STAR HEROES™
TRADING CARD GAME

QUICK PLAY GUIDE

Name & Title

Class & Card Type

Faction

AX3
DRAGONFLY

EPSILON STARSHIP 1

Symbols

⊕ 2

◈ 2

Cloak: This Dragonfly cannot be targeted in direct combat unless it directly attacked during the last cycle (The Dragonfly cannot defend your Homeworld while cloaked).

The Dragonfly maneuvers silently through the narrow asteroid belt, cloaked by quantum jamming tech, waiting for the perfect time to strike before vanishing back

BETA   Art by Héctor Castrillon
Star Heroes © Eternium © 20.. The Space Collective Limited

Skills & Upgrades

Card Function

Card Type

Knowing how to read a card is very important in unleashing the full power of your deck! This is a list of the primary card functions players will come across during their epic space battles!

WEAPONS
The offensive capability of your Star Heroes and Vessels.

SHIELDS
The defensive capability of your Star Heroes and Vessels.

NAVIGATION
The number of Zones your Star Heroes can move across the Star map.

ETERNIUM SHARDS
The most valuable resource in the Galaxy. Used for Achievement victories.

SKILLS/GEAR
Special skills or additional gear belonging to your Star Heroes.

UPGRADES
Additional functions for your Vessels.

DEPLOYMENT
Card effect is activated immediately upon play.

EQUAL TO OR GREATER THAN
Used in the card function area to indicate class.

EQUAL TO OR LESS THAN
Used in the card function area to indicate class.

BEFORE THE GAME BEGINS

You and your opponents will go head to head in a battle for galactic domination. You will deploy Star Heroes, build Starships and Space Stations, and send them across the vastness of space to enforce your rule!

STEP 1
Both players unfold and lay out their Fleet playmats, then unfold and lay out the Star Map playmat.

STEP 2
*Each player shuffles their Flight Deck (**50** cards), Star Hero Deck (**10** cards), and Discovery Deck (**10** cards), then lays out each on their Fleet playmat and Star Map playmat.*

STEP 3
Both players place their Star Hero token on their Homeworld on the Star Map playmat. This token represents your first Star Hero.

STEP 4
Both players place their Homeworld cards on their Fleet playmats. You must defend your Homeworld throughout the game!

STEP 5
Both players select and place an Epsilon-class Star Hero in their first Star Hero slot on the Star Map playmat.

STEP 6
Flip a coin or play Rock, Paper, Scissors to decide who goes first.

STEP 7
*Both players draw **7** cards from their Flight deck (if players don't draw an Epsilon-class vessel, they can Mulligan once).*

WHAT YOU CAN DO DURING YOUR CYCLE

There are three phases in each cycle that must be played in the following order:
1. Draw Phase
2. Space Phase
3. Fleet Phase

DRAW PHASE

1 **DRAW CARDS** ≫ **Page 8**
At the start of each cycle, you must draw **1** Flight card or **1** Star Hero card. Additional Flight cards may be drawn by spending **3** Zones per Flight card (maximum of **2** per cycle).

SPACE PHASE

1 **RECRUIT A STAR HERO** ≫ **Page 10**
A maximum of **3** Star Heroes. A second Star Hero may be played only after you have conquered your primary Homeworld Zones, and a third may be played only after you have conquered your secondary Homeworld Zones.

2 **MOVE YOUR STAR HERO** ≫ **Page 12**
You may move your Star Hero across the Star Map. How far it can move depends on how much Navigation the Star Hero has.

3 **CONQUER A ZONE** ≫ **Page 14**
Your Star Heroes may conquer Zones across the Star Map, including Zones controlled by your opponent. If a Star Hero performs this action, they cannot conduct Missions or Research.

4 **ENGAGE IN COMBAT** ≫ **Page 16**
Your Star Heroes may engage in combat with other Star Heroes by entering the same Zone as an enemy Star Hero. Combat begins immediately. If a Star Hero performs this action, they cannot conduct Missions or Research.

FLEET PHASE

1 **BUILD A VESSEL** ≫ **Page 18**
You may play **3** types of Vessels: Starships, Space Stations, and Outposts. When a Vessel is first played, it is sent to Spacedock for **1** cycle. Vessels cannot be used or targeted until they are deployed during your next cycle.

2 **RECRUIT CREW** ≫ **Page 20**
You may play up to **3** Crew cards face-down on the Fleet Map. Crew cannot be used until the cycle after they are first played.

3 **CONDUCT MISSIONS** ≫ **Page 22**
Only once per cycle. You may send Star Heroes, Starships, and Space Stations on Missions to gain Eternium Shards. Any unit that completes a Mission cannot directly attack.

4 **CONDUCT RESEARCH** ≫ **Page 24**
Only once per cycle. You may use Star Heroes and Outposts to conduct Research across the Galaxy for rewards. If a Star Hero or Outpost conducts Research, they cannot directly attack.

5 **ENGAGE IN COMBAT** ≫ **Page 26**
Your Vessels may engage in combat with other Vessels. If a Vessel has been sent to conduct a Mission, it cannot directly attack another Vessel.

6 **BUILD DRONES** ≫ **Page 28**
You may deploy up to **6** Drones to your fleet at any one time. Drones are used for additional firepower.

1.0 DRAW PHASE

The draw phase is what gives players the cards to achieve victory! But be warned, you must choose which deck to draw from wisely! Knowing when to draw from each deck is one of the key strategies players must master!

