

Please visit www.OrionstarGames.com for more great games!

Power Up! Card Game Rules

Card Information

Power Up! uses a variety of keywords that you can reference in the **Keywords Glossary** section at the end of this guide. Usually, keywords are bolded and capitalized. Anything clearly defined in the rules book may not appear again in the **Keywords Glossary** section.

The Power Up! Card Game uses different card types. You determine the card type by checking the area under the picture. Most cards have multiple Keywords such as: **Melee, Human, Resolve etc.** Also, cards are marked with Golden Star icons ranging from 1* to 5* indicating their rarity located under the card's Name.

- **Characters:** From 1* to 5* rarity, characters in Power Up! are the key to defeating your enemy.
 - **Note:** All characters **Attack, Defense** and **Health** values have a minimum of rating 0 and a maximum of rating of 10. Any extra bonuses or negatives are wasted.
Note: Characters with an Attack rating of 0 still do damage to enemy HQ.
- **Equipment:** Arm your characters with a variety of enhancements, from swords to gadgets! These cards usually apply a passive effect to the character. (Once per round, you can replace one attached Equipment card by playing another one!)
- **Power:** Grant your heroes temporary powers. Some Power cards can be Attached by paying extra energy, becoming permanent boosts to their abilities! (Once per round, you can replace one attached Power card by playing another one!)
- **Battle:** Battle cards change the flow of combat for better or worse! These cards usually apply a conditional effect during combat after completing an objective and stay in play so you can plan your strategy around them! You can only employ one strategy at a time, but you can play battle cards in a stack, switching them once per round during the Refresh! Phase, so use them wisely! If A your current Battle card is Broken or removed, the next card directly under it becomes your new battle card for the round. (Once per round, if you've played multiple battle cards on the stack, you can switch tactics by swapping another battle card on top of the stack. If you play a new battle card during the Deploy phase, that is your current Battle card tactic and you must wait to change it during the Refresh! Phase.)

Unique: Any card that is Unique can only ever appear in a player's deck once.

Limited: Any card that is Limited can only ever appear in a player's deck the number of times specified on the card.

Card Layout and Mechanics

A - Name: The top title of the card.

B - Rarity: To the left of the card's Type, is the card's rarity. * through *****

C - Energy Cost: The amount and type of energy it takes to Deploy this card.

D - Attack: The attack rating of your character.

E - Defense: The defense rating of your character.

F - Health: The amount of damage a character can sustain before being KO'd.

G - Card type: Melee, Human, Speedster, Flyer, Resolve, Angel, Ranged etc.

H - Game Text: Some cards have Passive Abilities that are constantly active, or are activated by in game conditions. Contains a **Hero Card's Astra**.

I - Faction: Most cards belong to a faction. That information can be found here.



Deck Building

Power Up! has very few deck building restrictions. Here are the rules and guidelines:

