

WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004



Introduction

The easiest way to learn *WARS TCG* is from a friend who already knows how to play. If your friends aren't players yet, you can use these rules to get started and soon be teaching them how to play.

The *WARS TCG* Introductory Sample Game (and its accompanying Sample Decks A and B) teaches players new to the game how to play. Each 60-card starter deck comes with a copy of the **Starter Rulebook**, also designed for new players.

These documents are limited in scope and size. The *WARS TCG* Comprehensive Rules supersedes all other rulebooks and current rulings documents at the time of its publication.

All the rules, rulings, and clarifications for *WARS TCG* are in this single document, which is organized into three sections:

Section One: General Rules

Section Two: Glossary

Section Three: Rulings

Incursion Credits

Design: Joe Alread, Michael Girard, Chuck Kallenbach, Tom Lischke, Evan Lorentz, Kendrick Summers. **Development:** Joe Alread, Brad DeFruiter, Tim Ellington, Michael Girard, Chuck Kallenbach, Tom Lischke, Evan Lorentz, Michael Reynolds, Geoff Snider, Kendrick Summers. **Story:** Tim Ellington, Warren Holland, Chuck Kallenbach, Tom Lischke, Michael A. Stackpole, Cindy Thornburg. **Concepting:** Tim Ellington, Michael Girard, Kathy Lischke, Tom Lischke, Andy Lupp, Michael O'Brien, Justin Pakes, Erika Stensvaag. **Database Design:** Justin Pakes. **Art Project Manager:** Ed Gartin. **Visual Creative Direction:** Dan Burns. **Art Direction:** Jeff Hellerman. **Graphic Design:** Joe Boulden, Rob Burns, Ashley Hubert, Athena Huddleston, Kieran Yanner. **Production:** Mike Carosi, David Watson, Sandy Wible.

Concept Artists: Joe Boulden, Jeff Carlisle, Stephen Crowe, Jeff Degenhardt, Jason Felix, Philippe Guyenne, John Hickey, John Howe, John Kong, Khang Le, Christian Pearce, Joshua James Shaw, Mattias Snygg, Paul Tobin, Francis Tsai, Lorin Wood, Kieran Yanner.

Illustrators: Rob Alexander, Kay Allen, Chris Appel, Samuel Araya, Randy Asplund, Drew Baker, Joe Boulden, Tobias Brenner, Rob Burns, Paul Burrow, Wesley Burt, Dennis Calero, Roberto Campus, Jeff Carlisle, Trevor Claxton, Stephen Crowe, Liz Danforth, David Deen, Jeff Degenhardt, Eric Deschamps, Chris Dien, Alice Duke, Peter Ferguson, Philippe "HPX1" Guyenne, Pamela H, Bryan Heyboer, John Howe, Athena Huddleston, John Kong, April Lee, Zac Little, Eric Lofgren, Britt Martin, Jeremy McHugh, Sean McNally, John Moriarty, Sean Murray, Torstein Nordstrand, Glen Osterberger, Christian Pearce, Michael Phillippi, Marianne Plumridge, Alan Pollack, RK Post, Jennifer Rodgers, James Ryman, Christian Schwager, V Shane, Joshua theJames Shaw, Cortney Skinner, Mattias Snygg, Michelle Spalding, Nick Stathopoulos, Simon Taylor, Sedone Thongvilay, Paul Tobin, Francis Tsai, Eric Wilkerson, Leo Winstead, Lorin Wood, Kieran Yanner.

Special Thanks: Tom Braunlich, Rollie Tesh, and our playtesters.

Contacting Decipher

- websites: decipher.com, warstcg.com
 - tournaments and organized play website: dgma.com
 - customer service email: customerservice@decipher.com
 - telephone: 757-623-3600
- TM, ©, & © 2004 Decipher Inc, P.O. Box 56, Norfolk, Virginia U.S.A. 23501-0056. All Rights Reserved.

The information in this document is copyrighted by Decipher Inc. 2004; however, it can be freely disseminated online or by traditional publishing means as long as it is not altered and all copyright notices are attached.

Section One: General Rules

beneath

You may ask to see your opponent's cards that are stacked beneath other cards (such as characters aboard a ship or a weapon beneath a character) at any time. These cards are not hidden information.

building a deck

Each deck must be exactly 60 cards.

You must include at least one location (to start the game with).

You may include no more than four copies of a single card. (Some cards are **unlimited**, and you may include any number of copies of those cards in your deck.)

can't

Any time one card allows you to do something and a different card says you can't, the latter card takes precedence.

If one card says "Move target unit to an adjacent site," and another card says "This unit can't move until end of turn," then you can't use the first card to move that unit.

leaving play

When a card leaves play for any reason, all cards beneath it are lost. This includes such cards as units aboard ships and weapons and assets that belong to characters. Some assets stack cards on top of them, and when those assets leave play, those cards are lost.

owner

You are the owner of each card in your deck you begin the game with.

reveal

When you reveal a card, you show that card completely to both players. Usually, you put that card back where it came from.

starting the game

Determine which player will take the first turn either at random or using any method both players agree to.

Each player searches his or her deck for a location. Reveal your choices at the same time, and put them in the middle of the play area. If the beginnings of their titles are the same (the parts before the slash / symbol), place them adjacent to each other. Otherwise, place them separately.

Shuffle the rest of your deck, place it face down in your reserve, then draw the top eight cards to form your opening hand.

systematic rules

At any time a player would receive initiative, the systematic rules check for various things which resolve immediately. These include:

canceling a battle

If there are no characters, vehicles, or ships on one side of a battle, then that battle's attack action is canceled. That battle ends immediately with no winner, no loser, and no casualties. Any damaged cards are lost.



WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

winning the game

If a player has no cards in his or her reserve, used pile, and active pile, that player's opponent wins the game. In the unlikely event that both players have no cards at the same time, the game is a draw. (In tournament play, tie breakers apply and the result of a game is never a draw.)

turn sequence

Each turn has six phases which occur in order. When the first player completes all six phases of the turn, his or her opponent takes a turn, and so on back and forth until one of the players wins the game.

1. Activate Phase

You may activate energy from your reserve to your active pile.

2. Control Phase

You may drain energy at each location you control.

3. Deploy Phase

You may play cards from your hand.

4. Battle Phase

You may begin a battle at each location where both players have a unit and/or ship.

Battle Destiny Step

Attrition Step

Power Step

Loss Step

End of Battle Step

5. Move Phase

You may perform movement actions to move your ships and units.

6. Draw Phase

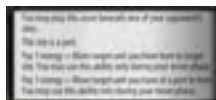
You may draw cards from the top of your active pile.

