

EARTHER • GONGEN • MAVERICK • SHI • QUAY

# WARS

TRADING CARD GAME™

# Downloadable Sample Deck A

**Try out Decipher's new WARS TCG for free!**

Print out these sheets, cut out the cards, slip them into card sleeves and you're ready to go! If you've already played Decipher's SWCCG, then you'll find a lot is familiar, but there are some new twists!

There are two different *WARS TCG* decks available for download. **Sample Deck B** is also available along with the **Introductory Sample Game** that will help you to learn to play *WARS TCG*!

Ready for more? Look for *WARS TCG* tournament events near you by checking the Platinum Preferred Retailer list on Decipher.com. If your retailer is not a Decipher Platinum Preferred Retailer, get them to sign up at [decipher.com/wheretobuy/retailersignup.html](http://decipher.com/wheretobuy/retailersignup.html) so you don't miss out!

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The Art of Great Games™

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- gameplay questions: [warstcg.com/rulesquestions](http://warstcg.com/rulesquestions)
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**0**

**Unlimited, Encampment** (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

**Ganymede/Exploratory Camp**

LOCATION (SITE)

ILLUS. BY NICK STATHOPOULOS TM & © 2004 DECIPHER INC. 1 S 301

**0**

**Unlimited, Encampment** (Stack this card beneath target location where you have an energy icon, unit, or ship. This card is no longer a location or site and target gains this card's energy and support icons that are on your side. You may stack only one encampment here.)

**Ganymede/Pilgrims' Camp**

LOCATION (SITE)

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**2** • **Jossel Swin** **5**

A former squad leader, Swin was demoted when his hatred of the Mavericks manifested in extreme violence. Since the rift opened, his sanity has been in constant flux.

CHARACTER • KIZEN • CISYN • UNIT

POWER **3** TACTICS **3** DEFENSE **5**

• Pay 3 energy ≈ This character is immune to attrition until end of turn.

Each time you would reveal a card for battle destiny in a battle here, you may pay 3 energy. If you do, reveal three cards from the top of your reserve, choose one of them to add to your battle destiny instead, then put them on top of your used pile in any order.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1 P 1

**5** • **Horatio Hicks** **3**

Hicks is the leader every Earther wants to be – and everyone else wants to kill. He's seen a lot of action, and it has made him a stoic and composed commander.

CHARACTER • KIZEN • ICOM • UNIT

POWER **4** TACTICS **6** DEFENSE **4**

**Piloting 3** (As long as this character is aboard a ship, that ship is power +3 and tactics +3.)

• Pay 3 energy ≈ This character is immune to attrition until end of turn.

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**3** **Infantry Officer** **3**

The mantra of officers such as Rayne Leclere: "Those who don't follow orders are traitors to the cause."

CHARACTER • CGC • WARRIOR • UNIT

POWER **1** TACTICS **2** DEFENSE **4**

As long as this character is at a site where you have a character that has tactics > 2, this character is power +2.

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**3** **Infantry Support Vehicle** **2**

Earther forces have developed many mobile weapons platforms. They are used during ground battles as well as assaults on fixed enemy positions.

VEHICLE • FEDGRAV • UNIT

POWER **3** TACTICS **1** DEFENSE **6**

**Size 2** (This vehicle counts twice against a ship's capacity.)

**Transport 1** (Each time this vehicle moves, you may move with it one of your characters.)

Pay 2 energy ≈ If this vehicle is at a site adjacent to a site battle, move it to the location of that battle.

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**2** **GR-Blade** **2**

Earther infantry is escorted by close support craft. These Blades are able to maneuver quickly and deliver heavy firepower.

VEHICLE • FEDGRAV • UNIT

POWER **3** TACTICS **2** DEFENSE **2**

**Size 2** (This vehicle counts twice against a ship's capacity.)

**Transport 1** (Each time this vehicle moves, you may move with it one of your characters.)

Pay 4 energy ≈ If this vehicle is in a site battle, make your battle destiny +2 in that battle.

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**5** **Survey Cruiser** **1**

Cruisers are used by Earthers to keep watch for enemy vehicles, as well as for deployment of special operations forces.

SHIP (CAPACITY 2) • ICOM • CAPITAL

POWER **4** TACTICS **2** DEFENSE **8**

You cause attrition +1 at each related site.

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**3** Corporate Transport **3**

Earth's Central Governance Corporation often commissions lavish corporate ships. This luxury is often appreciated more by the second owner.



SHIP (CAPACITY 3) • CAPITAL

POWER **2** TACTICS **1** DEFENSE **4**

Pay 2 energy ≈ Your side of this ship's location gains an  support icon until end of turn.

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER INC. 1 C 277

**2** Shikami T.S.U. **4**

Tenryu Strike Vehicles provide fire support for the kokata units of each NōBot.



VEHICLE • SHIKAMI • UNIT

POWER **3** TACTICS **1** DEFENSE **2**

**Size 3** (This vehicle counts three times against a ship's capacity.)  
**Transport 4** (Each time this vehicle moves, you may move with it up to four of your characters.)  
 • Pay 2 energy ≈ If this vehicle is at a site, make target unit here defense -2 until end of turn.

