



**STAR
HEROES™**
TRADING CARD GAME

QUICK PLAY GUIDE

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HOW TO READ A CARD

CARD SYMBOLS

Name & Title

Resource Cost

Faction

Symbols

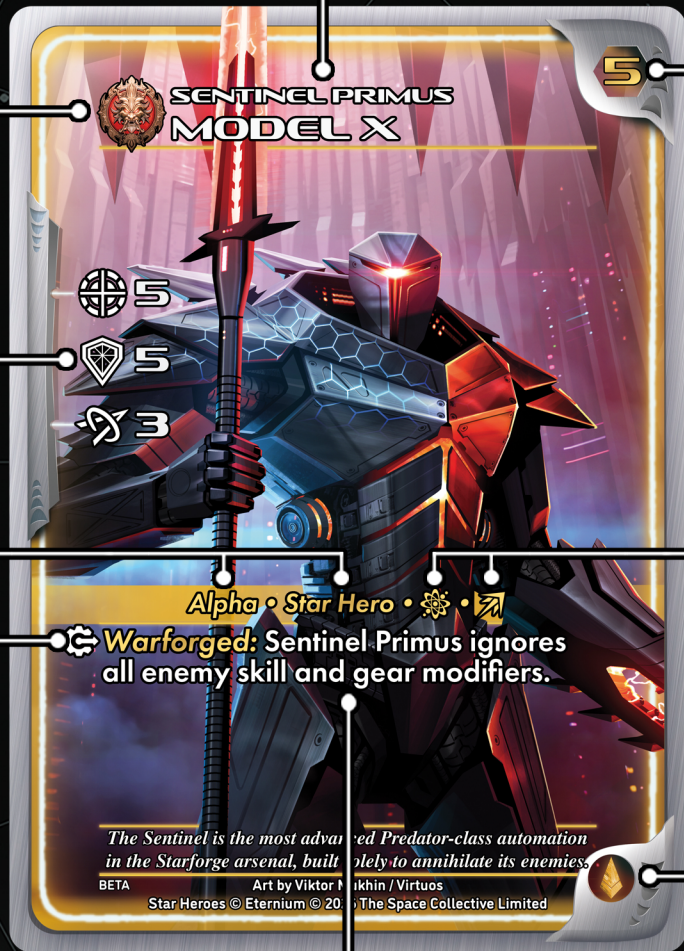
Class & Type

Skills/Upgrades & Gear

Function

Research & Mission Abilities

Type



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.



MISSION

Used to determine which Star Heroes and Vessels can complete Missions.



RESEARCH

Used to determine which Star Heroes and Vessels can conduct Research.



ZONES

Primary resource for deploying Star Heroes, Vessels, and Crew.



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, battle, and conquer. It is here, among the stars, where you will acquire resources, expand your empire, and defeat your enemies.



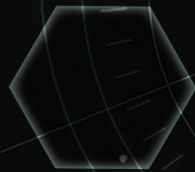
STAR MAP

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 any **5** Zones, and the third may be played after conquering any **10** Zones.

Planetary Zone
(Planet/Moon/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 enters 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 Planetary Zones.