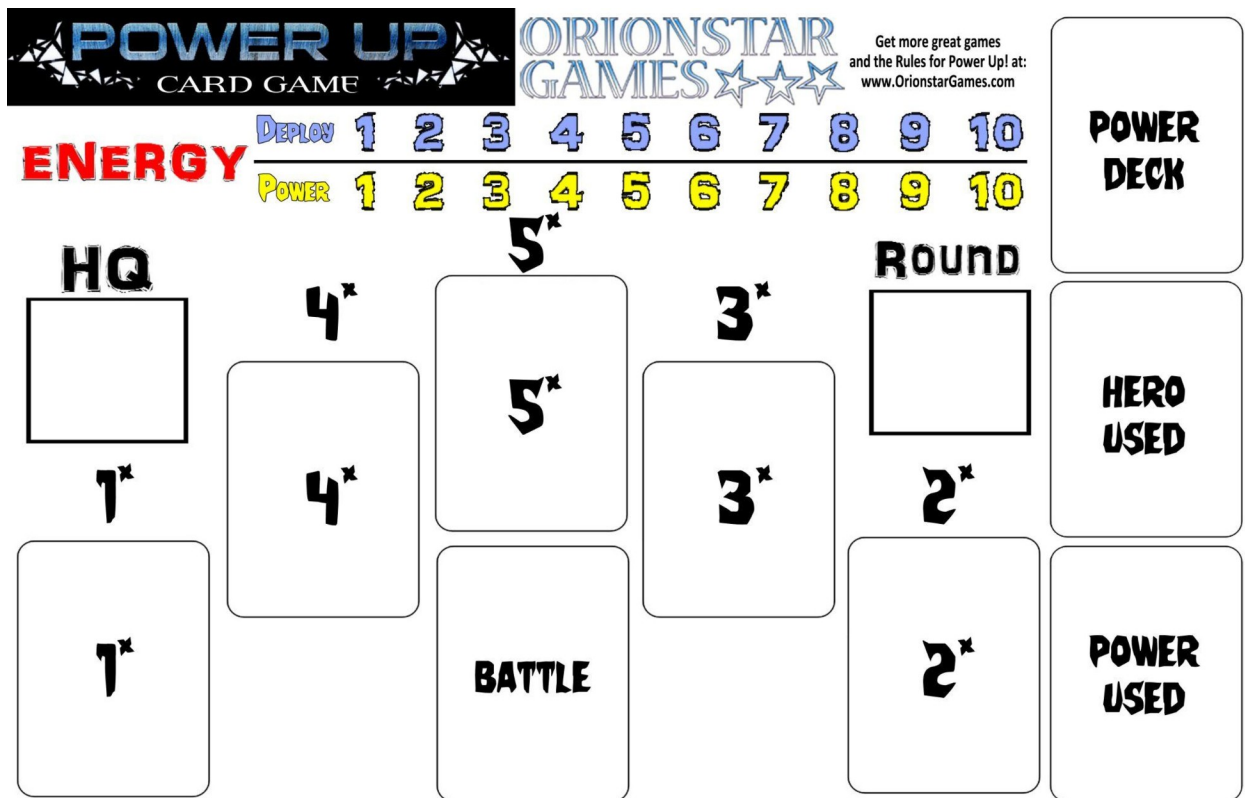
- Decks are to contain 40 cards in total. They are split between a 20 card **Hero Deck** and a 20 card **Power Deck**. You can have up to three copies of each card unless they are **Limited** or **Unique**.
- The **Hero Deck** consists of 20 **Hero** cards total and must contain four cards of each of the five **Hero** rarity types from 1* to 5*. *EX: You should always have four 5* heroes, four 4* heroes, four 3* heroes, etc.*
- The 20 card **Power Deck** consists of a mixture of **Equipment, Power and Battle** cards.

The Play Area

The game area is set up in a reverse "V" shape, or "**Flying V**". Place the **Power** deck on the right side of the play area with their respective used piles directly below them.

The play area has one slot for each rarity of **Hero Cards**. Place your Heroes face down in these slots. Only Heroes of the specified rarity can be placed in these respective slots. Players can pick up their Heroes and look at them at any time.

This allows for a fair game as nobody wants to face five 5* heroes at once! **Battle Cards** are played in the slot under your 5* Hero as they give their team battle tactics!



This setup gives each side up to 5 Rarity levels to back up the Party Leader to create balance

Sequence of Play

The sequence of play in **Power Up!** is simple, action packed and fun! This section will cover the different phases and their turn sequences that take place throughout the game.

