STAR REALMS
RISE of EMPIRE

Table of Contents

Box Contents

Rulebook & Gameboard

15 Envelopes (& Cards)

Personal Decks Pack
(72 Cards)

Trade Deck Pack
(80 Cards)

Post-Campaign Pack
(24 Cards)

8 Card Dividers

2 Score Dials

2 Foam Blocks

Detailed contents are on the cover cards in the Card Packs, in the envelopes (to avoid spoilers), and at StarRealms.com/roe-contents

Prologue

The Trade Federation

In the far future, the traditional governing bodies of the human race have been replaced with corporate leadership. Earth and its surrounding colonies (known as the "Core Worlds") are ruled by a group of corporations called the Trade Federation.

The frontier of known space continuously expands with research expeditions and new colonies. Barren, airless worlds are transformed into lush hospitable homes for new generations of humanity.

The vast wealth of the Trade Federation is concentrated in the more developed Core Worlds, and especially amongst the corporate shareholders on those worlds. While some decry this as "unfair", profit motivation has successfully catapulted humanity to the stars.

The Federation has brought order and peace to the galaxy. Battles might occur between colonies, but they know their dispute must end quickly, or a Federation fleet will end it for them. In the rare cases when a colony rebels, ships from nearby Federation worlds assemble to put down the insurrection.

The Trade Federation ruled all of known space...until the Star Empire's uprising.

The Star Empire

Every planet and station in the Star Empire, as in the rest of known space, started as for-profit ventures by corporations within the Trade Federation. The poor were promised a chance to earn their fortune on the frontier. Instead, they found a hard life or cold death on inhospitable worlds.

After many generations of toil and terraforming, the Star Empire established strong infrastructure and the potential to prosper. A potential denied by choking levels of taxation. The Federation allowed the Emperor, leader of the Star Empire, to rule over his worlds, so long as their taxes were paid on time.

The Emperor was tempted to fight, but he had seen other rebellions crushed by the might of the Trade Federation. So instead, he bided his time. Records were forged, production capacity was underreported, and slowly, over many years, a great fleet was built in secret.

Now his fleet has grown so large that the risk of discovery outweighs the advantage of another day of preparation. Independence is declared! The Star Empire is born!

Veteran Star Realms players may skip to "Campaign Rules" on page 7.

Overview

In Star Realms, you start with a Personal Deck of cards representing your space armada. Each turn, you play all the cards in your hand to gain Trade, Combat, Authority, and other effects.

> **Trade** (🟡) is used to buy powerful Ships and Bases from the Trade Row and put them into your Discard Pile.
>
> **Combat** (🔴) is used to attack opponents and their Bases.
>
> **Authority** (🛡) is your score. Each player begins the game with 50 Authority.

At the end of your turn, draw a new hand of five cards. When you run out of cards, shuffle your Discard Pile (including all the new cards you've bought) to form a new Personal Deck.

The first player to reduce their opponent's Authority to zero wins!

If either player has never played Star Realms before, we recommend playing a regular game to learn the basics. When you're ready, dive into the campaign.

The Rise of Empire legacy campaign is played over a series of 12 scenarios. In each scenario, you'll open an envelope that unlocks new content for the campaign. The Trade Deck will permanently change as players upgrade ships and bases. As each player wins scenarios, they'll earn Victory Points in the fight for superiority.

General Rules

Regular Setup (non-campaign games)

Player Setup

1. Randomly determine who will take the first turn.

2. Each player starts the game with 50 Authority. Use the score dials to track your Authority.

3. Each player gets a standard personal deck: 8 Scout and 2 Viper. (Open the "Personal Decks Pack".) Shuffle your deck and place it face-down next to you.

4. The player who's going first draws a 3-card hand (players always draw from their own personal deck). The player who's going second draws a 5-card hand.

5. On your turn, you will play cards from your hand face-up into your "in play" area.

6. Next to each player's deck is their discard pile. Discard piles are face-up and may be reviewed at any time. Leave them empty for now.

