

WARS TCG Rules Summary

Setup: Each player selects a location, puts it into play, shuffles their deck, and draws 8 cards.

I. Activate Phase: Place up to (Energy Symbols +1) cards from your Reserve into your Active Pile.

II. Control Phase: If you have units/ships at a location and your opponent doesn't, you may drain them. Your opponent loses 1 energy for each Energy Symbol on their side of that location.

III. Deploy Phase: You may play any number of cards in any order, as long as you can pay the energy cost, and have the requisite number of Support Icons. You may only play cards at locations where you have either an Energy Symbol, unit, or ship. Note that cards with a (♦) are unique, and each player may have only one copy of each unique card in play at a time.

- Locations are put into play adjoining a related location, or alone (if no related locations).
- Ships are put into play at a Location (Sector).
- Units are put into play at a Location (Site), or aboard a ship with sufficient *Capacity*.
- Assets and Weapons are attached to one of your cards of the appropriate type.
- Orders are played and then placed either in the Used or Lost Pile (as the card indicates).

IV. Battle Phase: The active player may initiate battle at any location where you and your opponent have units or ships by paying 1 energy. When battling at a Sector, units aboard ships don't add their Tactics or Power, but can be damaged. Damaged units still add Tactics and Power if able.

1. Battle Destiny Step: If either side has tactics ≥ 4 , its battle destiny is equal to the Destiny Number of the top card of their Reserve (which is placed into the Used Pile afterward).
2. Attrition Step: Each side damages units/ships until the total defense of damaged units/ships is at least equal to the opponents Battle Destiny, plus any attrition modifiers.
3. Power Step: Add up the total Power of units/ships here and add the Destiny Number to it (remember that units do not add power at Sectors). Whoever has the highest Power total wins.
4. Loss Step: The losing side suffers casualties equal to the difference in Power totals. Units/ships (even if damaged) are worth their defense value. Energy can also be lost as casualties.
5. End of Battle: Damaged units are sent to their owner's Lost Pile.

V. Move Phase: Units and ships may be moved for 1 energy per move (without limit). Ships can be moved to any Sector. Units can be moved to an adjacent Site, or to a Ship at an related Sector (so long as that ship has enough *Capacity*), or from a ship to any related Site. Note that some Vehicles and Ships have the *Transport* ability which allows them to bring other units along for free when they move.

VI. Draw Phase: You may draw any number of cards from your Active Pile into your hand. At the end of the turn, both players put all the cards in their Used Pile at the bottom of their Reserve (no shuffling).

Other Notes:

- Interrupts and Activated Abilities can be played at any time (unless specified otherwise). This includes just after or before a step within a phase (ie. before the Attrition Step in combat).
- Interrupt cards are either placed in your Lost Pile or Used Pile (as the card indicates).
- Orders, Interrupts, and Abilities with (●) in their title may only be played or activated once per turn per dot.
- *Lose Energy* = Place a card from your hand, Reserve, Active, or Used Pile into your Lost Pile.
- *Pay Energy* = Move a card from your Active Pile to your Used Pile.