

# *Astronomica*

Trading Card Game  
OFFICIAL RULEBOOK VER. 1

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# Welcome to Astronomica!

Astronomica is a card game where you and an opponent battle it out for control of the Galaxy, using Units, Munitions, and Event cards to change the tide of the battle in your favor. Each Deck is customizable to fit your playstyle. This is the **Comprehensive Rulebook**; if you would rather read a quick start style guide, download the **Beginner's Guide** which is also attached as a **PDF** with the Game.

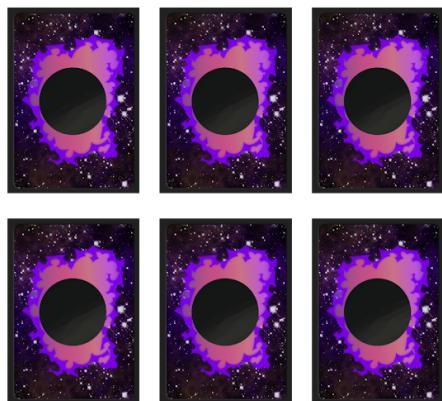
## Starting The Game

Before we go into detail on how to play the game, let's go over what you need in order to play the game! As a **Trading Card Game**, each player needs to bring their own;

- 30 Card **Main Deck**
  - This is where card types such as **Units**, **Events**, and **Munitions** go.
- 6 Card **Planet Deck**
  - The only card type that goes in this deck, are **Planet Cards**.

Besides that, both players should probably have something to keep track of their life. A Player starts the game with **6 Life**; to win, all you have to do is reduce your opponent's life to 0.

At the very start of the game, both players decide who will go first. Then, each player takes their Planet Deck, and places it in a 2x3 Grid face side down(pictured below.) Both players then draw 5 cards, flip a planet face-up (Starting with the player who went first) and then the game begins.



Your Entire Planet Deck  
should be placed on the  
field, like this.

## Parts of a Card

Now let's go over how to read each of the 4 main card types in the game of Astronomica; each of these have some slight differences, but they tend to be similar.

### Units

Units tend to make up the bulk of a deck. Units are the various characters in the game's world and story. They can battle other Units, or attack your opponent directly; so they're very important for winning the game. You can only have one Unit at a time on a planet!



**Name** - The Name of a Card. You can only have up to 3 Copies of a Card with the same name (or 2, if it's a planet)

**Faction** - What Faction the Card Belongs to. Each Symbol is explained later.

**ATK** - Or Attack, the Number used when one Unit battles another.

**Cost** - The Resources this Unit takes when played on a Planet. Explained in detail in a later section.

**Type** - What type of Unit the card is. Used in certain Card Effects.

**Effect** - An ability the card has; can activate from a variety of conditions. Flavor Text has no gameplay value, and is in Italics.

**Collector's Information** - What the card's set, number, and rarity is.

## Munitions

Munition Cards are equipped to Unit, and provide them with ATK along with occasionally, powerful additional effects! A Unit may be equipped with any number of Munitions at a time, if the planet they're on can support it!