1 **DRAW CARDS**
At the start of each phase, players must draw either:
A. *1 Flight card*
OR
B. *1 Star Hero card*
*Additional Flight cards may be drawn by spending **3** Zones per Flight card (maximum of **2** per cycle).*

A

FLIGHT DECK   DISCOVERY DECK   JUNKYARD

B

CONQUERED ZONES   DEPLETED ZONES

STAR HERO DECK   STAR 1 HERO   STAR 2 HERO   STAR 3 HERO

2.0 SPACE PHASE

Players use their Star Heroes to navigate the Galaxy and conquer Zones that are used to deploy more Star Heroes, Vessels, and Support Crew! Playing the right Star Heroes is the key to success on the Star Map.

RECRUIT A STAR HERO

1

Players use their Star Heroes to navigate the Galaxy and conquer Zones, which are used to deploy additional Star Heroes, Vessels, and Crew. Choosing the right Star Heroes is key to success on the Star Map.

*When first played, a Star Hero cannot perform any actions or be targeted by your opponent. The Star Hero is **deployed** at the start of your next cycle and is then ready for action.*

Example:
Luna's class: Gamma (3 Zones)
Zones required to play Luna: 5

Card Class
Gamma / 3 Zones

A *When Zones are used to recruit, move your Zone tokens from the Conquered Zones section to the Depleted Zones section. At the beginning of your next cycle, the tokens are moved back to the Conquered Zones section, ready for use.*

B *Each player has 3 Star Hero slots. Your second Star Hero may be played after conquering your primary Homeworld Zones, and your third Star Hero can be played after conquering your secondary Homeworld Zones.*
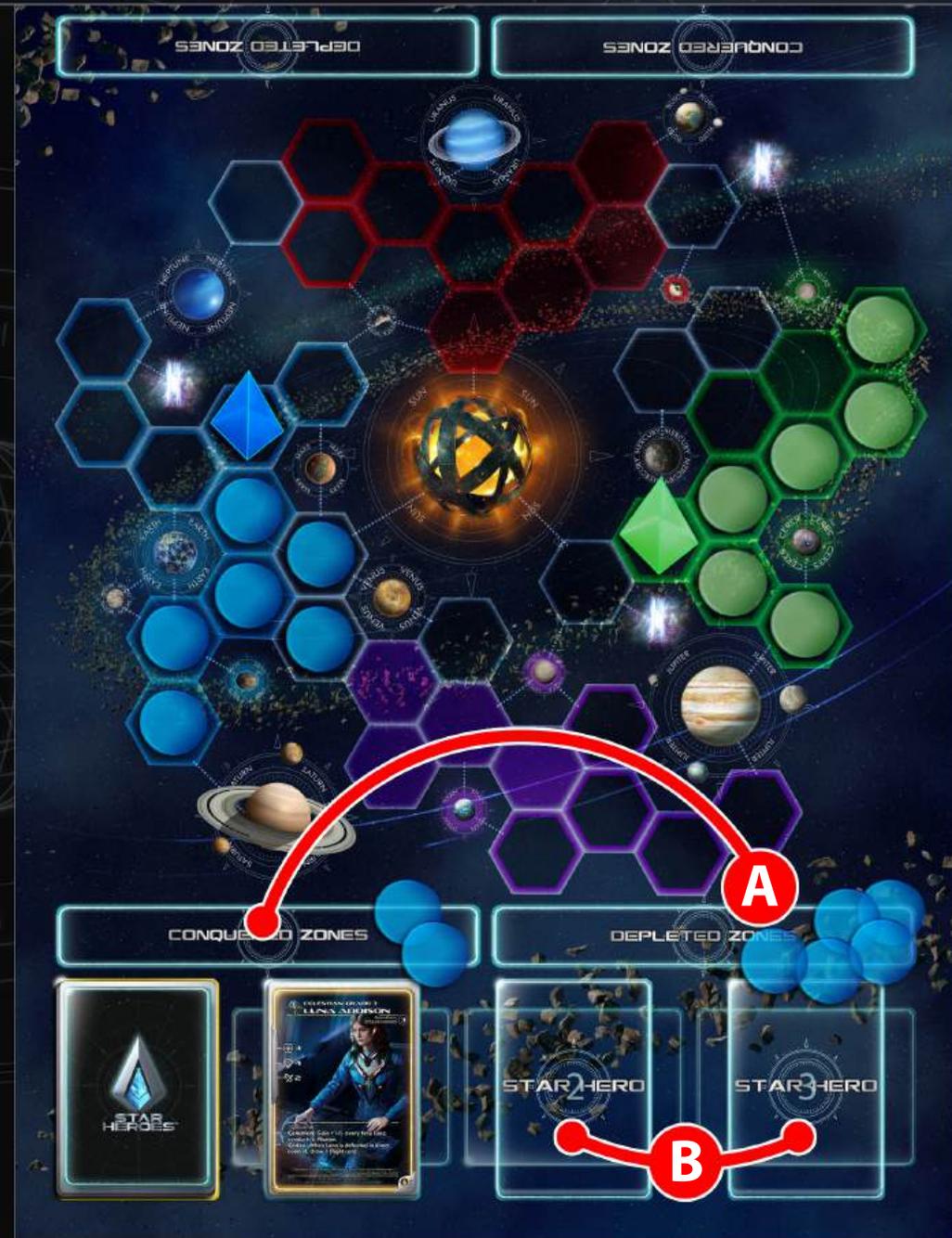
2.1 SPACE PHASE

Navigate your Star Heroes journey wisely, as the wrong choices could lead to disaster, and the right ones, eternal victory!

