked or attacking cannot activate their commands. 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). When you warp a ship or wish to switch its commands, you must deactivate its current command. A command can stay active through multiple turns if not deactivated.

Example Management Phase:

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

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

Since the Kestrel was the last ship in that region, it is now uncontrolled. Elysha can fearlessly undock the Velator, warp it to Moon of Ndoria, and claim it.

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.

4. Battle phases

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. 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 what 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 to their dock or to any regions that do not have enemy ships in them.

Target Step (III)

Players designate targets for each of their ships (the attacker goes first and announces targets for all his ships before the defending player announces targets for his ships). You may choose not to target anything with a ship, in which case the ship deals no damage during the damage dealing step.

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:

- a) 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.
- b) 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 each 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 Stain (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.

IAN'S SHIPS



ELYSHA'S SHIPS

5. End Phase

If you have more than 7 cards in your hand when all other phases have been completed, you must discard card(s) until you are holding 7. 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.

When Omber 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.

Discard 2 cards: Draw a card.
Play this ability only once per turn.

Continuous abilities are constantly in effect, for as long as they are in play.

Patrolling ships in your home region get  .

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 by some other card, 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 locations 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.

Player Initiative

The active player has initiative and takes the first action during each phase, including playing a card, using an ability, upgrading a starbase, 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 ability during that phase. The initiative passes on at the end of each phase and each step, so everyone has a chance to play a news card or an ability.

The 'Pile'

When many things are happening at once, the order in which these events are resolved becomes very important. When a player plays a card or an ability, it is placed on the pile (figuratively speaking) and awaits to be resolved. That player may then add any amount of news or abilities on the pile before passing the initiative to the next player.

Then that player can add news cards or 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 an effect removes (destroys) another effect lower in the pile, then that effect is immediately removed and will not be resolved.

The following is placed on the pile: cards, abilities and outer regions that are played, starbases that are upgraded, and damage that is dealt.

Example 'Pile' & Player Initiative:

Elysha has only 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 step.

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.

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

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 the owner's scrapheap, as if it has been destroyed. 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 to be confused with the target that the ship deals its damage to.



Your Deck

The minimum number of cards in your market depends on what format you and your friends like to use. We suggest that when you have collected enough cards, you use the default tournament format:

- Exactly one starbase
- Exactly three outer regions
- A market of at least 52 cards
- No more than four of each card

Duration and 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 undock his Bestower.

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'.



ASSEMBLY II



DURATION III!



ASSEMBLY !



DURATION II



READY - DOCKED



DURATION I



EXPIRED - PLACE ON THE SCRAPHEAP

GLOSSARY

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

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 this 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 > This is where you keep whatever it is you use to represent ISK.

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

Command Power > The power of your ship's command.



Controller > The player who controls this card or region.

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

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

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

Docked > All ships come into play docked in your starbase due to their construction inside.

Duration > The amount of time this 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 ally's 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 > Every player draws cards from his or her own market.

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

Opponent > Your enemy players.

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 Control.

Pile > The pile is where you keep cards and abilities that have been played but haven't been resolved.

Play > When you reveal a card in your hand and pay its ISK price. If cards 'come into play' in any other way, they are not considered 'played'.

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 put it in your scrapheap. You can not do this unless a card tells you to.

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

Shield > This is how much damage it takes to destroy this ship or starbase.

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 starbases 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.

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