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

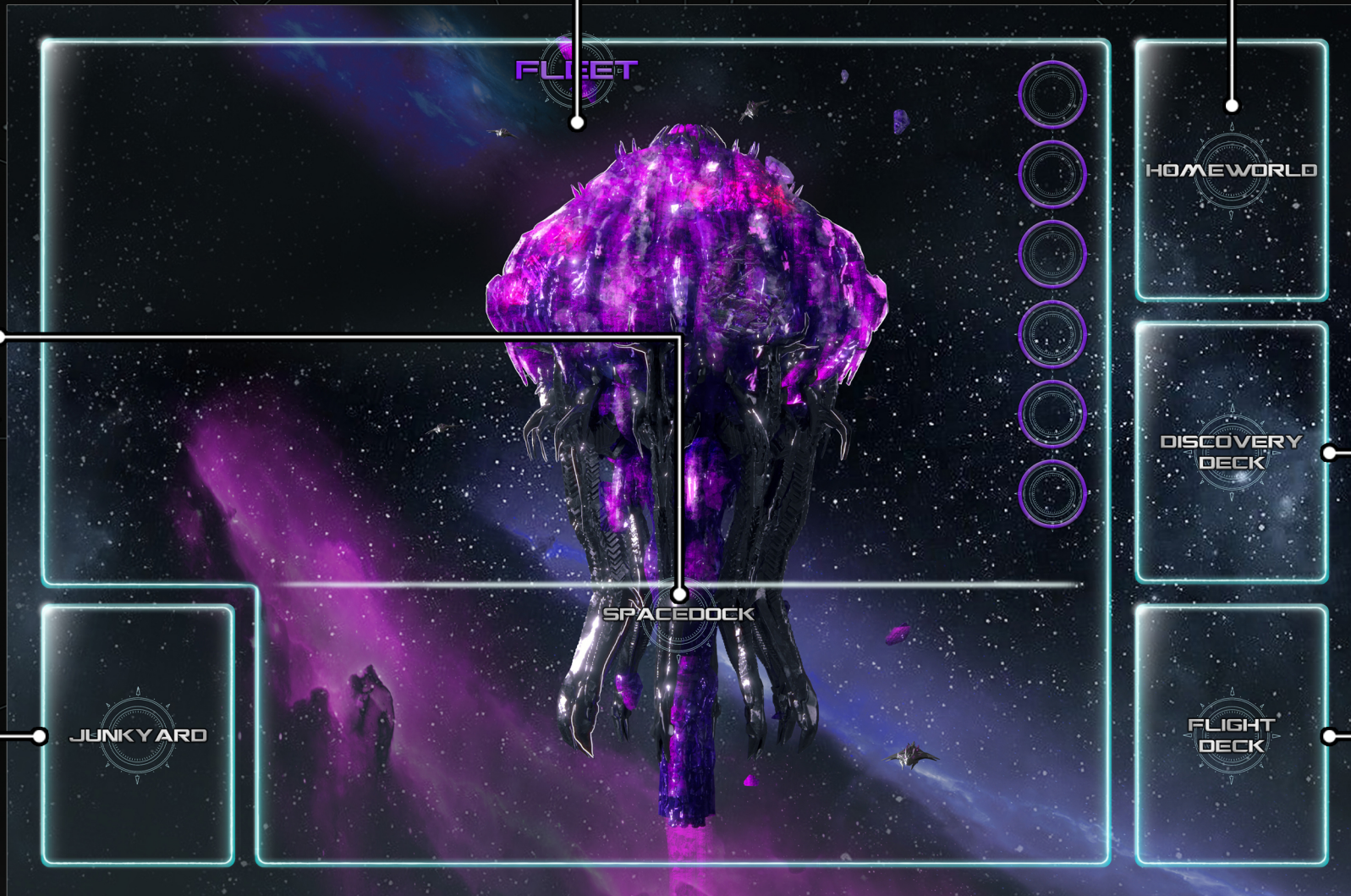
This slot contains your Homeworld card.

Discovery Deck

This slot contains your 10 card Discovery Deck.

Flight Deck

This slot contains your 50-60 card Flight Deck.



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.

2-PLAYER 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. It always pays to have a backup type!



ACHIEVEMENT VICTORY

Be the first player to acquire 25 Eternium Shards (♾).



CONQUEST VICTORY

Reduce your opponent's Homeworld shields (♦) to 0.



ANNEXATION VICTORY

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



FALLEN HERO VICTORY

Defeat 5 of your opponent's Star Heroes.

4-PLAYER VICTORY CONDITIONS (2 VS 2)



Work with your ally to build complementary decks and develop strategies based on which victory type or types you aim to achieve — how you play and expand together will determine the fate of the Galaxy!



ACHIEVEMENT VICTORY

Be the first team to acquire a total of **50** Eternium Shards (♣).



CONQUEST VICTORY

Reduce both opponent's Homeworld shields (♥) to **0**.



ANNEXATION VICTORY

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



FALLEN HERO VICTORY

Defeat **10** of your opponent's Star Heroes.

4-PLAYER VICTORY CONDITIONS (FREE FOR ALL)



Four players, one winner. Build your deck, develop your strategy, and choose your victory conditions wisely — every opponent is a threat, and only one Star Hero can claim ultimate victory.



ACHIEVEMENT VICTORY

Be the first player to acquire a total of **30** Eternium Shards (♣).



CONQUEST VICTORY

All opponent's Homeworld shields (♥) are reduced to below **10**.



ANNEXATION VICTORY

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



FALLEN HERO VICTORY

Defeat a total of **10** opposing Star Heroes (don't forget to keep track of who defeated who).