Scouts

Vipers

Game Board Setup

7. Place the Game Board on the table within reach of the players.

8. Place the 20 Explorer cards face-up on the game board where indicated. (Open the "Trade Deck Pack".)

9. Shuffle the 60-card Trade Deck and place it face-down on the game board where indicated.

10. The Trade Row consists of the 5 spaces between the Trade Deck and Explorers. For each empty space (starting next to the Trade Deck), turn the top card of the Trade Deck face up and put it into that space.

11. To the other side of the Trade Deck is the Scrap Heap. When you're told to "scrap" cards during play, you will add them face-up to the Scrap Heap (removing them from the game). Scrapping your starting cards will let you draw your good cards more often!

Explorers

Second Player

| Authority (50 points) | Discard Pile | Personal Deck | Starting Hand (5 cards) | In-Play Area |

Explorers · **Trade Deck** · **Scrap Heap**

Trade Row

First Player

| Authority (50 points) | Discard Pile | Personal Deck | Starting Hand (3 cards) | In-Play Area |

Turn Structure

Players alternate taking turns. Each turn has three phases:

| 1. Main Phase | 2. Discard Phase | 3. Draw Phase |

Main Phase

During your Main Phase you may perform any of the following actions, as many times as you like, in any order you wish:

- Play cards from your hand.
- Use the Primary Abilities of your in-play Bases.
- Use the Ally/Scrap abilities of your in-play Ships and Bases.
- Use Trade to purchase new cards from the Trade Row and optionally to upgrade those cards, too.
- Use Combat to attack an opponent and/or their Bases.

Playing Cards

There is no cost to play a card from your hand, simply place it "in play" (face-up on the table in front of you).

There are two main types of cards in Star Realms: Ships and Bases.

Ships

Name & Card Type

Faction

Trade Escort
Trade Federation Ship

5 — *Cost to Buy (all cards are free to play)*

Primary Ability

Ally Ability

Draw a card.

The heavily-armored Escort class was the Federation's first response to the Blob threat.

When a Ship is played, its Primary Ability happens immediately. If the Ship has an Ally and/or Scrap Ability, you may choose to use one or both of these abilities at any time during your Main Phase (provided you meet the requirements to use those abilities).

Ships that you play remain face-up in front of you until your Discard Phase, at which time you place them in your Discard Pile.

Bases

Name & Card Type

Faction

Trading Post
Trade Federation Base

3 — *Cost to Buy (all cards are free to play)*

Primary Ability

1 or **1**

Outpost

4 — *Defense*

Scrap Ability

Unlike Ships, Bases are not discarded at the end of the turn. Instead, they remain in play until they are destroyed or scrapped. Also unlike Ships, you may choose when during your Main Phase to use your bases' Primary Abilities.

Each Base has a Defense number that represents the amount of Combat that it must be attacked with **in a single turn** to destroy it. (Any damage dealt to a Base without destroying it is removed at the end of the turn.) Once destroyed, a Base is placed in its owner's Discard Pile.

Bases with the Outpost designation protect you and your other Bases. If you have an Outpost in play, you may not be attacked and your non-Outpost Bases may not be attacked or targeted by an opponent until all of your Outposts are destroyed.

Using Abilities

With the exception of a Ship's Primary Ability (which happens immediately as the Ship is played), players may use the various abilities of their in-play Ships and Bases at any time during their Main Phase. Each ability may be used just once each turn.

Resolving Abilities

When an ability grants Combat or Trade, that resource goes into a resource pool, which can be used at any point during the Main Phase. When an ability grants Authority, immediately add it to your Authority score.

Some abilities provide multiple effects (for example; *Trade Escort* provides both 4 🛡 and 4 🔴). Other abilities allow you to choose from multiple effects (for example; *Trading Post* provides either 1 🛡 or 1 🟡).

If an ability requires multiple players to make decisions, start with the player whose turn it is and proceed clockwise around the table.

If you cannot resolve part of an ability, just do as much as you can in the order written. For example, if your opponent has no cards in hand and you use the ability "gain 2 🔴 and target opponent discards a card," you gain 2 combat and ignore the discard part.

Sometimes a card will contradict the rulebook. When this happens, follow the rules on the card.

