

WARS TCG Introductory Sample Game

Welcome to the **WARS TCG Introductory Sample Game**. A TCG (or “trading card game”) is played between two players, each with his or her own deck of cards. You can customize your deck to focus on space combat, ground troops, your favorite characters from the WARS universe, or any combination of the three.

This sample game is designed for players new to WARS, and maybe even new to TCGs. It walks you through a quick contest where you use the combined forces of the fearsome Quay and the roguish Mavericks to combat your opponent’s Gongen and Earthers. Can you eliminate the last of her remaining energy and bring victory to your forces? Let’s find out!

Before the game begins

Each player chooses a location from his or her deck before the game starts. You choose **Themis/Mobile Asteroid [1C323]**. This location provides two energy for you and only one for your opponent. In addition, it has the Maverick support icon. Its game text helps you play powerful Maverick cards that require multiple support icons.

Your opponent chooses **Earth/Humanity’s Home [1C298]** for many of the same reasons. The two locations should be placed side by side, facing their respective owners, in the center of the table between you.

Each player now shuffles his or her deck and places it face down on the table to form a *reserve*. Each card in your reserve is 1 *energy*. Energy is your most important resource during the game.

Players decide in any agreeable, fair, random way to determine who goes first. You agree on a coin flip. Your opponent wins, so she will get the first turn.

Each player draws eight cards to form his or her opening hand. You draw **Alnak Station/Hallway [1R294]**, **Hawk’s Wing [1U131]**, **Qurim Life Ship [1C255]**, **Up the Sleeve [1U163]**, **Hellcat Aviatrix [1C132]**, **Katal Inciter [1C237]**, **Ganymede/Frontier Camp [1S303]**, and **Maverick Bot [1U283]**.

You are both ready to begin and your opponent starts her turn. Pay attention because you’re up next!

Turn 1 – Your Opponent’s Turn

Activate Phase

Your opponent counts the number of energy icons on her side of the two locations on the table. There are three energy icons. She then adds one (always add one when you’re performing an activation action) and activates four – she takes the top card of her reserve and

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places it in her active pile one at a time until she has four cards in that pile. When you perform an activation action, you must declare how much you will activate.

Control Phase

Your opponent doesn't control any locations, so nothing happens in this phase. *You control a location when you have units and/or ships there and your opponent does not.*

Deploy Phase

Your opponent takes a location from her hand and puts it in play. It is **Ganymede/Vantage Point [1U314]**. Locations do not cost any energy to play. When this location is played, it is placed apart from the other two locations since neither of them is related to Ganymede. Locations are related to each other if the part of their card titles before the slash is the same. If either player plays another Ganymede location (site or sector), it will be played next to the Ganymede locations already in play.

This location has a triggered ability that your opponent now uses. She pays 1 energy by moving a card from her active pile to her used pile. She now searches her reserve for a location with "Ganymede" in the title, shows it to you so you can verify that, and puts it in her hand. Then she shuffles her reserve. This is called *downloading*.

The location she downloaded is **Ganymede/Pilgrim's Camp [1S308]**. She then plays that location next to **Ganymede/Vantage Point**. Your opponent also plays a copy of **Ganymede/Exploratory Camp [1S301]** from her hand, beneath **Vantage Point**. Because **Exploratory Camp** has the keyword *encampment*, it may be placed beneath another location like this. It could also be played as a normal location instead. When you play an encampment, slide it beneath the location it is played on so that you can see the support and energy icons on your side of the card. You gain the energy icon and support icon, but provide none for your opponent.

Battle Phase

No units or ships are on the table, so no battles can occur.

Move Phase

No units or ships are on the table, so there is nothing to move.

Draw Phase

Your opponent draws two cards from her active pile. The usual way to get new cards into your hand is by drawing them from your active pile during your draw phase. You can draw any number of cards from your active pile. You draw them one at a time and you can choose to stop at any time. When your opponent ends her turn, she has to *recirculate* her used pile by placing it on the bottom of her reserve. Both players do this at the end of each player's turn. Recirculating is the very last thing you do during a turn. It's now your turn!

