



WEBSITE



Discord

ASTRON

VESTIGES OF DEEP SPACE

RULEBOOK

Designed by Antonio Stellato & Daniel Scartapenna

Somewhere in the farthest reaches of space, warring factions ruthlessly pursue the wisdom of lost ages— otherwise known as Vestiges.

Faction Summary

USF

The United Space Federation initiated humanity's foray into deep space exploration. Out in the ether, they discovered the first known Vestige. So began a great division among Earth's elites as they race to decipher the secrets hidden throughout the unfathomable cosmos.

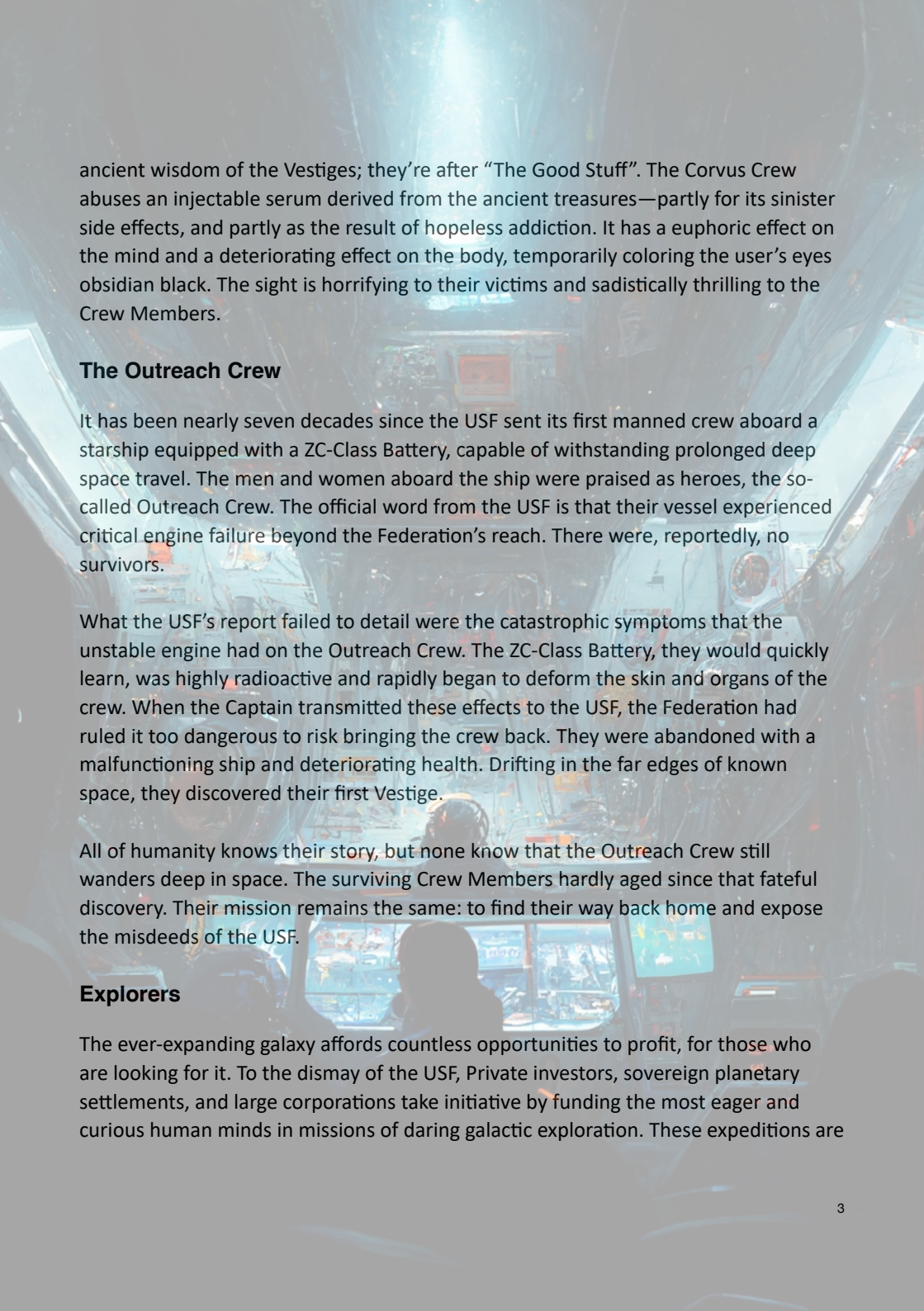
Some would argue that the USF represents the best of humankind; the federation is traditional, relentless, and fiercely competitive. Within the halls of a USF Trireme, rank is everything. A ranking Captain is honored with the confidential knowledge and cosmic gifts the Vestiges bestow, while the remaining crew is left questioning the mysteries and significance of their mission. Crew Members clamor to gain favor among their superiors and triumph over their peers.

Back home, the crew appears organized and united. Out in the vast above, Crew Members secretly compete in a viscous ecosystem yearning to etch their legacy among the stars.

Corvus Crew

Not everyone conforms to the ideas of the USF, and one such mutinous, treacherous group is the Corvus Crew. Armed with stolen and heavily modified USF tech, this band of thieving pirates has accrued infamy for their aggressive tactics and harrowing presence.