Ally Abilities — ⬤ ⬤ ⬤ ⬤ ⬤

An Ally Ability is indicated by a faction icon (see above) that is aligned to the left edge of the text box.

On your turn, an Ally Ability is triggered (and is available to be used) as soon as you have another card of that faction in play. The order in which you play your cards doesn't matter, as soon as you have two or more cards of the same faction in play, trigger all relevant Ally abilities.

Once an Ally Ability has been triggered, it may be used at any time during your Main Phase. You don't have to use it if you don't want to.

Scrap Abilities — 🗑

Explorers have a Scrap Ability, indicated by a trash can icon (🗑) that is aligned to the left edge of the text box. Some other cards also have Scrap Abilities. Any time during the Main Phase you may use a card's Scrap Ability by removing it from the game and placing it in the Scrap Heap (see the next section). Cards in the Scrap Heap do not return to your deck, so consider carefully if using a card's Scrap Ability is worth losing that card for good.

Note: You may use a card's Scrap Ability in addition to its Primary and/or Ally Abilities.

Scrapping Cards

Some card abilities allow you to scrap other cards from your hand or your Discard Pile. Whenever a card is scrapped, place it in the Scrap Heap (as labeled on the game board). If a card is scrapped for any reason other than its Scrap Ability, you do not gain the effects of that Scrap Ability. If an Explorer would be placed in the Scrap Heap for any reason, instead place it face-up in the Explorer pile.

The Trade Row should always have five cards in it, so when a card leaves the Trade Row, immediately replace it with the next card from the Trade Deck.

Note: Whenever cards are put into Discard Piles or the Scrap Heap (a place to put cards that are removed from the game during play), put them face up. Players may review these cards at any time. At the end of the game, all cards in the scrap heap are returned to the Trade deck.

Acquiring (Buying) Cards

Some card abilities give you Trade (🟡). When you gain Trade, it goes into a Trade Pool, which you may add to and use over the course of your Main Phase.

Trade is used to acquire cards from the Trade Row or the Explorer Pile. A card's cost is found in the Trade symbol in its upper right-hand corner. To acquire a card, subtract Trade from your Trade Pool equal to the card's cost and place the card into your Discard Pile. Acquiring a card doesn't count as playing it, so it doesn't go into play and you don't use its abilities.

Any remaining Trade is saved and can be used to acquire additional cards during your Main Phase.

The Trade Row should always have five cards in it, so when a card leaves the Trade Row, immediately replace it with the next card from the Trade Deck.

Attacking

Some card abilities give you Combat (🔴). When you gain Combat, it goes into your Combat Pool, which you may add to and use over the course of your Main Phase. You may use Combat to attack an opponent or their Bases. You may make any number of attacks during your Main Phase.

To attack a Base, subtract Combat from your Combat Pool equal to the Base's Defense. That Base is destroyed and goes to your opponent's Discard Pile.

Sometimes a card's ability instructs you to "destroy target base." In this case, you destroy the Base without using Combat.

To attack an opponent, subtract any amount of Combat from your Combat Pool and lower their Authority by that amount.

If an opponent has an Outpost in play, they can't be attacked and their non-Outpost Bases can't be attacked or targeted by you until all of their Outposts are destroyed.

Discard Phase

Whenever you discard or acquire a card, place that card face-up in your Discard Pile. Any player may look through your Discard Pile at any time.

During your Discard Phase, you:

1. Lose any Trade remaining in your Trade Pool.
2. Lose any Combat remaining in your Combat Pool.
3. Put any Ships you have in play into your Discard Pile.
4. Put any cards left in your hand into your Discard Pile.

Draw Phase

During your Draw Phase, you:

• Draw five cards, then your turn ends.

Note: If you ever need to draw a card and your Personal Deck is empty, first shuffle your Discard Pile and place it face-down as your new Personal Deck.

Example: At the beginning of your Draw Phase, you have three cards left in your deck. Draw those three cards, shuffle your Discard Pile to create your new Personal Deck, then draw two more cards.

Campaign Rules

Note: While playing the campaign, use only the cards that are included in this game box and/or the Infinite Replay Kit (sold separately). After you finish the campaign, you may add other Star Realms products.