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Turn 2 – Your Turn

Activate Phase

You count the number of energy icons on your side of the table, add one for a total of six, and activate that much energy. Remember to move the cards from the top of your reserve to your active pile one at a time.

Control Phase

You don't control any locations, so nothing happens in this phase.

Deploy Phase

You play **Alnak Station/Hallway**, placing it apart from the locations on the table, and play **Ganymede/Frontier Camp** as an encampment beneath your opponent's **Ganymede/Pilgrim's Camp**. Now, you play **Hawk's Wing** at **Earth/Humanity's Home**. **Hawk's Wing** is a ship, so it can only be played to a sector. In order to play this card, you have to pay two costs – its energy cost and support icon cost. The energy cost is the number in the upper left corner of the card. The **Hawk's Wing** has an energy cost of 2. You move two energy, one at a time, from your active pile to your used pile. Now you see that the **Hawk's Wing** has a Maverick support icon right below its energy cost. You must pay this as well by having one Maverick support icon on your side of locations in play. You have one on your encampment and one on **Themis/Mobile Asteroid**. After using a support icon to play a card, it is not "used up" and you can use it to play more cards that turn.

Next, you play **Hellcat Aviatrix** aboard **Hawk's Wing** by paying two energy and noting that you do indeed have two Maverick support icons on the table. Place **Hellcat Aviatrix** beneath **Hawk's Wing**. Since the **Hellcat** has *Piloting 2*, the **Hawk's Wing** now has power 4 and tactics 4. Having tactics of at least 4 at a location is a bonus because it allows you to reveal a card to add to your battle destiny during battle. The **Hellcat Aviatrix** will not add her own power or tactics to your total in a battle at a sector. Note that because the **Hawk's Wing** has only *Capacity 1*, you will not be able to put another unit aboard that ship.

You have a Quay character and a Bot in your hand that you can play, but putting either at a site alone is inviting a beating, so you decide not to do that now.

Battle Phase

Your opponent doesn't have a ship at Earth so you can't battle there – yet.

Move Phase

You don't need to move your ship, so you pass in this phase.

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Draw Phase

You draw two cards, **Jack Wilgress [1R133]**, and **Quay Navigator [1U252]**, and end your turn. When you end your turn, you have to *recirculate* your used pile by placing it on the bottom of your reserve. You do this at the end of each player's turn. Recirculating is the very last thing you do during a turn.

Turn 3 – Your Opponent's Turn

Activate Phase

Your opponent counts the energy icons on her side of the table and adds one to activate eight energy.

Control Phase

Your opponent doesn't control any locations yet, so she skips this phase.

Deploy Phase

She plays **Shikami Follower [1U99]**, **Resource Technician [1C92]**, and **GR-Blade [1C25]** to **Ganymede/Pilgrim's Camp**. When she does this, your opponent pays the energy cost for each unit, notes the support icons she needs to play it, and places it at the location where she is playing it. Note that **GR-Blade** is a *vehicle* and the others are *characters*. Some cards specifically affect vehicles while some affect characters. Vehicles and characters are both kinds of *units*. Units can play only to sites or aboard ships.

Your opponent also decides to play a weapon, **Gongen Katana [1U68]**, beneath **Shikami Follower**. To play the weapon, she looks at the text next to the card type on the middle of the card and sees that it says *WEAPON (Character)*. This means she can play it beneath any of her characters. Then she pays the energy cost (0 in this case) and notes the support icon cost. She then places the **Gongen Katana** beneath the **Shikami Follower**. That weapon now belongs to that unit. A unit may have only one weapon at a time. The **Gongen Katana** adds to the **Shikami Follower's** defense and has an ability in its game text that she can use during a battle.

Battle Phase

There are no ships or units on the table that can battle. Battles can only occur at locations where both players have units and/or ships.

Move Phase

Your opponent does not want to move any of her units.