BEFORE THE GAME BEGINS



You and your opponents will go head to head in a battle for galactic domination. You will deploy Star Heroes, gather a crew, build mighty Vessels, and deploy 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 (50-60 cards), Star Hero Deck (10 cards), and Discovery Deck (10 cards), then lays out each in their respective slots on their Fleet playmat and Star Map playmat.

STEP 3

Both players place their Epsilon Star Hero in the designated slot, and place their respective 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

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

STEP 6

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 card, up to a maximum of 2 additional draws per cycle.



SPACE PHASE

1

RECRUIT A STAR HERO

Page 16

Players can deploy a maximum of 3 Star Heroes. A second Star Hero may be deployed only after you have conquered 5 Zones, and a third may be deployed only after you have conquered 10 Zones.

2

MOVE YOUR STAR HERO

Page 18

You may move your Star Hero across the Star Map. How far they 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, Research or conquer.



FLEET PHASE

1

BUILD A VESSEL

Page 24

You may play 3 types of Vessel: 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. Crew also add to the Mission/Research value of your Star Heroes and Vessels.

3

COMPLETE MISSIONS

Page 28

You may send Star Heroes, Starships, and Space Stations on Missions across the Galaxy to gain Eternium Shards. Any Star Hero or Vessel that completes a Mission cannot perform any other action during that cycle.

4

CONDUCT RESEARCH

Page 30

You may use Star Heroes, Space Stations, and Outposts to conduct Research for rewards. Any Star Hero or Vessel that conducts Research cannot perform any other action during that cycle.

5

ENGAGE IN COMBAT

Page 32

Your Vessels may engage in combat with other Vessels or Homeworlds. In order to attack a Homeworld, the defending player must not have a Starship or Space Station deployed to their fleet.

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 card, up to a maximum of 2 per cycle.*

A

FLIGHT
DECK



B

STAR HERO
DECK

STAR 1 HERO

STAR 2 HERO

STAR 3 HERO



2.0 SPACE PHASE



Deploy your Star Heroes across the galaxy, seizing Zones and gathering resources to build your fleet. Where you expand, how you expand, and when you act will define your path to victory... or defeat.

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. Deploying the right Star Heroes is key to success on the Star Map.

When first played, additional Star Heroes **cannot** perform any action 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 resources are used, 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 **5** Zones, and your third after conquering **10** Zones.



2.1 SPACE PHASE



Navigate your Star Heroes journey wisely as the wrong choices could leave your Homeworld and Zones exposed, and your empire in ruins, while the right ones could lead you to victory.

2

MOVE A STAR HERO

Star Heroes navigate across the Galaxy using the Star Map. How many spaces a Star Hero can move depends on how many Navigation (♠) points they have.

Example:

Luna's Navigation: 2

Luna can move: 2 spaces 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 can conquer unoccupied Zones or enemy Zones provided that they have not engaged in combat or conducted a Mission or Research during their cycle. To conquer a Zone, it must be connected to your Homeworld. Each Star Hero may only conquer one Zone per cycle.

OPTIONAL DISCOVERY

After conquering a *Planetary Zone*, a Star Hero may remain there for **1 additional cycle** to search for a Discovery (draw a Discovery card). If the Star Hero leaves the Planetary Zone, performs any other action, or is directly attacked before searching for a Discovery, the discovery is permanently lost to them.

Example:

Luna has 2 Navigation (☞), so she can:

- A. Move 2 spaces and conquer a Zone
- B. Move and/or conduct a Mission



When a Star Hero conquers a Zone, place 1 depleted token on that Zone.



2.3 SPACE PHASE



Star Hero combat is a tool to defeat enemy Star Heroes, but it 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 can engage in combat with other Star Heroes and enemy Homeworlds. To do so, a Star Hero must enter the same Zone as the opposing Star Hero/Homeworld where combat begins immediately. When a Star Hero directly attacks, they become *depleted* until the next cycle — unless they are destroyed and sent to the Junkyard.

Example:

The Model X (5♣ / 5♥) moves and directly 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.



**If a Star Hero is defeated in combat and lives, they must retreat to their nearest conquered Zone (or as close to one as possible).*



2.3 SPACE PHASE



Control of the galaxy is won through more than brute force. Sabotage enemy supply lines, cut off their resources, and deny them the means to fight back. But remember to keep the pressure on or they can reclaim their lost zones!