**Name** - The Name of a Card. You can only have up to 3 Copies of a Card with the same name (or 2, if it's a planet)

**Faction** - What Faction the Card Belongs to. Each Symbol is explained later.

**ATK Boost** - This is the amount of ATK the equipped Unit gets.

**Cost** - The Resources this Munitions takes when played on a Planet. Explained in detail in a later section.

**Type** - The Card Type.

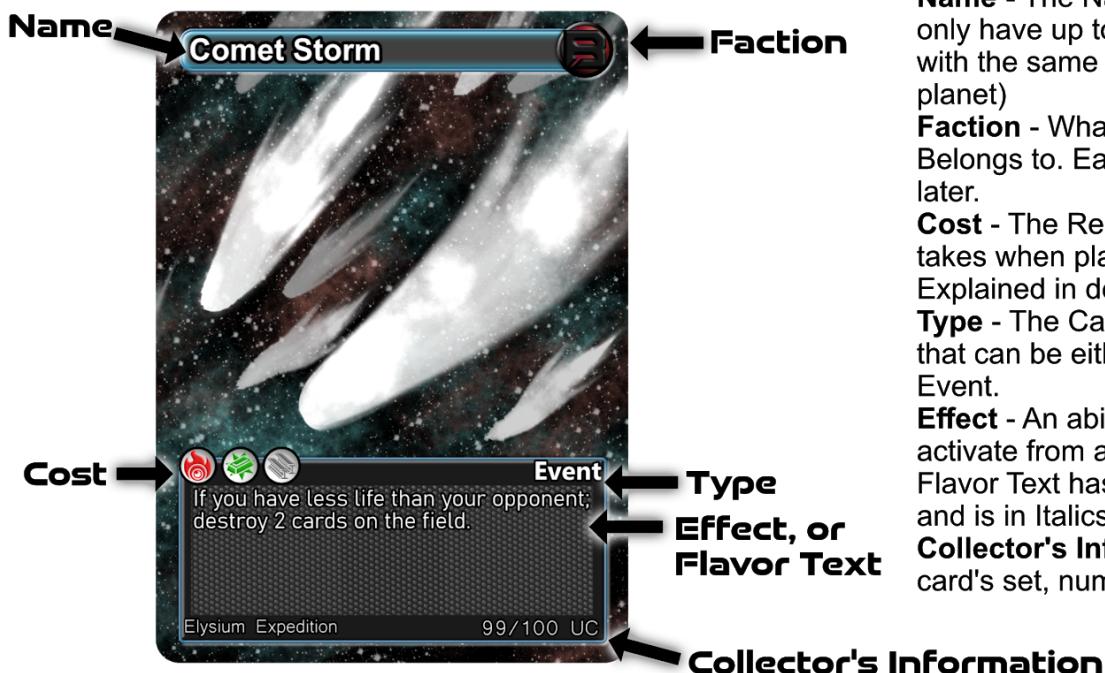
**Effect** - An ability the card has; can activate from a variety of conditions. Flavor Text has no gameplay value, and is in Italics.

**Collector's Information** - What the card's set, number, and rarity is.

## Events

Event cards have powerful, one-time abilities which are activated the instant they hit the field! Once they leave the field after use, the resources they cost are available to use immediately!

One subtype of Events are **Ongoing Events**, Events which act similar to Units and simply stay on a planet, with some sort of constant effect. **Ongoing Events** do constantly consume resources though, similar to a Unit!



**Name** - The Name of a Card. You can only have up to 3 Copies of a Card with the same name (or 2, if it's a planet)

**Faction** - What Faction the Card Belongs to. Each Symbol is explained later.

**Cost** - The Resources this Event takes when played on a Planet. Explained in detail in a later section.

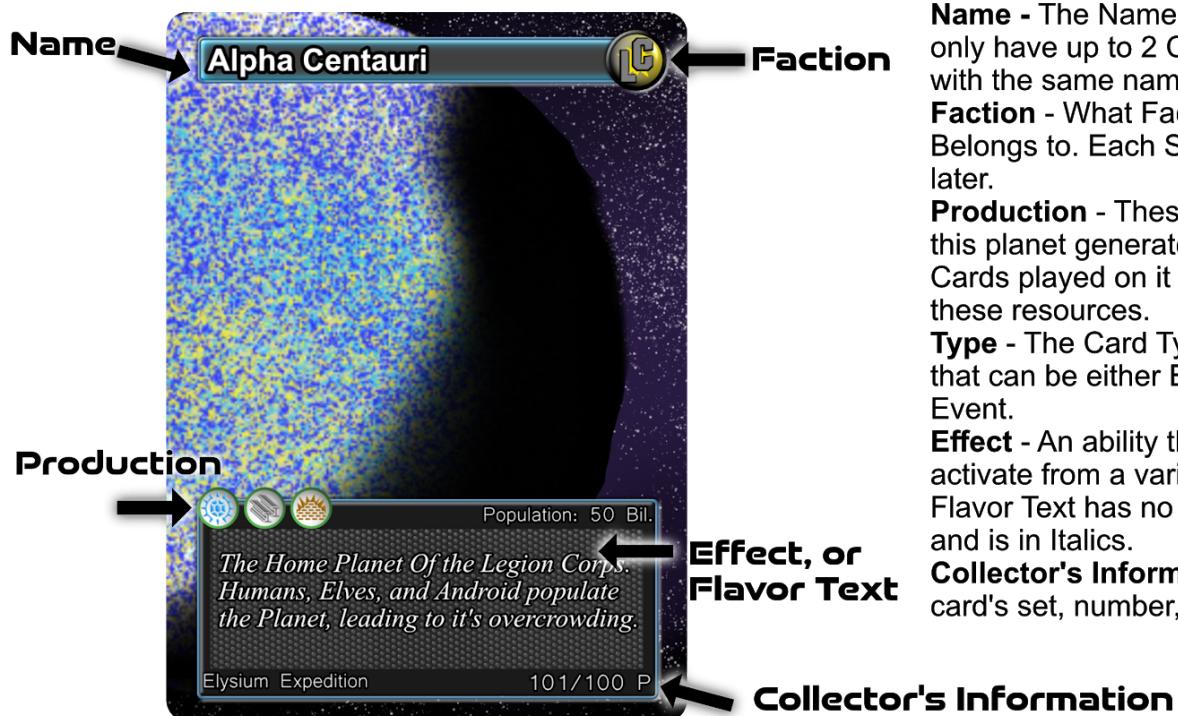
**Type** - The Card Type; for Events, that can be either Event or Ongoing Event.