2 **MOVE A STAR HERO**
Star Heroes move across the Galaxy using the Star Map. How far a Star Hero can move depends on how many Navigation points it has.

Example:
Luna's Navigation Points: 2
Luna can move: 2 Zones per cycle

Navigation: 2

As your Star Heroes navigate across the Galaxy, they can conquer Zones along the way. Zones are the primary resource used to deploy new Star Heroes, Vessels, and Crew to your fleet in the pursuit of galactic conquest.

3 **CONQUER A ZONE**

*Star Heroes may conquer unoccupied Zones, enemy Zones, or perform Missions and/or Research (if they have the required **Specialist** or **Researcher** skill) during their cycle. To conquer a Zone, it must be connected to your Homeworld. If you attack an enemy Zone that is not connected to your Homeworld, your opponent loses control of that Zone, but you do not gain control of it. All conquests take **1** cycle.*
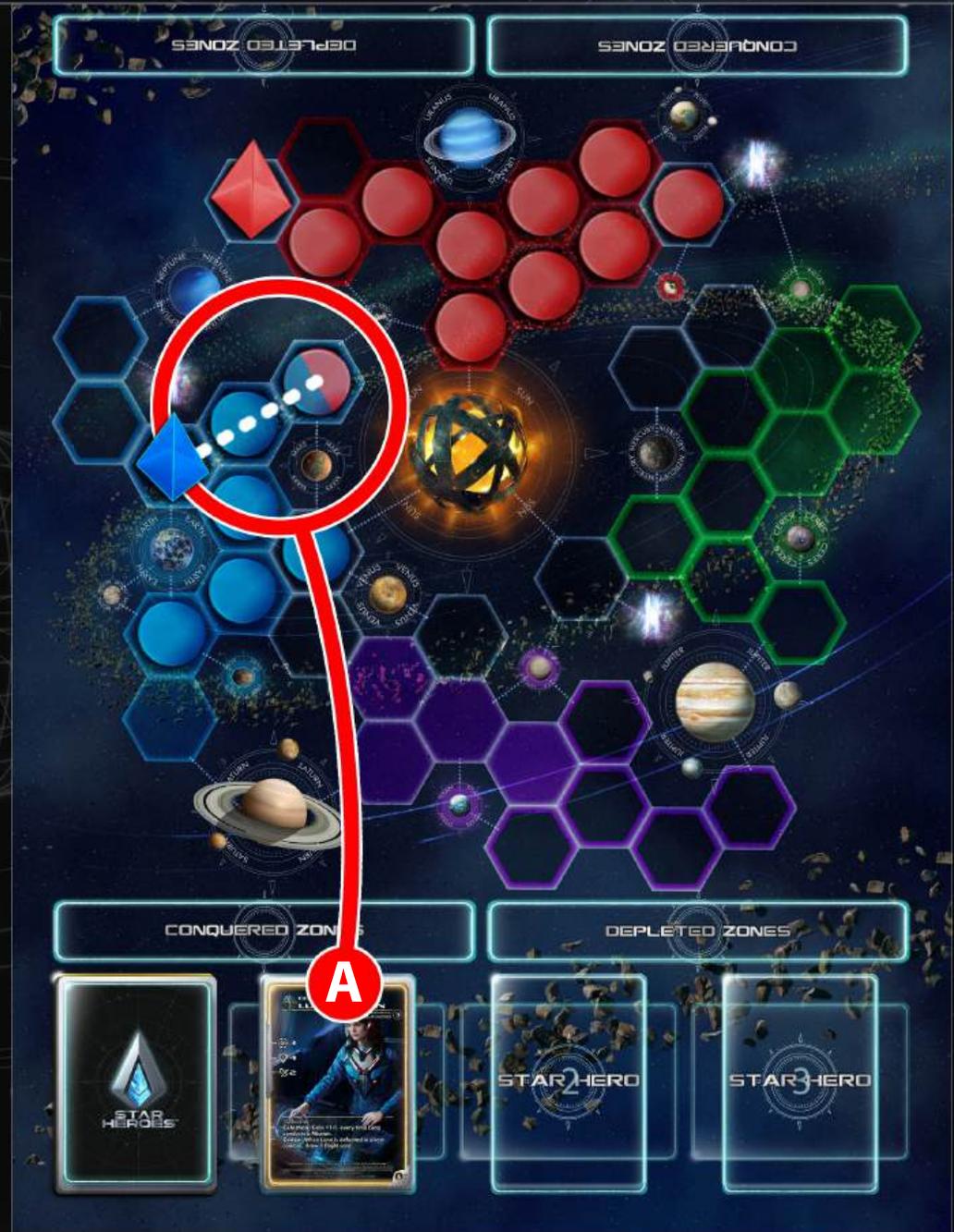
*After conquering a Planetary Zone, a Star Hero may remain there for **1** additional cycle to search for a Discovery (draw a Discovery). If the Star Hero leaves the Planetary Zone before searching for a Discovery, they cannot return later to search.*

Example:
*Luna has **2** Navigation, so she can:*
***A.** Move **2** Zones and conquer a Zone*
***B.** Not move and conduct a Mission*

A *When a Star Hero conquers a Zone, place **1** token on that Zone and a second token in your Conquered Zones section.*

CELESTIAN, GRADE 3
LUNA ADDISON GAMMA STAR HERO 3

3
4
2

(Specialist)
Celestian: Gain +1 every time Luna conducts a Mission.
Codex: When Luna is defeated in direct combat, draw 1 Flight card.

