



**STAR  
HEROES™**  
TRADING CARD GAME

# QUICK PLAY GUIDE

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# HOW TO READ A CARD

# CARD SYMBOLS

Name & Title

Zone Cost

Faction

Symbols

Class

Skills/Upgrades

Function

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

Special skills for your Star Heroes.



## UPGRADES/GEAR

Additional functions for your Vessels or gear for your Star Heroes.



## 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.

# HOW TO NAVIGATE THE STAR MAP



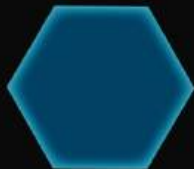
The Star Map is where your Star Heroes navigate, explore, and conquer. It is here, among the stars, that you will acquire resources, expand your empire, and defeat your enemies.



## 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)



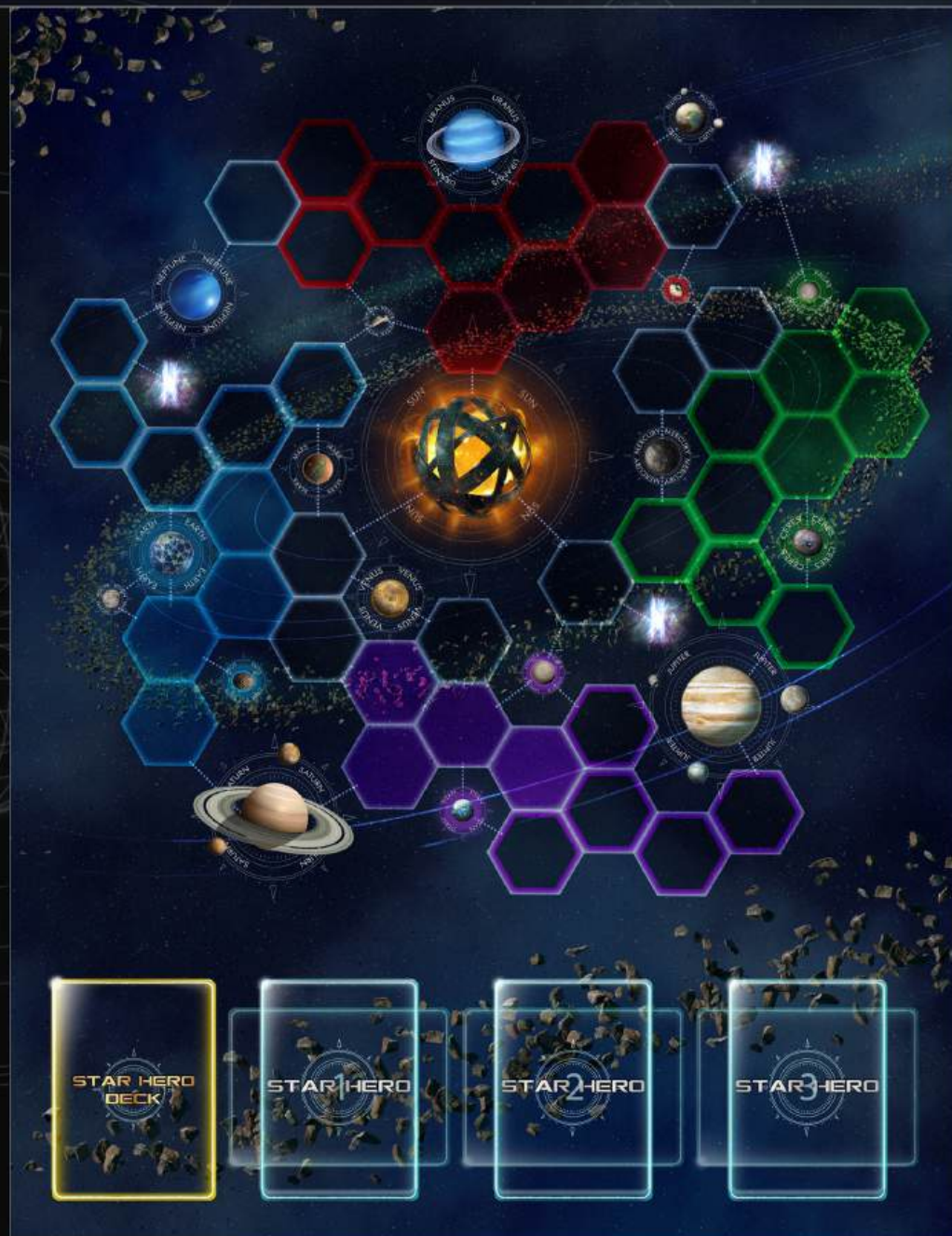
### Eternium Portal

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.



# HOW TO NAVIGATE THE FLEET MAP

# CARD SYMBOLS

## Fleet Area

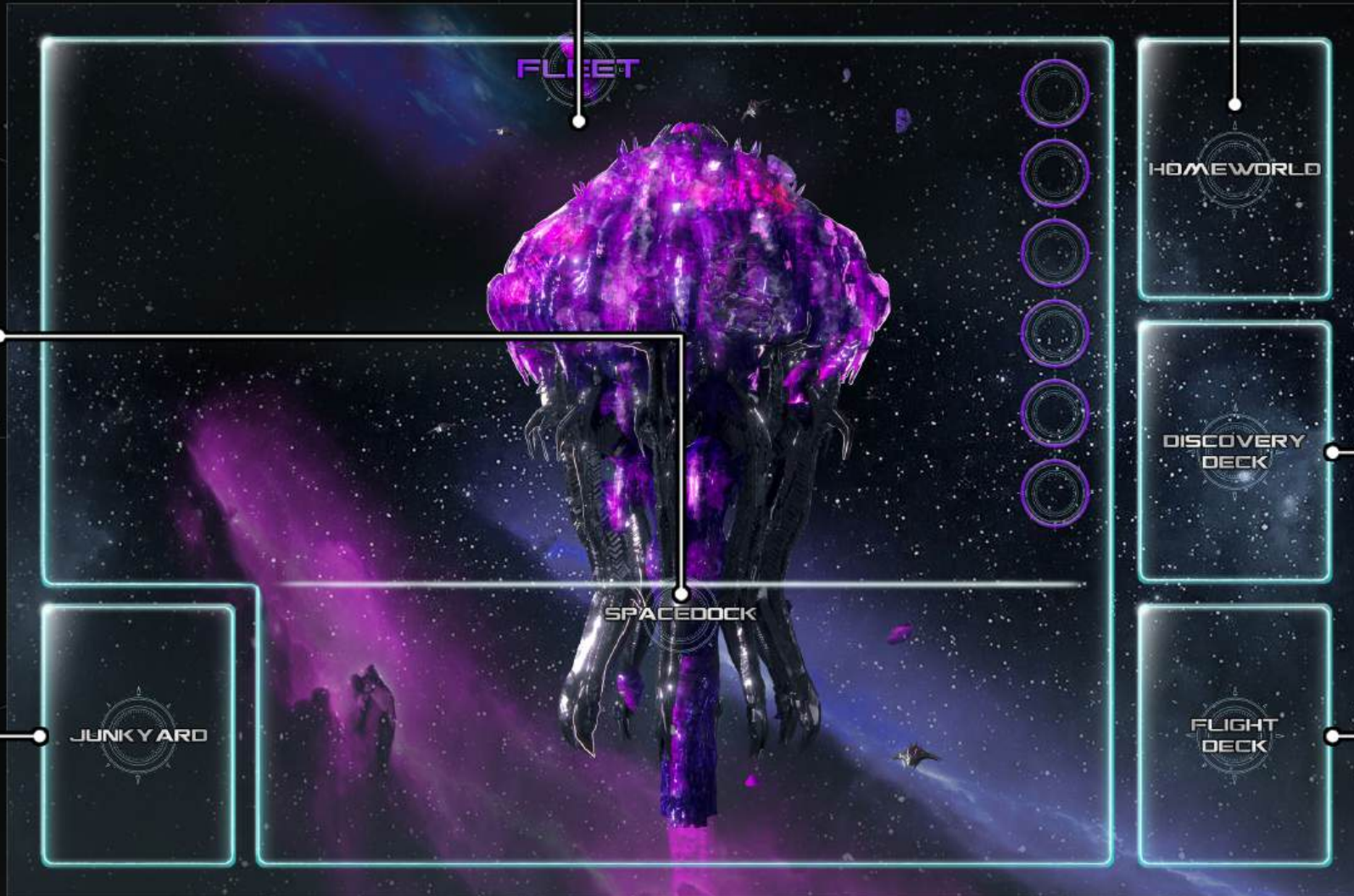
The Fleet area is where all of your Vessels are deployed after leaving Spacedock, where Crew are deployed, and where Missions and Research are conducted.