5

DISRUPT SUPPLY LINES

Star Heroes can conquer enemy Zones to disrupt their supply lines. If a conquered Zone cuts the enemy Homeworld off from any of their other Zones, those isolated Zones remain under their control but become *depleted* and cannot be used again until supply lines are restored.

A

Example:

The Sentinel Primus Model X attacks and conquers an Ancient Terra Zone. The Zone is flipped from Ancient Terra to Starforge Dominion, disrupting the supply line between Earth (Homeworld) and the Ancient Terra Zones above.

Result: Starforge Conquers this Zone and the isolated Zones become depleted.

**In order to disrupt enemy supply lines, you must control an adjacent conquered Zone.*



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 can use Zones to build Vessels. To build a Vessel, players must *deplete* a number of Zones equal to the class of the card.

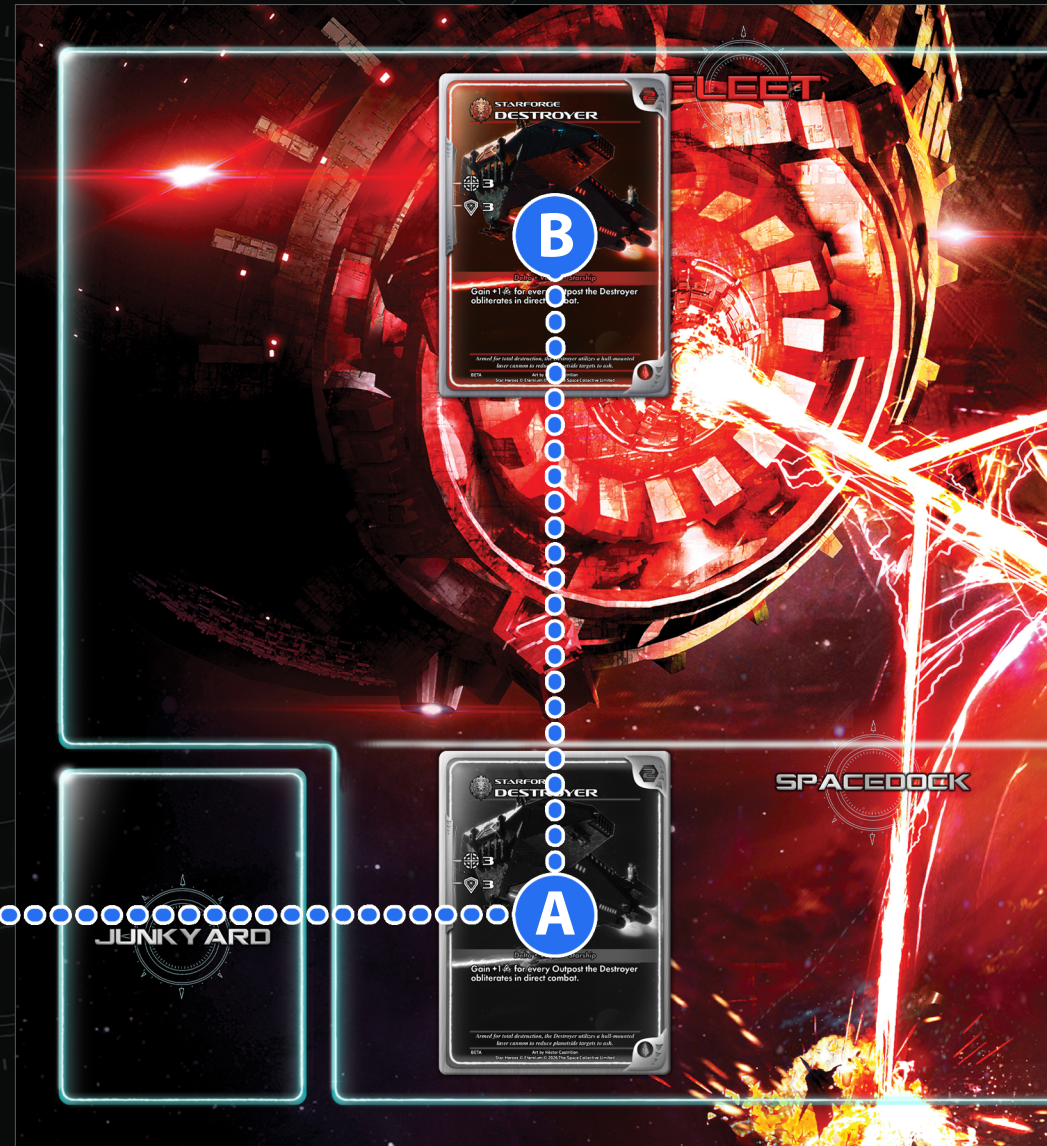
Example:

Starforge Destroyer class: *Delta* (2 Zones)

Zones required to play the Starforge Destroyer: 2



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 empire. Without the right balance of Crew to support your Star Heroes and Vessels, victory will become much harder to achieve.