End of Turn

Section Two: Glossary

abilities

Abilities explain what a card does in the game. Some cards have more than one ability, each separated by a line break. There are three different kinds of abilities you can find on a card: an **activated ability**, a **triggered ability**, and an **ongoing ability**.



activate

At the start of the game, all your **energy** is in a pile called your **reserve**. You must activate that energy before it can be used to play your cards. When you activate an amount of energy, you take that number of cards one at a time from the top of your **reserve** and put them on top of your **active pile** without looking at them.

activate phase

During this phase, you may perform an **activation action**. You may do this only once during each of your activate phases.

You may play **interrupts** and/or use **activated abilities** during this phase as well, before and after your activation action.

activated ability

An activated ability is any ability that contains a **rift** (≈) symbol. You choose when to use activated abilities on your cards in play, during your turn or your opponent's. The part before the ≈ is the

cost you must pay to do this. The part after the symbol is the effect you perform each time you pay the cost.

Some activated abilities also have one or more **bullet** (•) symbols.

activation action

You may perform only one activation action during each of your **activate phases**.

Total the amount of **energy** generated for you by the **energy icons** on all **locations**, then add 1 to that total. You may **activate** up to this much energy.

You and your opponent have each played one location. One has no energy icons on the side facing you, and the other has two. You may activate up to three energy (0+2+1). You may choose to activate less. Whatever amount you choose to activate, you take that number of cards one at a time from the top of your reserve and put them on top of your active pile without looking at them.

When you perform an activation action, you must declare how much energy you are activating. You can only perform this action once during your turn. You may activate energy in other ways, such as interrupts or activated abilities. The activation action goes on **the stack**.

Example: I choose to perform an activation action. I count 7 energy icons available. I announce 3, instead of 8. That goes on the stack. When both players pass consecutively, my activation comes off the stack, and I activate 3. I can't perform another activation action to get the other 5.

active pile

When a player activates **energy**, that player takes the top card of his or her **reserve** and places it face down on his or her active pile. A player always has an active pile, even if there are no cards in it.

Cards in a player's active pile are used to pay energy costs by moving the top card of the active pile face down on top of the used pile.

asset



An **asset** is an ongoing strategic advantage you can use throughout the game. Some assets are played beneath other cards.

You may play an asset when **the stack** is empty during your **deploy phase**.

There are several kinds of assets: (CHARACTER), (SITE), (SECTOR), (LOCATION), (KIZEN), and so on. When an asset enters play, play it on the table by itself unless it has a kind in parentheses, in which case you must choose your target card of the that kind where your asset will enter play, stacked beneath it.

Usually, you can only play your asset beneath one of your cards. Some assets allow you to play them beneath your opponent's cards as well.

When an asset has an ability that stacks cards on it, those cards are not in play, and they do not count for uniqueness. A **unique** card stacked on an asset may be in play elsewhere. Multiple copies of the same unique card may be stacked on the same asset.

Usually, a card may have any number of assets beneath it. Some assets have an ability that says you can only play one of that asset beneath a particular card.

attack action

You pay 1 energy and choose a target **location** where both you and your opponent have **units** and/or **ships** to begin an attack action, which goes on **the stack** and begins a battle when it resolves.

You may attack one time at each location where both players have a unit and/or ship. Each location may have only one attack action targeting it during each battle phase, but units and/or ships may participate in more than one battle in each battle phase.

battle phase

In this phase, you may perform **attack actions**. Each attack begins a battle with your opponent – a **sector** battle or a **site** battle, depending on the type of **location** targeted by the attack.

During battle, units and ships can be damaged. When you damage a unit or ship, rotate it 90 degrees. While it's damaged, it can't be damaged again.

Each battle has five steps which occur in order. You must complete each of these steps, ending one battle, before you may perform another attack action.

Before each step of the battle, both players can play **interrupts** and/or use **activated abilities**. The player whose turn it is goes first. When both players consecutively pass on the opportunity to do so, the next step begins.

There is always only one battle destiny for each side, and that is a systematic mechanic. Cards do not add "another battle destiny," they simply add **D** to your systematic battle destiny.

A side has a battle destiny of zero and causes attrition of zero as soon as a battle begins. Card effects may add directly to these totals even if no battle destiny card is revealed.

Example: You have a unit with power 1 and tactics 1 alone in a site battle. You may play an interrupt that adds 1 to the attrition you cause (only) or an interrupt that adds 1 to your battle destiny (1 to power and 1 to attrition both).

Sometimes after a battle has begun, all of the ships and units belonging to one player are destroyed, dismissed, or otherwise removed from the battle. If this happens, skip immediately to the end of battle step. There is no winner or loser, and no energy is lost.

Following is description of how the steps of a single battle work. The "attacker" is the player who performed the attack action. The "defender" is the other player. Note that this description does not take into account various triggered abilities that might take place during battle.

1. attack action

Attacker pays 1 energy and chooses target location. Goes on stack. Resolves, battle begins. Both sides now have battle destiny = 0 and attrition = 0.

2. play interrupts/use activated abilities

Both players have the opportunity to play interrupts and use activated abilities. This is the last opportunity to perform actions



WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

that affect battle destiny. When both players pass consecutively and the stack is empty, the battle destiny step begins.

3. battle destiny step

Each player determines his or her own battle destiny in the battle, to be used in the next two steps. First, you add the tactics of some of your cards in the battle. In a site battle, you add the tactics of all your units in the battle. In a sector battle, you add the tactics of all your ships in the battle (but not any units aboard them).

In either case, if that total tactics is 4 or more, you may reveal one card for battle destiny (in the same manner you reveal a card for any other destiny). Cards and abilities can affect your battle destiny, even if you don't reveal a card to add to your battle destiny.

You have three units in a site battle. One has tactics 2, and the other two each have tactics 3. Your total tactics is 8. Because that is 4 or more, you reveal a card for battle destiny. The destiny you reveal is 5.

When this step is complete, battle destiny is fixed for this battle and cannot be modified. Revealing battle destiny does not go on the stack. First the attacker reveals battle destiny, then the defender reveals battle destiny.

4. play interrupts/use activated abilities

Both players have the opportunity to play interrupts and use activated abilities. This is the last opportunity to perform actions that affect attrition. When both players pass consecutively and the stack is empty, the attrition step begins.

5. attrition step

You now cause attrition against your opponent equal to your battle destiny. Cards and abilities can affect the attrition you cause, even if you haven't revealed a card to add to your battle destiny.

If your opponent causes you attrition, you must damage your ships and/or units in that battle. You choose and damage these cards one at a time, until the total defense of those cards equals the attrition your opponent caused. You can't damage more cards than this, although sometimes the last card you damage will go beyond the total defense required. (You don't "make change" in such cases.)

Your opponent must damage units in the battle for the 5 attrition your battle destiny caused him. Meanwhile, he has a battle destiny of 4, and is causing you 4 attrition. You damage one of your units that has defense 3. You then damage another that has defense 2. You've gone 1 beyond the 4 total defense you had to damage. Your third unit remains undamaged.