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**4** Resource Technician **2**

Gongen are able to find the building blocks of energy in the most unlikely places.



CHARACTER • CHUO • TECH • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

As long as this character is at site that has no support icons on your side, you generate 2 more energy here.

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**3** Corporate Transport **3**

Earth's Central Governance Corporation often commissions lavish corporate ships. This luxury is often appreciated more by the second owner.



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 • Pay 2 energy ≈ If this vehicle is at a site, make target unit here defense -2 until end of turn.

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•Luna/Military Outpost **0**



**LOCATION (SECTOR) • MOON**

Each time a player's capital enters play here, that player may play a fighter here. That fighter costs no energy to play.

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**3** •Ganymede/Large Point



**LOCATION (SITE)**

When this location enters play, you may pay 1 energy. If you do, download a location that has "Ganymede" in its title.

ILLUS. BY DAVID DEEN TM & © 2004 DECIPHER INC. 1 U 314

**0** •Ganymede/Underground Bunker



**LOCATION (SITE) • UNDERGROUND**

As long as you have a unit here, your side of this location gains a support icon.

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•Ganymede/Traginium Source **3**



**LOCATION (SECTOR) • MOON**

Each player's drain here is +1 for each related site he or she controls.

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**0** Untold Power of Visions **6**



**ASSET (KIZEN)**

The benefits Jassel Swin provides for Earth are without measure — his unbalanced mind has the invaluable gift of foresight.

You can't play more than one of this asset beneath the same kizen.

- Pay 1 energy ≈ Examine the top two cards of target player's reserve. Return one of them, then put the other on top of that player's used pile.

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**0** Sidearm **4**



**WEAPON (CHARACTER) • RANGED**

Earthier troops are well-trained in firing small weapons. James Howler is among the best of the Earthier marksmen.

As long as this character is at a site, you cause attrition +1 here.

- Pay 3 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < **D** + this character's tactics.

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**0** Shift in Tactics **5**



**INTERRUPT (Lost)**

"Abort Attack Plan Foxtrot. Move to the left of the landing pad — and hit them hard!"

You may play this interrupt only during a battle, before the battle destiny step.

The next time you would reveal a card for battle destiny, make your battle destiny +X instead, where X is the tactics of target unit you have in this battle.

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**6** Escort Cruiser **2**



**SHIP (CAPACITY 2) • iCOM • CAPITAL**

**POWER 5 TACTICS 2 DEFENSE 8**

Escort cruisers accompany battleships to provide protection for the more expensive ships.

You cause attrition +1 here for each related site where you have a vehicle.

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**4** • **Zocho** **1**

*"...from the South tsunami and flood come to heap destruction on our shores. Zocho will stand to hold back the tides." — Tenryu naming ceremony, 2382*



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

**Transport 4** (Each time this ship moves, you may move with it up to four of your fighters.)  
This ship is power +1 for each of your other ships here.

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**3** **Tamon Fighter** **3**

*Gongen pilots train to "speak" with the onboard programming of their ships. Only when the mind and machine are one can victory be certain.*



SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

When this ship enters play, you may retrieve a card.

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**0** **Jet Pack Attack** **6**

*Used brilliantly by Kano Masako in defense of Takumi City. The neural interface on the thruster pack allows for immediate and surprising results.*



INTERRUPT (Used)

Move target character you have at a site adjacent to a site battle to the location of that battle.

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**0** **Gongen Katana** **2**

*Each katana is crafted to its bearer, named, then blessed by the master artisan that created it. The warrior's mind resides at peace within the blade.*



WEAPON (CHARACTER) • MELEE

This character is defense +2.

- Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < **D**.
- Pay 3 energy ≈ Put this weapon in its owner's hand.

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**2** **Close Support Pilot** **3**

*Hank Cates, much like most of his fellow Earther pilots, will go into battle anywhere with the feeling his cause is righteous and just.*



CHARACTER • COM • UNIT

POWER **1** TACTICS **2** DEFENSE **3**

**Piloting 1** (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)  
Each time a ship moves from here, if this character is aboard a fighter, you may move that fighter to the same location.

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**2** **Veteran Pilot** **2**

*Pilots like Tiandre Sulson would sooner give up their lives than move their ships out of battle position. Earther pilots are known for their tenacity.*



CHARACTER • COM • UNIT

POWER **1** TACTICS **2** DEFENSE **3**

**Piloting 1** (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)  
Pay 4 energy ≈ If this character is aboard a fighter, target ship here can't move until end of turn.

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**2** **Gongen Bot** **6**

*Sumo bots are programmed both for entertainment and more practical purposes. Their high utility and low maintenance make them perfect worker bots.*



CHARACTER • BOT • UNIT

POWER **1** TACTICS **1** DEFENSE **1**

Put this character on top of its owner's used pile ≈ Your side of target location gains a support icon until end of turn. You may use this ability only during your deploy phase.

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