

WARS: Solar System Stories

A Cooperative Variant of the WARS TCG for 1-4 players

Overview

The Solar System Stories variant attempts to reconstruct the WARS TCG in a manner consistent with cooperative LCGs from Fantasy Flight Games. Each player brings a pre-constructed deck of 50 cards, a stack of 6 Locations, and faces off against the 'Enemy', a premade deck of 60 cards and set Locations.

Each story has its own starting Locations and set cards in the Enemy deck. The Enemy deck will simulate its own version of Energy production, Draining, and even a hand of cards throughout its turn.

Players lose when their deck runs out of cards. Players win when the Enemy deck runs out of cards, or when other specific criteria are met.

GAME PLAY

Set Up: First, players must choose a Difficulty. The Difficulty will determine the starting Energy point total

Easy – 8 Energy

Normal – 5 Energy

Hard – 2 Energy

Players should search through their decks for any number of starting Units, Ships or Weapons as long as the total Energy cost of selected starting cards does not exceed the amount set forth by the difficulty. Ignore Support Icons for starting cards. Starting cards must be able to deploy to the starting Locations determined by the scenario (see below). Starting cards follow normal WARS deployment rules (must have Energy icons on your side of the Location, or must be an Infiltrator, etc.).

Shuffle all player decks. Each player draws a hand of 5 cards. Players may mulligan once only by choosing any cards they do not want to start in their hand. Discard the chosen cards and draw replacements from their deck. Then, shuffle the discarded cards back into the player's deck.

Put the starting Locations into play, as determined by the scenario being played. Then shuffle the Enemy deck and place it across the Locations. Players should be seated side-by-side on one side of the Locations, with the Enemy cards on the other.

Next, place the starting cards for the Enemy into play, as determined by the scenario being played.

Shuffle the Enemy Deck and draw the top 8 cards of the Enemy deck and place them, face down, in two rows of four cards each, to the right of the Enemy deck. This is the Enemy's Staging Area.

THE ENEMY TURN

Play passes in Rounds, with two turns per Round. These turns are always taken in order, starting with the Enemy Turn.

Activate Phase – Count the number of Locations the Enemy controls, and reveal that many cards off of the top of the Enemy deck. Then, choose the X revealed cards with the highest Destiny and place the rest in the Enemy Used Pile, face down one at a time. Finally, reveal the top card of the Enemy deck and add it to the remaining revealed cards. The Destiny total of all revealed cards is the amount of Energy the Enemy has to spend this turn, and the last revealed card is the Enemy's *Natural Energy* that will persist until the next Enemy turn.

EXAMPLE: The Quay Enemy control Alnak Station, Alnak Station/Launch Bay and Alnak Station/Hallway in this two-player game. The top three cards are revealed from the Enemy deck, with Destinies 5, 3 and 3. The players choose the Destiny 5 card and one Destiny 3 card, sending the remaining Destiny 3 card to the Enemy Used Pile. Finally, they reveal the Natural Energy card from the top of the Enemy Deck, with a Destiny of 4. The Enemy has a total of 12 Energy to spend this turn, and a persistent 4 Energy until the start of the next Enemy turn.

Control Phase – NOTE: Skip the Control Phase during the first Enemy turn. During the Enemy Control Phase, the Enemy automatically drains all players. Each player must lose X Energy, where X is the combined Energy Icons on all Locations controlled by the Enemy.

Deploy Phase – The players reveal one card at a time from the Staging Area, in any order they wish. When a card is revealed, check its Energy cost. If the cost is equal to or less than the Enemy's current Energy total, that card gets played to an eligible Location with Priority (more on Priority later). Continue this until all cards in the Staging Area have been revealed OR all eligible cards have been deployed OR the Energy total has reached 0. NOTE: As cards are played from the Staging Area and the Energy is depleted, place Energy cards in the Enemy Used Pile when their Destiny reaches 0.

EXAMPLE: Following the example above, the Quay Enemy has 12 total Energy. Using this Energy total, the players reveal the following cards from the Staging Area: Luhus Mauler,

which is played to Alnak Station/Hallway and reduces Energy by 2, Kucha, which is played to Alnak Station/Launch Bay and reduces Energy by 3. With 5 total Energy spent so far, the players move the Destiny 5 card from the Enemy Energy area to the Enemy Used Pile, helping them to remember that only 7 Energy remains (Destiny 3 card and the Natural Energy of 4).

Deployment Priority – Each Scenario establishes Priority based on the Players’ victory conditions and Locations of Draining. During Deployment, Units and Ships are always played according to Priority, which is a descending order amongst the Starting Locations. The first Unit played by the Enemy goes to the Location with Priority One, the second Unity to Priority Two and so on. When one Unit has been deployed to each Priority Location, start over again from Priority One. Always start with Priority One during each turn.