CONQUERED ZONES

DEPLETED ZONES

STAR HEROES

STAR HERO 2

STAR HERO 3

2.3 SPACE PHASE

Star Hero combat is not only used to defeat enemies, but can also be a strategic tool to interrupt opposing Star Heroes during their conquests and discoveries, slowing their progress across the Galaxy.

4 **ENGAGE IN STAR HERO COMBAT**
*Star Heroes may engage in combat with other Star Heroes. To do so, a Star Hero must enter the same Zone as an opposing Star Hero, and combat begins immediately. When a Star Hero attacks, it becomes **depleted** until the next cycle unless it is destroyed and sent to the Junkyard.*

Star Hero Combat Example:
The Model X (5⬡ / 5⬦) moves and attacks Luna (3⬡ / 4⬦).
Model X deals 5⬡ damage, leaving Luna with -1⬦.
Luna deals 3⬡ damage, leaving Model X with 2⬦.
Result: **Luna is defeated and sent to the Junkyard, while Model X survives with 2⬦ remaining.**

3.0 FLEET PHASE

Players use their Vessels to engage enemy Fleets and Homeworlds in epic space battles. Vessels consist of 3 types: Starships, Space Stations, and Planetary Outposts, each with their own advantages and weaknesses.

1

PLAY A VESSEL
Players may use Zones to build Vessels. To build a Vessel, players must **deplete** *a number of Zones equal to the class of the card.*

Example:
Starforge Destroyer class: Delta (2 Zones)
Zones required to play the Starforge Destroyer: 2

A/B *When a Vessel is first played, it is sent to Spacedock to be constructed. While in Spacedock, the Vessel cannot perform any actions or be targeted by your opponent. The Vessel is deployed to your Fleet at the start of your next cycle, ready for action.*

3.1 FLEET PHASE

Crew are the backbone of any deck. Without sufficient Crew to support your Star Heroes and Vessels, victory becomes much harder to achieve.

SPACEDOCK

2 RECRUIT CREW

*Players may use Zones to recruit Crew. To recruit Crew, players must **deplete** a number of Zones equal to the class of the card.*

Example:
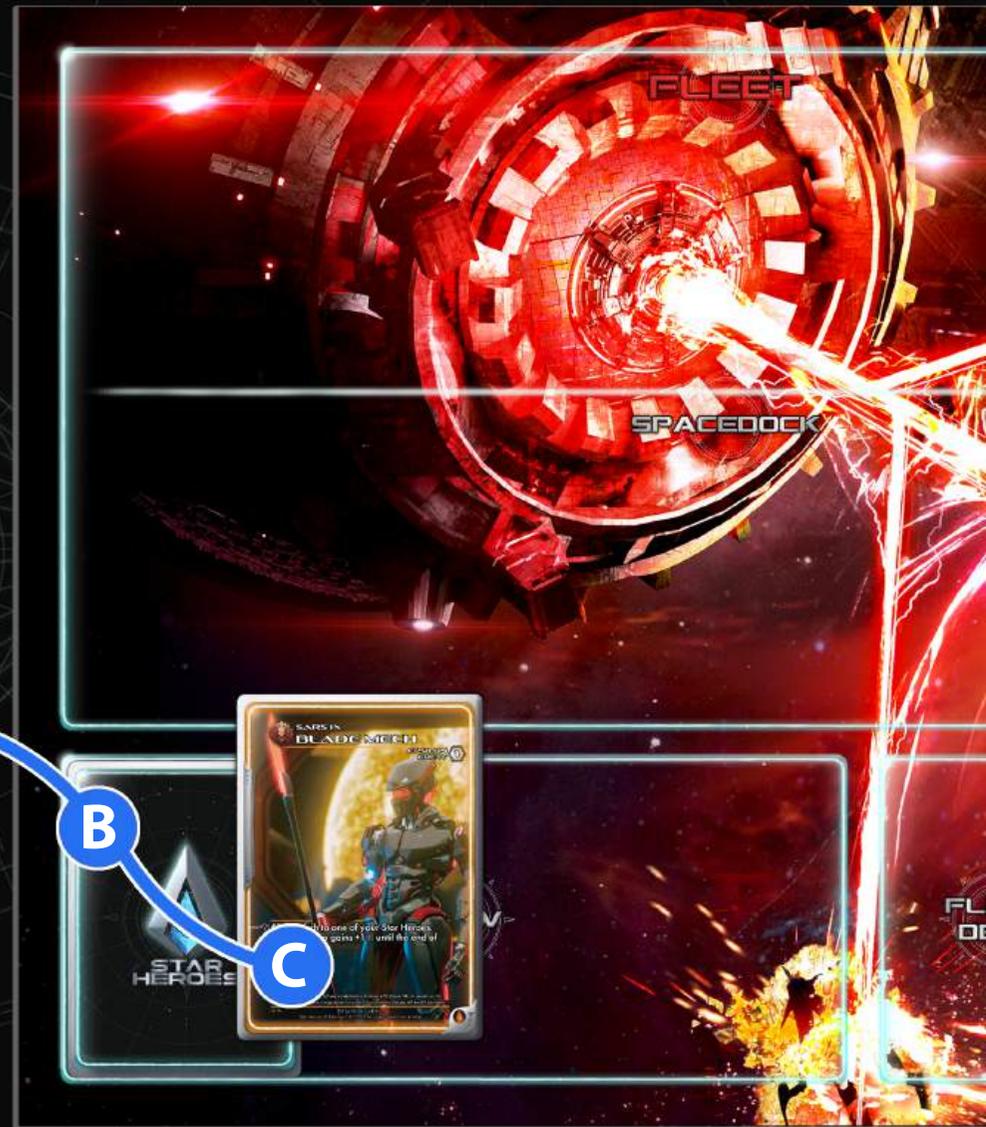*SARS IX Blade Mech class: Epsilon (1 Zones)*
Zones required to play the SARS IX Blade Mech: 1

A B C *When Crew is first played, it is placed face-down on the Fleet Map. Crew cannot be used until the player's next cycle, but it may be targeted by enemy card effects while face-down on the Fleet Map.*

STAR HEROES

3.2 FLEET PHASE

Sending your Star Heroes and Vessels across the Galaxy to conduct Missions is pivotal to your success on the galactic stage. You will establish trade routes, acquire relics left behind by the Ancients, and much more.