## Spacedock Area

The Spacedock area is where all of your Vessels are built in the pre-deployment phase.

## Junkyard Slot

This slot contains all of the cards that have been used or destroyed.



## Homeworld Slot

This slot contains your Homeworld card.

## Discovery Deck

This slot contains your 10 card Discovery Deck.

## Flight Deck

This slot contains your 50-60 card Flight Deck.

# 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 (A).



## CONQUEST VICTORY

Reduce your opponent's Homeworld shields (S) 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.

# GAME PHASES



Progress in Star Heroes unfolds across three distinct game phases, each demanding its own approach and tactical focus. Players must shape their decks and adapt their strategies to navigate these phases effectively.



## START OF CYCLE - DRAW PHASE

The first thing a player does at the start of their cycle is to draw a card from their Flight Deck or Star Hero Deck.



## MIDDLE OF CYCLE - SPACE PHASE

The Space Phase is where players deploy and move Star Heroes, conquer Zones (resources), engage in combat against enemy Star Heroes, and attack enemy Homeworlds.



## END OF CYCLE - FLEET PHASE

The Fleet Phase is where players build and deploy Vessels, build Drones, deploy Crew, complete Missions, conduct Research, engage in combat with the enemy fleet, and attack enemy Homeworlds.

# 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 14

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 16

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 18

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 20

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 22

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 24

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

### DEPLOY CREW

» Page 26

You may deploy Crew to your fleet to provide support to your Star Heroes and Vessels.

3

### COMPLETE MISSIONS

» Page 28

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 or defend your Homeworld.

4

### CONDUCT RESEARCH

» Page 30

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 or defend your Homeworld.

5

### ENGAGE IN COMBAT

» Page 32

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 34

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).*



# 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.

1

## RECRUIT A STAR HERO

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: **3**

**Card Class**  
Gamma / 3 Zones

**A** When Zones are used to recruit, flip Zone tokens over to show the Depleted side. At the beginning of your next cycle, the tokens are flipped back over, 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



