

Cardtrek: Space Wars

A Cooperative Deckbuilding Adventure by [Good Idea Games](#)

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Cardtrek is a cooperative, deck-building team game designed to play out daring space combat of the distant future. Players each take on a station aboard the “Queen of Spades,” a warship tasked with exploring the deep reaches of space, discovering alien races, and killing them.

Overview:

Cardtrek is played out as a series of battles where the “Queen of Spades” tries to reach the Galactic Center to pillage the Progenitor Homeworld, and return back to Earth. All along the way, chance encounters give opportunities to trade, fight and ally with the alien races across The Milky Way.

Battles are played out during timed turns where Crew Members draw action cards out of their station decks and coordinate to build an effective attack plan. Over time, players can customize their station decks to specialize in certain maneuvers and attacks, but they must be careful, because over specialization makes the ship vulnerable. Warships are tough to kill, and though the players pay survive a few lost battles, every point of damage they take makes the ship less reliable and repairs are few and far between.

The Roles

Navigation

The Navigation Officer controls the range of engagement and the movement of the ship, enabling them to control the engagement range, provide aggressive or defensive positioning, and make evasive maneuvers.

Tactical

The Tactical Officer controls shields and targeting, allowing them to support the other roles by modifying attack and defense values. They have the opportunity to target enemy bridge stations.

Weapons

The Weapons Officer determines which weapons to use, and at what cost.

Engineering

Engineering Officer supports all other stations by regulating the ship's energy and dispatching Damage Mitigation teams.

Captain

The Captain of the Queen of Spades does not get cards that directly impact the ship. Instead, they get to see some of the capabilities of the attacking ship, and grant powers to their crew.

Key Words

Station Deck: at least 15 cards deep, each station has their own deck that determines the actions they can take. A Deck has a power value determined by the cards in it.

Inventory: Each ship has a deck called the Inventory. Once purchased, a card goes into Ship's inventory. Between missions players may modify their decks with cards from the Inventory. These cards must be purchased with XP either earned from battle, or from trading in cards. As Events occur during the game (like encountering Traders) new cards may be added to the Inventory.

Play: To take a card out of your hand, and place it on the game board, either face up or face down.

Disintegrated: To take a card from play, and return it to the inventory. These cards are permanently removed from their decks. Disintegration is considered an expensive cost.

Discard: Moving an unplayed card from your hand, into the Discard Pile.

Energy Pool: The number of available Energy Counters that can be divided between Action and Equipment cards each turn.

Hull Value: Each Ship has a Hull Value that determines how much damage it can take in a single combat. Once either ship reaches their Hull Value in Damage, the combat ends.

Dependencies: Some cards have effects that trigger only if a particular condition is met. These conditions are called Dependencies.

Engagement Range

Engagement Range determines constant modifiers to the battle that affects both ships.

1= close, 2 or 3=medium, 4=long. The Engagement Range cannot have a value lower than 1, or greater than 4. Actions that would take the engagement range beyond these boundaries resolve as normal, but the engagement range itself will not leave these boundaries.

Close Range: +1 to beam and Mass weapons, -2 defense of all ships

Medium Range: no bonuses or disadvantages

Long Range: +1 to missile weapons. +1 defense v Mass and Beam.

If two ships are at range 4 and the range would increase by 2, Escape occurs, and combat ends.

If two ships are at range 1 and the range would decrease by 2, a Pass occurs, and all weapon cards played this turn are discarded. The range is still considered 1, and ships may still take damage as a result of other Actions played.

Engagement Range is represented by a slider on the board that indicates the modifiers above.

Attacks

Attack Strength is a combination of several factors that all players can contribute to. To determine the attack value of a ship, add all the attack bonuses from all cards played, and all Equipment in play.

Weapons are affected differently by the Engagement Range

Defense

Defense Strength is a combination of several factors that all players can contribute to. To determine the Defense value of a ship, add all the Defense bonuses from all cards played, all Equipment in play, and add bonuses based on your opponent's attack choices.

All Defensive Actions provide a bonus to the ship's defense, and many provide an additional bonus if the enemy is using a particular type of weapon.

Shields generally provide an additional bonus vs Beams

Chaff generally provides an additional bonus vs Missiles.