3

CONDUCT MISSIONS

Star Heroes, Starships, and Space Stations may conduct Missions to gain Eternium Shards, the resource required for an Achievement victory and for activating benefits from certain cards.

A B C *To conduct a Mission, send any combination of Star Heroes with the Specialist skill, Starships, or Space Stations whose total class values equal or exceed the Mission's class cost. Only **1** Mission may be conducted each cycle.*

Mission Example:
The *Lost Eternium Fragment* Mission (Alpha / 5 Zones) is played.
*The Starforge World Engine(Alpha / 5 Zones) Space Station is sent to conduct the Mission, after which the Space Station is **depleted** and turned horizontally until the next cycle.*
Result: **The Mission is completed and the player is awarded 5 Eternium Shards**
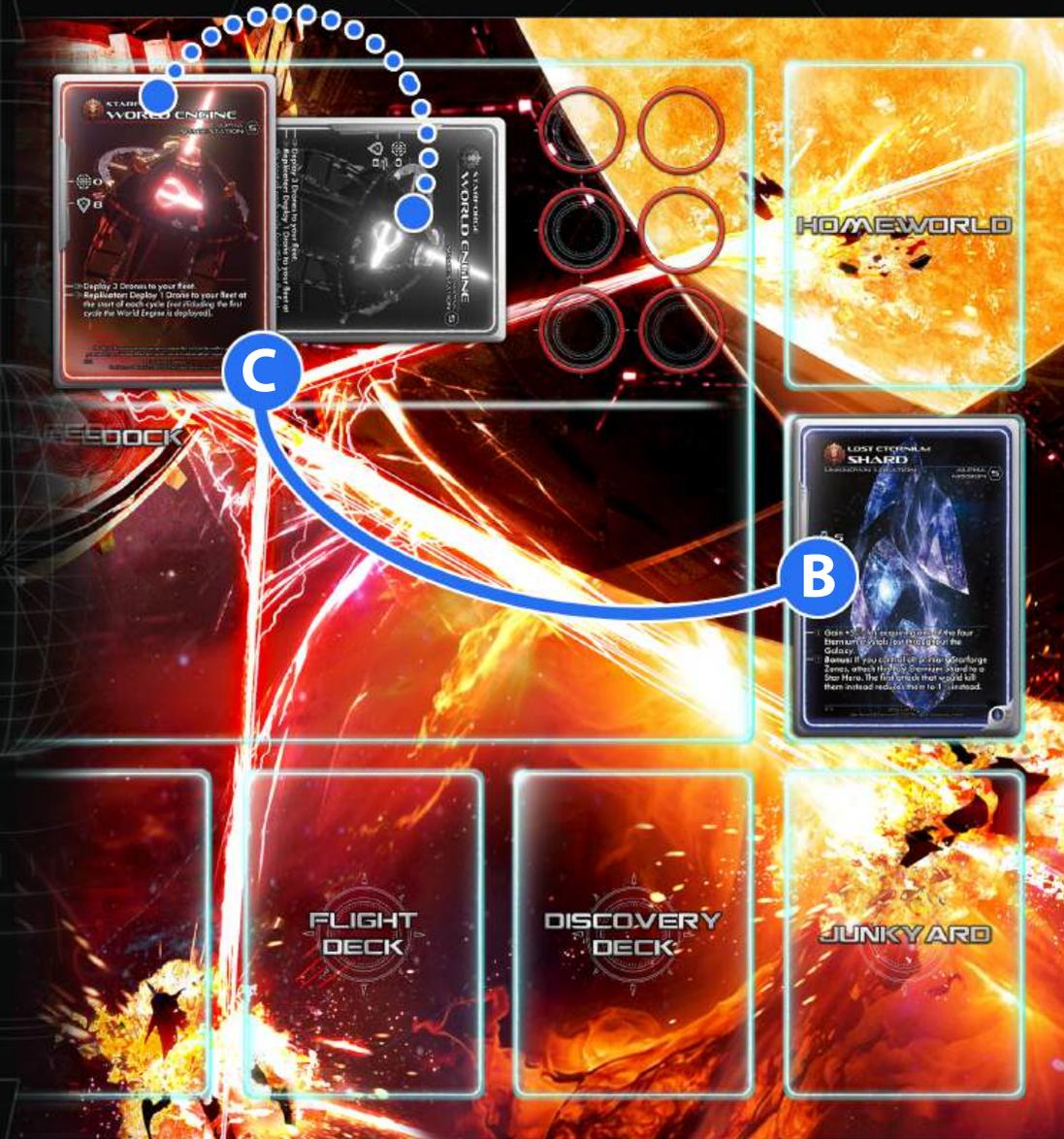
3.3 FLEET PHASE

Research can lead to technological, biological, and theoretical advancements that can place you far ahead of your enemies. Remember, knowledge can be dangerous, but a lack of knowledge can be fatal.