Setup and Pre-Game

- 1. Set Round and Energy Counters!** Set the Round Counter to 1. This can either be a dice or standard counter. Set Deploy and Power **Energy** Counters both to 1. *At the start of each round, players will increase the round counter and both Energy Counters by 1.*
- 2. Set the HQ Totals!** Each player sets their HQ totals to the standard or desired amount for the game.
 - a.** Players can use the standard HQ Health total of 7 or set their own desired amount. 5 and 10 are typical HQ totals as well. To play a shorter game, 5 is a great HQ total!
- 3. Place All Heroes!** Both players place their heroes face down in their respective rarity slots. Each slot can only have 4 heroes of that rarity level. Each player then chooses one 1* rarity character to begin play with at no energy cost. Some rare heroes are **Unique**, meaning you can only include one copy of that hero per deck! *Be aware of this rule when building your deck!*
- 4. Shuffle and Place Decks!** Both players shuffle their **Power Deck**. Players can decide whether they wish to cut each others' power decks before beginning the game. Players then place their Power deck in their respective play areas.
- 5. Determine Who Attacks First!** Players will first look at the bottom card of their **Power Deck** and check the Energy cost. The player with the highest energy cost card revealed this way will be Round 1's **Offense Player**. If there is a tie, look at the next card up from the bottom. Repeat this process until there is a winner.
 - a. Note:** Players may decide on a different method for who attacks first. This could be a coin flip, dice roll, rock-paper-scissors, etc.
 - b. Offense Player and Defense Player:** The Offense player is always the player that can **Deploy** and **Attack** first in the round. The Defense player is always the player that does this second in the round. These roles switch back and forth every other round of play. An easy way to keep track of this is by noting that a player became Offense player on even or odd rounds on the Round Dice/Counter.
- 6. Draw Your Starting Hand!** Each player draws 5 cards from their **Power Deck**.
 - a. Maximum Hand Size?** There is no maximum hand size in the Power Up card game. You can hold as many cards as you can draw unless a condition states otherwise.
- 7. Begin Play!** Both players start their turn sequence as listed in the **Round Phases** section listed below.

Round Phases

1. **Refresh!** Increase the Round counter by 1 and set Energy levels to the number indicated on the Round counter. **Stand** all **Knelt** cards that are able to do so. You may swap Battle Cards once, moving the one you wish to use for this round to the top.
2. **Power Up!** Increase all character **Astra** level by 1. All heroes usually start with their first level Astra unlocked.
 - a. **Astra Level:** Every new round, an additional level of the character's **Astra** unlocks allowing them to use even more powerful abilities! Characters must be in play at the start of the round during the **Refresh! Phase** to have the next level of their **Astra** unlocked. (It is a good idea to keep track of all heroes' power levels, friend and foe!)
3. **Draw!** Draw one card from your **Power Deck**. There is no maximum hand size. Some character **Astra**, **Equipment** and **Battle** cards let you draw more cards! The more options you have access to, the stronger you'll be! Some even limit the amount of cards you can hold, so be careful!
4. **Deploy!** The **Offense Player** starts by playing **Characters** and **Equipment** to the battlefield by paying their printed Deploy energy cost. You can only have 5 characters in play at any one time and each character can only carry one **Equipment** card, unless stated otherwise. In this step, each player takes turns placing cards until there are no more **Deploy** actions declared.
 - a. **Timed Unlock:** Every round, players get Energy based on the round number for use in deploying heroes and to use hero abilities or **Power** cards.
 - i. **Example:** Round 1 generates 1 for both **Deploy** and **Power Energy** for both players. Round 2 generates 2 for both **Deploy** and **Power Energy**!
 - b. **Replace:** During the Deploy Phase, you can replace one of each of these card types: Equipment and Power cards. You may do this one time each per round by Breaking the current attached card, and placing a new one where the last card previously was. You cannot break one of these cards at will without using the Replace mechanic.
5. **Combat!** with your opponent. Use **Astra** and activate your **Power** cards to change the combat's destiny by fulfilling **Battle** Card conditions! In this step, each player takes turns assigning attack and defense units until no more attacks are declared. When a hero is lost, place it in the **Hero Used Pile**, and any cards or effects attached to it are lost. See **Combat! Phase Sequence** section below.
 - a. **Note:** Players may choose not to attack at all, or only use some of their characters to attack. However, if both players have a turn where no more attacks are made, the Combat! Phase ends. Go directly to the Resolve! Phase.
Example: Combat! Phase begins. The Offense player passes and doesn't attack the Defense Player. The Defense Player then also decides to pass and does not attack. Both players then go directly to the Resolve! Phase below.
6. **Resolve!** any residual effects from character **Astra**, **Equipment**, **Powers** or **Battle** cards. All unused energy is lost. Check for Win Conditions: "Capture HQ!", "No More Cards!" and "No More Heroes!" listed below.