Their surviving victims tell tall tales of the empty abyss they've glimpsed in Crew Members' eyes. Some of those tales ring true. They care little for the so-called



ancient wisdom of the Vestiges; they're after "The Good Stuff". The Corvus Crew abuses an injectable serum derived from the ancient treasures—partly for its sinister side effects, and partly as the result of hopeless addiction. It has a euphoric effect on the mind and a deteriorating effect on the body, temporarily coloring the user's eyes obsidian black. The sight is horrifying to their victims and sadistically thrilling to the Crew Members.

The Outreach Crew

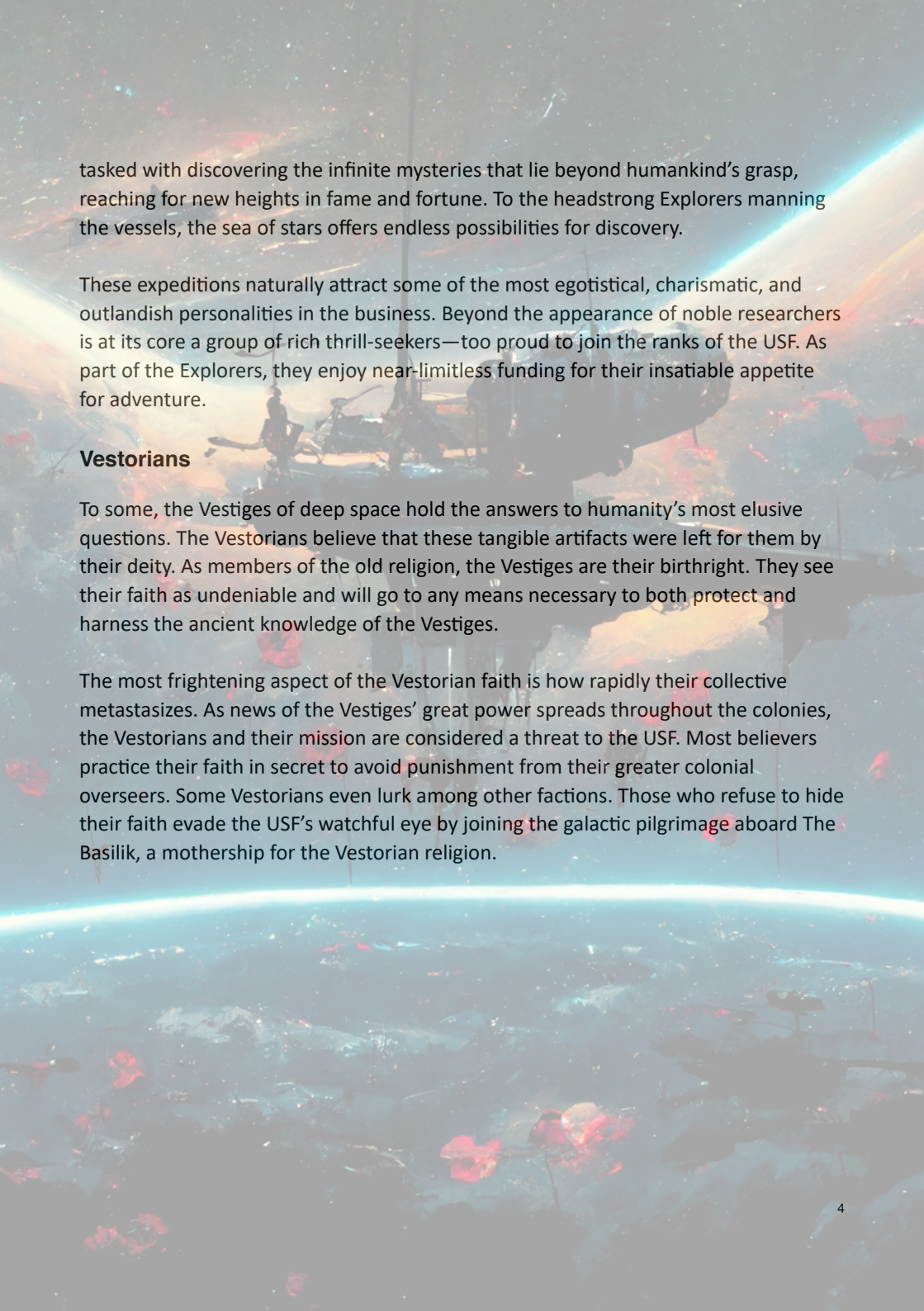
It has been nearly seven decades since the USF sent its first manned crew aboard a starship equipped with a ZC-Class Battery, capable of withstanding prolonged deep space travel. The men and women aboard the ship were praised as heroes, the so-called Outreach Crew. The official word from the USF is that their vessel experienced critical engine failure beyond the Federation's reach. There were, reportedly, no survivors.

What the USF's report failed to detail were the catastrophic symptoms that the unstable engine had on the Outreach Crew. The ZC-Class Battery, they would quickly learn, was highly radioactive and rapidly began to deform the skin and organs of the crew. When the Captain transmitted these effects to the USF, the Federation had ruled it too dangerous to risk bringing the crew back. They were abandoned with a malfunctioning ship and deteriorating health. Drifting in the far edges of known space, they discovered their first Vestige.