2

DEPLOY CREW

Players can 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).

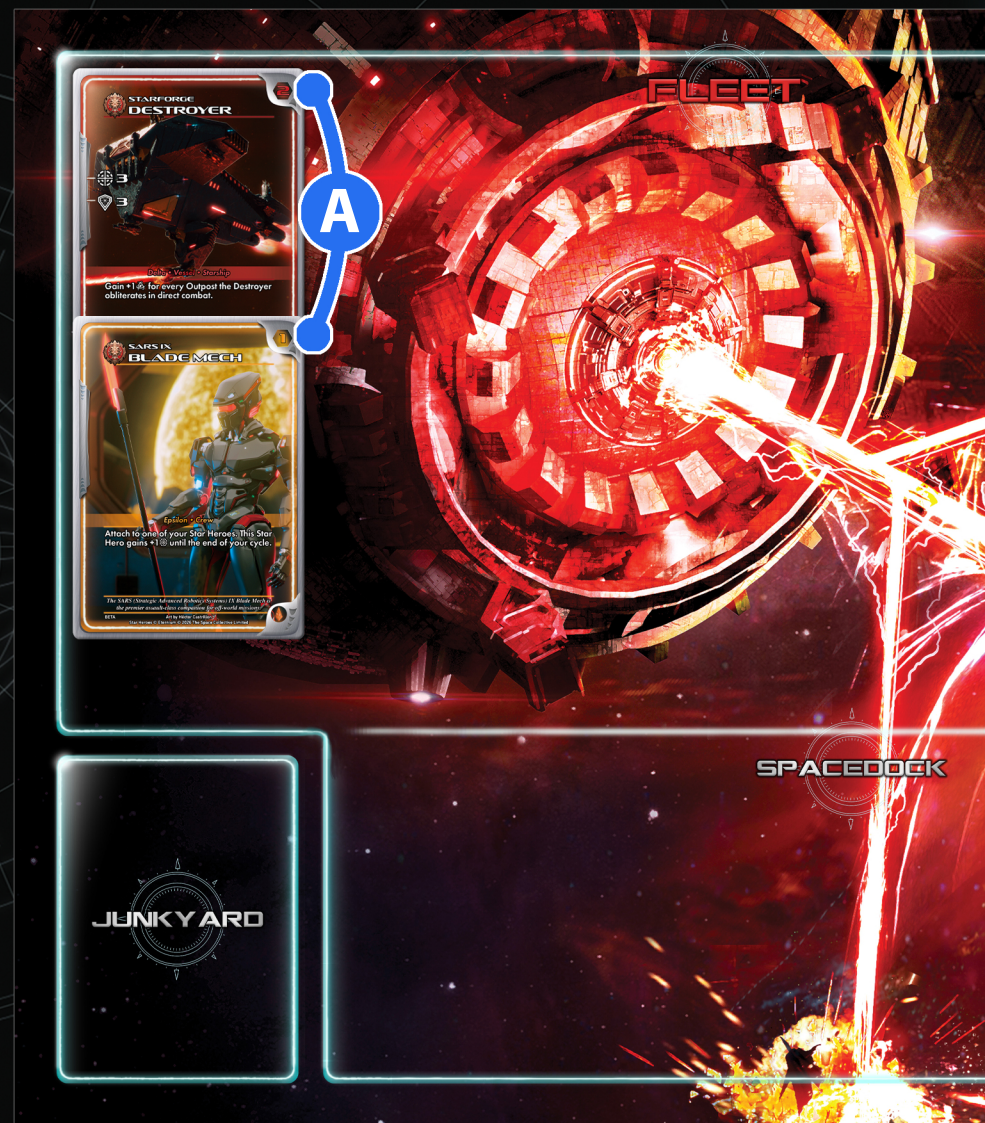


When played, Crew are attached to a Star Hero or Vessel. The class cost of the Crew is added onto the class cost of the Star Hero/Vessel i.e. Epsilon Crew added to Epsilon Vessel = Vessel upgraded to Delta.