Campaign Setup

1. In the first game of the campaign, both players choose a different faction: Star Empire or Trade Federation. This will be your faction throughout the entire campaign. If both players want the same faction, flip a coin to determine who gets their choice.

2. Each player gets the "Vault" envelope corresponding to their faction. If you've added any items to your vault in previous games, remove them and put them next to you for use and reference during the game.

3. Open the current Scenario envelope (the first one is titled "Scenario 1: An Empire is Born").

   A. Some envelopes contain sticker sheets. Each player gets the sheet(s) corresponding to their faction.

   B. Set the Victory Point card(s) aside until either player meets the condition on a card (by winning the scenario, etc.), at which point they earn that card. See "Keeping Score" on page 11.

C. In the first game of the campaign, the Star Empire player will take the first turn. In subsequent games, whoever earned the Victory Point card in the previous game will take the first turn.

D. The player who's going first puts the oversized Scenario card with their faction face-up. That will be the side used for this game. (The first Scenario card is the same on both sides.)

E. Read the scenario card. Some scenarios modify the game rules. Some scenarios require the player who's going first to make a choice and may even include smaller scenario cards to serve as a reminder of which choice was made.

4. Each player gets the Personal Deck corresponding to their faction. (Open the "Personal Decks Pack".)

5. Finish setting up the players as usual (each gets 50 Authority, draws cards, has an in-play area, and has a discard pile). See "Regular Setup" on page 3.

6. Setup the game board as usual (the Explorers, Trade Deck, Trade Row, and Scrap Heap). See "Regular Setup" on page 3. (Open the "Trade Deck Pack".)

Second Player

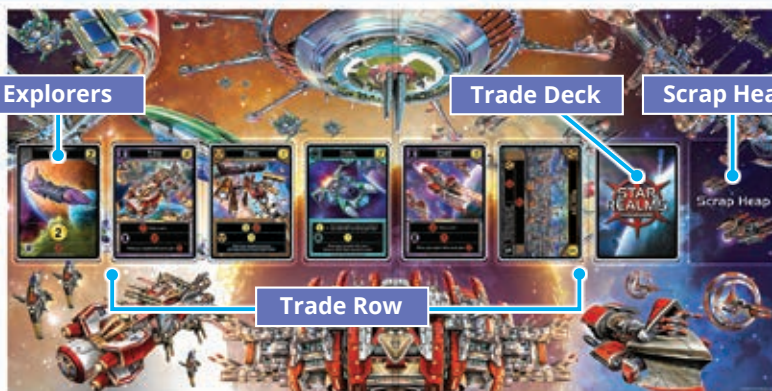| Authority (50 points) | Discard Pile | Personal Deck | Starting Hand (5 cards) | In-Play Area | Sticker Sheets | Vault Envelope |

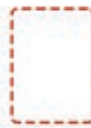Scenario Envelope | Explorers | Trade Deck | Scrap Heap | Scenario Card | Trade Row | Victory Point Card

First Player

| Authority (50 points) | Discard Pile | Personal Deck | Starting Hand (3 cards) | In-Play Area | Sticker Sheets | Vault Envelope |

Star Empire Personal Deck: 8 Scout, 1 Viper, Imperial Fighter, Smuggler

Trade Federation Personal Deck: 8 Scout, 1 Viper, Federation Shuttle, System Police

New Factions

Rise of Empire introduces three new factions to the game: the Consortium, the Kingdom, and the Scavengers. The starting Trade Deck is made up of 20 cards from each of these factions.

"When Acquired" Abilities

Most Rise of Empire cards have a new ability keyword: "when acquired." You may choose to use the ability when you purchase the card. If you also chose to upgrade the card, the when-acquired ability happens **after** the Ability and Faction Upgrade Stickers are applied.

Note: Upgrading cards permanently removes the "when acquired" ability from that card for the remainder of the campaign.

