



Phases of Your Turn

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

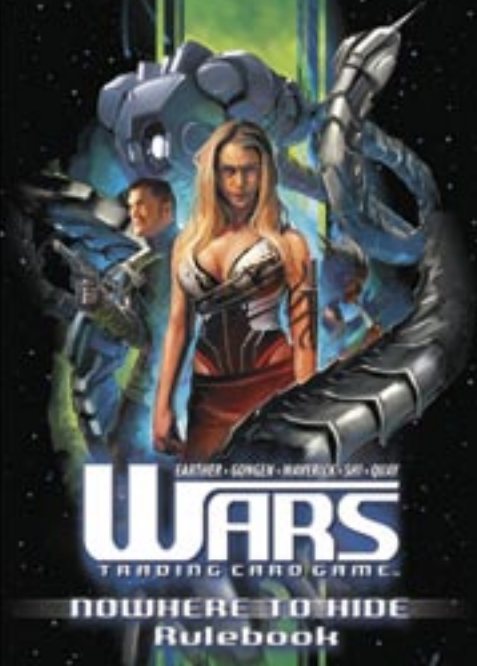


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When the Mind and Body Become One

I still don't know how my arm got torn off on Themis. I do know that I made a good friend there in a young Maverick girl named Hotwire. She fixed up my missing arm and helped me out of a few jams. She's a good kid, and sort of cute too.

As my self-diagnostic programs repaired some of my missing memories, I realized who I was and what I was doing. They call me Talker. They think that's funny, because I don't have a mouth. A diplomacy bot without a mouth, what a laugh. Look, I didn't ask to be a DR-614. You play the cards you're dealt.

I work for the Cartel. My job is information gathering. Mostly, that means I listen, watch, and record. I've got some sizable data storage devices, if I do say so myself.

After my rescue at the hands of noble Hotwire, we scrambled from Themis in a hurry after she developed some gambling problems. We headed for the Rats' Nest on Ceres, where she thought she could find a job.

As luck would have it, since my brains were still scrambled, the Gongen I was keeping tabs on had followed us. I have a strong hunch that they were involved with my missing arm going missing. The Gongen thugs made a scene, and we had to make a quick exit once again. I told Hotwire that The Gambler would treat her well if she got me to Europa, and we were off.

We found a fast taxi and made it to the transport terminal in record time. That driver got a big tip, let me tell you. I found a bean counter working for the Cartel at the terminal. He smuggled us aboard a hulk on a return trip to see The Boss. The accommodations were less than sumptuous, but Hotwire only complained for a couple of hours.

She was worried about meeting the famous Gambler, but I told her he was a sweetheart when you get to know him. She figured I was lying just to make her feel better. I told her she had a future in the diplomacy biz, and that she was correct. That Gambler guy is a right bastard when he wants to be. Which is most of the time.

We got to know each other over the forty-hour trip. The Haggard Hulk we were riding had a heck of a drive to get us there that fast, but we also had a close approach. My traveling companion was impressed with the 5G accel.

Hotwire was a Cog. She grew up on Themis, but she always wanted to see the Outer Rim and find her fortune, or something corny like that. Kids always spin these kinds of tales, but they're enthusiastic and don't usually know enough to get scared. I like that.

Luckily, we didn't have to bend around Jupiter, since that gravity well is a hull breaker. Europa was on this side of the Big Planet, and when we got close we were met by a couple of Cartel Type-II ships. Hotwire said they moved fast for ships that old, and I assured her that The Gambler had 'em all fixed up to welcome visitors. She spotted some extra cannons too.

The procedure for a visit to Europa hadn't changed. We powered down and they boarded us. Some thugs came on board with heavy hardware and treated us real badly. They did a cavity search on the ship and both of us too. Hotwire didn't like the frisking, but I told her not to give them any lip. The Gambler's boys are not the forgiving type.

With a close escort from the two fighters all the way down, we landed at one of the visitor pads at The Gambler's complex. Hotwire's only comment on the place as we completed our approach was, "Wow." Our new friends the thugs yanked us from the hulk and ushered us through the connecting tunnels to see The Man Himself.

There were dozens of scanners, some handled by techs and some hidden in the walls, as we stepped through sealed doorways into antechambers. I'd been through this before, but Hotwire was getting pissed.