## 2.2 SPACE PHASE



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



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



## 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.

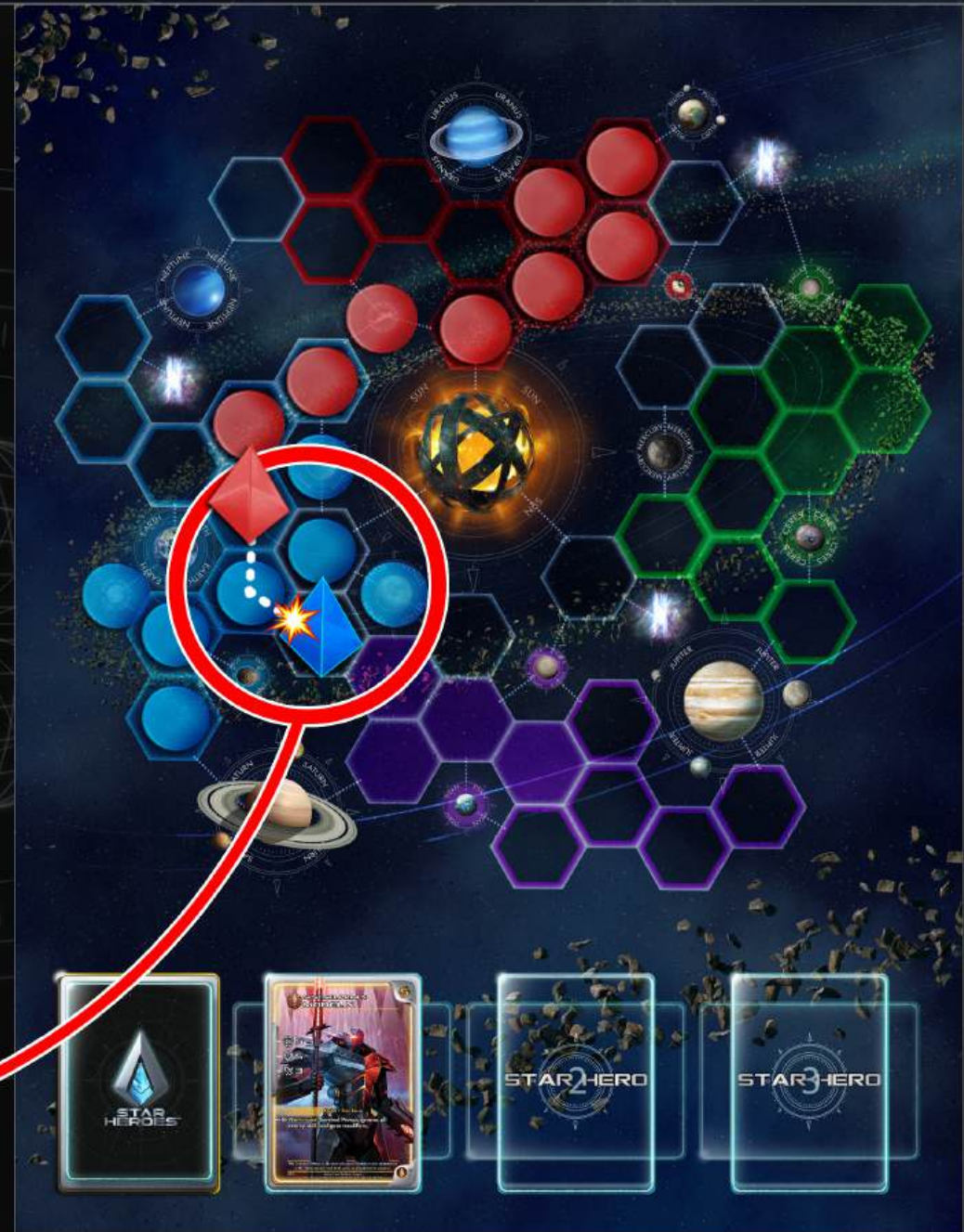
#### Star Hero Combat Example:

**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

## BUILD 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.

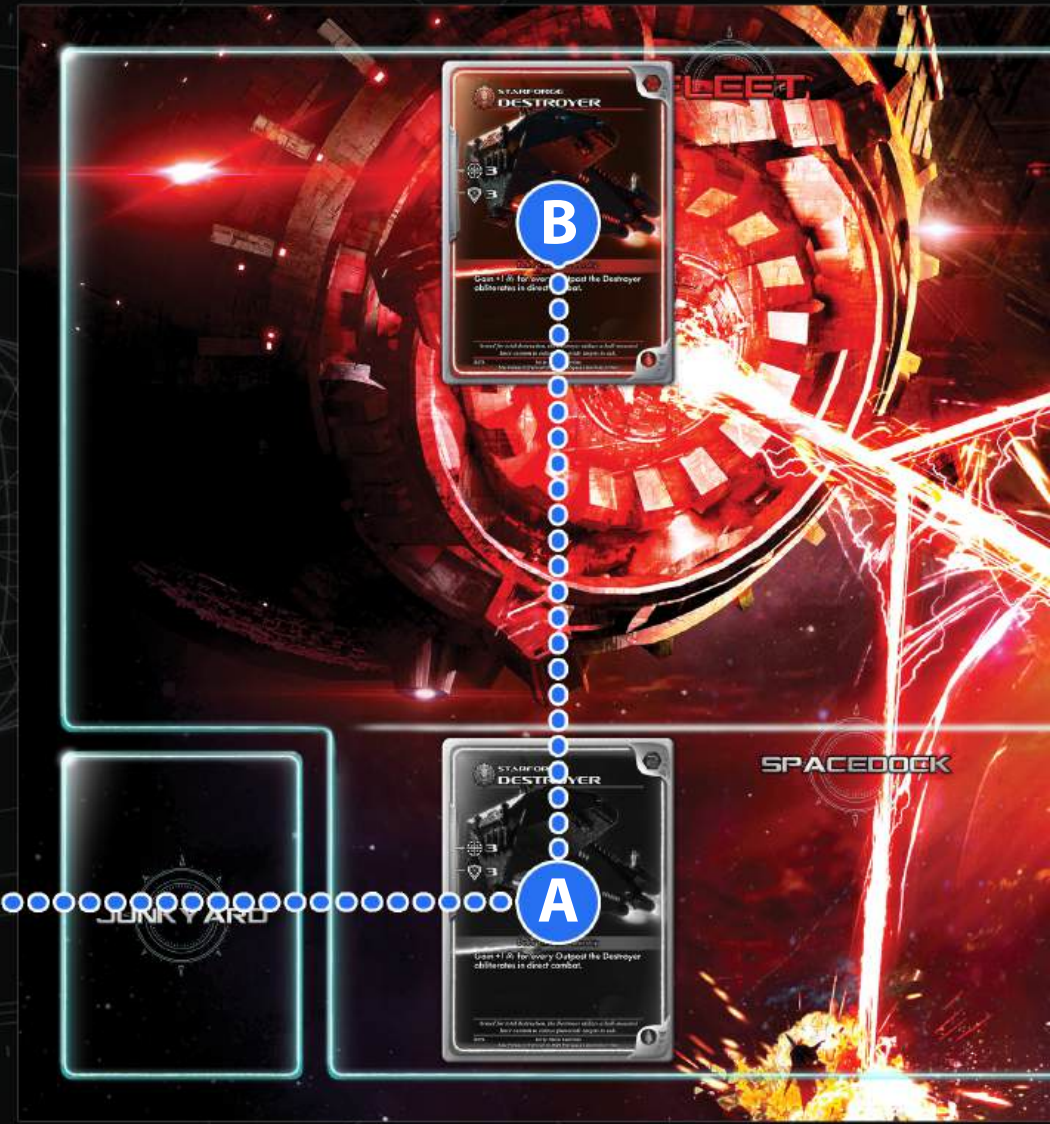
Example:

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.