Combat! Phase Sequence

The **Combat! Phase** begins with the designated first **Offense Player** of the round following the below steps to complete their combat turn:

1. **Declare Team-Up Challenges!** If there is no Team-Up Challenge, skip to phase 2, **Attack!** See about Team-Up Challenges in the “**Additional Combat Events**” section on the next page.
2. **Attack!** The **Offense Player** may Attack or Pass to the Defending Player if they choose not to attack. If they do Attack, they may start combat by designating one of their **Hero Cards** as an attacker. They then choose which enemy character they wish to attack. When doing this, the attacking card is turned sideways and is now “**Knelt**” to indicate it has been used. Cards will stay in the **Knelt** position until the **Refresh!** Phase unless otherwise stated on the card. *Some cards have special abilities that allow them to stay Standing, such as the Resolve special ability!*
3. **Defend!** If the Offense player chose to Attack, the **Defense Player** must now declare defenders against the attack if desired/able. **Standing** defenders have a choice to let the attack go through to their HQ, or Kneel and block the incoming attacker. Characters that were already **Kneeling** cannot block. Many effects can **Kneel** a character. If the Offense Player Passed to the Defense Player, the Defense player may also Pass on attacking for this round.
 - **If both Players Pass on Attacking this round, no Combat! Phase Sequence happens this round and you may move to the last main Round Phase: Resolve! as shown on the previous page.**
4. **Powers!** On a successful Attack, both players now have the opportunity to use character **Astra**, **Equipment** effects, Power cards and utilize **Battle** card effects. Effects with the Instant keyword resolve with the **Power Chain** rule unless otherwise stated on the card. (See **Power Chain** Section Below) The **Offense Player** (attacking player) has first priority when playing cards and effects in this phase. Once the **Offense Player** plays one card or effect, the **Defense Player** then has a chance to play one card or effect. Each player may take turns playing cards and/or effects until both are finished. Use your tactics wisely!
5. **Resolve Combat!** If a character was used to Defend, the heroes deal damage to one another. If any hero's attack number meets a defense stat, it deals 1 **Wound**. If a hero's attack would exceed a defense stat, it deals 2 **Wounds**. If an enemy character is unable to be blocked or if the enemy decides not to block, it deals one **Wound** to the defending player's **HQ**. More information on **Health and Wounds** can be found in the corresponding section of the **Additional Combat Events** section below.
 - If any player's HQ is reduced to 0, the game ends for that player during main phase 5 Resolve!**
 - a. **Example:** Attacker's card has 4/3 and the defender's card has 3/2. The Attacker's character would take 1 wound and the Defender's character would take 2 wounds.
6. **Aftermath!** Wounded characters that are reduced to 0 Health are instantly removed from the game. Any **Power**, **Equipment** and **Battle** cards attached to them are placed in the **Used Pile**.

The **Offense Player** and **Defense Player** designations switch and the previously defending player may now commence the **Battle Phase Sequence** steps listed above to complete his combat turn. Each player continues to alternate their combat turns in this fashion until no more attacks are declared.