**Effect** - An ability the card has; can activate from a variety of conditions. Flavor Text has no gameplay value, and is in Italics.

**Collector's Information** - What the card's set, number, and rarity is.

## Planets

Planet Cards can be planets, celestial bodies, or major locations. Each player has six planets in their Planet Deck, which are randomly placed into Planet Zones at the start of the game. Planets generate the resources used to play every other type of card.



## The Factions

As of Set One: Elysium Expedition, there are 3 factions in the game of Astronomica. These factions are featured in the in-game story, and are caught in a constant conflict for resources. In the game itself, each faction tends to focus on a specific playstyle.

### Legion Corps



The Legion Corps see profit above all else, and utilize their intense wealth to fund military campaigns for planets and valuable resources. They are a mid-range deck, with elements of both control and aggression.

### Kakytos Council



The Kakytos Council sees the magic in all things, and focuses on the infinite progression of mortal thought. As a control deck, this faction features unique event cards and powerful effects to help you set up the game in your favor.

### Babylon Force



The Babylon Force only sees value in the virtues which make up their moral center. Those who achieve great feats of strength and courage are honored, and become members of their Pantheon. Babylon Force cards are aggressive, damaging the opponent every turn.

## How to Play a Card

Playing cards in Astronomica is very unique, so take your time to understand it fully! **Planet Cards** generate resources, which are then used by the other card types which are played on top of **Planets**.

Card Types which stay on the field (**Units**, **Ongoing Events**, and **Munitions**) will continue to use the resources of the planet it's played on until they leave the field. **Event** cards don't; after being played on a planet and leaving the field, the same planet could be used to play another card of any type on it.

Cards also only directly use the resources they cost; so if the planet has unused resources on it, another card can be played on it.

Here's an example to better explain the concept:



Here, **Spellbook Warlock**, **Spell Shield**, and **Frost Pillars of Io** are all played on the same planet. This is because the planet, **Kakytos Cluster**, generates one **Mythril**, one **Aurelite**, and one **Runestone**, so it can support all of these cards at once.



**Planet Generates:**



**Combined Card Cost:**



So in play, this is a valid stack of cards. There's only one Unit on the planet, and it can support the Munitions card attached to it. Along with that, there is still a left over **Mythril**, which means that **Frost Pillars Of Io** can be played here, as well.

In Astronomica, there are a total of 7 Resources;



**Iron**



**Mythril**



**Gold**



**Firescale**



**Discard X**



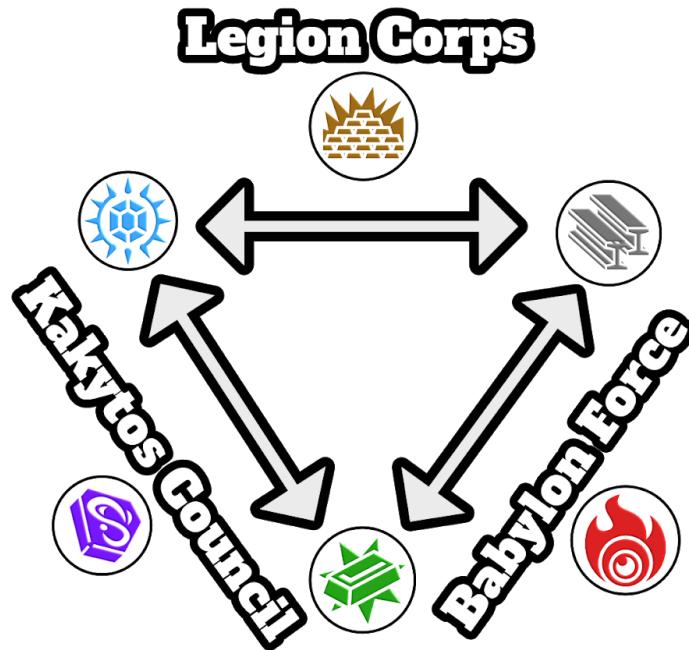
**Aurelite**



**Runestone**

Each faction can generate 3 of the main six resources. **Discard X** is a different resource, where instead of X, there will be a number on the card; which means that when the card is played from the hand, you have to discard that many cards from your hand. The cost for **Discard X** doesn't have to be paid if the card is played another way.