4

CONDUCT RESEARCH
*Star Heroes and Space Stations may conduct Research to gain non-combat benefits.*

A B C *To conduct Research, send any combination of Star Heroes with the Researcher skill and/or Outposts whose total class values equal or exceed the Research class cost. Only 1 Research may be conducted each cycle.*

Research Example:
Ancient's Keystone Research (Alpha / 5 Zones) is played.
The player sends the Starforge World Engine (Alpha / 5 Zones) Space Station to conduct the Research.
Result: **Research is completed and the rewards received.**
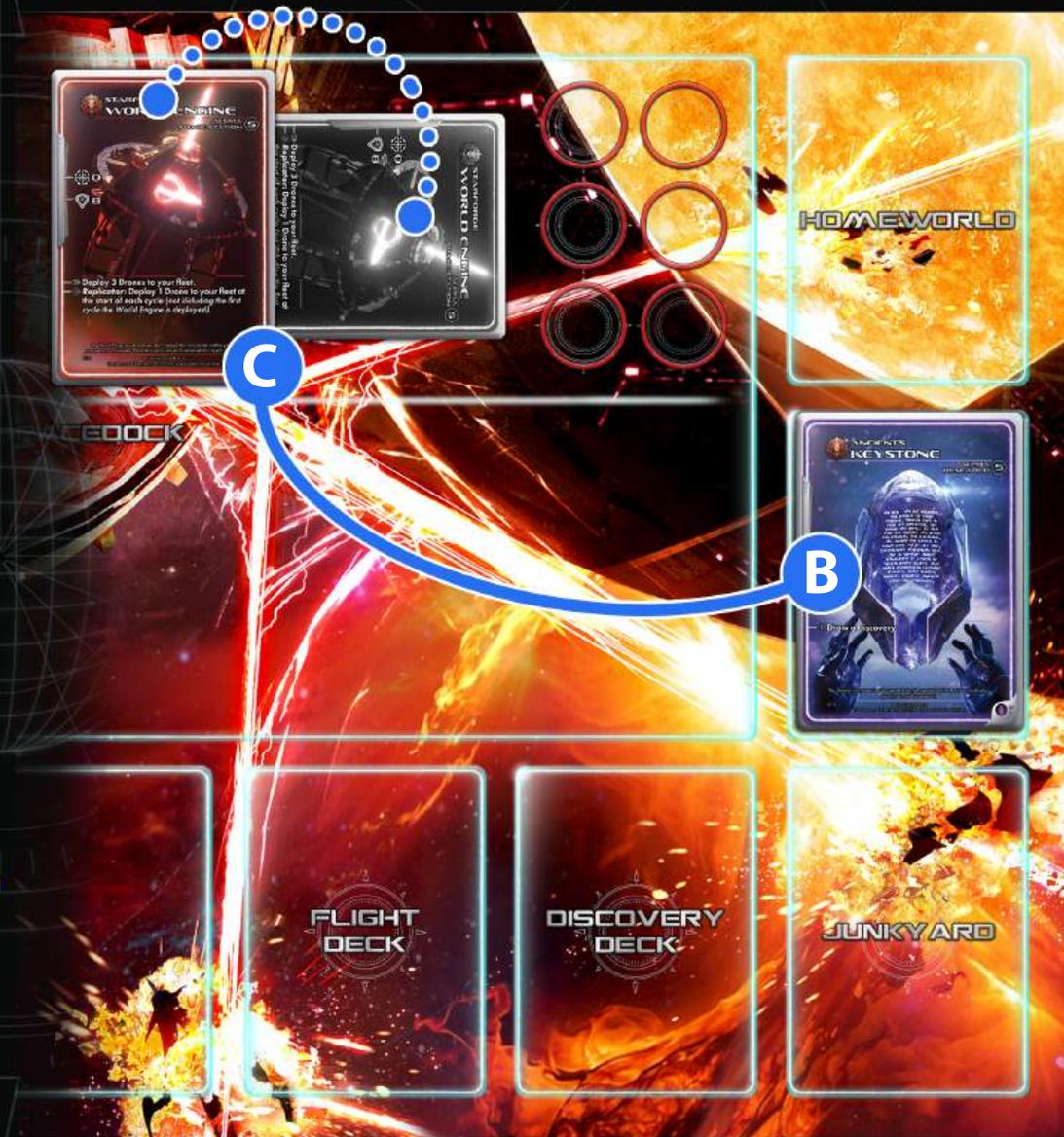
3.4 FLEET PHASE

Galactic conquest can only be achieved through the brutality of intergalactic warfare. Send your fleet of Starships and Space Stations into the unknown depths of space, defeat your enemies, and claim victory.

5 **ENGAGE IN FLEET COMBAT**

Vessels may engage in combat with other Vessels. To engage in combat, both the attacking and defending Vessel must be deployed. When a Vessel attacks, it becomes **depleted** *and is turned horizontally until the next cycle, unless it is destroyed and sent to the Junkyard.*

Fleet Combat Example:
The Starforge Destroyer (3⊛ / 3◈) attacks the AX3 Dragonfly (2⊛ / 2◈) .
The Starforge Destroyer deals 3⊛ damage, leaving the Dragonfly with -1◈.
The AX3 Dragonfly deals 2⊛ damage, leaving the Destroyer with 1◈.
Result: **The AX3 Dragonfly is destroyed and sent to the Junkyard, while the Starforge Destroyer survives with 1◈ remaining.**

Drones are effective at shifting the balance of power during battles between space fleets. Individually, they can give you an advantage, but collectively, they can turn the tide of war.

