



Downloadable Sample Deck B

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 A** 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 so you don't miss out!

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- websites: decipher.com, warstcg.com
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- tournaments and organized play website: dgm.com
- customer service email: customerservice@decipher.com
- address: P.O. Box 56, Norfolk, Virginia, USA 23501-0056
- telephone: 757-623-3600

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Gangymede/Frontier Camp

LOCATION (Site)

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.)

ILLUS. BY DENNIS CALERO TM & © 2004 DECIPHER INC. T S 303

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Gangymede/Hunters' Camp

LOCATION (Site)

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.)

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•Themis/Mobile Asteroid

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LOCATION (Sector) • ASTEROID

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

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3

Gangymede/Vantage Point

LOCATION (Site)

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

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4

•"Two-Way" Berson

2

Conjoined twins? Body modification? The way one head laughs at you tells you you're not going to ask.

CHARACTER • CARTEL • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 2

Each time you drain here, you may drain using energy icons on your side of the location instead of your opponent's side.

ILLUS. BY KIERAN YAMNER TM & © 2004 DECIPHER INC. T R 162

1

Sultry Opportunist

3

Nicky Strahl laughed and shouted for another drink. "Hand over those dice. We're gonna let it ride."

CHARACTER • NEST • ROGUE • UNIT

POWER 1 TACTICS 1 DEFENSE 4

At the start of each of your control phases, you may pay 2 energy. If you do, and **D** > opponent's **D**, retrieve a card.

ILLUS. BY MICHELLE SPALDING TM & © 2004 DECIPHER INC. T U 157

3

General Bots NAV4

1

Repairs. Upgrades. Reprogramming. Nothing is more reliable than a Nav4.

CHARACTER • KNAVES • BOT • UNIT

POWER 1 TACTICS 1 DEFENSE 3

When this character enters play, you may draw up to **D** cards from your reserve.

ILLUS. BY CHRISTIAN SCHWAGER TM & © 2004 DECIPHER INC. T U 128

0

Up the Sleeve

3

Loose clothing can hide more than just cards. "Dressed to kill" has a whole new meaning when all the players dress that way.

INTERRUPT (Used)

You may play this interrupt only during a battle, before the battle destiny step. Reveal a card from your hand and put that card on top of your reserve.

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1 **Katal Dalaka** **4**

True Quay warriors favor the satisfaction of making their killing blow with horn, talon, or teeth. Weapons are for the weak or outnumbered.



WEAPON (CHARACTER) • MELEE

• Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. If target's defense < **D**, damage it and your opponent chooses to pay or lose 2 energy.

ILLUS. BY BRITT MARTIN TM & © 2004 DECIPHER INC. 1 U 236

2 **Luhus Dalaka** **4**

Secondary spurs expand when a Quay becomes enraged, inflicting grievous wounds.



WEAPON (CHARACTER) • MELEE

• Pay 0 energy ≈ You may pay **D** energy. If you do, damage target unit your opponent has in a site battle here that has defense < 5.

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2 **Hawk's Wing** **3**

Many "decommissioned" ships have ended up in the Outer Rim through devious means. Starhawk claimed this Type III.



SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER 2 TACTICS 2 DEFENSE 4

Your opponent can't lose cards from his or her hand to a drain here.

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3 **Independent Transport** **3**

The priorities of the Mavericks are simple: function over form. Unless, of course, you're talking about personal appearance.



SHIP (CAPACITY 3) • CAPITAL

POWER 2 TACTICS 1 DEFENSE 4

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

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1 Makal Claw Beast **3**

The ferocity of Yapakat does not end with the death blow. The Makal tribe's frenzy is enduring and feeds upon itself.



CHARACTER • MAKAL • PREDATOR • UNIT

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

Each time you win a battle here, you may pay 1 energy. If you do, search your used pile for a card, put that card in your hand, then shuffle your used pile.

ILLUS. BY TORSTEIN NORDSTRAND TM & © 2004 DECIPHER INC. 1 C 246

1 Katal Inciter **3**

It is said that a Quay warrior is vulnerable while recovering from kundanaka. So far, no one has been able to prove this claim.



CHARACTER • KATAL • PREDATOR • UNIT

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

Each time you win a battle here, you may put the top card of your used pile in your hand.

ILLUS. BY JAMES KYMAN TM & © 2004 DECIPHER INC. 1 C 237

6 Qurim Life Ship **2**

"I observed as the hideous vessel extended barbed tendrils down into the planet's surface and sucked power from its magnetic field." — Earther commander



SHIP (CAPACITY 4) • QURIM • CAPITAL

POWER **5** TACTICS **3** DEFENSE **7**

Characters aboard this ship don't count against its capacity.

ILLUS. BY ROB BURNS TM & © 2004 DECIPHER INC. 1 C 255

4 Quay Navigator **6**

Qantana, like most Quay pilots, uses his ships as he uses his own armored physique — with fierce, reckless abandon.



CHARACTER • QURIM • PREDATOR • 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 your opponent drains at a related location, you may put this character on top of its owner's used pile. If you do, cancel that drain.

ILLUS. JOHN HOWE, COLOR MATTIAS SIVGG TM & © 2004 DECIPHER INC. 1 U 252

3 •The Gambler **5**

"There isn't any 'luck' involved, boy. I thought you would have worked that out yourself."



CHARACTER • KIZEN • CARTEL • UNIT

POWER **3** TACTICS **5** DEFENSE **6**

- Lose a card at random from your hand ≈ This character is immune to attrition until end of turn.
- Pay 2 energy ≈ Put a card from your hand on top of your reserve.

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2 Hellcat Aviatrix **2**

Dawn was quick to cut to the point. "Fast, slow, that's not the issue. What you want is to get there without being seen."



CHARACTER • HELLCATS • UNIT

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

Piloting 2 (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

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7 •Jack Wilgress **5**

Only once was Wilgress caught without his weapon. As he waited for his wounds to heal, he swore there wouldn't be a next time.



CHARACTER • KIZEN • KNAVES • UNIT

POWER **7** TACTICS **7** DEFENSE **7**

- Lose a card at random from your hand ≈ This character is immune to attrition until end of turn.

Each time a power step ends here, if your total power is 21, destroy each of your opponent's units here.

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7 Raider **2**

The trick to piracy is finding the victims in the first place — but some savvy privateers make it a prosperous living.



SHIP (CAPACITY 4) • KNAVES • CAPITAL

POWER **5** TACTICS **2** DEFENSE **8**

When this ship enters play, you may activate 1 energy for each of your opponent's ships here.

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Ganymede/Frontier Camp

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LOCATION (SITE)

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2 **Maverick Bot** **6**

In the Outer Rim, bots are unusual and eclectic. Many are programmed for social functionality due to the often lonesome nature of living in space.

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.

ILLUS. BY JOSHUA THEJAMES SHAW TM & © 2004 DECIPHER INC. 1 U 283

4 **Stinger** **3**

Pieces of so many different vehicles have been grafted to this one that no one remembers what it looked like in the beginning.

VEHICLE • HELLCATS • UNIT

POWER **3** TACTICS **2** DEFENSE **5**

Size 3 (This vehicle counts three times against a ship's capacity.)

Transport 2 (Each time this vehicle moves, you may move with it up to two of your characters.)

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