2

## DEPLOY 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.

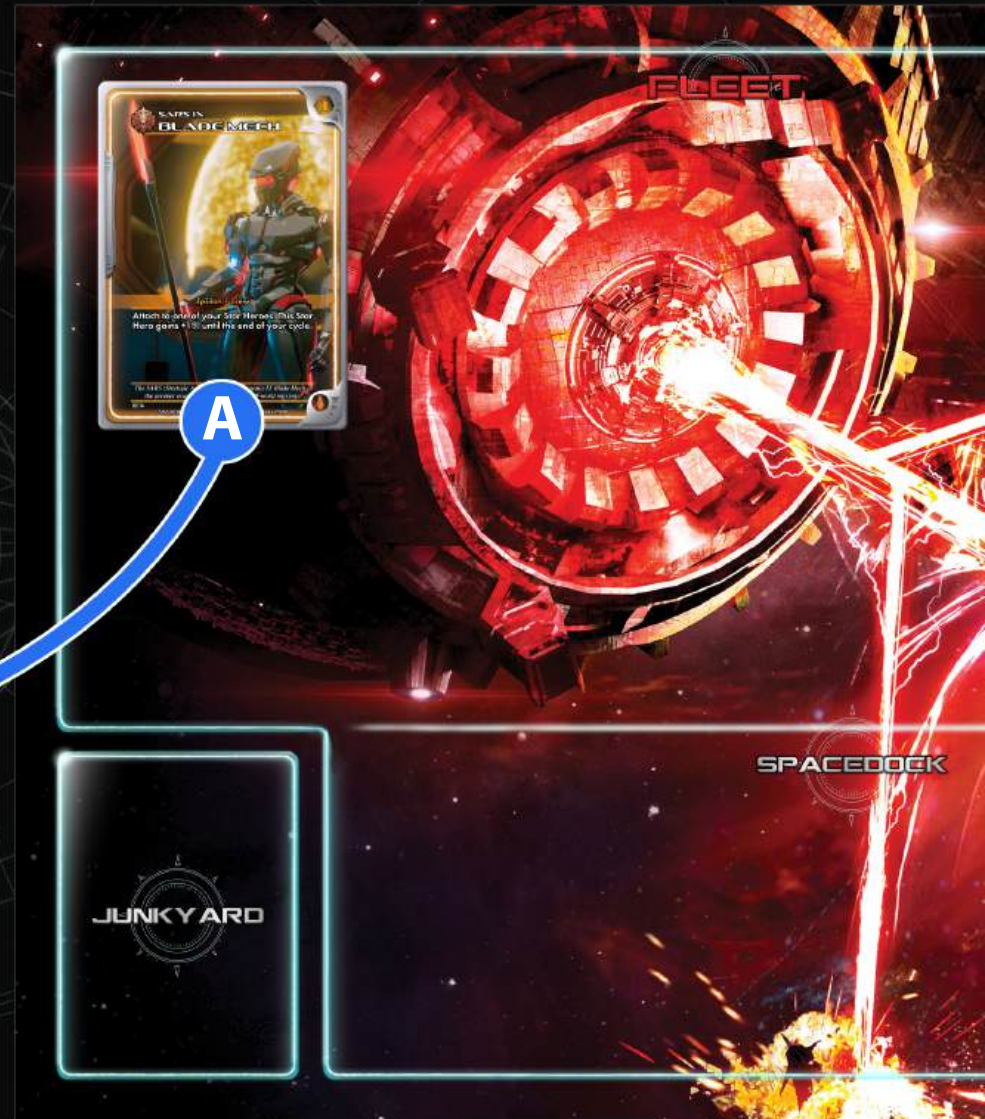
Example:

SARS IX Blade Mech class: *Epsilon* (1 Zone)

Zones required to play the SARS IX Blade Mech: 1



When Crew are first played, their effect occurs immediately (unless stated otherwise on the card).