If your opponent causes you attrition, and every one of your undamaged ships and undamaged units in the battle is "immune to attrition," you ignore the rest of that attrition and damage no more cards.

If you have undamaged units and/or ships in a battle which are not immune to attrition, you must continue to damage them as long as any attrition remains. You can choose to damage a card with defense of 0 as long as there is any attrition remaining.

Example: You suffer 5 attrition. You have unit with defense of 5 and another with defense of 0 at the site. You can damage the 0 before you damage the 5.

If no attrition remains, you can't damage any more units.

Example: You suffer 5 attrition. You have a 5 and a 0 at the site. Once you have damaged the 5, you can't damage the 0.

Any of your cards that have been damaged before this step still apply their total defense against your opponent's attrition.

When this step begins, attrition is fixed for this battle and cannot be modified. First the attacker satisfies attrition with the following

procedure, then the defender does so. The actions taken during this procedure do not go on the stack.

Attrition Procedure: Player checks attrition against him or her. If attrition is not yet satisfied (if the total defense of the ships and units he has damaged at the battle location does not equal or exceed that attrition), he or she must damage a ship or unit in that battle. Repeat this procedure until either (a) all attrition is satisfied or (b) that player has no remaining undamaged ships and units in that battle.

6. play interrupts/use activated abilities

Both players have the opportunity to play interrupts and use activated abilities. This is the last opportunity to perform actions that affect power. When both players pass consecutively and the stack is empty, the Power Step begins.

7. power step

Each player determines his or her own total power in the battle. In a site battle, add the power of all your units in the battle. In a sector battle, add the power of all your ships in the battle (but not any units aboard them). In both kinds of battle, you also add your battle destiny as determined in the earlier step. Other cards and abilities can affect your total power.

When this step begins, the total power is fixed for this battle and cannot be modified. The side with the most power is the winner and the other side is the loser. If the total power of both sides is equal, there is no winner and no loser.

You add up the total power of your three units in the battle, including the two damaged ones. One has power 3, another has power 2, and the third has power 5. You also add your battle destiny of 5, giving you a total power of 15 in the battle. Your opponent's total power is 8. You win the battle.

8. play interrupts/use activated abilities

Both players have the opportunity to play interrupts and use activated abilities. This is the last opportunity to perform actions to affect casualties. When both players pass consecutively and the stack is empty, the loss step begins.

9. loss step

If you lose the battle, you must lose energy equal to your casualties, which is equal to the difference between your total power and your opponent's. Any of your units and/or ships in the battle that are damaged reduce your casualties by their defense.

You may further reduce your casualties by choosing to damage additional units and/or ships you have in the battle. You can't damage more cards once you've reduced your casualties to 0, although sometimes the last card you damage will go beyond the total amount of your casualties. (You don't "make change" in such cases.)

Your opponent has 7 casualties, because you beat him 15 to 8. He already has a damaged unit from the attrition step that has defense 5, which reduces his casualties to 2. He could choose to damage another unit to continue reducing the loss, but decides to lose energy instead. He does this in any combination from his reserve, active pile, and used pile. He can also lose cards from his hand. He decides to lose a card from his hand, and the top card of his reserve.

When this step begins, casualties are fixed for this battle and cannot be modified. The difference between the total power of the winner and the loser is the casualties that the loser must satisfy. If the total power of both sides is equal, there are no casualties. The loser must satisfy casualties with the following procedure. The actions taken during this procedure do not go on the stack.

Casualties Procedure: Loser checks remaining casualties. If any casualties remain (if the total amount of energy lost, cards lost from

hand, and total defense of the ships and units he or she has damaged does not equal or exceed the number of casualties), then loser must attempt to satisfy them (either lose an energy, lose a card from hand, or damage a ship or unit). Repeat this procedure until all casualties are satisfied.

10. play interrupts/use activated abilities

Both players have the opportunity to play interrupts and use activated abilities. This is the last and possibly the most effective time to use a weapon ability or any other ability that can only be performed during battle. When both players pass consecutively and the stack is empty, the end of battle step begins.

11. end of battle step

When this step begins, each damaged card must be destroyed. First, the attacker destroys all of his or her damaged cards, in any order he chooses. Then, the defender does the same. When all damaged cards are destroyed, the battle ends. Note that a damaged card which is not at the location of the battle must still be destroyed.

As this battle ends, two of your units are damaged, from earlier during the attrition step. They are now both destroyed, and so is your opponent's damaged unit.

battleground

A **location** is a battleground if these three conditions are true:

- 1) There is at least one **energy** icon on each side of the location;
- 2) Nothing prevents a player from playing a **ship** (if it's a sector) or **unit** (if it's a site) to the location; and
- 3) Nothing prevents a player from beginning a battle at the location.

bullet (-)

If an **interrupt** (or **activated ability**) has a bullet (-) symbol before its **title** (or at the beginning of its **game text**), you can only play a copy of that interrupt (or use that activated ability) once during each player's turn for each such symbol.

Your unit has the ability "Pay 2 energy ≈ Draw a card from your reserve." The • symbol tells you that you may use this ability only once during a single turn.

An interrupt or activated ability that has its use limited by one or more bullet (-) symbols "spends" one of those usages even if that usage is canceled.

You play Syndicate Interference, and your opponent cancels that with Outmaneuvered. You can't play Syndicate Interference again this turn.

cancel

When a card is canceled, that card is lost. Put it in its owner's **lost pile**. When a used **interrupt** or used **order** is canceled, that card is lost, not used. When an ability is canceled, that ability simply does not have its effect.

Sometimes only the effect of a used interrupt (or used order) is canceled and that card goes to the used pile.

Example: You play the used interrupt Anticipation but before it resolves, your target kizen is destroyed. The effect of that card is canceled, but the card itself still goes to your used pile.

capacity

Each **ship** has a capacity listed on its card type line in parentheses. This is the maximum number of **units of size 1** that may be aboard (stacked beneath) that ship.

WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

casualties

When you lose a battle, your casualties are equal to the difference between your total **power** and your opponent's total power.

character



A character is a type of card that represents one or more beings (including bots and aliens) which you send into battle against your opponent's forces at ground locations.

You may play a character when **the stack** is empty during your **deploy phase**.

You must choose either target **site** or your target **ship** where your character will enter play.

If you choose a site, it must have at least one **energy** icon on your side of it, unless you already have another **unit** at that site.

If you choose your **ship**, it must have sufficient **capacity** remaining. Play your character aboard (stacked beneath) the ship.

Each character, vehicle, and NöBot has the label of **UNIT**.

collector information

The *Incursion* set for *WARS TCG* comes in 60-card starter decks (there are four different starter decks) and 15-card booster packs.