Additional Combat Events

1. **Team-Up! Challenge:** Once per Round at the beginning of the Combat! Phase, the Offense player may issue a Team-Up challenge. If the Offense player passes the chance to Team-Up, the Defending player may issue a Team-Up Challenge. If the Defending player passes, go directly to the Combat! Sequence: Attack! Phase.
2. If a Team-Up is issued, it allows the issuing player to **Duel** (see Duel under Keywords Section) a more powerful enemy character of their opponent. This Duel can't be avoided by any means. To do this, choose two characters from the same faction and initiate the **Team-Up** to band together and take down a stronger foe. To issue a **Team-Up**, you must first:
 - a. **Declare Primary Hero and Team-Up Partner!** The Primary Hero must share the same Faction as the Team-Up partner and both must be of a lower rarity than the target of the **Team-Up Challenge**.
 - i. **Example:** *The attacker wants to choose his Primary Hero in the Team-Up to be his 4* Hero Chronis, Master of Time. They realize they can't complete this challenge because the enemy hero they are trying to attack with a Team-Up Challenge is a 3* hero, Crimson Crusader. In order to perform this Team-Up, the attacker would need to choose a 2* Primary Hero and a 1* Team-Up Partner since both characters need to be a lower rarity than the target they are attacking.*
 - b. **Powers!** Only heroes involved in the Team-Up! Challenge may use their Astra, attached Power card effects and attached Equipment card effects now. Heroes reaching 0 Health are removed from the game only when the Team-Up has completed "d: Resolve the Team-Up!".
 - c. **Strike!** You may now combine both **Attack** and **Defense** values of your **Primary Hero** and **Team-Up** partner to attack the enemy Hero. The combined Attackers and single Defender deal damage to one another, with the Defending Player choosing where to distribute his hero's wounds, if any, to the Attacking characters. Resolve this portion of the battle sequence before moving on to the regular **Battle Sequence: Attack! Phase**.
 - d. **Resolve the Team-Up!** Any character dropping to 0 Health is immediately sent to the Used pile.

Health, Defense and Wounds

Health: A character's printed **Health** stat is how much damage they can sustain before being KO'd and moved to the Hero Used Pile. Many factors can change this total, but it doesn't always change the amount of **Health** of a character.

Example 1: An Equipment Card, Biomechanical Armor can be equipped to a character. The card reads, "+1/+1. As long as Biomechanical Armor is equipped to this character, increase their Health total by 1. If this card leaves play, deal 1 Wound to the character it was equipped to." This card specifically states to increase a character's Health total.

Wounds: When a character gets hit hard enough to deal a fatal blow, they take a **Wound**. To deal a Wound to a character, your **Attack (ATK)** must meet or beat the enemy **Defense (DEF)**.

Any time you MEET a DEF total, you deal **1 Wound**.
If you BEAT the DEF total, you deal **2 Wounds**.

When a character's **Wounds** reach the same number as their **Health** total they are **KO'd**, immediately removed from the game and placed in the **Used Pile** unless there is a condition that states otherwise.

Example 1: Paige ATK 4 / DEF 4 chooses to attack Brando ATK 5 / DEF 3. The enemy player decides he is going to defend the attack rather than take the hit to HQ. In this case, Paige and Brando would both deal two Wounds to one another since both of their Attack (ATK) stats are higher than one another's Defense (DEF) stat: 4/4 vs 5/3.

Example 2: Paige ATK 4 / DEF 4 chooses to attack Dark Micha ATK 3 / DEF 4. If the enemy player defends this attack, Mike will take a wound and deal no wounds to Paige. That's not a good situation, so he decides to let Paige's attack go through and hit his HQ for 1. He has other plans to use Mike in another combat and wants him to stay alive so he can get stronger.

Example 3: Paige ATK 4 / DEF 4 chooses to attack Juliette ATK 3 / DEF 6. These characters would Negate any damage done because neither has enough power to overcome the others' defense stat. At least the enemy player didn't take any damage to their HQ this time!

Power Chain

The Power Chain is the order in which **Instant** keyword effects resolve.

To start a **Power Chain**, any player would need to use an effect with the **Instant** keyword in response to any game action either player takes.

Example 1: The Offense player activates an Instant Equipment effect. The Defending player plays a Hero's Astra that has the **Instant** keyword. The effect that is played last resolves first, so the Defending player's Astra would activate first! Then, the Offense Player's Equipment effect would activate last!

Example 2: Proceeds as follows:

1. Player 1 uses Blazing Brando's 1st Astra, Blaze to enhance his attack to 7 and chooses to attack Super Fast Paige in Combat.
2. Player 2 blocks Blazing Brando then responds by using one of Super Fast Paige's Instant speed Evade counters, negating the Wound from Brando, but lowering Paige's Defense stat from 6 to 5.
3. Player 1 then responds by using Blazing Brando's second Astra at Instant speed, Blast, to deal an attack 5 Wound to Super Fast Paige!
4. Player 2 then responds by using Phantasma's Instant ability Whispershield, to give Super Fast Paige a +2 Defense. Negating the Wound Brando's Blast Astra as Paige's Defense stat is too high now.