Priority can be upset by players by draining at other Locations. When the players drain at Locations, rotate the Location that sustained the highest Drain 90 degrees (turning Sites vertical, or Sectors horizontal). When deploying to priority, the Enemy will always deploy to rotated Locations FIRST, regardless of Priority. The Enemy will continue to deploy to the rotated Location until the Enemy’s total Power at that Location is equal to or greater than the player total Power at that Location. Once that has been achieved, rotate the Location back to its original orientation.

Battle Phase – Next, the Enemy will Battle at every Location that meets the following conditions:

- A. The Enemy has greater total Power than the players OR
- B. The Enemy has less total Power than the players, but the Enemy will draw Battle Destiny.

Enemy Battles do not cost Energy to initiate. Once Initiated, the Battles follow a specific step-by-step process.

1. Draw Battle Destiny
2. Attrition
3. Enemy and Players alternate Actions, starting with the Enemy.

The first two steps continue just as they do in standard WARS play. For Actions, check the activated abilities on cards in play at that Location. If the cost of the activated ability is equal to or less than the Enemy’s Natural Energy, the ability is activated. Players always choose targets of all activated abilities. After activated abilities, check revealed cards in the Enemy Staging Area. If an Interrupt exists whose Energy cost is equal to or less than the Enemy’s Natural

Energy, that interrupt is played and discarded at that Location. Again, Players always choose targets.

When satisfying casualties, the Enemy loses cards in the following order:

1. Revealed cards in the Staging Area
2. Unrevealed cards in the Staging Area
3. Cards from the top of the Enemy Reserve

Move Phase – The Enemy has no Move Phase.

Draw Phase - At the end of the Enemy turn, refill the Staging Area to 8 face down cards. If face up cards exist, flip them face down and rearrange the Enemy Staging Area (shuffle and redistribute into two rows of 4 cards each).

THE PLAYER TURN

Player turns follow the same rules as in the standard WARS TCG, except the turn is taken one phase at a time by all players. When one player moves into the next phase of the turn, so do all players. The only exception to the standard WARS rules are as follows:

- During the Control Phase, after Drains are completed, each player reveals the top card of their Location stack and puts it into play, following standard WARS TCG rules for deploying Locations.

GENERAL STRATEGY

Because of the automated nature of the game, and the alteration of some core concepts, players should take great care when constructing their decks for this mode of play. Cards like *Overburdened* are not as useful. Generally, any card that targets your opponent's hand instead targets the Staging Area, and any card that alters Energy Icons on your opponent's side of the table instead reduce the Enemy's total Energy during the next Enemy Activate Phase by a similar amount.

Assault on Alnak Station

A Scenario for WARS: Solar System Stories

PREMISE

The players are attempting to wrest control of Alnak Station from the Quay. To do this, they must defeat Alnak, thus crippling the Quay's resolve and their grip on this part of the Solar System.

ENEMY DECK

The Enemy Deck consists of the following cards:

- *Alnak (x2)*
- *Luhus Mauler (x6)*
- *Attack Plan (x4)*
- *Banak Ilnasit (x1)*
- *Capture (x2)*
- *Breaching (x3)*
- *Deft Attacker (x4)*
- *Encroaching Hekaton (x4)*
- *Extraction (x1)*
- *Flamecutter (x2)*
- *Ilna Hekaton (x4)*
- *Katal Inciter (x4)*
- *Luhus Commander (x4)*
- *Luhustika (x1)*
- *Makal Shrieker (x4)*
- *Makaltika (x1)*
- *Natural Talent (x2)*
- *Qurim Rager (x3)*
- *Rising Dread (x2)*
- *Sitkatika Hekaton (x6)*

SETUP

- Starting Locations: Alnak Station, Alnak Station/Launch Bay, Alnak Station/Hallway
- Starting Units: Sitkatika Hekaton (x1 for each player at Alnak Station), Luhus Mauler (x1 for each player at Alnak Station/Launch Bay), Alnak at Alnak Station/Hallway.

VICTORY CONDITIONS

- Enemy Deck has 0 cards in it, OR
- Alnak is destroyed.

SPECIAL RULES

- When Alnak is revealed from the Staging Area, rather than attempting to play her, keep her revealed as a card in the Staging Area for the rest of the game. The next time Alnak would be destroyed from a Location, instead Lose the revealed Alnak in the Staging Area.
 - NOTE: This special rule will make the scenario inherently more difficult, as the players will need to defeat Alnak twice (or rush to Alnak Station/Hallway before the second copy is revealed). If this isn't desired, instead replace the second copy of Alnak with a third copy of Rising Dread.
- Player Units may only move from one Location to another if the player has higher total Power at the Location being moved *from*.
- Players may only play Units to the Alnak Station Sector, or to a Location where the players have higher total Power than the Enemy.