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Draw Phase

There is one card in your opponent's active pile but she wants to save it for next turn, so she chooses not to draw it. She recirculates her used pile and ends her turn with four cards in hand.

Turn 4 – Your Turn

Activate Phase

You count up the icons on your side of the table and add one to activate eight energy.

Control Phase

You perform a drain action for two energy at **Earth/Humanity's Home**. Because you have a unit or ship at this location and your opponent does not, you *control* this location. When you control a location, you can perform a *drain action* there.

When you do this, your opponent must lose one energy for each energy icon on her side of the location. She can normally lose this energy from the top of any pile, or from her hand. However, note the ability on **Hawk's Wing**. It says that your opponent can't lose cards from her hand to a drain here. Your opponent chooses to lose one card from her active pile and one card off the top of her reserve. Whenever you lose a card from play or when you lose energy, it goes to your lost pile. Each lost card is placed face up and is revealed to both players before it's put in the lost pile.

You do not control any other locations so you pass on the rest of your control phase. Technically, when you pass on your opportunity to perform an action, your opponent then has a chance to perform an action. If you both pass consecutively, that means the current phase ends and it's time to move on to the next phase. Most players don't formally say, "Pass" to end a phase, they just move on to the next phase when they're done. However, it's a good idea to understand how that really works.

Deploy Phase

You play **Qurim Life Ship [1C255]** at **Earth/Humanity's Home**. You pay its energy cost of six and note the Quay icon you have at **Alnak Station/Hallway**. Even though the **Hawk's Wing** is a Maverick card and **Qurim Life Ship** is a Quay card, they can work together once you have them both in play. Sometimes you need to make strange alliances to get what you want!

Battle Phase

There are still no locations where a battle can occur.

Move Phase

You choose not to move any of your units in play.

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Draw Phase

You choose not to draw the two cards in your active pile. If you leave them, you'll have more energy to use next turn! You recirculate and end your turn.

Turn 5 – Your Opponent's Turn

Activate Phase

Your opponent counts the energy icons on her side of the locations in play and adds one to activate eight.

Control Phase

Since your opponent has units at **Ganymede/Pilgrim's Camp** and you do not, she performs a drain action and causes you to lose two energy. You lose the top two cards of your reserve.

Deploy Phase

Your opponent chooses not to play anything this turn.

Battle Phase

No battles can occur yet.

Move Phase

Your opponent doesn't want to move any of her units and passes.

Draw Phase

She draws five cards from her active pile – one at a time – and leaves three. Your opponent then ends her turn.

Turn 6 – Your Turn

Activate Phase

You count the energy icons on your side of the table and add one to activate eight energy.

Control Phase

You drain for two at **Earth/Humanity's Home**. Your opponent can't lose cards from her hand (because of **Hawk's Wing**), so she loses two off of her reserve.

Deploy Phase

You play **Maverick Bot** to **Ganymede/Vantage Point**. You'd like to play **Jack Wilgress** this turn, but he requires three Maverick support icons and you only have two. The **Maverick Bot** is the key to playing **Jack Wilgress** this turn. It is an independent unit – it's not affiliated with any faction – and it can be played without having to use any support icons. You use the ability on **Maverick Bot** and place it on your used pile to add a Maverick support icon to

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Ganymede/Vantage Point. You now have three Maverick support icons in play. You have enough to play **Jack Wilgress** to **Ganymede/Pilgrim's Camp**.

Battle Phase

You choose to begin a battle at **Ganymede/Pilgrim's Camp**. In order to perform an attack action, you must pay one energy. Now the battle has begun! Each battle has five separate steps. Before each step, each player can play interrupts and use activated abilities that affect the outcome of the battle.

After the attack action resolves, the first thing you do is play an interrupt from your hand. You play **Up the Sleeve**. An interrupt is a card that is played and has a one-time effect and then goes away. **Up the Sleeve** is an *Interrupt (Used)*, which means that after you play it, you place it on your used pile. It will be recirculated and you may even draw it again! **Up the Sleeve** allows you to place a card from hand on top of your reserve. You put the **Quay Navigator** on top of your reserve. Then you pass on your opportunity to perform another action, and your opponent passes as well. That moves the battle on to the next step.