What happened here? Let's resolve it from Last to First and include how the Effects came into play.

Resolve Instant effects From Last to First!

1. Player 2 responded to Brando's Blast Astra by using Phantasma's Instant speed Astra to increase Paige's defense by +2. This action stopped Blast from damaging Paige, since her Defense was now too high for his Astra to Wound her, from 5 to 7.
2. Player 1 responded by using an Instant Blast Astra on Brando to Wound Super Fast Paige at Attack 5 vs her now 5 Defense.
3. Player 2 blocks Blazing Brando's Attack, but responds by using one of Paige's Instant Evade counters to negate the Wound from Brando's Attack. Doing so lowered her Defense stat from 6 to 5.

Win Conditions

1. **Capture HQ!** This is the typical way to win a game of **Power Up!** If any player's **HQ** is reduced to **0** Health, the game ends.
2. **No More Power Cards!** When the first person runs out of cards in their **Power Deck**, the game stops. Check the conditions below to determine the winner:
 - The player with the highest HQ total wins the game! If this is a tie...
 - Then count the rarity stars of all your deployed heroes and add them together. The player with the highest star total wins the game! If this is a tie...
 - Then the player that ran out of cards first loses the game!
3. **No More Heroes!** If any player has no heroes left to deploy on the field, they lose the game.
4. **The 10th round!** After the 10th round of play, each player follows the steps above in **2. No More Power Cards!** to determine the winner!

Optional Game Modes

Sometimes you might want to try different approaches to how you build your decks and play a game of **Power Up!**

Same Faction! This mode is when all Rarity slots are filled with Heroes of the same faction. This is the suggested and typical game mode.

Mixed Factions! This mode is when you can mix any number of hero factions into your deck. BEWARE! This game mode can be chaotic and is untested by us, the developers! Play at your own risk! Muahahahaha! The disadvantage to playing this kind of deck is that only heroes of the same Faction can initiate a **Team-Up Challenge** unless the card says otherwise.

Brutal Combat! This mode uses a viscous way to end combats quickly! Instead of Wounds dealing only 1 or 2 damage to a character like normal... use this formula instead!

- Any Attack stat that meets a hero Defense stat deals 1 Wound. For each 1 point the Attack stat exceeds the Defense stat of a hero, **it deals an additional Wound! BRUTAL!!!**

Keywords Glossary

Attack and Defend actions

Attack - The basic Attack command that targets an enemy character. Kneel (turn sideways) a character to show that it has attacked. Hero Attack value (next to the sword icon) can be found at the bottom left of the card above Defense. A character's stats can never go below 0 or above 10. Note that a character with an Attack stat of 0 can still damage player HQ!

Defend - The basic defend command that accepts an attack from an enemy character. When a character defends, it Kneels unless it has the **Resolve** keyword or states otherwise. A hero's Defense value (next to the shield icon) can be found at the bottom left of the card below Attack. A character's stats can never go above 10. Note that a standing hero that is being attacked can choose not to Defend and allow the attack to go through to HQ.

Stand and Kneel

Stand - A "Standing" character is a character turned upright. Some characters have the ability to stay standing whether they attack or not with abilities such as **Resolve**. The Standing of characters usually occurs on the **Refresh!** phase, but some abilities allow characters to stand at other times during the game.

Kneel - A "Kneeling" character is a character turned sideways. This usually happens through the effects of: attacking, being attacked by an enemy, using a certain Astra or being stunned or another similar effect. When a character has an Astra that doesn't involve the Kneel symbol "->", it can be used even when kneeling for the associated energy cost. Passive abilities are always active.

Basic Rule Terms

Adjacent - Sometimes a hero's position in play matters. When a hero is adjacent to another one, that means they are directly to the left or right of that hero. 3*, 4* and 5* heroes have the most support with two potential adjacent heroes on either side of them. 1* and 2* heroes can only ever have one adjacent hero next to them, due to where they are placed on the field of battle. Heroes and card effects use the Adjacent rule in many ways!