All of humanity knows their story, but none know that the Outreach Crew still wanders deep in space. The surviving Crew Members hardly aged since that fateful discovery. Their mission remains the same: to find their way back home and expose the misdeeds of the USF.

Explorers

The ever-expanding galaxy affords countless opportunities to profit, for those who are looking for it. To the dismay of the USF, Private investors, sovereign planetary settlements, and large corporations take initiative by funding the most eager and curious human minds in missions of daring galactic exploration. These expeditions are

The background of the page is a vibrant, futuristic space scene. It features a large, dark-colored spaceship or station with various structures and lights. In the foreground, there are several smaller, glowing red and blue objects that look like alien flora or debris. The background is filled with a dense field of stars and a bright, glowing blue and white arc, possibly representing a planet's horizon or a nebula. The overall color palette is dominated by blues, greys, and reds, creating a sense of depth and mystery.

tasked with discovering the infinite mysteries that lie beyond humankind's grasp, reaching for new heights in fame and fortune. To the headstrong Explorers manning the vessels, the sea of stars offers endless possibilities for discovery.

These expeditions naturally attract some of the most egotistical, charismatic, and outlandish personalities in the business. Beyond the appearance of noble researchers is at its core a group of rich thrill-seekers—too proud to join the ranks of the USF. As part of the Explorers, they enjoy near-limitless funding for their insatiable appetite for adventure.

Vestorians

To some, the Vestiges of deep space hold the answers to humanity's most elusive questions. The Vestorians believe that these tangible artifacts were left for them by their deity. As members of the old religion, the Vestiges are their birthright. They see their faith as undeniable and will go to any means necessary to both protect and harness the ancient knowledge of the Vestiges.

The most frightening aspect of the Vestorian faith is how rapidly their collective metastasizes. As news of the Vestiges' great power spreads throughout the colonies, the Vestorians and their mission are considered a threat to the USF. Most believers practice their faith in secret to avoid punishment from their greater colonial overseers. Some Vestorians even lurk among other factions. Those who refuse to hide their faith evade the USF's watchful eye by joining the galactic pilgrimage aboard The Basilik, a mothership for the Vestorian religion.

Objective

There are two win conditions in any game of Astra: Vestiges of Deep Space.

The first player to score two points worth of Treasure Cards immediately wins the game. Alternatively, if all crew members of the opposing starship are destroyed, the surviving player wins.

Deck Composition

Anatomy of a Deck

This box contains five faction decks, each comprising the Crew Members and the tools they will need to navigate deep space and discover the mysteries of the Vestiges scattered among the stars. Every faction deck includes five Crew Members, three Vestige cards, one Initiative card, and twenty-six remaining Main Deck cards.

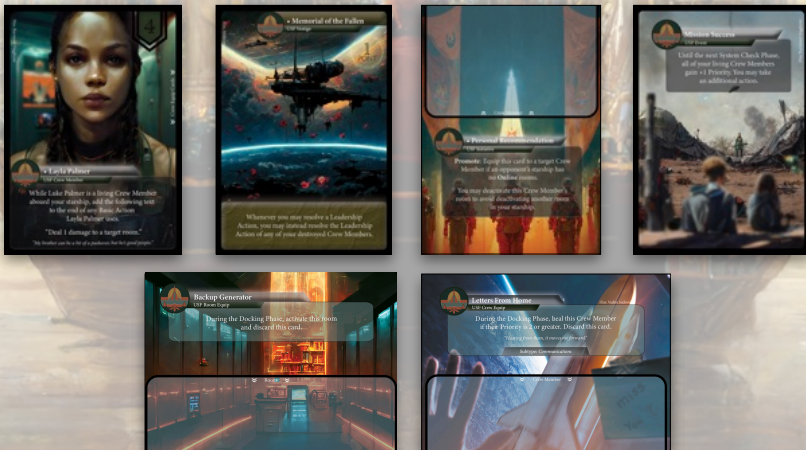


Diagram A - Examples of each card type. Crew Member, Vestige, Initiative, Event, Room Equip, Crew Equip.

Future faction decks may include more or less of each card, as every deck is designed to be functionally unique.

Setting Up The Game

In addition to a faction deck, grab one copy of each of the five Room cards; Command Deck, Comm. Room, Weapons Bay, Battery Room, and Research Bay. Locate the placement icon on each Room (some cards will have this on their Offline side), and place that side face-up in the position according to the icon's diagram. The back of the Initiative Card also illustrates which rooms are Online at the beginning of the game.

Diagram B - The starting configuration for the USF.



Starting Configuration



Each player secretly chooses a Crew Member to be stationed beside each Room.

Players will want to consider both the abilities of the individual Crew Members and



Diagram C - Your Captain's Priority.

Rooms when making these selections. The

Crew Member in your Command Deck is your

Captain. Compare the Priority (found in the

Crew Member's top right banner) of each

Captain. The player with the higher Priority

Captain will be the First Player.

In the event of a tie, compare the Priority

numbers of the next Crew Member, moving

clockwise around your starship. This process is

repeated until a First Player is chosen. If the

process does not yield a First Player (due to a

similar Crew Member configuration), randomly

determine a First Player.

Place the Initiative card from each deck face up to the side of your respective

starships. Shuffle each deck and draw a hand of five cards. If you have drawn any

Vestiges, immediately shuffle only the Vestiges back into your deck and draw back up

to five cards. Neither player should have any Vestiges in their opening hand.