Upgrading Cards

In Rise of Empire, players are attempting to convert the Consortium, Kingdom, and Scavengers to their faction's side in the war. Here's how it works: As you acquire a ship or base, you may pay extra Trade to upgrade it. It costs 2 🟡 to upgrade a Ship and 3 🟡 to upgrade a Base. (You must pay the extra Trade at the same moment you acquire the Ship or Base. You can't acquire it and then pay to upgrade it later in the turn.)

When you upgrade a card, you'll put two stickers on it: one Ability Upgrade Sticker and one Faction Upgrade Sticker. Upgrades are permanent and cannot be removed. Each card can only be upgraded once.

Ability Upgrade Stickers

Each player starts the Campaign with one Ability Upgrade Sticker Sheet from the Scenario 1 envelope. Each sheet has ten Ability Upgrade Stickers: two each for five different costs. The costs are indicated in the middle column of the sticker sheet. To the left of each cost is a ship sticker. To the right of each cost is a base sticker. When you upgrade, take the appropriate Ability Upgrade Sticker (matching the card's cost and type) and **apply it over the bottom of the card's abilities (see diagrams).**

You can only upgrade one card for each different cost on your Ability Upgrade Sticker Sheet. For example, if you use a 3-cost ship upgrade sticker, you can NEVER use the 3-cost base upgrade sticker on that sheet. So you can only EVER apply 5 stickers total from each Ability Upgrade Sticker Sheet.

This Ability Upgrade Sticker Sheet has two stickers for 4-cost cards: one for a 4-cost ship and one for a 4-cost base. (Remember you can use only one or the other, not both.)

How to apply an Ability Upgrade Sticker to a ship

How to apply an Ability Upgrade Sticker to a base

Faction Upgrade Stickers

Upgrading a card gives it your faction in addition to its original faction! This means it can trigger ally abilities on other cards of either faction.

When you upgrade, take an appropriate Faction Upgrade Sticker (matching the card's original faction and your own faction) and **apply it over the faction icon in the top left corner of the card (see diagram).**

Each dual-faction icon represents two factions

How to apply a Faction Upgrade Sticker

Upgrade Timing

The precise timing of upgrading is as follows:

1. Pay the Ship or Base's cost.

2. Pay the extra Trade to upgrade the card (2 🟡 for a ship or 3 🟡 for a base).

3. If the card has a "When Acquired" ability, take note of what it will do (don't apply it yet).

4. Put the Ability Upgrade Sticker and Faction Upgrade Sticker on the card.

5. Put the upgraded card into your discard pile (or wherever an effect says to put it). You have acquired it.

6. Refill the Trade Row with the top card of the Trade Deck.

7. If the upgraded card had a "when acquired" ability, resolve it.

Since Ability Upgrade Stickers cover up any "when acquired" abilities, it may be more convenient to resolve "when acquired" abilities before applying stickers. However, some "when acquired" abilities may cause you to shuffle your discard pile to create a new deck, so make sure to apply the Ability and Faction Upgrade Stickers first in that case.

Additional Sticker Sheets

You will begin the campaign with 1 Ability Upgrade Sticker Sheet, and get additional sticker sheets during Scenarios 2, 3, and 4. You can use stickers from any of your sheets to upgrade a card. However, you're still limited to upgrading one card (ship or base) for each different cost on each Ability Upgrade Sticker Sheet. (You CAN use Ability Upgrade Stickers of the same cost from *different* sheets.) You can only EVER apply 5 stickers total from each Ability Sticker Sheet.

Political Victory
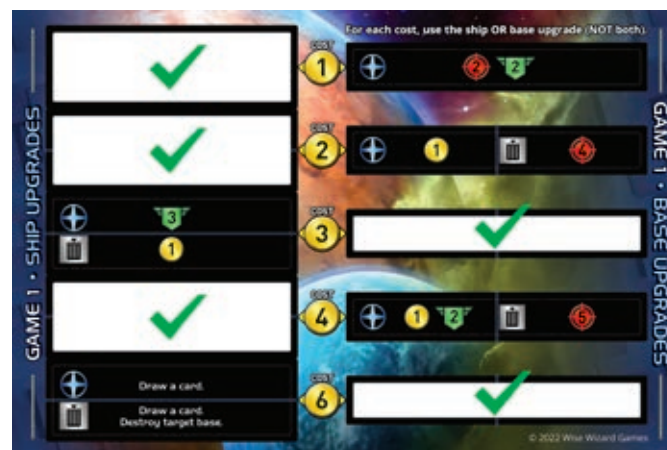
Normally, players win the game by reducing their opponent's Authority to 0. However, in Scenarios 1-4, players may achieve an alternate win condition. If either player uses their fifth sticker from their **current-scenario** Ability Upgrade Sticker Sheet, they win immediately. For example, if it's Scenario 3 and you use five stickers from Scenario 3's Ability Upgrade Sticker Sheet you win a Political Victory. Using stickers from previous scenarios does not contribute to a Political Victory.