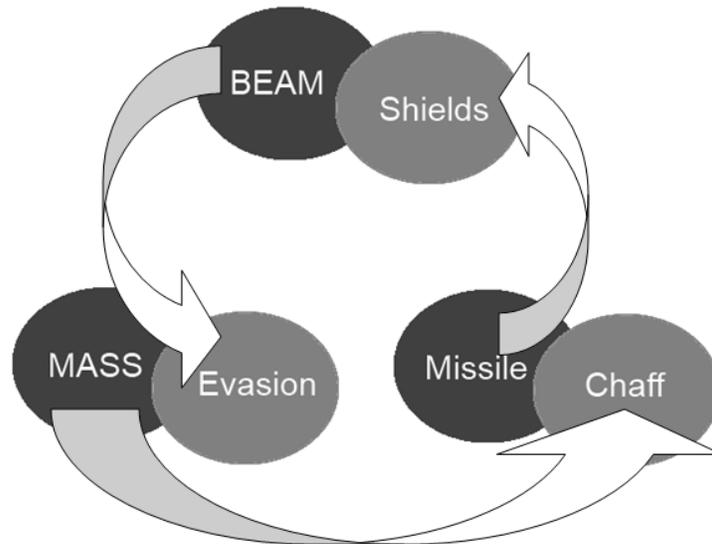
Evasion generally provides an additional bonus vs Cannons.

Energy

Some Action Cards require Energy to work. The Engineer is responsible for assigning available Energy from the Energy Pool, to each Action Card.

Scratch Space

Combat is a Rock, Paper, Scissors scenario, where different types of attacks are thwarted by different defenses. As the game goes on, stations will have opportunity to upgrade or specialize in certain attacks and defenses.



Combat

Combat happens simultaneously, and both ships determine their attack and defense values at the same time. Each round of combat has the potential of damaging both ship. Both ships receive 1 minute to complete the following steps:

1. Stations simultaneously select all cards to be played this round.
 - a. The Captain plays their cards during this phase to grant benefits to their crew.
 - b. Equipment can be spent during this phase to grant benefits to a station.
2. Engineering allocates ship's energy between Weapons and Defense.
 - a. any actions with insufficient energy are discarded.
3. Each ship sums their attack and defense values, and places counters in the Combat Zone.

-The "GM Screen" is removed, and both Ships Simultaneously Reveal their Combat Actions-

4. Establish range by comparing navigation maneuvers.
5. Modify final Attack and Defense counters for each ship
 - a. based on Engagement range
 - b. based on Action Cards with *Dependencies*.
6. Establish attack vs defense values for each ship by comparing counters in the Combat Zone.

Damage = (ship attack value – defense of the target)

each point of damage received is added as a card to the draw deck of a station chosen at random, then proceeding clockwise. Damage cards are added to the top of the draw deck. Combat Ends when one party retreats, or either ship has taken its HULL value in damage.

Cards

Legend

[XP Cost] <Name>: Attack Value, Defense Value, (Energy)

defense cards are split between roles

Evasion: Navigation

Shields: Engineering

Chaff: Tactical

Equipment

Equipment is played as an action, but has an effect that lasts until the equipment is removed from play.

General Cards

These cards may be used by all Officers

[1]Red Shirt: Officers may play this card in their Equipment Row. The Red Shirt can be discarded during the officer's turn to play an additional card. If the Officer's station takes damage, Disintegrate this card instead of adding a damage card to the draw deck.

Weapons

Standard Beam Attack, +1,+0 (1)

Reckless Beam Attack, +2,-1 (2)

Surgical Beam Incision, +2,+0 (3)

Standard Missile Attack, +1, +0 (1)

Reckless Missile Strike, +2,-1 (2)

Empty the Tubes, +3,+0 (2)*T*

Mass Cannon

Standard Cannon Attack, +1,+0 (1)

Reckless Cannon Attack, +2,-1 (1)

Surgical Cannon Incision, +2,+0 (1)

Navigation

The Navigator has 3 spaces on the Combat Area to play their cards: Close the Distance, Maintain Position and Increase Distance. The location where they play their maneuver determines how the Engagement Range is changed.

Defensive Actions

Evasive Maneuvers: -1,+1(1); +1 to defense if enemy is using a Mass Weapon

Actions

Close the Distance: +1,+0 (0); ~~-1 to Engagement Range~~

Increase the Distance: +0,+1(0); ~~+1 to Engagement Range~~

Maintain Current Position: +0,+0 (0); +0 to Engagement Range

[2]Warp Retreat: -1,+1(2); +2 to the Engagement Range

[2]Immediate Contact Warp: -1+1(2); -2 to the Engagement Range

Pro Defense, Pro Attack

Cooperative Bennies.