Finally, two big double doors opened up into the biggest office I've ever seen. Two skinny white-faced mannequins stood at either end of a huge desk in the back of the room. I'd seen this red haired pair at the Rats' Nest. A large figure sat behind the desk, his back to us. A bald head shone prominently above the chair back.

The skinny guys both turned toward the desk and said in unison, "They're here, Boss."

The chair whirred as the motors turned it, and Hotwire saw The Gambler for the first time. He sighed rather loudly and looked us both up and down. "New arm, Talker?" he asked, in that deep, gruff voice.

"Yep. Courtesy of my friend here. Her name's Hotwire. She rescued me on Themis. I was pretty beat up." I gestured toward her with my new, heavy lifter arm.

"Can she talk?" asked The Gambler.

"Yeah, I can talk, Mr. Gambler. I didn't care much for your boys frisking me, and those scanner probes are too personal for my tastes. What you need..."

"Okay, enough talking, shut up now." He squinted one eye at her, and raised the other eyebrow. A withering look. She withered. "Look girlie, I appreciate your rescue of our bot here. Here's a small token of my affection." He paused and each of the redheads gave her a thousand-cred marker. "There might be more, depending on the info we've got here."

"Um, okay, thanks," stuttered Hotwire, taking the markers. She looked at her boots.

"Now let's get down to business." The Gambler put his meaty hands on the desk and leaned forward. "Talker, tell me what you got. Just the digest version, we'll examine your files later." He looked from one redhead to the other. "Spiderboys, get some chairs." Hotwire noticed that each of the redheads had a large spider on his shoulder. She shot me a "yuck" look.

We took our seats. The chairs were metal and uncomfortable. I opened a wireless connection with the desk computer. A holo screen appeared across the front edge between him and us. I fed the display some of the records I had stored as I spoke.

"You sent me to Themis to spy on the Gongen. The hot tip you got said that some Gongen operatives were looking for a Maverick scientist by the name of Crookshank. Sounded like a bad holodrama to me. I found Crookshank on Themis." The holo showed a scrawny scared man wearing goggles on his head and tech overalls. "That's what I'm good at, finding people. I have a way of blending in, being innocuous, acting like a piece of furniture. Most humans don't take much notice of bots anyway. Their loss."

"Keep it moving, bot," growled The Gambler.

I hit the fast forward. "I followed the geek for a few days. Man, that was boring. He thought he was being sneaky, running down alleys with double backs. I could follow him across town just listening to his hammering heartbeat." Crookshank glanced over his shoulder in the holo, leaving a cheap hotel.

"Okay, here's the payoff." I slowed the holo and it showed a dark meeting with the scientist and four Gongen, the same ones that found us at the Rats' Nest. "Crookshank returned a sample to the Gongen. Something they had given him to analyze. He told them it was triginium. They didn't know the word, so he told them what it was."

"Some radioactive crap they burn off in the mines on Ganymede," said The Gambler. "Never been worth a cred."

"Yeah, well funny thing is, the Gongen guys got interested at this point," I told him. "Crookshank gave them some hard data," in the holo he handed over a small data drive in exchange for some cred markers, "and they paid him off."

The Gambler was stroking his chin with his hand at this point. I wanted to tell Hotwire this was a good sign, but I couldn't right then. I'd have shot her a meaningful glance, but my bot face is lousy at that.

"Run that back so I can hear it, Talker." The Gambler leaned forward and peered at the holo. I rewound and started again, turning up the volume.

"Ganymede is the only place I know of to get this," said Crookshank. "All the mines there burn it off. It's radioactive, so it's difficult to store." He paused, looking curious. "What... do you want it for?"

"We found these traces in a meteoroid impact. We wanted to know what the material was. We don't think it's anything important." The Gongen looked stern, as if he wanted Crookshank to believe him.

"I heard that one of your big bots stopped working on Gongen," ventured the scientist, nervously. "I don't suppose this has anything to do with that?"

"Nothing at all," snapped the Gongen. "Your career as a scientist will be prolonged if you stop asking questions and specialize in answering them."

The Gambler said, "Alright, that's enough. We'll analyze it over the next few hours. See the data techs to get it downloaded."

I cut off the transmission and the holo fizzled. "I know the drill," I replied. "Hard to believe somebody is interested in truginium, isn't it?"