Astra - A hero's abilities are their Astra. These can be passive effects that stay active, or may require energy or a character to Kneel to activate or both! Astra that don't have a Kneel symbol "->" are not required to Kneel to activate and can be activated while Knelt. Most times, higher rarity heroes will have more Astra than lower rarity heroes. Astra levels unlock as the hero remains in play and rounds pass on the Power Up! Phase of the game.

Attach/Attached - Some cards bind themselves to another. A typical use of this would be Equipment cards attaching to a hero. However, some heroes can even attach themselves to another hero card!

Battle Cards - Battle cards are tactical strategies you can employ to gain the upper hand on your opponent. You have one Battle card slot to use per round. You may play battle cards on top of one another in a stack, replacing the previous card. Once per round on the Refresh! Phase, you may switch between battle cards in your stack, choosing which tactic to use for that round by placing it on the top of the stack.

Counter - Some cards have permanent counters. These are small tokens that can be placed on them of various types that represent a rule or ability. Some represent bonuses while others can be removed to produce an effect. Most cards can only have one counter of each type, unless specified otherwise.

***Example:** Regen counters show how many times that hero can use the Regen ability. A +1/+1 Counter gives that character a bonus to their stats.*

Equip/Equipment/Equipped - Equipment cards are drawn from the **Power Deck** and can be attached to Heroes and produce various effects when Equipped.

KO/KO'd - When a Character card is Knocked Out, they are KO/KO'd and moved to the Hero Used Pile, effectively removed from play.

Negate - This keyword means canceling out something. For example, you can Negate an incoming **Wound** or **Astra** activation or Battle card effect.

Negative Effect - Negative Effects can be anything from detrimental counters, cards or **Astra** effects applied by enemy heroes.

Power Cards - Power cards can be played from your hand to produce an effect during play. They can be used any time you can use a character's Astra. Some power cards can also be attached to a character by paying an extra cost, replacing that character's Second Astra.

Redirect - You may change the target of one **Astra**, Power card or other effect to another target specified. Each card's text will specify what will be redirected, and to where it will redirect to.

Stat Buffs (+X/+X) - Some Astra or Power cards apply temporary bonuses to a character. These bonuses stack with others of their kind and bonuses from Equipment and Counters. Unless the card or Astra states otherwise, these temporary Buffs only last until the end of the combat phase and are indicated by a +1/+1, +1/+0 or +0/+1. *Counters and attached Power cards are considered permanent bonuses until they are removed and are separate bonuses from Stat Buffs.*

Target - This term specifies what card or effect will be the focus of an Astra, Power card, Battle Card or Attack.

Unattach/Unattached: This term refers to removing an **Attached** card.

Unavoidable - This ability or attack cannot be stopped or blocked or evaded by any means unless an ability states otherwise.

Wound - Wound means to damage a character by 1 or more. This is determined by combat or the effect being used.

Card Restrictions

Unique: Any card that is Unique can only ever appear in a player's deck once.

Limited: Any card that is Limited can only ever appear in a player's deck the amount of times listed in parentheses. **Example:** *Energy Orb is Limited (3)*

Card Ability Keywords

Ability (1) - Abilities with this format come into play with ability counters on them and can be used the specified amount of times shown in parentheses. The card text will show if it can be used more than once, or if it needs to kneel or requires energy to activate.

Ability *(1x) - Abilities with this format can be used the number of times inside the parentheses each round by paying the associated energy cost. You have to pay the energy cost for each activation up to the maximum number of times the ability allows for. In this case, it is only once.

Break/Broken - The Break effect destroys something. When it is used, the card will specify what is to be destroyed with Break. *EX: Break one equipment card attached to this hero.*

Burn/Burning - Burn counters give -0/-1 and stay on a character for one round. If that character would Attack or Block while affected by Burn/Burning, they take 1 unavoidable wound.

