

## Chapter 1 : Star Realms: Colony Wars and United Expansion Review | Board Game Quest

*Colony Wars is a deckbuilding game in the Star Realms series which is both a standalone box set for two players (featuring an card trade deck, as in the original) and an expansion for the base Star Realms set that allows it to be played as a four-player game.*

The original game core set consists of the following: There are also Unaligned ships, consisting of the basic cards and others without a faction. The Trade Federation, focused on trade and growth. Specializes in generating Trade and in gaining Authority. The Blobs, mysterious alien creatures. Specializes in generating Combat and removing undesirable cards from the trade row. The Star Empire, former colonies of the Trade Federation. Specializes in Combat and drawing new cards and to force opponent to discard cards. The Machine Cult, a cult of technology focused on robotics and computerization. All cards have a trade cost, which is used to determine how many trade points the player needs to buy the card. Cards have either a trade value or a combat value or both, giving the player a boost for purchasing cards or attacking opponents. Many cards also have a special ability, e. Some cards also have the ability to be scrapped, which removes them from the game entirely but also gives the player some kind of benefit. Cards are either ships, which are used and then placed in the discard pile at the end of the turn, or bases which are played and stay in play until they are destroyed by an opponent and then discarded. Bases are either a normal base or an outpost. Outposts have black shields and act as protection in addition to any benefits. Outposts must be attacked first, before an opponent can attack the player or other bases. Setup and placement[ edit ] The "game board" consists only of cards. Each player has their own draw deck to draw new cards from and their own discard pile where they put used cards. In the middle of the table is the "trade row", which holds the cards available for purchase. The trade row holds five cards at all times, plus a deck of "Explorer" cards that are always available for purchase. There is also a trade deck which holds unrevealed cards for purchase and a trash heap where players put cards that are removed from the game. Each player starts out with a starting personal deck of ten ship cards and 50 points of "authority" cards. The starting deck includes eight "Scout" cards and two "Viper" cards, the most basic ships. The authority cards indicate how much health the player has left. Gameplay[ edit ] At the start of the game the player who goes first draws three cards and the player going second draws five cards. At the end of every turn, the player moves all played ship cards to the discard pile, then draws five cards and the next player starts their turn. Whenever the draw deck is empty and a card needs to be drawn, the player shuffles their discard pile and places it face down to form a new draw deck. New cards acquired by purchasing with trade points are first placed in the discard pile and then enter the game when the pile is reshuffled. When a card is purchased it is replaced in the trade row with a new card from the trade deck. If a card has a scrap symbol a trash can it can be scrapped and removed from the game. Other cards also enable cards to be scrapped without activating a scrap ability. In this way, each player builds up their own deck of cards by adding cards from the trade row and removing cards by scrapping. Each drawn hand will give different opportunities for gaining trade points or attacking the opponents with combat points. Expansions[ edit ] White Wizard Games have released six expansions plus a standalone expansion for Star Realms. There are some differences between the online Gambit expansion and the collectible cards. Crisis â€” Events Star Realms: Crisis â€” Heroes Star Realms: Cosmic Gambit Set Star Realms:

## Chapter 2 : Star Realms: Colony Wars Card Game at [blog.quintoapp.com](http://blog.quintoapp.com)

*Colony Wars is the first standalone set for the award-winning Star Realms Deckbuilding Game. It features all-new Trade Deck cards in the factions you all know and love, and all-new abilities. Star Realms Colony Wars is fully compatible with the Star Realms Core set, or may be played by itself.*