Battle Destiny Step: During the Battle Destiny Step, you check to see if you have at least 4 total tactics from your units in that battle. Since both you and your opponent each have 4 tactics you both reveal the top card of your reserve, note the number in the upper right corner, and then place that card on your used pile. The number on the card you revealed adds to your *battle destiny*. You reveal the **Quay Navigator** – a 6, and your opponent reveals a 3.

Attrition Step: First, you use **Jack Wilgress'** ability to make him immune to attrition. The cost for this ability, listed before the "≈" symbol, is to lose a card at random from your hand. You fan your hand face down to your opponent, and she picks **Katal Inciter**, which you place in your lost pile. **Jack Wilgress** is now immune to attrition. During the attrition step, each player has to satisfy attrition equal to his or her opponent's battle destiny. You satisfy attrition by damaging your units at the location of the battle until their combined defense is at least equal to the battle destiny. Since you attacked, you must satisfy attrition first. Your opponent has attrition of 3, but since you made **Jack Wilgress** immune to attrition and you have no other units, you do not have to damage anything! Your opponent damages her **Resource Technician**, which has a defense of 4, and the **GR-Blade**, which has a defense of 2. Each time a unit or ship is damaged, turn it sideways ninety degrees. She has now satisfied the 6 attrition you caused.

Power Step: Your opponent has a weapon on her **Shikami Follower**, but she knows she can't possibly hit **Jack Wilgress** (his defense is 7), so there is no point to using that weapon ability in this battle. In the power step, each player totals up his or her own

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power. Add the battle destiny from earlier to your total. Your opponent has a total power of 10 and you have a total power of 13 – you win the battle!

Loss Step: Since your opponent lost the battle, she has *casualties* equal to the amount she lost the battle by. She must satisfy 3 casualties. Each damaged unit she has reduces her casualties by its defense, so her casualties are reduced to zero. If she had more casualties to satisfy, she could choose to damage more units or to lose energy from one of her piles or cards from hand.

End of Battle Step: At the end of the battle, each player must destroy all his or her damaged units. Destroyed units and ships are placed in the lost pile. Since your one unit isn't damaged, you do not have to lose it, but your opponent must lose both of her damaged units. Once this happens, the battle is finished.

Move Phase

You choose not to move any of your units.

Draw Phase

You have no cards in your active pile so you can't draw any cards. You have no cards in hand. Both players recirculate, and your turn ends.

Turn 7 – Your Opponent's Turn

Activate Phase

Your opponent counts her energy icons and adds one to activate eight.

Control Phase

She does not control any locations, so no drains can occur.

Deploy Phase

Your opponent plays **Infantry Officer [1C32]**, **Infantry Support Vehicle [1C33]**, and **Close Support Pilot [1C10]** to **Ganymede/Pilgrim's Camp**. She also plays **Ganymede/Traginium Source [1C309]**. This is a sector that is related to the Ganymede locations already on the table. Your opponent places it at the end of the Ganymede locations already in play.

Battle Phase

Your opponent uses one energy to perform an attack action at **Ganymede/Pilgrim's Camp**.

Battle Destiny Step: Both players have at least 4 tactics so both players can reveal a card to add to their battle destiny in this step. Your opponent reveals a 0 and you reveal a 1. You got lucky – you won't have to lose **Jack Wilgress** this turn.

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Attrition Step: You don't have any cards in hand, so you can't make **Jack Wilgress** immune to attrition, but since your opponent has battle destiny of 0, you won't have to damage any units! Your opponent has to satisfy attrition of 1 and chooses to damage the **Close Support Pilot**.

Power Step: Your opponent has a total power of 9 and you have a total power of 8 – don't forget that you add your battle destiny to your total power. Your opponent wins this battle.