Condition - Certain cards require Conditions to be met before the effect of the card will take place. Conditions are usually found on Battle cards, but sometimes other cards require them as well.

Constant - This effect provides a permanent effect every turn.

Copy - Some cards can replicate another effect. When this happens, you may use a one for one exact copy of that effect as though you activated it.

Divert/Diversion - You can redirect one attack aimed at one hero to any other character of your choice once per round. This includes Team-Up! attacks.

Duel - Some characters can force another character to Duel. In this case, both Heroes would Kneel and deal damage to one another. Either hero can be standing or kneeling when being the target of a Duel.

Evade - some cards can completely dodge incoming Attacks, Astra, Power Cards, Battle Cards or Wounds. Each card will specify what can be Evaded with its Astra.

Heal - When you heal a Wound through an Astra or Regen or other means, you remove the specified number of Wounds from a character.

Immortal - This ability makes it so a card can't be KO'd until the end of the round, allowing a player to restore lost wounds and keep them alive after a combat.

Immune/Immunity (Type) - Some cards cannot be affected by certain abilities or effects. *EX: A card has Stun Immunity. This means anything targeting that card with the Stun or Stunned keyword has no effect.*

Instant - These abilities are able to go on the Power Chain. Abilities that aren't "Instant" cannot respond at the required speed to go on the Power Chain. Non-instant effects resolve in the order they are played.

Invisible/Invisibility - This ability makes it so a hero can attack an HQ directly. These cards can be stopped by other means, such as Astra, Power or Battle effects.

Poison/Poisoned - Poison counters give -1/-0 and stay on a character for one round. Being Poisoned makes it so they can't heal from any source, unless otherwise stated.

Power Up! - This rare ability unlocks a target character's next Astra ability.

Regen - Regen allows a character to heal 1 Wound that they have suffered by using a Regen counter.

Resolve - Some characters never get tired, or have amazing willpower. Cards with Resolve do not Kneel when Attacking or Defending. They can still only attack and defend once per round unless another card or ability allows them to do so.

Slayer [Type] - The attack or effect of a card with this keyword always deals one more Wound than normal to a target it effects. If it would deal 0 Wounds, it deals at least 1 Wound instead. This ability allows an attack or effect to deal 3 wounds to a target. *EX: Melee Slayer, Human Slayer.*

Speedster – A character with Speedster hits twice when they Attack, but apply a -1 ATK until end of turn.

Steal/Stolen - You gain control of one Hero, Power, Equipment or Battle Card or a Positive Counter the opponent controls. Follow the conditions of the rules text of each card using the Steal effect.

Strike First - This card doesn't take Combat damage until the end of the combat, meaning it could KO the enemy hero before it has a chance to strike back. If the enemy hero survives the combat, it deals damage normally at the end of the combat. When two heroes both have this ability, they would deal damage to one another normally at the same time.

Stun/Stunned - A Stunned character cannot Attack, Defend or use any Astra until the beginning of the next Round.

Super Instant – This is a version of an instant effect that can't be stopped in any way and even avoids going on the power chain, unless stated otherwise.

Team Up/Team-Up! - Some cards force a specific Team-Up! condition where they use your Team-Up! Challenge in a special way. Some cards even allow for a second Team-Up! Challenge.

Copyright © 2025 by

Orionstar Games

All rights reserved.

No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except as permitted by U.S. copyright law. For permission requests, contact Orionstar Games LLC.

The story, all names, characters, and incidents portrayed in this production are fictitious. No identification with actual persons (living or deceased), places, buildings, and products is intended or should be inferred.

All characters and their likeness, trademarks, service marks, trade names, slogans, logos, and other indicia of origin that appear on or in connection with the book are the property of Orionstar Games LLC, its Partners and/or its affiliates, licensors and/or licensees. You may not copy, display or use any of these marks without prior written permission of the mark owner. The book (and portions of it) may be protected under copyright law and may be the subject of issued Copyrights and Trademarks and/or pending Copyright or Trademark applications.

Book Cover by Scorpio

Illustrations by Scorpio

Version 1.2 Beta, 2025