5 BUILD DRONES

Drones are small, autonomous ships with 1⬡ / 1◈ that provide additional firepower to your fleet. They can be used in combat during the same cycle they are deployed, bypassing the Spacedock. Drones are deployed as a result of card effects.

Each player may deploy a maximum of 6 Drones at any given time.

A *When a Drone directly attacks and is not destroyed, it becomes depleted and is flipped until the next cycle.*

*Drones cannot conduct Missions, Research, or attack your opponent's Homeworld.
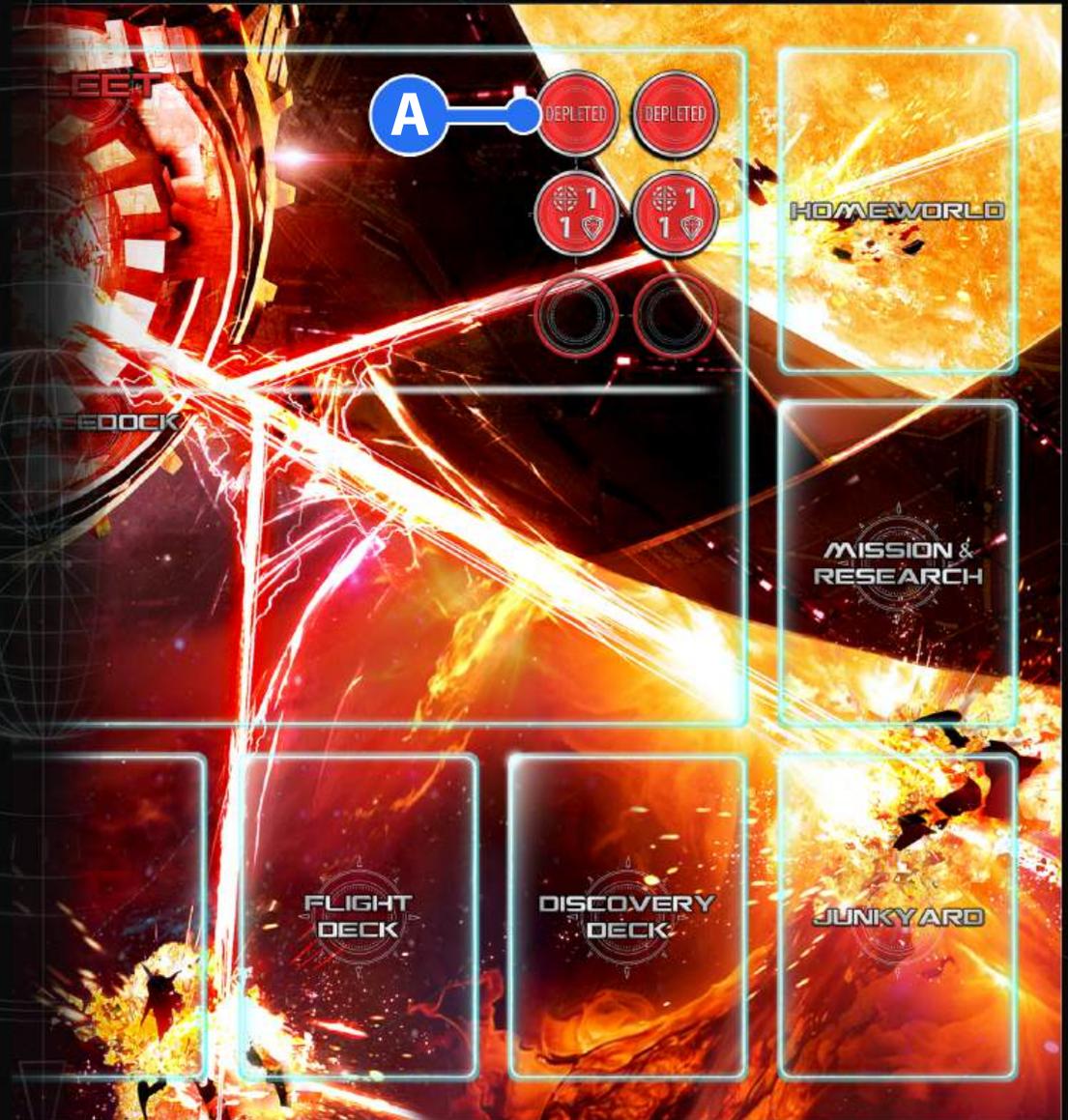
HOMEWORLDS

Your Homeworld is the seat of power from which you expand your empire, command your Star Heroes and vast fleet, and devise strategies to spread your influence across the Galaxy. Protect it at all costs.

HOMEWORLDS

Your Homeworld is placed on the Fleet Map at the start of the game. Each Homeworld has its own defenses (X⊕ / X⏚), which are used to counter enemy Star Hero and Vessel incursions.

A Homeworld may be directly attacked by;
*A. Moving your Star Hero to the opposing **undefended** Homeworld on the Star Map and attacking the Homeworld directly.*
B. Using your Vessels on the Fleet Map to directly attack the enemy Homeworld.
Homeworlds may only be attacked when there are no defending Vessels deployed to the enemy fleet.

Drones cannot attack or defend Homeworlds.

STAR MAP

The Star Map is where your Star Heroes navigate, explore, and conquer. It is here, among the stars, that you will acquire resources, expand your empire, and defeat your enemies.