Loss Step: Since your opponent won the battle by 1 power, you have to satisfy casualties of 1. You could choose to damage **Jack Wilgress**, but you'd like him to stick around for a while. You choose to lose the top card of your reserve instead.

End of Battle Step: You do not have any damaged units to lose, even though you lost the battle. Your opponent had to damage one unit to satisfy her attrition, so she loses the **Close Support Pilot**, and the battle ends.

Move Phase

Your opponent chooses not to move her units in play.

Draw Phase

Your opponent draws two cards and both players recirculate to end the turn.

Turn 8 – Your Turn

Activate Phase

You count the icons on your side of the table and add one to activate nine.

Control Phase

You perform a drain action for two at **Earth/Humanity's Home**. Your opponent loses two from the top of her reserve.

Deploy Phase

Since you don't have any cards in hand, you can't play anything.

Battle Phase

You could battle at **Ganymede/Pilgrim's Camp**, but you don't want to lose **Jack Wilgress** and you don't want to press your luck and hope your opponent draws another 0 for battle destiny. You choose not to battle this turn.

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Move Phase

You move **Jack Wilgress** to **Ganymede/Vantage Point**. In order to move him, you pay 1 energy and place him at an adjacent location. If you wanted to, you could choose to move him again. You can move a unit as often as you can afford to pay for it. Each unit costs 1 energy to move each time you want to move it. You like **Jack Wilgress** where he is, so you choose not to move him again.

Draw Phase

You need cards! You draw six – **Natural Talent [1U250]**, **Ganymede/Vantage Point [1U314]**, **Makal Claw Beast [1C246]** (two of these), **Katal Inciter [1C237]**, and **Stinger [1C156]**. You have six cards in hand two cards in your active pile. You recirculate your used pile to end your turn.

Turn 9 – Your Opponent's Turn

Activate Phase

Your opponent counts the number of energy icons on her side of the table and adds one to activate ten.

Control Phase

She performs a drain action for two at **Ganymede/Pilgrim's Camp**. You choose to lose two cards off the top of your reserve.

Deploy Phase

Your opponent plays **Survey Cruiser [1C48]** and **Inca 2 [1R31]** at **Themis/Mobile Asteroid**. She then plays **Veteran Pilot [1U54]** aboard (beneath) **Inca 2**. Because she has a unit with *Piloting* aboard **Inca 2**, she will now get the benefit of its game text ability during a battle.

Battle Phase

She doesn't have any units that are able to battle.

Move Phase

Your opponent chooses not to move any of her units.

Draw Phase

Your opponent cannot draw any cards, so she recirculates and ends her turn.

Turn 10 – Your Turn

Activate Phase

You count the icons on your side of the table and add one to activate nine.

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Control Phase

You perform a drain action for two at **Earth/Humanity's Home**. Your opponent loses two cards from the top of her reserve. Then you perform another drain action for three at **Ganymede/Vantage Point**. She loses one from her hand and two more off the top of her reserve.

Deploy Phase

You play **Ganymede/Vantage Point** between your opponent's **Ganymede/Vantage Point** and **Ganymede/Pilgrim's Camp**. Locations are "unique" only for each player. You can still play a unique location even if your opponent already has a copy of it in play. It is treated as a separate location. When you play your copy of **Ganymede/Vantage Point**, you pay 1 energy to use its ability to download a **Ganymede/Hunter's Camp [1S305]** from your reserve, show it to your opponent, take it into hand, and then shuffle your reserve. You play **Ganymede/Hunter's Camp** as an encampment beneath **Earth/Humanity's Home**.

Now that you have a second Quay support icon, you can do some damage! First, you play **Katal Inciter** to **Ganymede/Pilgrim's Camp**. Then you play **Natural Talent**. **Natural Talent** is an *Asset (Site)*. Assets are cards that play to the table (often beneath a site or unit) and have an ongoing effect on the game. **Natural Talent** makes each of your opponent's units at the site where it is played tactics -1. At **Ganymede/Pilgrim's Camp**, that means your opponent no longer has 4 tactics!