You need only a show of war to have peace. The two player Core Set is all you need to start your galactic adventure. Use additional copies for multi-player games. Shop Gambit Expansion The game changes in powerful ways with a new type of card – the Gambit. There are nine of them, and each player is given two of them at random to begin the game. When do you use your Gambits? When do you make your move? The wars continue, and now the stakes are even higher! Chance is a word void of sense; nothing can exist without a cause. Take every advantage you can with Gambits, the first expansion for the award-winning Star Realms Deckbuilding Game. Gambit cards are dealt face down to players at the beginning of the game. You choose each number of Gambits every player will get usually two, or you can give fewer Gambit cards to some players as a handicap. Players keep their Gambit cards face down in front of them until they choose to reveal them. Players may reveal Gambits at the start of the game or during their main phase. To reveal a Gambit, turn it face up. When a Gambit is revealed, you get powerful one-time or continuous abilities that can help lead you to victory. Shop Crisis Expansion A sudden supernova throws occupied space into chaos. How will you deal with the Crisis? Add awesome new ships and bases to your Trade Deck, plus experience Heroes and Events for the first time! Bases and Battleships The never-ending war for galactic supremacy has given rise to bold new ships and powerful new bases. The Bases and Battleships pack provides you with eight new ships and bases for your Trade Deck. This pack contains 12 cards: Events We cannot predict the new forces, powers, and discoveries that will be disclosed to us when we reach the other planets and set up new laboratories in space. They are as much beyond our vision today as fire or electricity would be beyond the imagination of a fish. Each Event card has a potentially game changing effect as soon as the card enters the Trade Row. After it has its effect, it immediately gets replaced with the next card in the Trade Deck. Heroes Heroes are forged in times of crisis. The fate of empires can turn on the actions of a single individual. Heroes are a new type of card for your Trade Deck. When you acquire a Hero, it goes directly into play instead of into your discard pile. Then the Hero awaits your command to rally their allies and give your turn a boost. Fleets and Fortresses The engines of death and destruction are constantly evolving to keep up with the cries for victory. The Fleets and Fortresses pack introduces eight new ships and bases for your Trade Deck. These range from Spike Pod: This box contains a complete 2 player game with rules and cards, including an all new 80 card trade deck. For the problems are not all solved and the battles are not all won – and we stand today on the edge of a new frontier – a frontier of unknown opportunities and perils – a frontier of unfulfilled hopes and threats. It features all-new Trade Deck cards in the factions you all know and love, and all-new abilities. Can you master the latest strategies, and take your place in the annals of galactic history? Shop Cosmic Gambit In the cold, unforgiving battlefield of space, a cunning Gambit can prove to be the most powerful weapon in your arsenal. Victory awaits him who has everything in order – luck, people call it. Harness the fortunes of war, and take advantage of the tranquility of peace. Master your fortunes and rule the cosmos! Harness these newly united powers or be destroyed by them. Star Realms United is a four pack expansion that features multi-faction ships and bases, powerful new heroes, and all-new missions cards that give players a new way to play and win! Each 13 card pack comes with 12 new Star Realms cards and 1 rules card. Assault In real life, strategy is actually very straightforward. You pick a general direction and implement like hell. United Assault features all-new hybrid Ships and Bases. What happens when factions combine? You get strange and powerful new effects! Command Battle is the most magnificent competition in which a human being can indulge. It brings out all that is best and it removes all that is base. United Command contains another set of 12 all-new cards with the new multi-faction ships and bases. When the colonies go to war, which factions will untie to overcome the odds and emerge as survivors? Each player is dealt three face-down. When a player fulfills the objective, they reveal the card and score the reward. A player may only complete a Mission once per turn, but

when they score their third and final mission, they win the game! United Missions pack contains 12 unique cards: Heroes Hero-worship exists, has existed, and will forever exist, universally among Mankind. Forge your future with the men, women, and gelatinous goo monsters that lead the galaxy! Promo Pack 1 Ships and bases of legend can at last be a part of your arsenal! This pack contains 15 new-art versions of many of the most sought-after promo cards for use with the Star Realms Deckbuilding Game. Shop Scenarios When creating your star realm, be ready for the unexpected. The rules of conquest and commerce are constantly changing, and you need to change with them! This pack contains 20 unique Scenario cards that change how Star Realms is played. Shuffle the Scenario cards, flip one over, and use the rules listed on that card for a new game experience! Powerful new warpgate technology has opened up a distant frontier, ripe for conquest. Establish your Star Realm with powerful new ships and bases! Designed by Hall of Famers Rob Dougherty and Darwin Kastle, Star Realms combines the fun of deckbuilding games with the interactivity of trading card game-style combat. As you play, use trade to add new ships and bases to your deck. When played, those ships and bases generate powerful effects, additional trade, and combat to attack your opponent and their bases. To expand for more players, simply add an additional Star Realms Core Set or Colony Wars deck for additional players. Each pack includes these features: Use the included foam blocks to hold your cards firmly in place. For use with the Star Realms Deckbuilding Game.

## Chapter 3 : The Complete Star Realms Buyer's Guide - Geeks Under Grace

*Learn to Play. Star Realms is a space combat card game, pitting players against each other in a fight for dominance over the entire galaxy. To accomplish this, players must steadily grow their deck's weak starting fleet into an armada powerful enough to overwhelm the opposition.*