Example:

SARS IX Blade Mech (*Epsilon* / 1 Zone ○) is attached to the Starforge Destroyer (*Delta* / 2 Zones ○), which upgrades the Starforge Destroyer to (*Gamma* / 3 Zones ○).

**A maximum of 2 Crew can be attached to a Star Hero or Vessel at any given time. Crew are only removed when the Star Hero/Vessel has been destroyed (or by a card effect).*



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 can complete Missions to gain Eternium Shards, the resource required for an Achievement victory and for activating the benefits of certain cards.

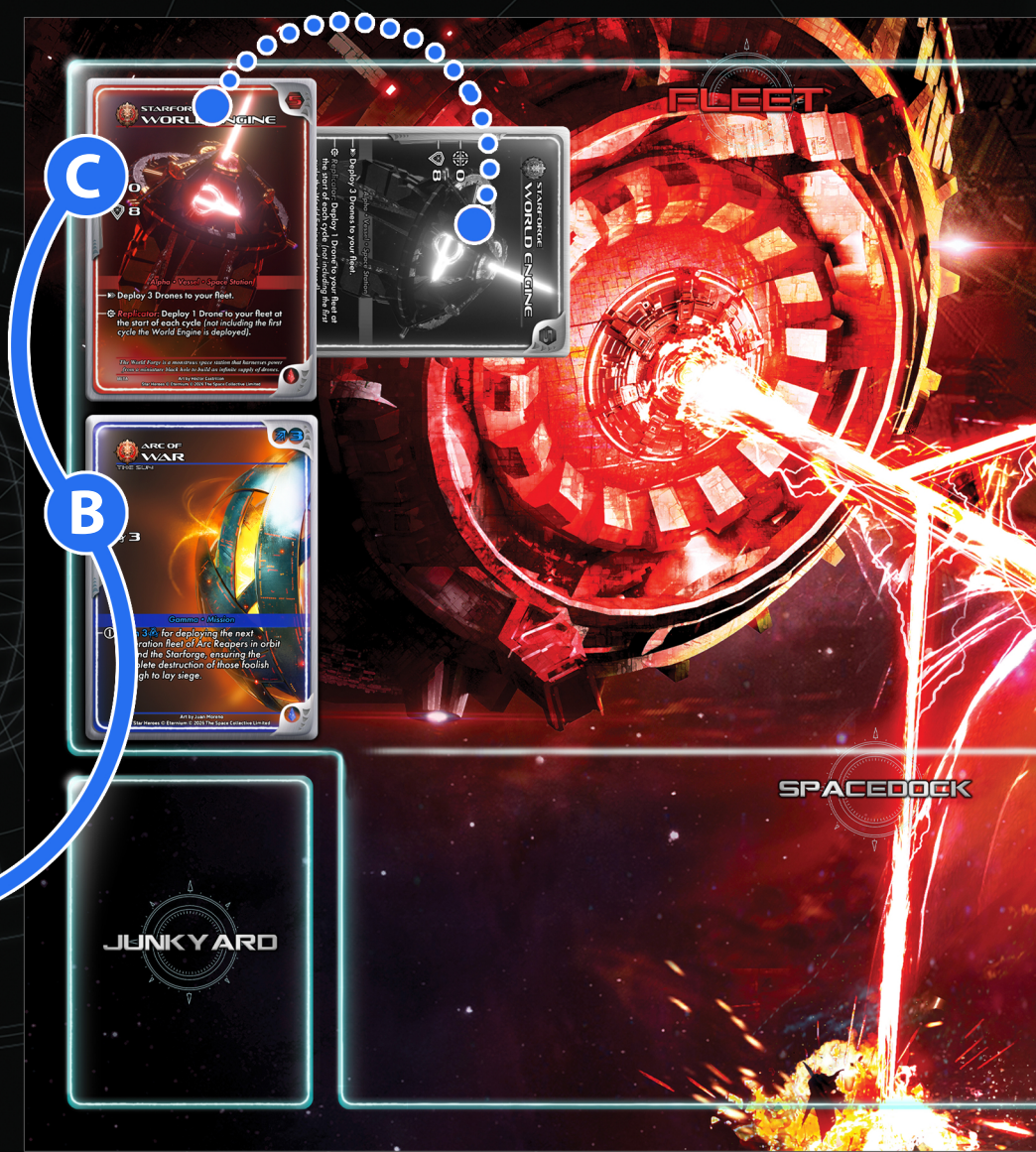
A B C To complete a Mission, send any combination of Star Heroes with the **Specialist** (↗) symbol, Starships, or Space Stations whose combined class values equal or exceed the Mission class cost. Each Star Hero or Vessel may only contribute to **1 Mission per cycle**.