Tactical

Tactical officer may only designate one target per Weapon being used. If more Target actions are played than Weapon actions, the Captain may choose which ones are used.

Defensive Actions

Chaff: +0,+1 (1); +1 to defense if enemy is using a Missile weapon.

[3]Flare Cloud: +0,+2 (2); +1 to defense if enemy is using a Missile weapon.

Actions

Target, Navigation: +1,+0 (1); any assigned damage starts with the Navigation Officer

[2]Target Control Thrusters: +1,+0 (2); *First 2 assigned damage starts with the Navigation Officer Cancels all Evasive Maneuvers played this turn.*

Target, Tactical: +1,+0 (1); *First 2 assigned damage starts with the Tactics Officer*

[2]Target Tactical Sensors: +1,+0 (2); *any assigned damage starts with the Tactics Officer Cancels all Target Actions played this turn.*

Target, Weapons: +1,+0 (1); *First 2 assigned damage starts with the Weapons Officer*

[2]Target Weapons Control: +0,+0 (3); *any assigned damage starts with the Weapons Officer At the end of the turn, one of the enemy ships' weapon action card(s) is trashed. If multiple weapon actions we played, the enemy captain decides which one is trashed.*

Target, Engineering: +1,+0 (1); *First 2 assigned damage starts with the Engineering Officer*

[2]Target Shield Generator: +1,+0 (2); *any assigned damage starts with the Engineering Officer Cancels all Shield Defenses played this turn.*

Target, Captain: +1,+0 (1); *First 2 assigned damage starts with the Captain*

[2]Target Communications: +0,+0 (3); *any assigned damage starts with the Captain Cancels a single action played by the enemy captain this turn.*

[3] Boarding Party: +0,-2 (3) *If played at close Engagement Range, Each player may Trash a Red Shirt from play. For each Red Shirt trashed, place a counter on Boarding Party. The enemy ship receives an ongoing -x,-x(-x) where x is the number of counters on Boarding Party. Place this card in your Equipment Row for the remainder of combat.*

Engineering

Defensive Action

Energy Shield: +0,+1 (1); +1 to Defense if the enemy is using a Beam Weapon.

Reroute Energy: -2,+2 (1); +1 to Defense if the enemy is using a Beam Weapon.

Zero Point Energy Shield: +0,+1 (3); +2 to defense if enemy is using a Beam Weapon.

OR +1 to defense if enemy is using a Mass Weapon.

Actions

+1,+0 (0) More Power to the Weapons!

+0,+1 (0) More Power to the Engines!

+1,+1(1) Running Hot.

+0+0(0) All She's Got; *Add 1 energy to the Ship's Energy Pool.*

[3]Energy Siphon: +0,+0 (3); If played at close Engagement Range, Remove 2 Energy Counters from the Enemy Ship's Energy Pool Next Turn.

[1] DamCom: +0,+0 (2); Trash 1 Damage card in a player's discard pile.

Equipment

[1] Energy Cell: +0,+0 (0) place 2 energy counters on this item. These may be removed to add additional energy to the ship for one turn.

[2] Hyperion Energy Cell +1 ship energy, if the Engineering Station receives a Damage Card, take an addition damage card, and trash Hyperion Energy Cell. (sacrificing a red shirt would save this).

Captain

A player may take one card from their discard pile, and add it to their draw deck.

Promise Promotion: Place an Energy Counter on a Red Shirt in Play. When this Card is spent, the player may draw an additional card.

Player may Draw 1
(Specific Role) may play an additional card.

Conditionals

If the enemy ship is damaged.

If this ship takes no damage.

Damage Cards

Damage cards are shuffled, and placed in a Damage Deck. Damage cards are revealed, then added to the Top of a player's Deck when their station receives damage.

Damage Cards are added to the top of a player's draw deck.

[D] Damaged Flux Capacitor: -1,-0 (0); Trash this card.

[D] Damaged Binary Oxide Conductor: -0,-1 (0); Trash this card.

Critical Hits

[D] Critical System Failure: -1,-1 (1); If (1) energy is spent on this card, Trash this card.