May 18, Summary: The Colony Wars expansion for Star Realms can be played as a standalone game or mixed in with the core set. United is a module expansions that can be added as you wish. More Details Star Realms review has maintained a successful run thus far. Debuting in , it won numerous awards from a variety of outlets. Excluding the most recent two reviewed here , there have been 3 expansions in the ensuing years which have not disappointed its loyal fan base. Even the digital versions have been warmly received. That being said, if you have found yourself here, it is likely not out of total ignorance or chance, but with the same question I had when I heard about these latest additions to the series: It is best with two players. Star Realms Colony Wars stand alone expansion and the United expansion attempt to expand the success of releases with new ships and mechanics. Colony Wars is a standalone expansion to the original Star Realms, so gameplay is very familiar to anyone who has played before. If you have an original Star Realms set or a second Colony Wars copy , this can be shuffled right in for a two to six-player game. Play wise, this is the same old hat we all fell in love with in its first iteration. The ships and bases are mostly new in Colony Wars, but I did not feel as if I was playing an entirely new game from Star Realms. United Four Pack Expansion White Wizard Games split a card expansion into four different promo packs of 12 cards each. I will describe these packs in more detail, but let me start off by saying that I love this release model that White Wizard Games has used for most of the Star Realms Expansions. No harm, no foul. Command adds cross faction allies to the game. Heroes remain in play until their scrap abilities are activated and they are sent to the scrap heap. Same as in the Crisis Expansion, heroes cannot be attacked and are in play until scrapped. Each mission card provides a single use ability if certain objectives are met. Game Experience with the Expansions: Colony Wars Colony Wars can either be played as a standalone game or integrated with the core game. Depending on your feelings for the original, this may be a good or bad thing. For me, I find both games enjoyable and interesting “ but I find most combat themed deck builders enjoyable and interesting. In all honesty though, if you shuffled this and the original together, covered the bottom right corner of the cards and forced me to pick a set, I would not be able to do it. As an expansion, this set can make up half of the cards you see in a game, so if you are looking to liven up the game or add two more players to the table, this is not a bad place to start “ it adds new cards and a whole slew of game variants. For those unfamiliar with living card games, these are not randomized packs, they are full sets. Your United “ Assault pack is exactly the same as mine. Heroes strengthens ally abilities in the game. Buy half of this expansion release with just two packs. All you have to do is bolt on whatever additions you want to your game. Well done White Wizard Games, well done. Faction alliances Assault and Command change the flow of the game and can make a personal draw deck that lacks direction and usable Ally Abilities , suddenly very cohesive and dangerous. I enjoyed adding a few of these and suddenly turning a previously disjointed deck into one that felt cohesive. The Heroes set is a great addition to this theme as they too can activate those Ally abilities from the background. Because heroes are unattackable and provide a meager ally bonus, they can move games along more quickly by driving combat and trade row purchases. At worst, they are annoyance, and at best they can trigger some AP with activations and card plays. Missions expansion pack provide rewards and new paths to victory. The Missions set adds another level of randomized play with which to contend. While Star Realms continues to be praised for its streamlined PvP style of gameplay, the Missions set has opened the door for a hard-stop game victory, meaning players now have multiple routes to victory in a single 12 card expansion pack. I loved the missions and that they set up a viable strategies for victory. The objectives are difficult enough that they feel like valid accomplishments. For balance, only one mission can be completed in a turn. Since players are given three at the start of the game, there is usually pretty fair warning when someone is attempting the mission win condition. I enjoyed Star Realms although my favorite is still Cthulhu Realms“ and was looking forward to the potential refresh the

expansions typically provide. Colony Wars satisfied this with fresh multiplayer gaming and United hit the nail on the head with the bolt on mechanics and card abilities. These expansions will satisfy both the gamer looking for familiar gameplay with more cards or multiplayer options and the gamer looking to push the boundaries of what they have come to expect from Star Realms. Colony Wars on first play looks and feels familiar; Star Realms players will recognize the game and need not reference the rules. Conversely, the path of that United Expansion has taken is all about new frontiers.

## Chapter 4 : Star Realms: Colony Wars

*Get them in order, first Star Realms, then later maybe Colony Wars. Just makes more sense to start with the original set and the more straightforward cards.*

Videos Colony Wars includes the starting decks, the authority cards, and an entirely new 80 card trade deck. The game mechanics are the mechanics you love from Star Realms, but you get to discover the new cards and combos in the all new 80 card trade deck. There is a lot of exciting stuff going on here. There are a lot of new things on the cards. The factions are still doing the same kind of things, but they are doing them in new ways, so you will get a lot of new play experiences. We also have some new mechanics. For example, we have cards that when you buy them, if you have played a card of that faction, they go straight into your hand, so you can play them right away. This can have a very powerful effect in the game. It will help you trigger ally abilities of cards that you have played that turn. And getting a card into your hand right away is incredibly more powerful compared to getting a card in your discard pile that you will draw some time later in the game. It costs 5, so it is theoretically possible to buy it before your first shuffle, but the most powerful way to buy it is if you have already played a blue card that turn. You spend 5 to buy it but then you will get 3 trade back when you play it on the same turn. So if you see this on the table, it is a real incentive to buy some blue and also to prevent your opponent from doing the same. If you have already played a blue when you buy it, then you can put it into your hand to give you 3 trade and 3 authority. Every faction has cards like this. Green has the Plasma Event. A really hard-hitting base, it smashes for 4 combat every single turn. It provides 8 combat, you draw a card, and your opponent discards a card – a real powerhouse yellow ship. Now, it costs 8, so when this thing comes out on the table, you will have a little bit of time before anyone will be able to purchase it. This card can really really change games if you can pick it up. Finally, the Machine Cult has Warning Beacons. The Warning Beacon is significantly weaker than these other cards that I mentioned. However, the Warning Beacon is cheap, it only costs 2, and unlike the other cards in the other factions like this, there are 3 copies of this card in the deck. As a fairly consistent thing for the Machine Cult, you will see Warning Beacons come up during a game. All of these cards have a really big impact on the game and they are one of the many things in the new Colony Wars set. Colony Wars is the first stand-alone expansion, meaning it can be combined with the original core set, or played by itself. This expansion contains an all new 80 card trade deck that can be combined with any of the existing expansions.