Both players are ready to proceed to play.

Round Order

In a game of Astra, players alternate in taking single actions with the goal of defeating the opposing starship or collecting two points worth of the coveted Vestiges. Every round of Astra follows the round order below:

System Check Phase

Enlistment Phase

Command Phase

Docking Phase

System Check Phase

If a player's Battery Room is Online, they can now activate one Room of their choosing, beginning with the First Player. **This phase is skipped during the first round.** Some abilities may resolve during this phase. If they do, they resolve before the Battery Room's effect takes place. The Active Player's abilities always resolve first.

Enlistment Phase

Each player will have five cards in their hand from *Game Setup* or the previous *Docking Phase*. It is possible to have more than five cards in your hand.

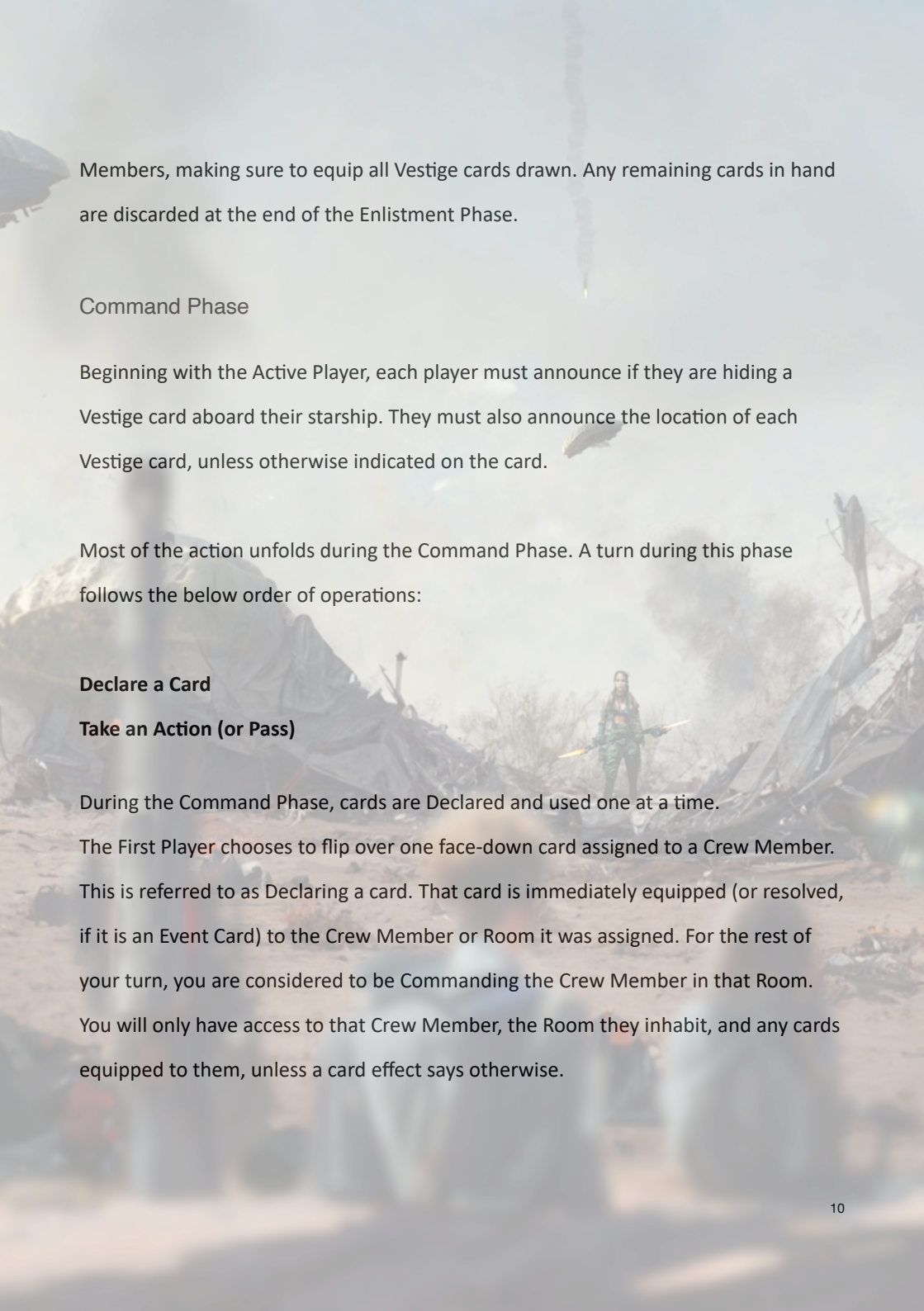
Simultaneously, both players will Assign cards from their hand to each living Crew Member on their starship face-down (*Diagram C*) until each Crew Member has exactly one card placed on top of them. Because this happens simultaneously, there is no turn order during this phase. All information in this phase is kept secret.



Diagram D - An example of a typical set-up after the first Enlistment Phase.

If a player has a Vestige Card in their hand, they **must** assign it to a living Crew Member during this phase. They do not reveal the Vestige, or tell their opponent about the existence of their Vestige card at this point.

As the game progresses, players may have more cards in hand than living Crew Members. In this case, players only equip cards equal to the number of living Crew



Members, making sure to equip all Vestige cards drawn. Any remaining cards in hand are discarded at the end of the Enlistment Phase.