PRIORITY ORDER - SITES

1. Alnak Station/Hallway
2. Alnak Station/Launch Bay

PRIORITY ORDER – SECTORS

1. Alnak Station

Deigan Mines of Ganymede

A Scenario for WARS: Solar System Stories

PREMISE

The players are moving through abandoned Deigan mines on Ganymede looking for information to payback their debts to the Gambler. While they're there, they discover that they aren't the only ones interested in the mines!

ENEMY DECK

The Enemy Deck consists of the following cards:

- *Arhnaknak (x2)*
- *Attack Plan (x4)*
- *Capture (x2)*
- *Defensive Position (x2)*
- *Extraction (x1)*
- *Flamecutter (x2)*
- *Katal Inciter (x4)*
- *Katuka (x2)*
- *Kucha (x3)*
- *Kulak (x2)*
- *Luhus Commander (x4)*
- *Luhus Mauler (x4)*
- *Makal Shrieker (x4)*
- *Natural Talent (x4)*
- *Qurim Rager (x3)*
- *Qurim Ahmak (x1)*
- *Reaping (x1)*
- *Rising Dread (x2)*
- *Revenge (x4)*
- *Rousing Leap (x1)*
- *Sitka (x2)*
- *Tahka Chuluk Squad (x4)*
- *Tahka Disruptor (x2)*

SETUP

- Starting Locations, in order from Left to Right: Ganymede/Vantage Point, Ganymede/Valley, Ganymede/Abandoned Mine, Ganymede/Mining Platform, Ganymede/Core Shaft, Ganymede/Captured Refinery, Ganymede/Unstable Ground, Ganymede/Traginium Well.
- Set Ganymede/Subterranean Passage aside, out of play.
- Place one copy of Tunnels into play, face-up, beneath Ganymede/Core Shaft.
- Place one copy of Traginium Hoard into play, face-up, beneath Ganymede/Traginium Well.
- Set up the **Search** Stack by Shuffling together the following cards: Tunnels (x2), Hounded (x6), Empty Heart (x1), Inquiry (x1), Reliquaries (x1). Place this shuffled stack facedown near Ganymede/Traginium Well.

VICTORY CONDITIONS

- Enemy Deck has 0 cards in it, OR
- Return at least two Evidence Assets to Ganymede/Vantage Point.

SPECIAL RULES

- This scenario doesn't follow the normal Priority Deployment rules. Instead, Priority One is placed on the Location to the right of the right-most player Unit, and Priority Two is the next Location, and so on. The last Priority Location is always Ganymede/Subterranean Passage.
- The players may only play units to Ganymede/Vantage Point, OR to a Ganymede Location the players control.
- The players may only move Units once each turn.

SEARCHING FOR EVIDENCE

- Once the players have reached Ganymede/Abandoned Mine, they may conduct one Search test each turn at each Location they occupy.
 - Conduct a Search test during the players' Control Phase by drawing Destiny. If $\text{Destiny} - X$ is greater than 0 (where X is the number of Enemy Units at this Location), then they successfully Search. Reveal the top card of the Search Stack and do the following:
 - **TUNNELS:** If this card is revealed, attach it to the Location it was found at (refer to TUNNELS RULES below).

- *HOUNDED*: If this card is revealed, reveal the top three cards of the Enemy deck. Play the Unit revealed with the highest Energy cost at the Location searched. Then, shuffle Hounded back into the Search Stack.
- *EVIDENCE*: If one of the Evidence Assets is revealed, attach it to a Unit at the searched Location. If the Unit makes it back to Ganymede/Vantage Point with that asset still attached, remove that Asset from play and each player retrieves 5 Energy following normal WARS retrieval rules. Once this is done twice, the players have won the scenario.

TUNNEL RULES

The Quay have dug tunnels all throughout this part of Ganymede, and it is possible to use the Tunnels to move from one part of the Mine to another, though it can be dangerous.

- During the Move Phase, a player may move from any Location with a Tunnels card attached to it to the Ganymede/Subterranean Passage Location, or from Subterranean Passage to any Location with a Tunnels card attached.
- Each time a player moves any number of Units into the Subterranean Passage, that player reveals a card from the Staging Area. If the revealed card is a Unit and has an Energy cost equal to or less than the Enemy's Natural Energy, the unit enters play at Subterranean Passage.
- Players cannot perform search actions while at the Subterranean Passage Location.

TRAGINIUM HOARD

If the players reach Ganymede/Traginium Well, and successfully Search, they may choose to not reveal a Search card and instead attach the Traginium Hoard Asset to a Unit. If the Traginium Hoard Asset is brought to Ganymede/Vantage Point, it is removed from play and all players retrieve 10 Energy. This is not necessary to complete the scenario, but could be incredibly helpful if the players are having a hard time finding Evidence.