The 60 cards in your starter deck are fixed — you get the same ones in each with the same name. Your starter deck has two copies of a foil premium card available only in that starter deck. You'll find 3 other foil cards that also appear in non-foil versions in boosters.

Each 15-card booster pack contains 1 rare card (sometimes a foil rare card) and a mix of 14 common and uncommon cards. There is an 18-card foil subset found in booster packs (approximately 1:7 packs), which are foiled versions of rare cards.

In the lower right corner of every card, you'll see a code like "1 U 47." The first number is the set number, with 1 indicating *Incursion*. The letter is the availability code. Last is the number for that card.

A complete set of *Incursion* has 330 cards: 110 rares (R), 110 uncommons (U), 100 commons (C), 4 premium foils (PF) found only in starters, and 6 non-foil cards (S) found only in starters.

You can also collect the 18 rare foils (RF). Other cards you might find from other sources are promotional foil cards (F).

control

You control each **location** where you have at least one **ship** or **unit** and your opponent doesn't.

control phase

In this phase, you may perform **drain actions**.

You may play **interrupts** and/or use **activated abilities** during this phase as well, before, between, and after your drain actions.

costs

Any time you play a card, you must pay the costs listed in its upper left corner. There are two types of costs, **energy** cost and **support icon** cost. If you can't fully pay a card's costs, you can't play it.

You **pay** the energy cost with energy from your **active pile**. Take that number of cards one at a time from the top of your active pile and put them on top of your **used pile** without looking at them.

You pay the support icon cost with your support icons of the appropriate type on locations. Your support icons are on your locations, on your side (the side facing you).

You want to play a card that costs 5 energy and three support icons. You take five cards from the top of your active pile, one at a time, and put them on top of your used pile without looking at them. You use three support icons, from three different locations that each have one support icon on your side.

Support icons are not "used up" in any way when you play a card.

If you play a card that has a support cost of three support icons, and you have only three support icons, you may still play other cards that require support icons on the same turn.

In addition to energy costs and support costs, some cards have **abilities** describing other costs (such as losing energy or dismissing cards). All types of costs are paid at the same time.

If two or more of your cards in play have the same costs, you must pay for each separately. You can't pay once to perform the effects of both.

If a card, ability, or action is canceled, prevented, or otherwise altered after you've paid its costs, those costs remain paid.

defense

Defense is a statistic found on **units** and **ships**. It used to satisfy **attrition** and reduce **casualties** during the **battle phase**.

deploy phase

In this phase during your turn, you may play cards from your hand when **the stack** is empty. There's no limit to the number of cards you may play.

You may play **interrupts** and/or use **activated abilities** during this phase as well, before, between, and after you play cards.

Following are the steps involved with playing a card. If at any time while playing a card, its player cannot meet part of this procedure, then that card is played illegally and the player takes it back. (The game is then returned to the state it had right before this card was played.)

1. Declare card being played. Show the card from your hand and place it on the table. Card goes onto stack.
2. Meet all requirements. A card that has **D** in its game text requires the player who will be revealing a card to have at least one card in his or her reserve. If all requirements can't be met, the card can't be played.
3. Declare options: "choose one," "used or lost," variable costs, and so on.
4. Choose targets (how many, which). If the required number of legal targets can't be chosen, the card can't be played.
5. Pay and/or meet all costs. If all costs can't be paid or met, the card can't be played.
6. The card is now pending on the stack.

*Example: I declare that I am playing Sprinkle's Deal, taking it from my hand and placing it on the table. I have two Maverick support icons, and I have some cards in my reserve for the **D** in the game*

text. I pay 3 energy, and the card is now pending. When it comes off the stack, I'll reveal a card for destiny to see how many cards to draw (that's the effect).

destiny

Destiny is a number that appears in the upper right corner of every card. These numbers are sometimes used to determine the outcome of an effect.



When you're asked to reveal a card for destiny, reveal the top card of your **reserve** and note its destiny number. Then put the card on top of your **used pile**. Most cards tell you to do this by using the **D** symbol. Any time you use a card that includes this symbol, reveal a card for destiny and replace the **D** with the number you reveal.

*You play a card that says "Draw **D** cards from your reserve." When you play it, you reveal the top card of your reserve and note it has destiny 3. You put the card you revealed on top of your used pile, then draw three cards from your reserve.*

Some cards use the phrase "opponent's **D**," meaning your opponent reveals the top card of his or her reserve (putting it in his or her used pile afterward), and you should note that card's destiny.

An interrupt or activated ability that has **D** in its game text cannot be played or used if the player required to reveal a card has no cards in his or her reserve.

*Example: You can't play Cloud ("Damage target unit if opponent's **D** < the number of fighters you have at that sector") if your opponent has no cards in her reserve.*

If you required to reveal a card for destiny as part of the effect of an ability or card and you no longer have any cards in your reserve, that **D** = 0.

destroyed, dismissed, lost

A card in play can be **destroyed** or **dismissed**, which puts it into its owner's **lost pile**. If you're told to dismiss a card, you must choose one of your own cards. If you're told to destroy a card, you must choose one of your cards or one of your opponent's.

A card that is **lost** is not necessarily dismissed or destroyed.

A card that is **destroyed** is not dismissed, although it is lost.

A card that is **dismissed** is not destroyed, although it is lost.

diamond (♦) symbol

A diamond (♦) symbol before a card's **title** signifies that card is **unique**.

download

When you download a card, search your **reserve** for that card, reveal it to your opponent, and put it in your hand. Then shuffle your reserve. If you don't find the card or if you find it and don't wish to put it in your hand, then simply shuffle your reserve.

drain action

You may perform a drain action during your **control phase** when **the stack** is empty once at each target **location** that you **control** that has at least one **energy** icon on the side facing your opponent.

Each location may have only one drain action targeting it during each control phase, but units and/or ships may be used to control more than one location for drain actions in each control phase.

When your drain action resolves, your opponent loses 1 energy for each energy icon on the side of the location facing him or her.

You have three units at a site that has two energy icons on your opponent's side. He has no units at that site. You drain at that site, so your opponent loses 2 energy. He does this in any combination from

WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

his reserve, active pile, and used pile. He can also lose cards from his hand. He decides to lose a card from his hand, and the top card of his reserve. You can't drain again at the same location this turn.

draw phase

In this phase, you may draw cards from the top of your active pile. There's no limit to the number of cards you may draw. Each card drawn is a single draw action. You may see the card you get when you perform one draw action before deciding to draw another. A draw action does not go on **the stack**.

You may play **interrupts** and/or use **activated abilities** during this phase as well, before, between, and after you perform draw actions.

effects

When the effects of a card, **ability**, or **phase action** require you to do something you can't, do as much as you can and ignore the rest.

An effect tells you to damage two of your units in a battle and you have only one. You damage that one.