# 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

## COMPLETE MISSIONS

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

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

### Mission Example:

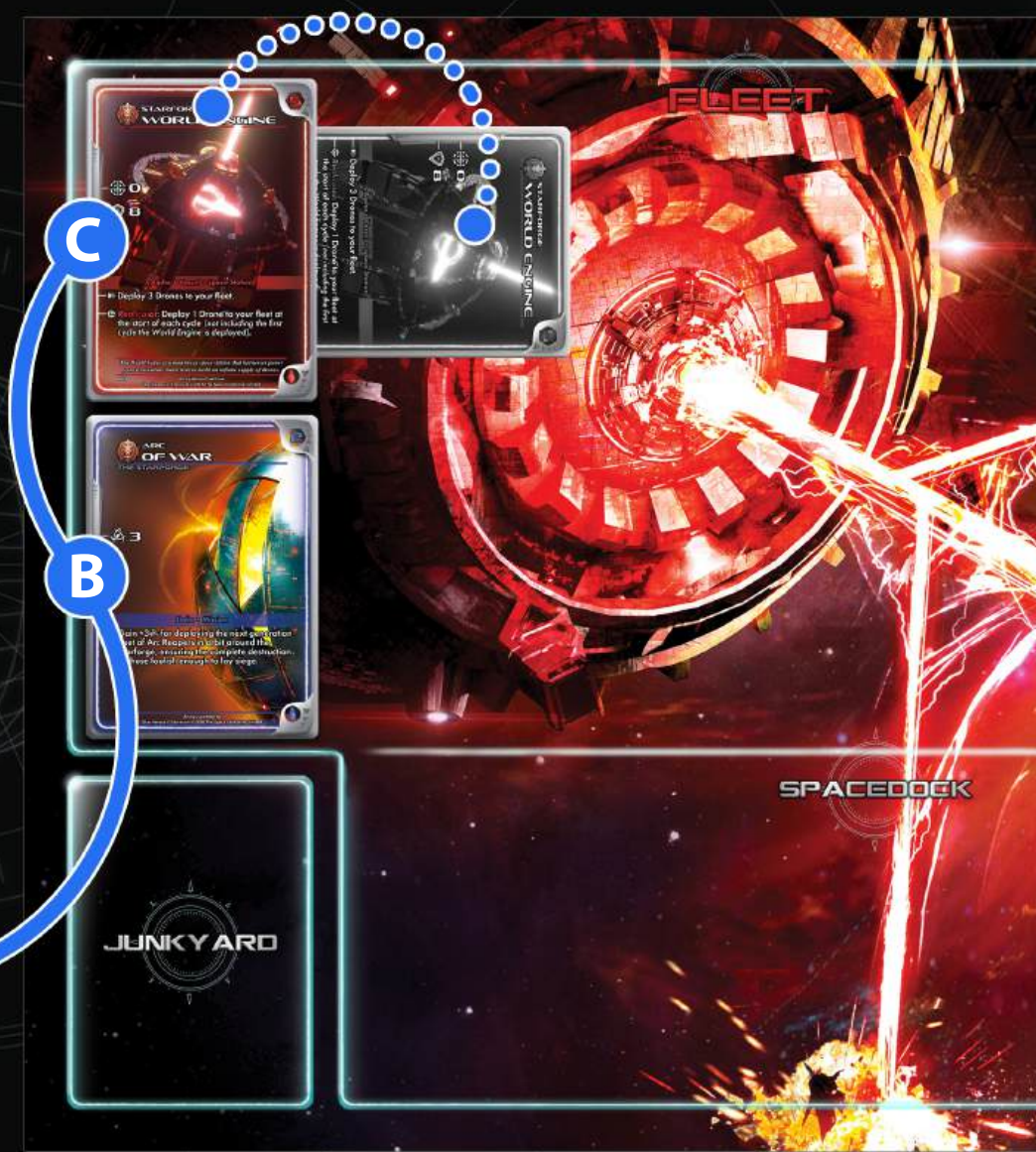
**The Arc of War Mission (Delta / 2 Zones) is played.**

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 3 Eternium Shards



*\*When a Vessel is depleted, it cannot defend your Homeworld.*



# 3.2 FLEET PHASE



Research leads to technological, biological, and theoretical advancements that can place you far ahead of your galactic adversaries! 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.