Command Phase

Beginning with the Active Player, each player must announce if they are hiding a Vestige card aboard their starship. They must also announce the location of each Vestige card, unless otherwise indicated on the card.

Most of the action unfolds during the Command Phase. A turn during this phase follows the below order of operations:

Declare a Card


Take an Action (or Pass)

During the Command Phase, cards are Declared and used one at a time.

The First Player chooses to flip over one face-down card assigned to a Crew Member.

This is referred to as Declaring a card. That card is immediately equipped (or resolved, if it is an Event Card) to the Crew Member or Room it was assigned. For the rest of your turn, you are considered to be Commanding the Crew Member in that Room.

You will only have access to that Crew Member, the Room they inhabit, and any cards equipped to them, unless a card effect says otherwise.



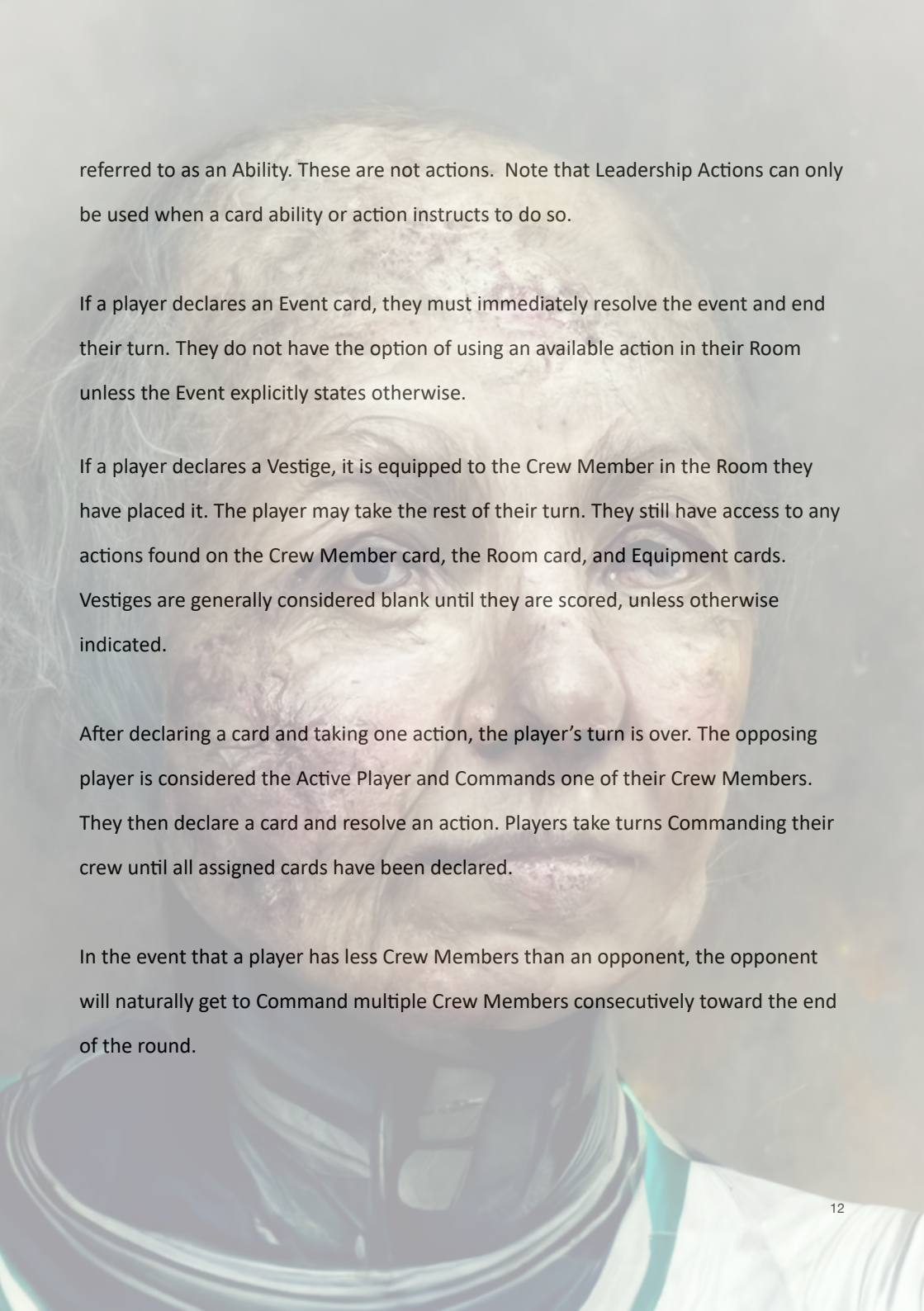
While a Crew Member is being Commanded, players may choose one of the following actions:

- Any eligible action found on the Crew Member. Leadership Actions do not count as an eligible action and can normally only be used when resolving the Command Deck's Basic Action
- Any action found on an Equipment card equipped to this Crew Member or the Room to which they are assigned.
- Any action found on a Room card to which they are assigned.
- Pass

If a player Passes, their turn is over.