You may pay costs for a card, ability, or phase action even if it will produce no usable effect. However, you must choose all targets for it when you play that card or perform that ability or phase action.

Some **interrupts**, **orders**, and abilities affect multiple cards at one location until end of turn. Those effects apply only to cards at the location at the time the interrupt or order is played, or the ability is used or triggered. Those effects don't affect cards played at or moved to that location later in the turn.

You use an activated ability that has the effect "Make each of your units here power +1 until end of turn." Only the units at that location when you use the ability get power +1. They are still power +1 if they move to a different location later. Other units played at or moved to that location later in the turn are unaffected.

When a card (or ability) comes off **the stack**, if any of its **targets** are no longer legal, the effect of that card (or ability) is **canceled**.

Example: You play Anticipation, but when that card comes off the stack, your target is no longer a kizen. The effect of Anticipation is canceled, and the card goes to your used pile.

When an effect needs information such as number of cards in hand, that information is determined when the effect happens.

Example: You play Overburdened when I have 13 cards in my hand, but when it comes off the stack, I have only 12 cards. It doesn't have its effect, and it goes on top of your used pile.

The effects of multiple copies of the same card are cumulative.





Example: You have two copies of Dedication in play. Your damaged characters and fighters are each defense +2.

encampment

A **location** that has this keyword can either be played normally as a separate location, or stacked beneath a location already in play (similar to the way a weapon is played beneath the card it's given to). An encampment that's stacked beneath a location is no longer a site or location.

The location you stack the encampment beneath must have at least one **energy** icon on your side, unless you have a **ship** or a **unit** at the location. Each player may stack only one encampment beneath a given location.

Any energy icons and support icons on your side of the encampment are added to those on your side of the location you stack it beneath. Any icons on your opponent's side of the encampment are ignored.

You play an encampment beneath a sector that has two energy icons on your side and one energy icon on your opponent's side, and a  support icon on the side facing you. The encampment has one energy icon and a  support icon on the side facing you. The two cards are now treated as a single location that has one energy icon on your the side facing your opponent, and three energy icons, a  support icon, and a  support icon on the side facing you.



end of turn

When you complete all six phases of your turn, all effects that last until "end of turn" expire. Both players **recirculate** their own used piles to the bottom of their reserves. Any **energy** remaining in a player's **active pile** remains there. Your opponent then begins his or her turn.

energy

Energy is your most important resource. Each card in your deck is 1 energy. During the game, your energy flows through three piles (**reserve**, **active pile**, and **used pile**), and any of your cards that isn't in one of them is no longer energy. You will be required to **lose energy** at various times during the game. If you have no energy remaining, your opponent **wins the game**.

energy icon

Each **location**, even one your opponent played, generates for you 1 **energy** for each energy icon on your side (the side facing you). When you perform an **activation action**, total the amount of energy generated for you on all locations, then add 1 to that total. You may **activate** up to this much energy.

factions

In the future setting of *WARS TCG*, five factions battle for supremacy in our Solar System, sometimes making uneasy alliances with one another to fight mutual threats. These five factions are: *Earther*, *Gongen*, *Mavenick*, *Shi*, and *Quay*. In addition, *Independent* forces are employed by each to augment their strength.

Each card in *WARS TCG* either belongs to one of the five factions, or it is independent. Color, background texture, and the support icon cost along the left edge of a card indicate which faction. Once in play, cards from different factions (and independent cards) may mix freely during the game.

game text

Only text that appears in the large box at the bottom of a card (where the abilities are found) is game text.

helper text

Game text in *(parentheses and italics)* reminds players how the rules work. Helper text often follows a keyword.

here

When a card uses the word "here," that means the location that card is at. If a location card uses the word "here," it's referring to itself.

in a battle

A card is in a battle when it is at the location targeted by the current attack action. A card which is in a battle and moves to another location is no longer in that battle (the reverse is also true).

A card which is not in a battle can affect cards which are in a battle. A card which is not in a battle can affect other cards which are not in a battle, while that battle is occurring.

Example: You play Armor Penetrating. Your Plasma Cannon targets a vehicle in a battle at an adjacent site. When the Plasma Cannon damages the vehicle, you choose two target characters at the Plasma Cannon's site to be damaged.

initiative

At any given moment, only one player has initiative, and he or she is the only player who can play an **interrupt** or use an **activated ability**. During your turn, you can also perform a **phase action** associated with the current phase, as long as **the stack** is empty.

You gain initiative:

- 1) During your turn, at the start of each phase.
- 2) During your turn, after a card, ability, or action is taken off the stack and its effects are performed.
- 3) During any turn, if your opponent has initiative and passes.

Your control phase begins, and you gain initiative. You could play an interrupt, use an activated ability, pass, or (because its your turn and the stack is empty), take a drain action. You choose that last option.

You still have initiative after placing the drain on the stack, giving you the first chance to respond. You pass, giving your opponent initiative.

Your opponent plays an interrupt, adding it to the stack. He still has initiative, but passes it to you. You also pass, so your opponent takes his interrupt off the stack and performs its effects. You again gain initiative. You pass, and so does your opponent, so your take your drain off the stack and perform its effects – your opponent loses energy.

interrupt



An interrupt can be played during any phase of either player's turn.

You may play an interrupt at any time when you have **initiative**. Interrupts are the only cards you can play when it's not your deploy phase. When you play an interrupt, it goes on **the stack**.

There are three kinds of interrupts: (USED), (LOST), and (USED OR LOST). When an interrupt comes off the stack and has its effect, place it in your used pile or lost pile, depending on its kind. (USED OR LOST) means that you choose one of two effects to perform. That choice determines whether the card is placed in your used pile or lost pile.

An interrupt never enters play.

Some interrupts have one or more **bullet (-)** symbols before their **titles**. You can only play an interrupt with that title once during each player's turn for each of those symbols.

inverter

Each card that has this **label** on its card type line has a separate set of **power**, **tactics**, and **defense** statistics, and sometimes

WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

abilities. This second set is printed upside-down on the bottom edge of the card.

When an inverter enters play, it does so right-side up. You ignore the power, tactics, defense, and abilities that are upside-down. If an effect later tells you to invert the card, rotate it 180 degrees. Once the card is inverted, you ignore the original power, tactics, defense, and abilities, and use the set that is now right-side up.

Invert means to take a card that is right-side up and rotate it 180 degrees. You can't invert an inverted card.

keyword ability

A keyword ability is found at the beginning of a card's game text, written in boldface. Each keyword is a separate **ability**, although sometimes they're found on the same line, separated by commas.

Some keywords are followed by numbers. Each keyword ability has its own game rules. Many keyword abilities also have **helper text** to remind players how they work.