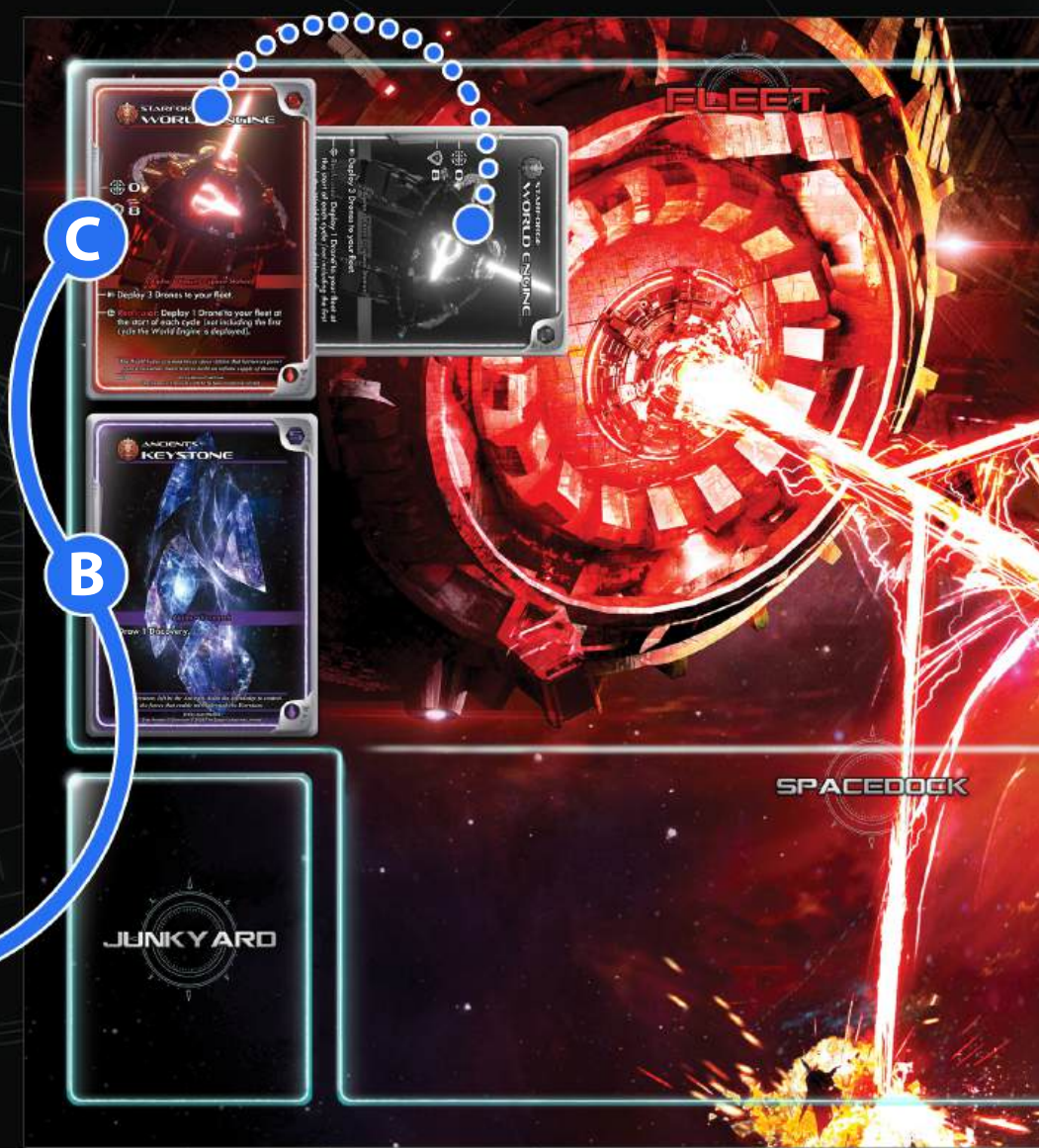
**A B C** To conduct Research, send any combination of Star Heroes with the **Researcher** skill, Space Stations or Outposts whose combined class values equal or exceed the Research class cost. Only 1 Research may be conducted each cycle.

### 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.



## 3.5 FLEET PHASE



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 Starships or Space Stations deployed to the enemy fleet, or if all enemy Starships and Space Stations are exhausted.



*\*Drones cannot attack or defend Homeworlds.*