Example:

The Arc of War Mission (Delta / 3 Mission Cost ↗) is played.

The Starforge World Engine (Alpha / 5 Zones ○) Space Station is sent to conduct the 3 ↗ 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**.



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

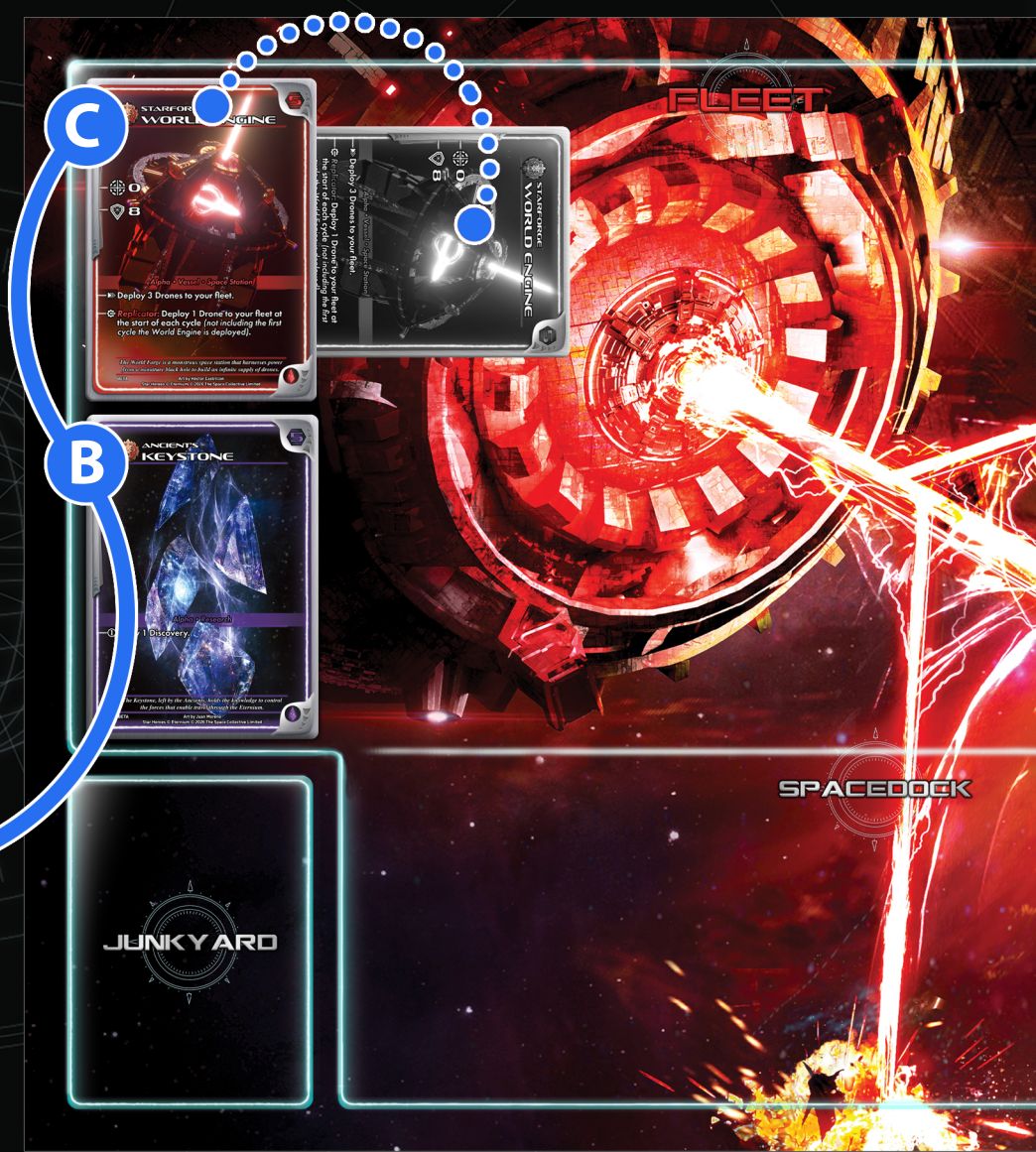
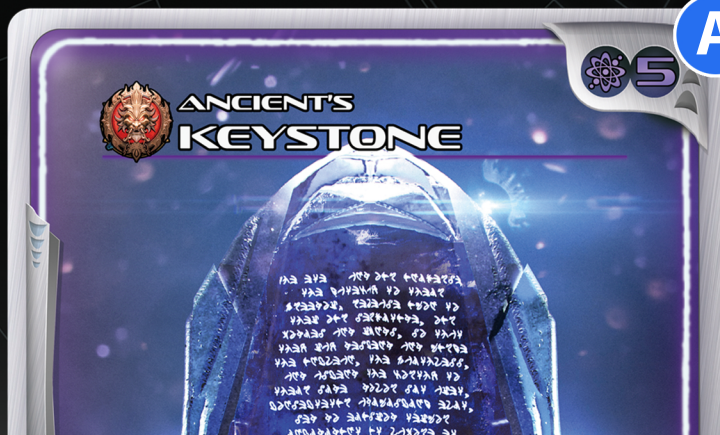
Star Heroes, Space Stations, and Outposts can conduct Research to gain non-combat benefits.