"The Gongen aren't the only ones taking an interest," said The Gambler. "But that's not your concern right now. Download that data, and we'll prep you for your next trip."

"Thanks, Boss." I would have grinned. "What do you have for Hotwire here?" She sat up straight and smiled weakly.

"She's no Earther spy, we've run her history," said The Gambler, leaning back. Hotwire's jaw dropped. "She's young and nobody knows her, and those are assets in my business." He looked at her, eye to eye. "Looking for a job, girlie?"

"Yeah, sure!" Hotwire brightened.

"You're kinda perky, and I don't like that. If you're gonna work for us, you'll have to get laid back."

"I can do laid back, really. I can." He looked unconvinced. "I'll work on it," she said, firmly.

The Gambler laughed. He had a good laugh, but I hadn't heard it often. "Alright, girlie. Talk to Ajax at the front desk. We'll see what we can do. Maybe you should go with Talker here on his next trip. You two work well together." She grinned and put her hand on my arm. "Now get the hell out of here, I got serious work to do."

We muttered our thanks, stood up, and walked out. The Spiderboys removed the chairs. As we left, we passed a tattooed, half-mech Maverick that growled around a cigar at us. She strode through the double doors, and we heard The Gambler rumble, "Three hours of knife work, and you can't get this guy to talk? How much of him is left?"

Hotwire shuddered. The doors closed with a thud, and we went on about our business on Europa.

Find more WARS fiction at warstcg.com.

What's New in *Nowhere to Hide*

Captain – This ability on a ship identifies a character card, and as long as that character is aboard that ship, the ship and all units aboard it are immune to attrition.

keyword – Some keywords are followed by numbers, and if a card gains that keyword again, the numbers are added together.

A character with Piloting 1 who gains Piloting 2 now has Piloting 3.

Quickdraw – This ability on a card adds one or more bullets (•) to any activated abilities that already have a bullet on a weapon beneath that card. The number of bullets added is equal to the number after Quickdraw (like “Quickdraw 2,” for example). Each bullet added allows another use of that ability during the same turn.

“removed from the game” – When an ability includes this phrase, set that card aside so that it can't be used in the current game and doesn't affect that game. When that game is done, put that card back in its owner's deck.

revert – To rotate an inverted card 180 degrees back to its uninverted state. You can't revert a card that's not inverted. When an inverted card is reverted, its original power, tactics, defense, and abilities are used.

WARS™ Trading Card Game *NOWHERE TO HIDE* Rulebook Introduction

Welcome to a game of endless possibilities. Most card games have just one deck of cards that never changes, but a trading card game (or TCG) works differently. In a TCG, each player brings his or her own deck, which can be customized using any cards that player has collected.

In *WARS TCG*, two players struggle for dominance in a richly detailed future setting. Your cards represent the people, ships, and other resources under your command. You'll use them to drain your opponent's sources of energy, and send them into battle against your opponent's forces.

If you eliminate the last of your opponent's remaining energy, you win the game!

Learning to Play

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 this book to get started and soon be teaching them how to play.

The rules up to and including “Winning the Game” should be enough for you to play your first few games. The additional rules on later pages cover less frequent situations in the game, and will be easier to understand once you grasp the basics.

Important Concepts

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, Maverick, Shi,** and **Quay**. In addition, **Independent** forces are employed by each to augment their strength.

Each card in *WARS TCG* belongs to one of the five factions, or 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.

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.

Character, NōBot, Vehicle, Ship

A **character** or **NōBot** is one or more beings (including bots and aliens) which you send into battle against your opponent's forces at ground locations. A **vehicle** is a war machine, and its crew, that also battles at ground locations.

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

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



Weapon, Asset, Order, Interrupt

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

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

An **order** can be played for a one-time effect during your deploy phase.

An **interrupt** also produces a one-time effect, but can be played during any phase of either player's turn.



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.

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.

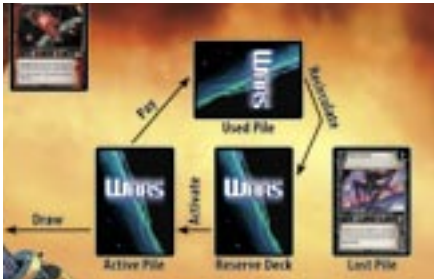


Energy

Energy is your most important resource. Each card in your deck is 1 energy. During the game, your energy flows through three piles as you use it to carry out your strategy.