Scouting is a keyword without a number. Piloting is a keyword that is always followed by a number. Some cards list keywords with commas and no helper text such as Size 2, Transport 2.

label

A label is a word preceded by a bullet (•) on a card's card type line, written in SMALL CAPS with no parentheses). A label is a "handle" for another card's ability to use. Labels are derived from the story of the game, and they have no associated gameplay.

Some labels identify a unit as part of a *group* in the game's story. Shi families, Earther corporations, Maverick gangs, and Quay tribes are examples of groups.

Other labels define how a card works, such as KIZEN, WARRIOR, INFILTRATOR, MELEE, RANGED, FIGHTER, or CAPITAL. The label of UNIT is found on every character, vehicle, and NōBot.

location

A **location** is a place in the Solar System which you and your opponent battle to control. A **sector** represents a location in space, while a **site** represents a ground location on a planet, moon, station, or asteroid.

You may play a location when **the stack** is empty during your **deploy phase**.

There are two kinds of locations: (SITE) and (SECTOR). Locations don't have an energy cost or a support icon cost. When a location enters play, you must play it next to other locations that are related to it.

Locations provide **energy** icons to help you and your opponent play your cards. Some face your side, and some face your opponent's side.

Most locations provide a **support icon** for one of the five factions:  Earther,  Gongen,  Maverick,  Shi, and  Quay.

Some locations are **encampments**, and they may be played beneath another location.

playing a location

Locations have no **energy** cost or **support icon** cost to be paid. Your locations and your opponent's mix together in the play area. There are two types of locations, sectors and sites.

The locations you play always face you in the play area. Energy icons on the bottom of that location are yours (on your side). Other energy icons on the top edge of your location are your opponent's (on his or her side).

Each site must be played adjacent to a **related** site, if another such site is already in the play area. If multiple related sites have already been played, you may play the new site on either end of that

group, or insert it in between any two of those sites. If there are no other sites related to the one you're playing, separate it from other locations in the play area. The arrangement of sites impacts the strategy of the game, and once played, they can't be changed.

Sectors are played on one end of the group of sites related to them, if such sites are already in the play area. If there are no locations related to the sector you're playing, separate it from other locations in the play area. Sectors are grouped with sites for easier reference, and the order of multiple sectors related to a group of sites is unimportant.

A location is not related to itself.

lose energy

During a game, you will often have to lose **energy** (the cards in your **reserve**, **active pile**, and **used pile**). When you lose an amount of energy, you take that number of cards one at a time from the top of any of these three piles, in any combination, and put them face up in your **lost pile**. You can also choose to lose a card from your hand in place of losing 1 energy, even though cards in your hand are not part of your energy.

You're required to lose 4 energy. You can choose to first lose a card from your hand, then a card from the top of your used pile, and finally two cards from the top of your reserve. You make these decisions as you go, because you put all these cards in your lost pile one at a time.

lost pile

Lost piles are kept face-up, and cards are always put in it one at a time so all players can see what is being lost. The order of your lost pile is irrelevant. You may look through either player's lost pile at any time. Each time you take a card from your lost pile, you must reveal that card to your opponent.

When a card is lost, put that card in its owner's lost pile.

modifiers

Any time one or more modifiers are applied to a number, if the final result is less than zero, that result is changed to zero.

Your opponent plays an interrupt that says "Make target unit power -3 until end of turn" targeting your unit with power of 2. Because the result of this would be less than zero, your unit now has power 0.

Each time a new modifier is applied to the same number, determine the result by reapplying all modifiers still affecting that number.

On the same turn, you now play an interrupt targeting the same unit that says "Make target unit power +4 until end of turn." Your opponent's modifier still affects the unit, so you reapply all modifiers. 2 - 3 + 4 = 3, so your unit now has power 3.

move phase

In this phase, you may perform **movement actions** to move your **ships** and **units**. There's no limit to the number of ships and units you may move.

You may play **interrupts** and/or use **activated abilities** during this phase as well, before, between, and after you perform movement actions.

movement actions

You may perform movement actions only during your **move phase**. Each movement action costs you 1 energy. You may perform more than one movement action with the same ship or unit during the same move phase.

There are five different ways a card can be moved with a movement action. You must state which one you're doing, which ship or unit you're moving, and where you're moving it to at the time you pay the cost of the movement action. The five ways are:

- Move target ship you have at a sector to another target sector.
- Move target unit you have at a site to target adjacent related site.
- Move target unit you have at a site, putting that unit aboard target ship you have at a related sector, if capacity allows.
- Move target unit you have aboard a ship at a sector, putting that unit at target related site.
- Move target unit you have aboard a ship at a sector, putting that unit aboard a different target ship you have at the same sector, if capacity allows.

When a card uses the word "movement," it is referring to one of these five forms of the movement action. Other abilities allow you to "move" cards for other costs. You don't pay an additional 1 energy when using such an ability.

Your ship has the ability "Pay 3 energy ≈ Move target vehicle from aboard this ship to a related site." You are not using a movement action, so your cost is 3 energy, not 4.

When you move a card, any weapons or assets beneath it move with it. When you move a ship, any ships or units aboard it move with it.

NōBot



A **NōBot** is a type of card that represents a bot which you send into battle against your opponent's forces at ground locations.

You may play a NōBot when **the stack** is empty during your **deploy phase**.

You must choose either target **site** or your target **ship** where your NōBot will enter play.

If you choose a site, it must have at least one energy icon on your side of it, unless you already have another unit at that site.

If you choose your ship, it must have sufficient capacity remaining. Play your NōBot aboard (stacked beneath) the ship.

Each character, vehicle, and NōBot has the label of **UNIT**.

ongoing ability

An ongoing ability is any ability on a card which is not an **activated ability** or a **triggered ability**. Its effect is constant, lasting as long as the card remains in play.

Your unit has the ability "Each unit you play at a related site costs 1 less energy to play." This is an ongoing ability.

Some ongoing abilities begin with the words "as long as." They have a stated condition which means their effect is "on" while that is true and "off" when it is not.

Your character has the ability "As long as this character is at a site where you have a vehicle, this character is power +2." This ability starts working when a vehicle is there, and stops when there are none.

WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

order



You may play an order when **the stack** is empty during your **deploy phase**.

There are two kinds of orders: (USED) and (LOST). When an order comes off the stack and has its effect, place it in your used pile or lost pile, depending on its kind. An order never enters play.

pay

Energy in your **active pile** can be used to pay energy costs for your cards. When you pay an amount of energy, you take that number of cards one at a time from the top of your **active pile** and put them on top of your **used pile** without looking at them.

pending

While a card or ability is on **the stack**, it is pending. Some text refers to pending cards or abilities. That means something on the stack.

You play a ship in your deploy phase, and that action goes on the stack. Your ship is also pending, and not yet in play. Other cards or abilities may cancel or modify your pending ship.