Future Games

Upgraded cards are permanently modified and will be shuffled into the Trade Deck in future games. While these cards now have the Star Empire or Trade Federation faction, either player may acquire them from the trade row. This represents ship captains or base commanders switching sides during the course of the war and taking any technology along with them. You can fully use these "opposing faction" cards, even activating their ally abilities if you get multiple of them in play.

Keeping Score (Authority and Victory Point Cards)

Players may track their Authority using the included score dials.

At the end of each scenario, the player who won that game earns the Victory Point card associated with that scenario.

Keep any unearned Victory Point cards visible to all players. These Victory Point cards are earned when a player meets the stated condition (on their turn, between games, or at the end of the campaign as appropriate). Players keep the Victory Point cards they earn throughout the campaign. Victory Points will be totaled at the end of the campaign to determine the winner of the campaign.

Victory Point Card

Between Games

After each scenario, the winner takes the Victory Point card for that scenario. Return the oversized scenario card to its envelope. Players should reset their personal decks (returning any cards they had acquired to the Trade Deck).

To continue with the next scenario, set up the game as usual (see "Campaign Setup" on page 7). Remember, any upgraded cards will stay upgraded for the entire campaign and will be shuffled into the Trade Deck as usual.

To pause the campaign, each player should put their unlocked and collected items (sticker sheets, Victory Point cards, etc.) into their vault envelope.

Ready to Play!

You are now ready to start the Rise of Empire campaign!

After the Campaign

After you've completed the campaign and determined who won (following the instructions in the final Scenario envelope), each player should count how many upgrades they made during the campaign. Then any player(s) who upgraded fewer than 20 total cards should take turns upgrading the remaining Trade Deck ships and bases with their faction until they have upgraded 20 total cards. Players must still adhere to the one-upgrade-per-cost rule (either ship or base) for each of their upgrade sheets.

Then open the "Post-Campaign Pack." Shuffle these extra Trade-Deck cards with the Trade-Deck cards from the campaign (including all upgraded and not-upgraded cards). This new, larger Trade Deck may be used to play standard games of Star Realms, or any of the following formats.

Formats (Non-Campaign)

Star Realms is designed to support a wide variety of formats that support various numbers of players. We do not recommend playing with 5 or 6 players until after you have completed the campaign (unlocking a larger Trade Deck).

Unless otherwise specified, all the general rules apply to each format. Optionally, the Star Empire and/or Trade Federation personal decks may be used by:

- Both players in a 2-player game
- Both Emperors (see the Emperor format)
- A Boss (see the Raid format)

Other Star Realms sets include different cards for the Market Deck which may be combined with the Rise of Empire Market Deck. All players should be alerted if this results in an uneven distribution of factions (for example, a higher ratio or Star Empire and Trade Federation cards compared to Blob and Machine Cult cards).

Standard (2 Players)

Randomly determine which player is going first. That player gets a three-card starting hand. The other player gets a five-card starting hand.

Free-For-All (3-6 Players)

Randomly determine which player is going first. That player gets a three-card starting hand. Play proceeds clockwise around the table. The player who's going second gets a four-card starting hand. All other players get a five-card starting hand.

On their turn, players may attack/target any combination of Bases and/or players. If a player is eliminated, put all of their cards into the Scrap Heap. The last player remaining wins the game!

