

STARSHIP

A deck-building game by Bobby Goodman III (inspired by the Star Trek DBG by Alex Bykov)
Version 7.11.2026

Setup:

- Give each player a starting deck of 10 cards (3 Cosmo Dogs, 2 Space Monkeys, Battlestations, Evasive Maneuvers, Plan B, Scan For Lifeforms, Shakedown Cruise).
- Give each player an 8-sided dice to track damage.
- Shuffle your deck and draw 5 cards for your starting hand.
- Shuffle the Explore cards into a face-down draw deck.
- Shuffle the extra Command and Crew cards into a face-down Reinforcements deck.
- Draw 9-cards from the Reinforcement deck and place them face-up in the center of the play area. This is called the Home World.
- Decide who will take the first turn.

Turns: On your turn, you get to play all your cards from your hand face-up in front of you. These cards represent what is on your Bridge.

Attributes (Speed, Attack, Wits, Defense): All the cards in your Bridge contribute to your current total for each attribute.

Effect: Some cards also have an Effect text that you may activate when they are played. This symbol <:> at the start of the Effect text means it CAN be used during Battle. Cards without this symbol can be played during battle for their attributes, but the effects cannot be used in battle.

Home World Symbols: Basic Crew (and a few other cards) have the ability to give you Home World points. These points are shown in the silhouette of a ringed planet in the effect box of the card, and are used to gain new cards chosen from the Home World. (Newly gained cards always go to the top of your discard pile.) Alternately, Home World points can be used to repair damage your Ship has taken (spend 1 Home World point per Damage repaired).

Searching: Once per turn, you can discard a card from the Home World and replace it. Each time you gain another Search, you may do this again.

Exploring: Once per turn, you may also choose to Explore. There are 4 types of Encounters--Missions, Events, Ships, and Warfare. When you Explore, either complete a Mission that is already face up or draw a new Explore card from the top of the deck.

Mission: When you draw a Mission, place it face up near the center of the play area. It shows what total attributes you have to have to complete the Mission. If you succeed, set aside its card for the Victory Points (stars at the bottom of the card). If you fail, leave it in play for the next player. There can only be 2 Missions face-up at a time. If there are more, discard until there are only 2. If you flip a new Mission, you can then decide to complete a Mission that was already out instead.

Events: These cards are like Missions, but you must complete them immediately. If you fail, discard the Event.

Warfare: When you draw a Warfare card, you must immediately choose another player and Battle them. In a Battle, each player plays one card at a time, using Effect text as they are played (if they start with the <:> symbol). When all cards have been played, each player strikes an opponent in order of Speed. When you strike, you do damage to your opponent equal to your Attack attribute, but this is reduced by their Defense. The remaining damage is then inflicted on your opponent's Ship. Player Ships normally can take 8 Damage. If your Ship's Damage equals or exceeds 8, it is Defeated. The winner of the Battle is the player who was not Defeated and had the highest Attack attribute. If you win a Battle on your turn, you gain the card for its printed VPs, otherwise you gain it face-down instead for 1 VP.

Ship Cards: When you draw a Ship card from the Explore deck, you must immediately Battle or Outwit that card. To Outwit it, you must match or exceed its Speed and Wit attribute. To Battle it, follow the same rules used for player-versus-player Battles. If you defeat a Ship card, take it for VPs, otherwise discard it.

Defeat: When your Ship is Defeated, remove all damage, discard the cards in your hand and Bridge, gain a Cosmo Dog, and your turn ends immediately (if it was your turn).

Winner Limit: If you are winning the game (i.e. you have or are tied for the most VP), you may only draw one Explore card. If you are not winning, and you draw a Mission, you may choose to skip it and leave it in play, and draw 1 more Explore card. However, any player who flips a Warfare, Event, or Ship must face it and then is done exploring.

Clean Up: At the end of your turn, discard all the cards in your Bridge. Then draw back up to 5 cards.

Trash Turn: If you did not think you can take much of a turn with the cards in your hand, you may forgo all your actions (searching, exploring, playing cards, etc.) to trash 1 card from your hand instead of taking your normal turn.

Victory: The game ends immediately when a player earns 10 VPs.

Key Words:

- GAIN: Add the card to your deck by putting it face up in your discard pile.
- TOP: Put the card on top of the deck*.
- BOTTOM: Put the card on the bottom of the deck*.
- TRASH: Remove a card from the designated location (hand, bridge, or discards) and place it in the Home World discard pile.
- PEEK: Look at a card from the top of a deck*.
- UPGRADE + X: Trash the card you are upgrading and then gain a new card from the Home World that costs up to X more.
- STOWAWAY: Move a card to an opponent's discard pile.

*your own deck, unless otherwise indicated