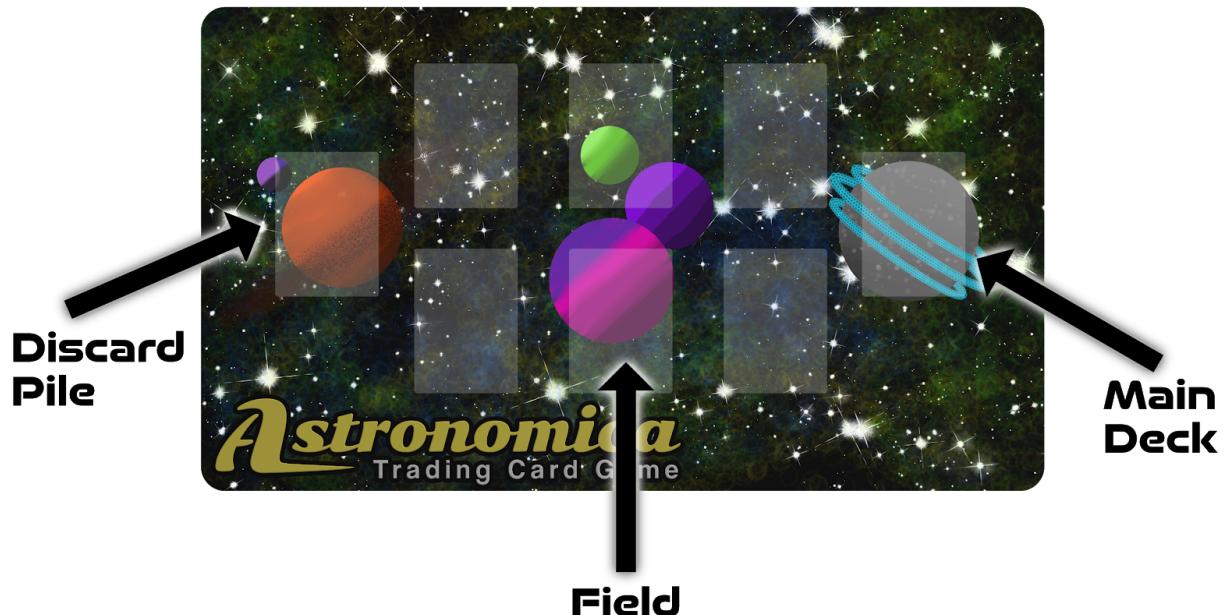
Here's an example of the resource triangle between factions;



Each faction has one Resource Unique to them, and share another Resource with a different faction. This means you can mix and match cards from different factions when building decks, to shore up your deck's weakness! Keep this in mind, it might help you out later.

## The Field and it's Zones

There are only 3 formal zones on the battlefield in Astronomica. Take a look at this image of one player's side of the field.



The field in Astronomica is very simple; as the Planet Deck is completely split up and placed onto the Field Zone as the start of the game, it doesn't have a dedicated zone. Therefore, there are only 3 main zones.

The **Main Deck Zone** is where you place your main deck face-down at the start of the game.

The **Discard Pile** is where destroyed cards go, along with any card discarded for an effect or to explore.

The **Field** is the play area; each of the six zones here will have a planet on it, and is where all the various cards are played.

There is technically a fourth zone, the **Removed from the Game** Zone, but as the name implies cards that end up here don't come back for the rest of the game.

## Battling

Battling in Astronomica is relatively simple. Units can attack the turn after they're played, or by card effect (unless it is the very first turn of the game.) Units attack in a column; and if there is no opposing Unit facing it in the same column, they attack directly, and deal **1 Damage** to the opponent's life.



When two Units battle each other, their Attack (or ATK stat, as it's stylized in some effects) is compared. The Unit with the higher Attack Wins. If both Units have the same amount of Attack, they're both destroyed.