Many actions will have the \hookrightarrow symbol. These actions require you to deactivate the Room it is found on. When you deactivate a Room, it goes from its Online side to its Offline side. If that symbol is found on a Crew Member or a Crew Equip card, you must deactivate the Room that the Crew Member or Equipment inhabits.

The text on a card is considered an Action if it is followed by a colon indicating its cost. Text that passively affects a Room or Crew Member that it is equipped to is



referred to as an Ability. These are not actions. Note that Leadership Actions can only be used when a card ability or action instructs to do so.

If a player declares an Event card, they must immediately resolve the event and end their turn. They do not have the option of using an available action in their Room unless the Event explicitly states otherwise.

If a player declares a Vestige, it is equipped to the Crew Member in the Room they have placed it. The player may take the rest of their turn. They still have access to any actions found on the Crew Member card, the Room card, and Equipment cards. Vestiges are generally considered blank until they are scored, unless otherwise indicated.

After declaring a card and taking one action, the player's turn is over. The opposing player is considered the Active Player and Commands one of their Crew Members. They then declare a card and resolve an action. Players take turns Commanding their crew until all assigned cards have been declared.

In the event that a player has less Crew Members than an opponent, the opponent will naturally get to Command multiple Crew Members consecutively toward the end of the round.

If two abilities are triggered at the same time, the Active Player's abilities are resolved first in the order of their choosing. Then, the opposing player resolves all of their abilities in the order of their choosing. When an ability would be triggered partway through resolving another ability, pause the resolving effect **at the end of the initial ability's sentence** to resolve the newly triggered ability. Once the new ability is resolved, continue reading the initial ability.

Player A



Player B

Diagram E - In the example above, Player B uses the \rightarrow action on Hand Cannon to deal 2 damage to Player A's room. Player A *cannot* resolve the effect of Pirate Radio after the first damage is dealt. Instead, Player B takes both damages in succession.

Docking Phase

In the Docking Phase, players carry out maintenance actions before moving into a new round.

Players must simultaneously score any Vestiges declared in their starship. Then, each player resolves any effects that are triggered during the Docking Phase. Each player will then draw cards equal to the number of living Crew Members aboard their starship.

The opposing player rotates their deck 90 degrees to indicate that they will be the next round's First Player.

The phases of play are repeated until a player has won the game.