You also play two copies of **Makal Claw Beast** and a **Stinger** to the same location.

Battle Phase

You perform an attack action at **Ganymede/Pilgrim's Camp**.

Battle Destiny Step: You have at least 4 tactics so you can reveal a card to add to your battle destiny. You draw a 5. Because the asset you played reduced the tactics of each of your opponent's units, she cannot reveal a card to add to her battle destiny.

Attrition Step: Your opponent damages the **Infantry Support Vehicle** to satisfy your attrition. You don't have any attrition to satisfy.

Power Segment: You have a total power of 14. Notice that your opponent's **Infantry Officer's** ability is no longer in effect. The **Shikami Follower** has a printed tactics of 3, but **Natural Talent** reduces it to 2. Your opponent has a total power of six. You win the battle! When you win, you can use the triggered abilities of several of your units. You can tell they're triggered abilities because they start with "Each time..." The **Katal Inciter** allows you to take the top card of your used pile into your hand when you win a battle at its location. The **Makal Claw Beast** allows you to use 1 energy to take a card into hand from your used pile. You use the ability of one **Makal Claw Beast** to take

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Katal Dalaka [1U236] into hand. You cannot use the ability on the second **Makal Claw Beast** because you do not have any energy left in your active pile.

Loss Step: Your opponent has 8 casualties. The damaged **Infantry Support Vehicle** reduces her casualties to 2. She loses two cards off the top of her reserve.

End of Battle Step: You don't have any damaged units. Your opponent loses her damaged **Infantry Support Vehicle** and the battle ends.

Move Phase

You choose not to move any of your units.

Draw Phase

You cannot draw any cards. You recirculate and end your turn.

Turn 11 – Your Opponent's Turn

Activate Phase

Your opponent counts the energy icons on her side of the table and adds one. The total is 11. Your opponent declares that she is going to activate eight energy. This leaves one card left in her reserve. You do not have to activate all the energy that you can. After you total up your energy icons, you can declare any number up to and including that total. However, you can only perform one activate action in the same activate phase.

Control Phase

Your opponent performs a drain action for two at **Themis/Mobile Asteroid**. You lose two cards from the top of your reserve.

Deploy Phase

She plays **Tamon Fighter [1C108]** to **Themis/Mobile Asteroid**. The **Tamon Fighter** has an ability that allows her to *retrieve* one energy. When a card allows you to retrieve, you take a card at random from your lost pile and place it on top of your used pile. She shuffles the cards from her lost pile face down and lets you choose one, placing it unseen by both of you on top of her used pile. Then she replaces her lost pile face up. She then plays **Shikami T.S.V. [1C100]** at **Ganymede/Pilgrim's Camp**. The **Shikami T.S.V.** has *Transport 4*. This means that when it moves, you can move up to four characters with it at no extra energy cost.

Battle Phase

Your opponent doesn't want to perform any attack actions.

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Move Phase

She pays 1 energy to move the **Shikami T.S.V.** to the adjacent **Ganymede/Vantage Point** with the **Shikami Follower** and **Infantry Officer**. She then pays 1 more energy to move the **Shikami T.S.V.** again to the other **Ganymede/Vantage Point** along with both characters.

Draw Phase

Your opponent chooses not to draw any cards. She has one card in her active pile. She recirculates and ends her turn.

Turn 12 – Your Turn

Activate Phase

You count the energy icons on your side of the table and add one to activate eleven.

Control Phase

You perform a drain action for two at **Earth/Humanity's Home**. Your opponent loses two cards from the top of her reserve. Then you perform a drain action for one at **Ganymede/Pilgrim's Camp**. Your opponent loses the last card in her hand.

Deploy Phase

You play **Stinger** to **Ganymede/Vantage Point**. You then play the **Katal Dalaka** on **Jack Wilgress**. Even though the **Katal Dalaka** is a Quay weapon, it is a *Weapon (Character)* so it can be played beneath any of your characters.