Pending cards, abilities, or phase actions can be canceled. You remove the canceled card, ability, or phase action from the stack, without changing the order of other things on the stack. Any effects of the canceled card, ability, or phase action aren't performed.

You play an interrupt that says "Cancel target pending order." The target for that interrupt must be an order on the stack. You cancel the order by removing the order from the stack without performing its effects.

phase actions

Most phases of the turn have a special action that can only be used during that phase. These include **activation** (activate phase), **drain action** (control phase), **attack action** (battle phase), **movement** (move phase), and **draw action** (draw phase).

piloting

This keyword ability is followed by a number: Piloting X. Its helper text is: *(As long as this character is aboard a ship, that ship is power +X and tactics +X.)* Piloting is an **ongoing ability**.

power

Power is a statistic found on **units** and **ships**. It used to determine **casualties** during the **battle phase**.

recirculate

Energy in your used pile recirculates at the end of each turn for you to eventually activate and pay energy costs all over again.

At the end of both player's turns, each player recirculates his or her **used pile** by taking those cards and placing them beneath his or

her **reserve**. Make sure you don't look at, reveal, or change the order of these cards.

related

Each **location** has a slash (/) in its **title**. If the part of a location's title before the slash is the same as that part of another location's title, those locations are related.

The locations Ganymede/Traginium Source, Ganymede/Core Shaft, and Ganymede/Mining Platform are all related. None of these locations is related to Earth/Humanity's Home.

reserve

When you are **starting the game**, after removing your starting location, you shuffle the rest of the cards in your deck and place them face down on the table to become your reserve.

retrieve

When an effect lets you retrieve a card, choose a card at random from your **lost pile**, reveal it to both players, then put it on top of your **used pile**.

rift (≈) symbol

A rift (≈) symbol separates the **cost** and **effect** in the **game text** of an **activated ability**.

scouting

This keyword ability's helper text is: *(You may play this ship at a sector that has no energy icons on your side.)* This keyword ability is found on characters and ships. Scouting is an **ongoing ability**.

sector



A sector is a space **location** in the Solar System which you and your opponent battle to control. Sectors have **labels** such as PLANET, MOON, and ASTEROID.

ship



A ship is a large capital or smaller fighter which battles your opponent's forces in space.

You may play a ship when **the stack** is empty during your **deploy phase**.

You must choose target **sector** where your ship will enter play. That sector must have at least one **energy icon** on your side of it, unless you already have another ship at that sector.

Each ship either has the **label** of FIGHTER or CAPITAL.

site



A site is a ground **location** in the Solar System which you and your opponent battle to control. Sectors have **labels** such as UNDERGROUND and PORT.

size

This keyword ability is followed by a number: Size X. Its helper text is: *(This vehicle counts [X times] against a ship's capacity.)* The vehicle counts "twice" for Size 2, "three times" for Size 3, and so on. Units which do not have this keyword ability are "Size 1." This keyword ability is found on vehicles and NöBots. Size is an ongoing ability.

One of your ships has capacity 4, and has one size 1 unit aboard it. If you play a size 2 unit aboard it, there will be room for only one more unit of size 1 aboard it.

the stack

Each time a player plays a card or uses an ability, it is placed on "the stack" while players decide if they wish to respond by playing an interrupt or using an activated ability. This point of decision comes after any costs are paid for the card or ability, but before its effects are performed. (In the case of a location, unit, ship, weapon, or asset, the "effects" are often simply that the card enters play.)

The stack is more of a helpful concept than an actual physical stack of cards. While it may be helpful to make a stack of cards like interrupts, using activated abilities on characters or weapons doesn't mean you should place those cards on a physical stack.

The actions you are allowed to perform during certain phases of your turn are also placed on the stack: **activation** (activate phase), **drain action** (control phase), **attack action** (battle phase), **movement** (move phase), and **draw action** (draw phase). These are called **phase actions**.

Some things can only be placed on the stack when the stack is empty. These include playing a card (except an interrupt) and using a phase action.

In most cases, neither player will want to respond to a card, ability, or action.

During your move phase, you use the movement action, announcing that you are moving one of your units to an adjacent site. After you pay the 1 energy for this action, but before you perform its effects, both you and your opponent could respond with an interrupt or activated ability. Neither of you do, so you perform the effect of moving your unit.

When something is placed on the stack, and a player does respond with an interrupt or activated ability, it in turn is also placed on the

WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

stack. This creates an opportunity for further responses. Things pile up in order on the stack until both players pass consecutively on the chance to respond. At that point, the card or ability most recently added to the stack is taken off, and its effects are performed.

You pay 1 energy to move another unit, and this time your opponent responds with an interrupt. After he pays its costs and places it on the stack, you respond with an activated ability and place it on the stack. You both pass on the opportunity to respond further, so you take your activated ability off the stack and perform its effects.

Each time a card or ability is taken off of the stack, players have another opportunity to respond with an interrupt or activated ability. Each time both players pass on an opportunity to respond, the card, ability, or phase action most recently added to the stack is taken off, and its effects are performed.

After you perform the effects of your activated ability, you both pass on the opportunity to respond. Then your opponent takes his interrupt off the stack and performs its effects. You both pass again, so now you take your original movement action off the stack and perform its effects, moving your unit as originally announced.

If both players pass consecutively when the stack is empty, proceed to the next phase of the turn or, during a battle, to the next step of that battle.

You have no more movement actions you wish to perform, nor do you wish to play an interrupt or use an activated ability. You pass. Your opponent passes too, so you proceed to your draw phase.

support icons

When you play a card, you have to meet its support cost, as shown by small icons stacked vertically below the card's energy cost. (Locations and independent cards have no support cost.)

You use the large support icons on your side of locations in play to meet the support cost of playing a card. Support icons are not "used up" and may be used to meet the support cost of more than one card.

tactics

Tactics is a statistic found on **units** and **ships**. It used to reveal cards to add to battle destiny during the **battle phase**.

target

When one of your cards uses the word "target," you choose something for that card to affect.

You play a card which says, "Destroy target asset." Choose any asset in play to be destroyed.

You can't play a card, use an **ability**, or perform a **phase action** that uses the word "target" unless you can choose the proper type and number of targets. You can't choose the same target multiple times.

When one of your cards uses the word "target," you choose something for that card to affect.

When you choose a new target for a card or effect, you must choose another legal target.