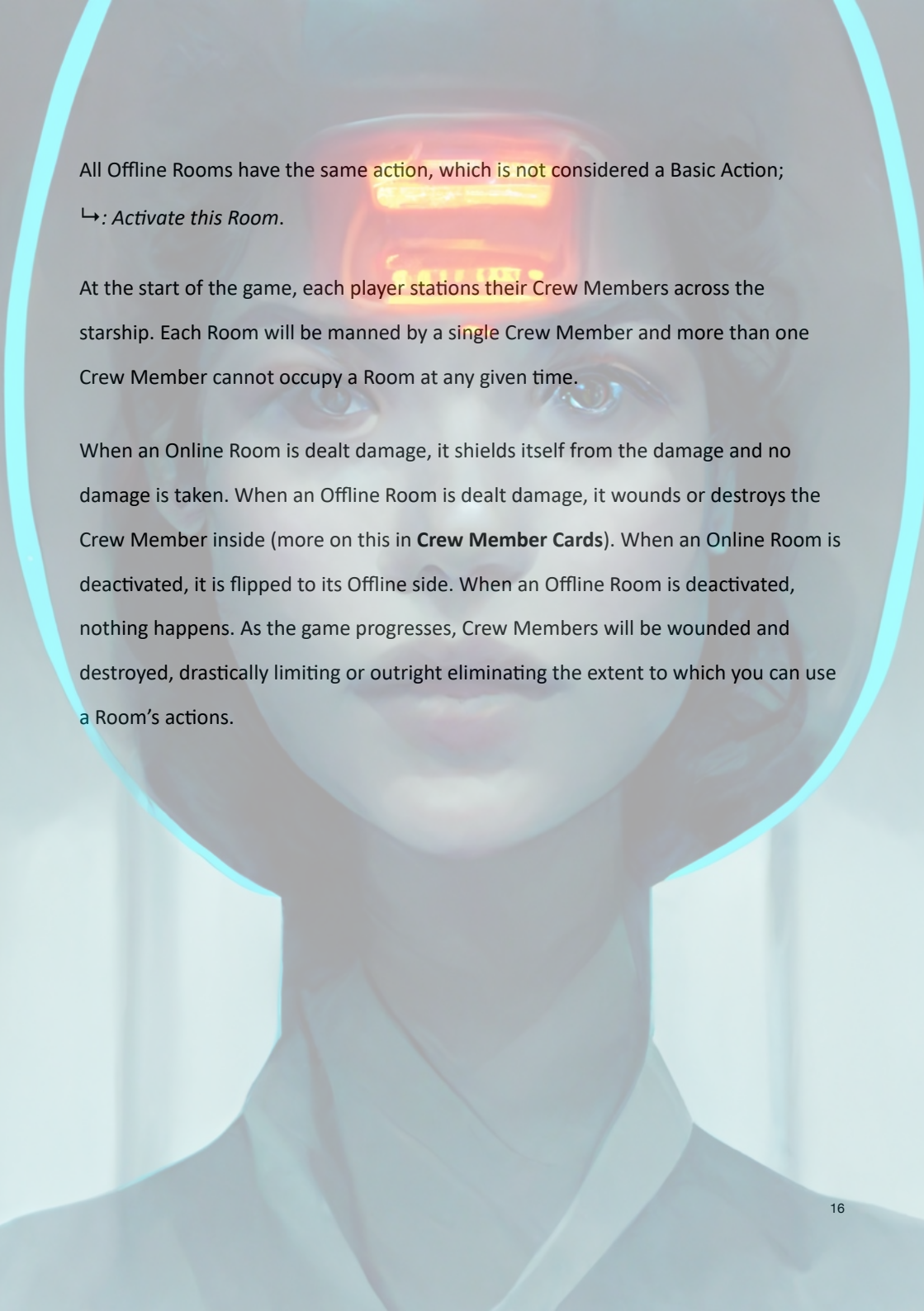
Room Cards

Room Cards are double-sided cards (*Diagram E*) that represent the different locations and functions within your starship. A Room that has been *activated* is considered *Online*, while a room that has been *deactivated* is considered *Offline*. Colored borders and a status bar help indicate which side a room is currently on. Offline Rooms are indicated with a red border, while Online Rooms are indicated with a blue border.



Diagram F - Online Room (left), Offline Room (right).

Online Rooms have a Basic Action. This action can generally only be used while the Room is Online.



All Offline Rooms have the same **action**, which is **not** considered a Basic Action;

↳: *Activate this Room.*

At the start of the game, each player stations their Crew Members across the starship. Each Room will be manned by a single Crew Member and more than one Crew Member cannot occupy a Room at any given time.

When an Online Room is dealt damage, it shields itself from the damage and no damage is taken. When an Offline Room is dealt damage, it wounds or destroys the Crew Member inside (more on this in **Crew Member Cards**). When an Online Room is deactivated, it is flipped to its Offline side. When an Offline Room is deactivated, nothing happens. As the game progresses, Crew Members will be wounded and destroyed, drastically limiting or outright eliminating the extent to which you can use a Room's actions.

Crew Cards

Crew Member cards represent the unique crew aboard your starship. At the beginning of the game, you station each crew member in a Room of your choice. Crew Members cannot share a Room. Unless done so through a card ability, Crew Members cannot leave the Room they were originally stationed at.

Crew Member cards are double-sided; each card has both a healthy side and a wounded side (*Diagram F*).



Diagram G - Healthy Crew Member (left), Wounded Crew Member (right).

Healthy Crew Members have *Leadership Actions*, in addition to any other abilities and actions they have access to. This ability can only be resolved when a card ability instructs to do so. Often, this will be resolved using the Command Deck's Basic Action.

Destroying a Crew Member

When a Healthy Crew Member is in an Offline Room while it takes damage, the Crew Member is flipped over to the Wounded side. When a Wounded Crew Member is in an Offline Room while it takes damage, the Crew Member is considered Destroyed and is removed from the game.

When a Crew Member is destroyed, any undeclared card is immediately discarded. Previously equipped Crew Equip cards and Vestiges cards are discarded. Previously equipped Room Equip cards remain in the unmanned Room.

Moving a Crew Member

When a Crew Member is moved to a Room, they bring with them any undeclared cards assigned to them. They also bring with them any Crew Equip cards, Initiatives, and Vestiges that are equipped to them.

Equipment Cards

Room Equip

Room Equip cards represent the modifications that can be made to a room.

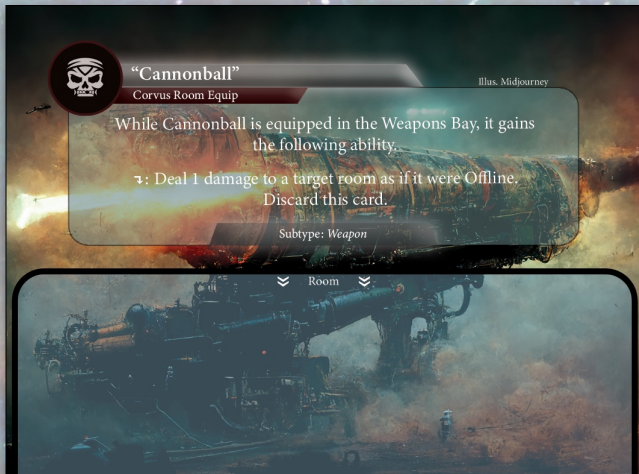


Diagram H - A Room Equip card.

These cards will grant new actions available in their equipped Room, modify the Room's existing actions or grant passive abilities relating to the functions of the Room.

A Room can only have up to two Room Equip cards equipped at one time. When equipping a Room Equip card, if the Room already has two Room Equip cards equipped, the Active Player must discard a previously equipped card to make space for the newly equipped card.

Crew Equip

Crew Equip Cards represent the tools and skills that can be granted to a Crew Member. They can be equipped to any Crew Member.



Diagram 1 - A Crew Equip card.

These cards will grant new passive abilities and actions to their equipped Crew Members.

A Crew Member can only have up to two Crew Equip cards equipped at one time.

When equipping a Crew Equip card, if the Crew Member already has two Crew Equip cards equipped, the Active Player may discard a previously equipped card to make room for the newly equipped card.