### Chapter 5 : Sets and Expansions | Star Realms | Deck-Building Game

*Colony Wars. It doubles the number of cards. Many people don't like the randomness Gambits or Cosmic adds, and Heroes aren't essential. If Bases and Battleships and Fleets and Fortresses were an option, I might recommend that as I like base plus those those two.*

White Wizard Games of Players: The deck-builder that fits in a deck box is back with more ships and bases to defeat your opponent with. There are some questions that need answering. Does Colony Wars bring anything new to Star Realms? The game comes with two fold sheets of rules. One is for the main 2 player game and the second sheet is for multiplayer variants. Both do a great job of explaining the game. If your more of a hands on learner than I would recommend the Star Realms app that can also be used to learn the game. The only other component are the playing cards. Cards are thick and have a glossy finish. The cards should handle a good amount of wear and tear. I think the deck box will probably need to be replaced if you travel with this game a lot. The artwork is very colorful and works great with the other entries in the Star Realms universe. Each faction has their own theme that can be seen in the artwork. Details like this add a nice touch to make it stand out. Authority is your health for this game and if reduced to 0 you will lose. In Star Realms Colony Wars, you and your opponent will take turns buying new ship and base cards to add to your fleet deck. Each turn you will draw 5 cards to use for buying with trade points and attacking with combat points. The total points you have to use are based on what ships you play and the bases that you currently have in play. There are two types of cards you will play during your turn. Ships are played, use their abilities, and then discarded at the end of the turn. Bases are played like ships except that they stay out in play even after your turn is over. Outposts are indicated by the shield icon being filled in black with a white number value, They are treated the same as any other base but must be destroyed before any other base or authority is attacked. Colony Wars brings all new cards to the Star Realms universe. The popular ability in Colony Wars is the ability to put purchased cards directly into your hand. Some cards now have the phrase " When you acquire this card, if you have played a listed faction card this turn, you may put this card into your hand. There are no new mechanics. The cards are balanced with previous entries of Star Realms and flow well with each other. Star Realms Colony Wars works great by itself or with adding the deck from the original. If you enjoy Star Realms or the app, this is a must buy. A lot of time expansion cards will overshadow and overpower their predecessors, but Colony Wars flows very nicely with the first game and you can tell they took their time play testing it for that balance. Star Realms is my favorite 1 vs. Star Realms Colony Wars can also be used as an entry point to introduce new people to this series and will produce that same foundation of understanding the game mechanics. Some may be put off that there was not any big changes or additions but I found that this game reinforces a game that does not need fixing. I have played a lot of Star Realms and Colony Wars breaths some fresh air into the game and will be fun to try and pull off new combos. I love how compact these games are and how quick they play. Star Realms Colony Wars is in my collection with the original and will continue to recommend this game to anyone. Taco gives Star Realms Colony Wars a rating of

### Chapter 6 : Buy Star Realms: Colony Wars | Board Games | [blog.quintoapp.com](http://blog.quintoapp.com)

*Star Realms: Colony Wars - Rules of Play says: Colony Wars is a deckbuilding game in the Star Realms series which is both a standalone box set for two players and an expansion for the base Star Realms set that allows it to be played as a four-player game.*

### Chapter 7 : Board Game review of Star Realms Colony Wars - So1ks Gaming

*Colony Wars is a stand-alone expansion for the hit Star Realms deckbuilding game. Colony Wars can be played as a stand-alone 2 player game or combined with the original Star Realms Deckbuilding Game to support an additional players.*

### Chapter 8 : Review: Star Realms: Colony Wars Â« MeepleTown

*Star Realms is an award-winning spaceship combat deckbuilding game designed by Magic: the Gathering Pro Tour Champions and Hall of Famers Darwin Kastle and Rob Dougherty. The game offers all the thrills of traditional trading card game style combat, combined with the fun of a deckbuilding game.*

### Chapter 9 : Learn to Play | Star Realms | Deck-Building Game

*Star Realms is a card-based deck building science-fiction tabletop game, designed by Rob Dougherty and Darwin Kastle and published in by White Wizard blog.quintoapp.com game started out as a Kickstarter campaign in*