STAR MAP
Each player may deploy a maximum of 3 Star Heroes at any given time. The first Star Hero is played at the start of the game. The second may be played after conquering your faction's primary Zones, and the third may be played after conquering your faction's secondary Zones.

Primary Zone
(Solid Color)

Secondary Zone
(Hollow Color)

Planetary Zone
(Planet/Asteroid)

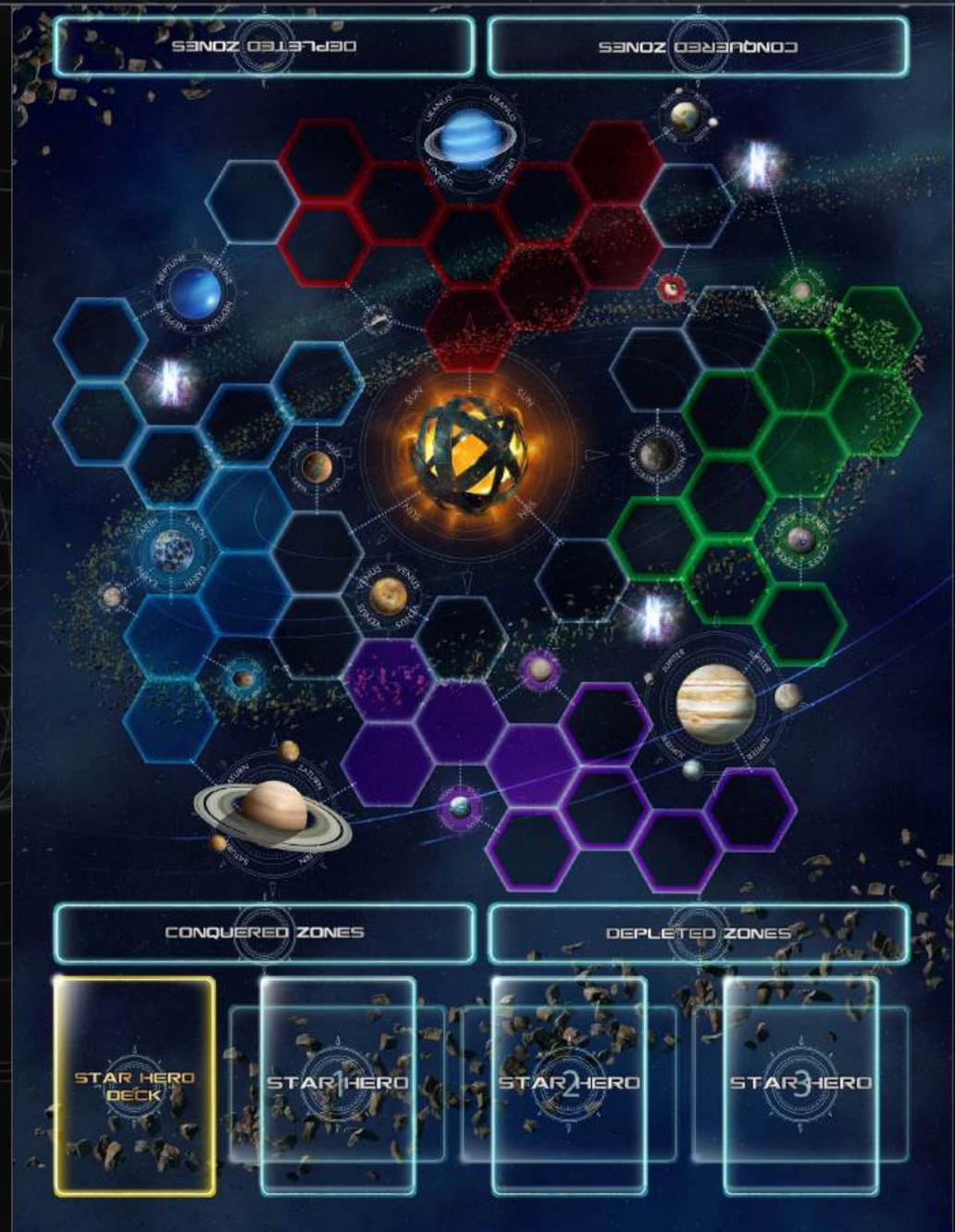**Dead Space Zone**
(Empty)

Eternium Portal
Eternium Portals allow Star Heroes to travel from one side of the Solar System to another in the blink of an eye. When a Star Hero steps onto an Eternium Portal, it is transported to another Eternium Portal of your choice. Travel through the Eternium requires 1 Navigation ( ).

Navigation Lines
Navigation lines show the routes Star Heroes can take in and out of a specific Zone.

DEPLETED ZONES

CONQUERED ZONES

CONQUERED ZONES

DEPLETED ZONES

STAR HERO DECK

STAR 1 HERO

STAR 2 HERO

STAR 3 HERO

VICTORY CONDITIONS

Victory comes in many forms in the Star Heroes universe. Players must build their decks and develop strategies based on which victory type or types they aim to achieve.

ACHIEVEMENT VICTORY
*Be the first player to acquire **30** Eternium Shards (⬨).*

CONQUEST VICTORY
*Reduce your opponent's Homeworld shields (🛡) to **0**.*

ANNEXATION VICTORY
Conquer all of your opponent's Zones (excluding their Homeworld).

HERO VICTORY
*Defeat **5** of your opponent's Star Heroes. If a player has no active Star Heroes on the Star Map, they have **3** cycles to deploy a new Star Hero or they lose the game.*