Initiative Cards

Initiative Cards are actionable goals that you can equip to a Crew Member throughout the game. These cards do not get shuffled into your deck. Instead, at the start of each of your turns, check the Promote condition to see if it has been met. If it has, immediately equip it to a living Crew Member on your starship. Initiatives are not

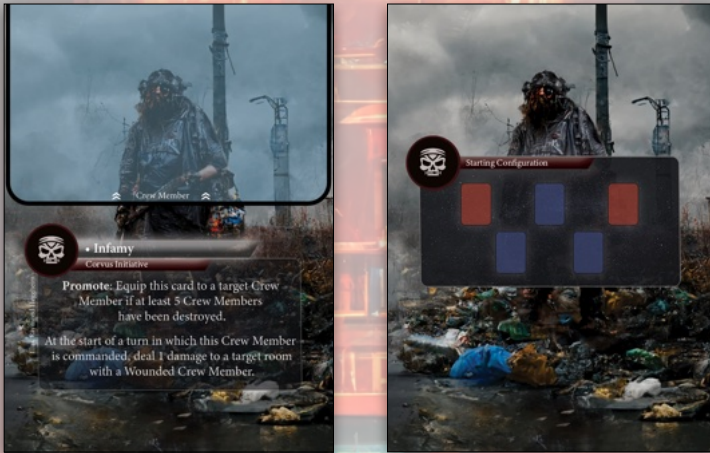


Diagram J - Front (left) and back (right) of an Initiative card.

considered Crew Equip cards and do not count against your Crew Member's equipment limit. All Initiative cards have game-changing abilities that are only granted once their conditions are met. Much of your success at *Astra* hinges on completing these objectives and preventing your opponent from completing theirs.

When that Crew Member is destroyed, the Initiative card is discarded.

Event Cards

When an Event Card is declared, it is immediately resolved and discarded. No other actions may be taken this turn unless otherwise stated.



Diagram K - An Event card.

Vestige Cards

The mysterious artifacts, the Vestiges, are what entice all five factions to traverse deep space. They seek the ancient knowledge hidden within each of these artifacts and the powers that knowledge will grant them.

Every deck will have 3 points worth of Vestige Cards.



Diagram L - A Vestige card.

When you draw a Vestige, you **must** equip it during the Enlistment Phase. At the beginning of the Command Phase, you must identify where any Vestiges are located in your ship.

In any instance when a Vestige would be discarded, It is immediately destroyed and removed from the game, unless otherwise stated by a card ability. If a Crew Member with a Vestige equipped is destroyed, the Vestige is lost in battle and destroyed.

Any Vestiges aboard your starship during the Docking Phase are placed in your Score Area. The first player to score 2 points immediately wins the game.

Winning The Game

During the Docking Phase, if a player has two or more points scored, they immediately win the game. In the event that both players score their second point at the same time, the game continues until the next point is scored or a ship is defeated in combat.

At any point, as soon as a starship has no living Crew Members, its controlling player loses the game. A player may also lose the game when they can no longer assign a card to a living Crew Member.

FAQ

Can you use The Good Stuff's action on a Wounded Crew Member?

No. The "If you do..." clause requires the Crew Member to have been Wounded by its effect in order to resolve the remaining text.

Can the damage from Library of the Damned be placed onto the same room multiple times?

No. The card targets different rooms. All of the X rooms are chosen simultaneously and then resolved in the order of the Active Player's choosing.

Can Grubmaster Gamgee's adjacent Crew Members use passive abilities, such as A.Eye, on their turn?

No. "Using" a card denotes activating an ability with the "L" cost, or using an Action/Leadership Action.

Keywords

Action: An ability with a cost.

Activate: Flipping a Room card from its Offline side to its Online side.

Adjacent: Rooms are adjacent to each other when they are in the same row, beside each other.

Basic Action: The actions printed on the Online side of Room cards.

Commanding: The Crew Member selected to be used in any given turn.

Deactivate: Flipping a Room Card from its Online side to its Offline side. If a card has the ↪ symbol, the ability requires you to deactivate the Room that the card is found in.

Declare: Revealing and immediately equipping or resolving an assigned card during the Command Phase.

Destroyed: Removing that card from play.

Discard: Moving a card to the Discard Pile.

Heal: Flip a Crew Member from their Wounded side to their Healthy Side.

Healthy: The side of a Crew Member card that has its Leadership Action, indicated with a black border.

Leadership Action: An ability that can only be used when instructed, often by using the Basic Action of the Command Deck.

Offline: A Room card in its powered down state. It only has the "Action: Activate this Room" ability.

Online: A Room Card in its more active state. It has unique abilities that can be used by the Commanding Crew Member.

Priority: A number on every Crew Member card that helps determine the First Player.

Promote: A condition only found on Initiative cards.

Target: The act of selecting a recipient of an effect.

Unique: Limit 1 per deck.

Use: Taking an Action or Leadership Action on a card.

Wounded: The side of a Crew Member Card that indicates that it is one instance of damage away from being destroyed

CREDITS

Design..... *Antonio Stellato*
Daniel Scartapenna

Lead Artist..... *Raymond Haggheim*
Additional art licensed for commercial use

Graphic Design..... *Antonio Stellato*
Creator_Dua

Editor..... *Samantha Stellato*

Lead Playtest Supervisor..... *Daniel Scartapenna*

Contributors..... *Megan Lostaunau*
Midjourney Team