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.

Energy in your **active pile** can be used to pay energy costs on 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.



Energy in your used pile recirculates at the end of each player's turn (both your turns and your opponent's turns) for you to eventually activate and pay energy costs again. When you *recirculate* energy, take your entire used pile and put it on the bottom of your reserve without looking at or changing the order of the cards.

During a game, you will often have to lose energy. 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.

There are reminders of how all this works later on. For now, just remember that energy flows through three piles (reserve, active pile, and used pile), and that any of your cards that isn't in one of them is no longer energy. If you have no energy remaining, you lose the game.

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.

Destroy and Dismiss

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 may choose one of your cards or one of your opponent's.

Target

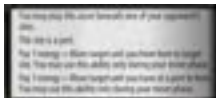
When one of your cards uses the word "**target**," you choose something for that card to affect.

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

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.

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: activated abilities, triggered abilities, and ongoing abilities.

An **activated ability** is any ability that contains a rift (\approx) symbol. You choose when to use activated abilities on your cards in play, during your turn or your opponent's. The part before the \approx 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 (\bullet) symbols at the beginning, meaning you can only use that ability once during each player's turn for each of those symbols.

Your unit has the ability “• Pay 2 energy ≈ Draw a card from your reserve.” The ≈ symbol tells you this is an activated ability. Paying 2 energy is the cost to use it. Each time you do, you draw a card from your reserve. That’s the effect. The • symbol tells you that you may use this ability only once during a single turn.

A **triggered ability** is any ability beginning with the words “when,” “each time,” or “at.” The text goes on to describe a specific event that can occur in the game. Whenever that trigger occurs, the ability automatically produces an effect.

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 happens automatically each time one of your units at the same location is damaged. Each time that trigger happens, you activate 0, 1, or 2 energy (your choice).

An **ongoing ability** is any other ability on a card. 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.

Cards Override Rules

Any time a card contradicts a specific rule, the card takes precedence.

If a card says “You can’t draw any more cards until end of turn,” you can’t draw cards, even though the rules allow you to do so during the draw phase.

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.

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

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

Each location, even one your opponent played, generates for you 1 energy for each energy icon on your side (the side facing you). 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.

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.

2. Control Phase

In this phase, you may perform drain actions. You may drain one time at each location you control that has at least one energy icon on the side facing your opponent. Each drain action targets only one location.

You control each location where you have at least one ship or unit and your opponent doesn't. When you drain at such a location, 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 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.

3. Deploy Phase

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

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 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 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 ♣, and you have only three ♣ support icons, you may still play other cards that require ♣ support icons on the same turn.

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. The effects of these cards are cumulative.

Playing a Location

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

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 it, 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.

Playing a Ship

When you pay the costs to play a ship, choose a target sector in play where that ship will enter play. It must have at least one energy icon on your side of it, unless you already have another ship at that sector.

Playing a Character, NōBot, or Vehicle

When you pay the costs to play a character, NōBot, or vehicle, choose one of two places where that character, NōBot, or vehicle will enter play.

You may play it at a target site in play. It must have at least one energy icon on your side of it, unless you already have another character, NōBot, or vehicle at that site.

You may play it at a target sector, aboard (stacked beneath) one of your target ships. Each ship lists a capacity, the maximum number of characters, NōBots, and/or vehicles that ship can carry.



Playing a Weapon

When you play a weapon, choose your target card in play to give that weapon to. The weapon is played beneath the card. The card type line of the weapon specifies in parentheses what sort of card it may be given to.

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

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.

Playing an Asset

Some assets play together in a separate part of the play area. Other assets are given to specific other cards. Like a weapon, the asset is played beneath the card.

The card type line of an asset will specify in parentheses what sort of card, if any, you must give the asset to. When you play such an asset, choose an appropriate target card to give it to.

Usually, you can only play an asset beneath one of your cards. Many assets have an ability that allows you to play them beneath one of your opponent's cards.

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.