Battle Phase

You pay 1 energy to perform an attack action at **Ganymede/Vantage Point**.

Battle Destiny Step: Both players have at least 4 tactics. You reveal a 5. Your opponent also reveals a 5.

Attrition Step: You damage **Stinger** to cover all the attrition against you. Your opponent chooses to damage **Infantry Officer** and **Shikami T.S.V.** to cover her attrition.

Before the Power Segment, you decide to use the ability on your weapon. Remember, between the steps of a battle, players can play interrupts or use activated abilities (like your weapon ability). Usually, that doesn't happen, but the opportunity is always there. You wisely waited until your opponent damaged units to cover attrition before using your weapon ability to target the other undamaged unit.

The ability on **Katal Dalaka** lets you pay 1 energy to target a unit your opponent has in a battle. You target your opponent's **Shikami Follower**. You reveal a card for

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destiny and compare it to the defense of the Shikami Follower. You reveal a 6! The **Katal Dalaka** says that the target **Shikami Follower** is damaged and your opponent must choose to either pay 2 energy or lose 2 energy. Since she doesn't have 2 energy in her active pile to pay, she loses 2 energy off the top of her reserve.

Power Segment: Now, you total your power. You have 15 and your opponent has 13. You win the battle!

Loss Step: Your opponent has 2 casualties. The damaged units easily reduce this to zero so she does not have to lose any more cards.

End of Battle Step: You lose the damaged **Stinger**. All of your opponent's units are damaged, so they are all lost.

Move Phase

You choose not move any units.

Draw Phase

You draw three cards – **Hellcat Aviatrix [1C132]**, **Raider [1U147]**, and **Ganymede/Frontier Camp [1S303]**. There is one card in your active pile. You both recirculate and you end your turn.

Turn 13 – Your Opponent's Turn

Activate Phase

Your opponent chooses to activate only four.

Control Phase

She drains for two at Themis/Mobile Asteroid. You lose one card from hand and one from the top of your reserve.

Deploy Phase

Your opponent has no cards to play.

Battle Phase

She cannot perform any battle actions.

Move Phase

Your opponent moves **Inca 2** and the **Survey Cruiser** to **Earth/Humanity's Home**. When you move a ship, you must pay 1 energy, like moving a unit. You may move a ship from one sector in play to any other sector in play. Like movement for units, ship movement is unlimited – you can move a ship as often as you choose to pay for it.

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Draw Phase

She draws two cards and recirculates to end her turn.

Turn 14 – Your Turn

Activate Phase

You choose to activate eleven energy.

Control Phase

You perform a drain action for one at **Ganymede/Pilgrim's Camp**. Your opponent loses one from the top of her reserve. You then perform a drain action for three at **Ganymede/Vantage Point**. She loses two from hand and one from the top of her reserve.

Deploy Phase

You play **Raider** to **Themis/Mobile Asteroid**. You choose not to use the ability on the **Raider**. Since it says, "you may," that ability is optional. You don't have to use it if you don't want to. You play **Hellcat Aviatrix** aboard (beneath) the **Raider**.

Battle Phase

You pay one to perform an attack action at **Themis/Mobile Asteroid**.

Battle Destiny Step: You have 4 tactics so you reveal a card to add to your battle destiny – it's a 3. Your opponent does not have 4 tactics so she can't reveal a card to add to her battle destiny.

Attrition Step: Your opponent damages **Tamon Fighter** to cover the attrition of 3.

Power Step: You have 10 power and your opponent has 2. You win the battle!

Loss Step: Your opponent has 8 casualties. It's reduced by 4 from the damaged ship, but she still has to lose 4 energy. She has to lose all of the energy she has left!

Your opponent has no energy left! You win the game!

That's the end of this **WARS Introductory Sample Game**. If you've got more questions, visit your local game shop and ask for their **dAgent** Decipher representative, or go online to find rules documents, card lists, and message forums for the whole WARS TCG community at **warstcg.fanhq.com**.

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