When you choose a new location for a pending ship with Portent, you must choose another legal location for that ship to enter play.

timing

Most things you do in the game must happen at specific times during your own turn, such as draining during your control phase, or attacking during your battle phase. But you can also play interrupts and use activated abilities, not only during any phase of your own turn, but during your opponent's as well. This freedom means that sometimes both players will want to do something at the same time. These situations are handled through the use of **the stack** and **initiative**.

title

A card's title is in large type just to the right of its cost number. Many cards have **diamond (♦)** symbols to show they are **unique**. Some **interrupts** have **bullet (•)** symbols to show that the number of copies of that card you can play each turn is limited. **Locations** have a slash (/) that determines what other locations are **related** to them.

transport

This **keyword ability** is followed by a number: Transport X. Its helper text is: *(Each time this vehicle moves, you may move with it [up to X] of your characters.)* The vehicle moves "one" character for Transport 1, "up to two" characters for Transport 2, and so on. You don't have to pay additional energy to move these transported cards. This keyword ability is found on ships and vehicles; ships move fighters and vehicles move characters. Transport is a **triggered ability**.

triggered ability

A triggered ability is any **ability** beginning with the words "when," "each time," or "at." The text then describes a specific event that can occur in the game. Whenever that trigger occurs, the triggered ability automatically goes on **the stack**.

Your unit has the ability "Each time one of your units here is damaged, activate up to 2 energy." The "each time" at the beginning tells you this is a triggered ability. It goes on the stack automatically each time one of your units at the same location is damaged.

A triggered ability is placed on the stack whenever its trigger occurs, regardless of whose turn it is. Sometimes, an event in the game will trigger more than one triggered ability at the same time. If this happens during your turn, you choose the order in which those abilities are added to the stack.

During your turn, you draw a card. Your opponent's card says: "Each time a player draws a card, you may activate 1 energy." Your card says: "Each time you draw a card, your opponent loses 1 energy." It's your turn, so you decide your opponent's triggered ability goes on the stack first, followed by yours. Your opponent loses 1 energy, then activates 1 energy.

If one or more triggered abilities are triggered at a time when the player who has initiative wants to play an interrupt, use an activated ability, or perform an action, all the triggered abilities are put on the stack first.

A triggered ability can affect something that the rules say is "fixed" even though it goes on the stack later.

I reveal a 5 in the battle destiny step. This triggers the ability on Price of the Game, and it goes on the stack. When it comes off the stack, I pay 1 to get +1 to my revealed card's destiny. Now that it's a 6, that triggers the ability on Razorjack, so I can pay 3 and invert it.

You don't make choices and choose targets for a triggered ability until it goes on the stack.

types of cards

There are nine card types in the game: **character**, **NōBot**, **vehicle**, **ship**, **weapon**, **asset**, **order**, **interrupt**, and **location**. The layouts of some of these card types appear similar, but the card type always appears on the card type line in the middle of the card, in CAPS, and can be used to tell them apart.

On that card type line, following the card type in CAPS, are other words called **labels** that can be used to identify a card. Also found on that same line is gameplay information in parentheses.

SHIP (CAPACITY 1) • FIGHTER means this card's type is SHIP, with (CAPACITY 1) – a game term – and it has the label of FIGHTER.

unique

If a card has a **diamond (♦)** before its card title, it's unique. When you have a unique card in play, you can't play another copy of it. Your opponent may also have a copy in play of his or her own.

Any card that doesn't have a ♦ before its card title is not unique. Each player may have any number of copies of those cards in play at the same time.

unit

This **label** is found on every **character**, **NōBot**, and **vehicle**.

unlimited

This **keyword ability's** helper text is: *(You may have any number of copies of this card in your deck.)* Unlimited is an ongoing ability.

use as yours

When an effect lets you take an opponent's card to "use as yours," you treat it as though you originally played it, but your opponent remains the owner of that card. You can't take a unique card to use as yours if you already have a copy of that card in play.

used pile

Each time a player **pays an energy**, that player moves the top card from his or her **active pile** to the top of his or her used pile. That card is moved face down. When a cost requires more than one energy, each card is moved one at a time.

vehicle



A vehicle is a war machine, and its crew, that also battles at ground locations.

A vehicle is a card you may play when **the stack** is empty during your **deploy phase**.

You must choose either target **site** or your target **ship** where your vehicle will enter play.

If you choose a site, it must have at least one **energy** icon on that side of it, unless you already have another **unit** at that site.

WARS™ Trading Card Game – Comprehensive Rules 1.0 – 10/13/2004

If you choose your ship, it must have sufficient capacity remaining. Play your vehicle aboard (stacked beneath) the ship. Each character, vehicle, and NōBot has the label of **Unit**.

weapon



A weapon enhances the capabilities of one of your other cards.

You may play a weapon when **the stack** is empty during your **deploy phase**.

There are several kinds of weapons: (CHARACTER), (SHIP), (KIZEN), and so on. You must choose your target card of the that kind where your weapon will enter play, stacked beneath it.

You may play a WEAPON (SHIP) beneath any of your ships. You must play a WEAPON (FIGHTER) beneath your ship card that says FIGHTER.

You can only play a weapon beneath one of your cards.

Each card may have only one weapon beneath it. Weapons can't be transferred from card to card. You can't voluntarily dismiss a weapon in order to play another.

winning the game

You win the game if at any point your opponent has no **energy** remaining.

“your _____”

These words, when referring to any aspect of a card, always mean a card you have in play.

“Your unit” means a unit you have in play, “your warrior” means a warrior you have in play, and so on.

your opponent may use this ability

When an ability on your card has this phrase, the card “speaks” to your opponent. Where it says “you” and “your,” it means your opponent and his or her cards.

One of your locations says, “Move one of your target units here to a related site. Your opponent may use this ability.” When you use this ability, you move one of your units. If your opponent uses it, he moves one of his units. He can't move your unit with this ability.

Section Three: Rulings

CGC Grunt (1C7)

For this card's ability to take effect, one of your units there must have higher tactics than all of your opponent's units there.

Example: I have a CGC Grunt and Horatio Hicks at a site where you have Jack Wilgress and Bean Counter. Since Hicks has tactics 6 and Wilgress has tactics 7, the Grunt gets no bonuses.

Heavy Juggernaut (1U26)

When you play this card, if you have no other unit at its location, you must dismiss this card.

Howler's Blades (1R29)

When you play this card, if you have no other unit at its location, you must dismiss this card.

Shift in Tactics (1R43)

You don't need a card in your reserve to play this interrupt.

Zealous Squad (1C55)

When you play this card, if you have no other unit at its location, you must dismiss this card.

Komoku (1C83)

This ship costs 1 less energy to play at a sector for each site related to that sector where you have a unit.

Resource Technician (1C93)

Some printings of this card omit the word “a” in “is at a site.”

Kayaldi (1R239)

The word “here” in this card's game text should be “at that site.”

Kucha (1U240)

The X on this card means the highest unmodified power number on a character.

Alnak Station/Hallway (1R294)

When you put a character at this location using the game text of this card, that character keeps all cards beneath it.

Titan/Raving Red's Refuge (1R324)

When you put a fighter at this location using the game text of this card, that fighter keeps all cards beneath it.