Playing an Order

An order provides a one-time effect at the time you play it. There are two kinds of orders, ORDER (USED) and ORDER (LOST). After you perform the effects of a used order, put it on top of your used pile, where it again becomes part of your energy. After you perform the effects of a lost order, put it in your lost pile.

Playing an Interrupt

An interrupt provides a one-time effect at the time you play it. There are two kinds of interrupts, INTERRUPT (USED) and INTERRUPT (LOST). After you perform the effects of an interrupt, put it on top of your used pile or in your lost pile, as you would a used order or lost order.

Unlike an order, you may play an interrupt during any of the six phases of your turn or your opponent's turn. Interrupts are the only cards you can play outside of your deploy phase.

Some interrupts have a bullet (•) symbol before their card titles, just like some activated abilities have before their costs. If an interrupt has this symbol, you can only play one copy of it each turn.

4. Battle Phase

In this phase, you may perform attack actions. You may attack one time at each location where both players have a unit and/or ship. Each attack costs you 1 energy, and 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.

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.

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.

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

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.

You and your opponent now compare total power. The player with the higher total wins the battle. In a tie, neither player wins.

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.

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.

End of Battle Step

All damaged cards belonging to either player are destroyed. The player whose turn it is goes first, choosing the order for his cards. Then the other player chooses the order for his or her cards. When both players are done with this, the battle ends.

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.

5. 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. Each movement costs you 1 energy. You may perform a movement action with the same ship or unit multiple times.

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.

6. 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.

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.

Winning the Game

You win the game if at any point your opponent has no energy remaining. The cards in a player’s reserve, used pile, and active pile make up that player’s energy (cards in hand do not).

Building a Deck

The strategy of *WARS TCG* grows even deeper when you construct your own deck using cards from your collection.

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.)

The Stack and Initiative

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.

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), draining (control phase), attacking (battle phase), movement (move phase), and drawing (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 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.

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 the 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 you take your drain off the stack and perform its effects – your opponent loses energy.

Triggered Abilities

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.

Glossary

This glossary explains additional terms and rules not covered thus far, and expands on some aspects of the game you've already read about.

battle – 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. Each damaged card is destroyed.

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.

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 the second.

costs – 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 phase action is canceled, prevented, or otherwise altered after you've paid its costs, those costs remain paid.

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.

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.

encampment – A location that has this keyword can either be played normally as a separate location, or stacked beneath a location already in play (similarly 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 \leq support icon on the side facing you. The encampment has one energy icon and a \geq 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 \leq support icon, and a \geq support icon on the side facing you.

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

inverter – Each card that has this label on its card type line has a separate set of power, tactics, and defense numbers, and sometimes 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.

keyword – Text in **boldface** in a text box is a keyword that has built-in gameplay. Keywords are often followed by helper text that explains them. Each keyword is a separate ability, although sometimes they're found on the same line, separated by commas.

label – Text in **SMALL CAPS** with a bullet (•) on a card's card type line is a label, used by abilities to identify and select that card. A label is not an ability or a keyword and has no built-in gameplay. Many of these words have significance to the story of the game.

leaving play – When a card leaves play for any reason, all units aboard it, assets and weapons beneath it, and cards stacked on it are put in their owners' lost piles.

lost – A card "is lost" at the time you put it in your lost pile, from anywhere.

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.

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.

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

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 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.

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.

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

size — Some units list a size, indicating they count more than once against a ship's capacity. Units which do not list a size are "size 1."

One of your ships has capacity 4, and has one 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.

stacked 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.

target — 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.

transport – Some ships or vehicles have transport, indicating that when that ship or vehicle moves, it can move other cards with it. The number after the word transport is how many fighters a ship may transport (or how many characters a vehicle may transport). You don't have to pay additional energy to move these transported cards.

“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 or lost)” – These words on the card type line of an interrupt or order mean that you choose one of two effects to perform. That choice determines whether the card is placed in your used pile or lost pile.

“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.

Collector Information

The *Nowhere to Hide* set for *WARS TCG* comes in 60-card starter decks (there are two 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 “2 U 47.” The first number is the set number, with 2 indicating *Nowhere to Hide*. The letter is the availability code. Last is the number for that card.

A complete set of *Nowhere to Hide* has 167 cards: 55 rares (R), 55 uncommons (U), 55 commons (C), and 2 premium foils (PF) 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).

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

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