Hunter (3-6 Players)

Randomly determine which player is going first. That player gets a three-card starting hand. Play proceeds clockwise around the table. The player who's going second gets a four-card starting hand. All other players get a five-card starting hand.

Players may only attack/target the player to their left and/or the Bases belonging to players on their left and right. If a player is eliminated, put all of their cards into the Scrap Heap. The last player remaining wins the game!

Hunter First Blood (3-6 Players)

The same rules as Hunter, but when the first player is defeated, the game immediately ends and the player to their right wins!

Hydra (4 or 6 Players)

All players on a team share an Authority score (see below). Each individual player has their own Personal Deck, hand, Discard Pile, and in-play zone (for example, your teammate's in-play cards won't trigger your Ally Abilities).

Randomly determine which team goes first. Players on that team get three-card starting hands. Players on the opposing team get five-card starting hands. Teams alternate taking turns (rather than individual players), with all teammates sharing their Main, Discard, and Draw Phases.

Each player still has their own Trade and Combat Pools and still makes their own decisions regarding playing cards, acquiring cards, activating abilities, and attacking. Players may, as many times as they like each turn, transfer any amount of their Trade and/or Combat to a teammate's pool. This allows teammates to work together to destroy bases and purchase expensive cards. As long as any player on a given team has an Outpost in play, that team may not be attacked and any non-Outpost Bases belonging to that team may not be attacked or targeted by opponents.

When a team's Authority is reduced to zero, all players on that team are defeated.

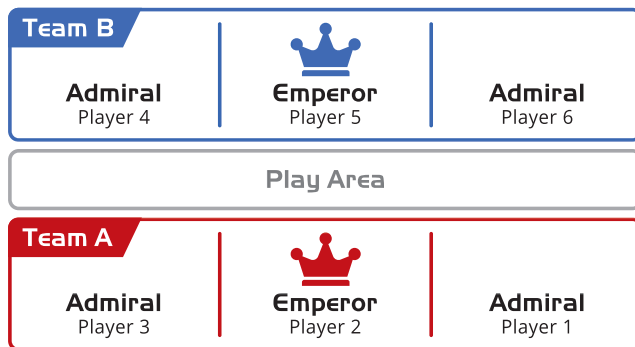### Two-Headed Hydra (4 Players: 2 vs 2)

Each two-player team has a shared score of 75 Authority.

Three-Headed Hydra (6 Players: 3 vs 3)

Each three-player team has a shared score of 100 Authority.

Emperor (6 Players: 3 vs 3)

Players split into two teams of three, with each team choosing one teammate to be their Emperor. The Emperor's sit facing each other, flanked by their teammates (Admirals) on either side:

Team B		
Admiral Player 4	**Emperor** Player 5	**Admiral** Player 6

Play Area

Team A		
Admiral Player 3	**Emperor** Player 2	**Admiral** Player 1

Each Admiral starts the game with 50 Authority and each Emperor starts with 60 Authority. The team that's going first (Team A) gets three-card starting hands. The team that's going second (Team B) gets five-card starting hands. Play begins with Player 1 and proceeds clockwise (each player on Team A takes their turn starting with the player to their Emperor's right, then each player on Team B takes their turn starting with the player to their Emperor's right, and so on).

Admirals may only attack/target the enemy Admiral across from them and/or Bases controlled by that Admiral. If that Admiral is defeated, they may then begin to attack/target the enemy Emperor and their Bases. Emperors may attack/target any player or Base. During their Main Phase, any player may pay 1 🟡 to move a card from their Discard Pile to the Discard Pile of a neighboring teammate.

When an Admiral is defeated, they may put any one card from their hand, deck, or Discard Pile into their Emperor's Discard Pile. Put the Admiral's remaining cards into the Scrap Heap. When an Emperor is defeated, their team loses the game!

Raid (3-6 Players: 1 Boss, 2-5 Raiders)

Choose one player to act as the Boss, with all other players acting as the Raiders. Play starts with the Boss and proceeds clockwise around the table. The Boss begins the game with two fewer cards than their normal hand size (see table), while Raiders begin the game with a standard five-card hand. Raiders take their turns individually, but any damage dealt to the Boss' Bases doesn't repair until the start of the Boss' turn (so that one Raider can start an attack on a Base while another Raider finishes the job on their own turn).