The image shows two screenshots from the game Astronomica. The left screenshot shows a 'Yarrow, Ace Pilot' unit (Elf) with an 'Ef' icon and a 'Yarrow' icon. The right screenshot shows a 'Rowdy Infantry' unit (Orc). Red arrows point from both cards to a third screenshot below them. This third screenshot shows a 'Runeword Protector' unit (Cyclops) with a 'Runeword' icon and a 'Rowdy Infantry' icon. Both units are marked with a large black X, indicating they are destroyed. Below this, another screenshot shows a 'Rowdy Infantry' unit (Orc) with a 'Rowdy' icon, also marked with a large black X.

Rowdy Infantry has more attack here, so Yarrow is destroyed.

Rowdy Infantry and Runeword Protector have the same attack, so they're both destroyed.

## Taking Your Turn

Turns in Astronomica are free-form. There are only really three phases in the turn.

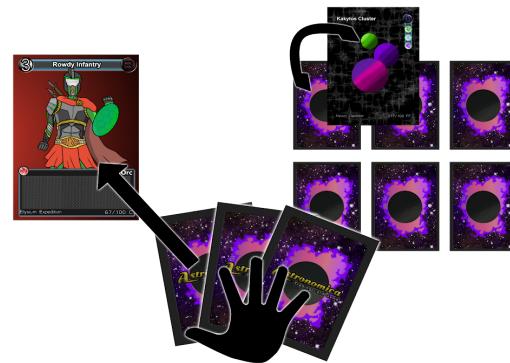
- **Draw Step:** At the start of each turn, that player draws a card (unless an effect says otherwise)
- **Main Step:** Most Actions take place in the Main Step, and can happen in any order.

- **Playing Cards**

- Any number of cards can be played on a turn, as long as you have the resources and planets to support them

- **Exploring**

- Exploring is how you can flip up the other face-down planets you control, in order to use more resources. To explore, simply discard a card in your hand, then flip a face-down planet you control face-up. You can now use that planet and its resources immediately.



- **Moving Units**

- Once per turn, you can move a Unit (and by extension, its equipped cards) to another planet, as long as that planet can also support them, resource wise. You cannot move Ongoing Events or Munitions between Units, unless by card effect.

## How to Win

There are only three ways to win a game of Astronomica

- Reduce your opponent's Life to 0. (In a normal game, each player starts at 6 Life.)
- Your opponent cannot draw any more cards from their deck.
- Via a Card's effect.

## Deck Construction

There aren't many strict rules when it comes to deck building in Astronomica, but the rules that are there are important!

- A Deck is composed of a 30-card **Main Deck**, and a 6-card **Planet Deck**
- A player may have 3 copies of a card in their Main Deck, but only 2 copies of a Planet Card (Planet Deck)

Other than this, the sky's the limit! A player can mix and match factions, types, and mechanics. The only things restricting you are your imagination and your deck's potential consistency. Here's a few tips to help;

- **Focus on two resources** - The more resources a deck runs, the less consistent it becomes. Having only two resources allows you to use a variety of cards, but can keep the deck consistent. 3-cost cards are powerful, but can be rough to consistently play in a match, so keep that in mind when adding them to your deck.
- **Build based on faction or type** - While you can mix or match all the cards and types, a consistent deck will focus on a playstyle. Legion Corps, Kakytos Council, and Babylon Force all tend to have consistent playstyles within themselves, and even each Unit type might have a different playstyle. For example, you could build Elves, Humans, or Robots in Legion Corps, or go for an Equip or Orc Deck in Babylon Force.
- **Pick up a Starter Deck, or look at a Starter Deck for inspiration** - Starter Decks tend to focus on a particular strategy; Even if you don't pick one of these up, they could give you ideas for a new deck build.

## **Closing Notes**

Thanks for taking the time out of your day to try and understand the game of Astronomica. Card Games have always been one of my passions in life, and to have an actual game completed with embodies all my progress in art and game design has made me proud; along with the support of all of you who've joined me on this journey, along the way. So from the bottom of my heart, thank you.

- Aether

Special thanks and contribution to:

- Leon
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- Zack and Chriz
- Lorc and the community at Game-Icons.Net for icons (CC BY 3.0)

## Product Release List

This section of the rulebook is just a list of the release dates for the various expansions for the game. There's no need to check this out, unless you're interested in finding out what's new!

#	Product Name	Release Date	Type
1	Astronomica Elysium Expedition (Set 1)	3.28.20	Set
2	Astronomica Start Deck Firestorm	3.28.20	Deck
2	Astronomica Start Deck Insect Oracle	3.28.20	Deck
3	Astronomica Elysium Expedition Two Player Starter Kit	3.28.20	Two Player Kit
4	Astronomica Playmat "Planets"	3.28.20	Playmat

## **Misc. Rulings & FAQ**