A B C To conduct Research, send any combination of Star Heroes with the **Researcher** (🌀) symbol, Space Stations, or Outposts whose combined class values equal or exceed the Research class cost. Each Star Hero or Vessel may only contribute to 1 Research per cycle.

Example:

The **Ancient's Keystone Research** (Alpha / 5 Research Cost 🌀) is played. The player sends the **Starforge World Engine** (Alpha / 5 Zones ☉) Space Station to conduct the 5🌀 Research, after which the Space Station is **depleted** and turned horizontally until the next cycle.

Result: The Research is completed and the rewards are received.



3.4 FLEET PHASE



Galactic conquest can be achieved through the brutality of intergalactic warfare. Deploy your fleet into the unknown depths of space, defeat your enemies and conquer their worlds for your own empire.

5

ENGAGE IN FLEET COMBAT

Vessels can 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.

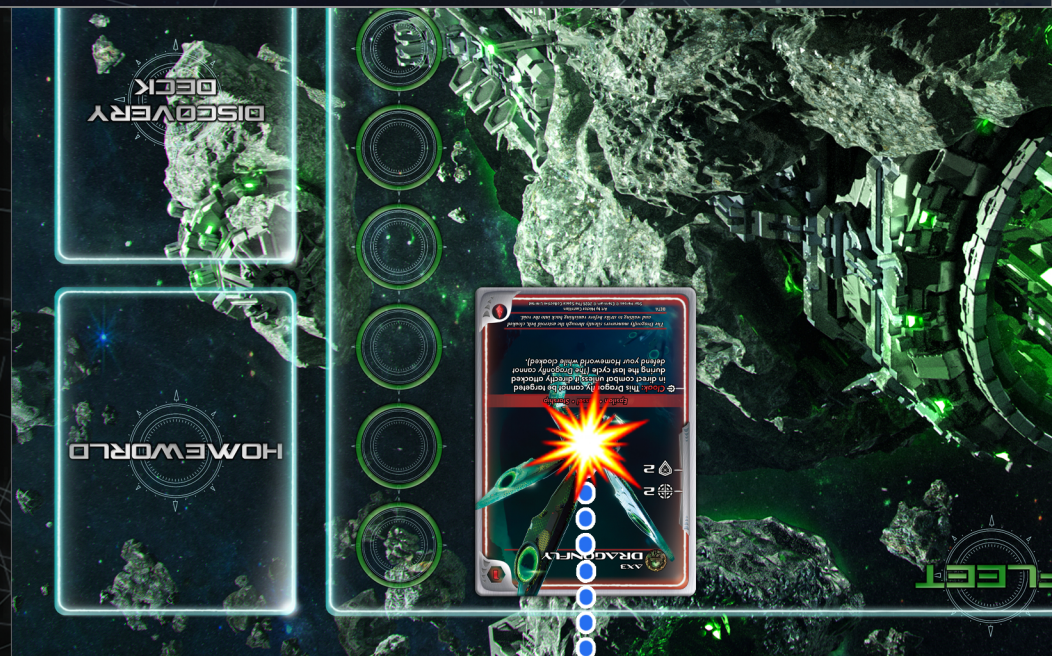
Example:

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



When utilized efficiently, Drones can shift the balance of power in battle. 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 fleet, and put into play the strategies that 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 shields (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.*