Raiders

Raiders each start with 50 Authority. Raiders may look at each other's hands and discuss strategy. Though Raiders are playing as a team, each player still has their own Trade, Combat, and Authority, and still makes their own decisions regarding playing cards, acquiring cards, activating abilities, and attacking. When a Raider is eliminated, they may place one card from their hand, deck, or Discard Pile into each teammate's Discard Pile. Put the Raider's remaining cards into the Scrap Heap. If all of the Raiders are eliminated, the Boss wins!

The Boss

The Boss' starting Authority score and hand size is dependent on the number of Raiders. If the Boss has their Authority reduced to zero, the Raiders win!

# of Raiders	Boss Authority	Boss Hand Size
2	50	7
3	70	7
4	70	8
5	90	8

Credits

Game Concept and Lead Design: Darwin Kastle

Game Design and Lead Game Development: Rob Dougherty

Game Development and Production: Derek Funkhouser

Artwork: Antonis Papantoniou, Graphics Manufacture, Isuardi Therianto, Kurt Miller, Linggar Bramanty, Indah Alditha Putri Siregar, Andrés Agostini, David Gaillet, jean Baptiste Andrier

Graphic Design: Randy Delven, Cody Jones, Kalissa Fitzgerald

Editing Assistance, Graphic Design: Adam Lachmanski

Playtesters: Randy Delven, Lizzy Funkhouser, Cj Moynihan, Debbie Moynihan

Icon Reference List

Faction Icons / Ally Ability Icons

Star Empire	*Trade Federation*	*Consortium*	*Kingdom*	*Scavengers*

When the above icons appear in the upper-left corner of a card, they indicate the card's faction. When they are aligned to the left edge of a card's text box, they indicate Ally Abilities.

Authority - Players start the game with a score of 50 Authority. If your Authority is reduced to zero or below, you lose the game. When this icon appears in a card's text box, it indicates an amount of Authority that you gain. You may gain Authority even if it would cause you to exceed the amount you started the game with.

Combat - When this icon appears in a card's text box, it indicates an amount of Combat that you gain.

Trade - When this icon appears in the upper-right corner of a card, it indicates the card's cost. When this icon appears in a card's text box, it indicates an amount of Trade that you gain.

Scrap - When this icon is aligned to the left edge of a card's text box, it indicates a Scrap Ability.

Defense - A Base's Defense is the amount of Combat that it must be attacked with in a single turn to destroy it. (Any damage dealt to a Base without destroying it is removed at the end of the turn.)

Outpost - A Base with this icon is an Outpost. If a player has an Outpost in play, they may not be attacked and their non-Outpost Bases may not be attacked or targeted by an opponent until all of their Outposts are destroyed.

The Infinite Replay Kit
will be featured here
in the next version
of this rulebook.

THE CONSORTIUM

Situated between the Star Empire and Trade Federation's core worlds, the Consortium is the wealthiest and most developed of the Star Empire's neighbors.

Many Consortium citizens are jealous of the riches of Earth and the Core Worlds, and could easily be convinced to rebel.

However, others have strong trade relationships with the Federation, and could lose significant wealth and influence if ties were cut.

THE KINGDOM

The Kingdom is a militaristic monarchy about as far from Earth and the Core Worlds as the Star Empire is.

The Queen has no love of the Trade Federation and its taxation, but she is also wary of the Emperor.

Does he truly offer independence, or does he simply hope to replace the Trade Federation as the Kingdom's overlord?

THE SCAVENGERS

The Scavengers are not a united star realm, but a loose coalition of salvagers, traders, smugglers, pirates, unsanctioned mining operations, and wildcat colonies. Their common thread is that they all eke out an existence on the fringes of known space.

Most Scavengers' haven't paid a credit of tax in their life, and couldn't give a spent recycler about the Federation or the Empire. They do, however, like stuff. Credits, O2, precious metals, biomass, engine parts… every Scavenger has their price.

Find FAQs and Rules Updates at StarRealms.com/faq