

GUNDAM WAR INSTRUCTION MANUAL

Revised Edition Ver.2

(CHAPTER. 1) WELCOME TO THE GUNDAM WAR CCG

INTRODUCTION

Gundam War puts you in command over an army of powerful Gundam mobile suits and only those with a strategic vision for victory will be able to harness their true power. Each Gundam War team possesses unique strengths that allow you to customize your forces to your battle style. The war for universal supremacy is upon us! The time to enlist is now.

CARD BREAKDOWN

CARD TYPES (left upper corner of card) --- *UNIT, CHARACTER, OPERATION, COMMAND, or GENERATION*

RARITY (left bottom of card) --- *Rare, Uncommon, or Common*

CARD NUMBER (left bottom of card) --- *U-S1, CH-W4, O-Z9, C-X41, G-Z112, or SP-1(Special promotion cards)*

CARD COLOR --- *There are 7 different colors, each representing a faction. Each faction has distinctive game strengths:*

[BLUE] - Earth Federation, A.E.U.G., League Militaire

Good at recovery, production, and defense effects. Many of the main characters in the Gundam TV series belong to this faction.

[GREEN] Principality of Zeon

Contains strong COMMAND cards, with serious damage effects to the opponent.

[BLACK] Titans, Zansare Empire

Specializes in effects that apply to multiple cards, and is adept at destroying individual cards too.

[RED] Neo Zeon, Cross-Bone Vanguard

Defense-oriented, concentrating on cards that void the opponent's card effects.

[BROWN] Turn A, Gundam X

Contains many effects to recycle cards from the Discard Pile or Junkyard.

[WHITE] Wing Gundam, Gundam Seed

Contains many of strong UNIT and COMMAND cards.

[PURPLE] Neutral

IMPORTANT: If the text of a card and the rules contradict each other, the card text ALWAYS takes priority.

UNIT cards

The futuristic battle suits that fight for you, such as Mobile Suits, Mobile Armors, Battleships, Fortress, etc. UNIT cards are brought in play by placing them on the Station area. UNIT cards can be used to Attack or Defend by themselves or with attached CHARACTER or OPERATION cards.

Corps Generator Power : The least amount of GENERATION cards with a specific Corps color (Earth Federation, Neo Zeon, etc.) you must have in your Station area to bring this card into play.

Total Generator Power : The total amount of GENERATION cards you must have in your Station area to bring this card into play.

Card Cost : The amount of cards you must pay from your Nation Pile to the Discard Pile to bring this card into play, in addition to the Corps and Total Generator Power requirements.

Card Name

Effect : The effect the card has during the game.

Flavor text

Battle Points : The card's strength in Battle. From top to bottom: STRIKE POINTS, SHOOTING POINTS and DEFENSE POINTS.

IMPORTANT! When an asterisk (*) appears in the above formula, it represents a "0" (zero) that cannot be altered. In other words, card effects that add or subtract from it in any way are negated.

Card Number & Rarity

UNIT Type : The area where this UNIT card can engage in Battle (Earth or Space).

CHARACTER cards

Characters provide extra Battle Points or additional game effects to a UNIT card. CHARACTER cards are brought in play by placing them on UNIT cards in the Station area unless otherwise specified on the card.

Corps Generator Power : The least amount of GENERATION cards with a specific Corps color (Earth Federation, Neo Zeon, etc.) you must have in your Station area to bring this card into play.

Total Generator Power : The total amount of GENERATION cards you must have in your Station area to bring this card into play.

Card Cost : The amount of cards you must pay from your Nation Pile to the Discard Pile to bring this card into play, in addition to the Corps and Total Generator Power requirements.

Card Name

Male/Female Designation: M=Male, F=Female

Adult/Child Designation: Ad=Adult, Ch=Child

New Type/Coordinator Designation: NT=New Type, CO=Coordinator

Effect : The effect the card has during the game.

Flavor text

Battle Points : The card's strength in Battle. From top to bottom: STRIKE POINTS, SHOOTING POINTS and DEFENSE POINTS.

IMPORTANT! When an asterisk (*) appears in the above formula, it represents a "0" (zero) that cannot be altered. In other words, card effects that add or subtract from it in any way are negated.

Card Number & Rarity

COMMAND cards

Events that provide additional game effects during game phases. COMMAND cards are brought in play by placing them in the Station area. Multiple COMMAND cards can be played during one

turn, providing their Card Costs can be paid and Generator Power requirements met.

COMMAND cards are sent to the Junkyard immediately after use.

Corps Generator Power : The least amount of GENERATION cards with a specific Corps color (Earth Federation, Neo Zeon, etc.) you must have in your Station area to bring this card into play.

Total Generator Power : The total amount of GENERATION cards or power you must have in your Station area to bring this card into play.

Card Cost : The amount of cards you must pay from your Nation Pile to the Discard Pile to bring this card into play, in addition to the Corps and Total Generator Power requirements.

Card Name

Effect : The effect the card has during the game.

Flavor text

Card Number & Rarity

OPERATION cards

Strategic cards which provide additional game effects during game phases. OPERATION cards are brought in play by placing them in the Station area or sometimes attaching them to a UNIT card. The Effect remains valid while this card is in play (until destroyed by the opponent).

Corps Generator Power : The least amount of GENERATION cards with a specific Corps color (Earth Federation, Neo Zeon, etc.) you must have in your Station area to bring this card into play.

Total Generator Power : The total amount of GENERATION cards you must have in your Station area to bring this card into play.

Card Cost : The amount of cards you must pay from your Nation Pile to the Discard Pile to bring this card into play, in addition to the Corps and Total Generator Power requirements.

Card Name

Effect : The effect the card has during the game.

Flavor text

Card Number & Rarity

GENERATION cards

Represent the army's manpower resources and technology. Generator Powers requirements must be met to bring cards into play during the game. GENERATION cards are brought into play by placing them in the Station area. GENERATION cards are the only cards in the *Gundam War CCG* that do not require a Card Cost to be paid to be brought into play.

Corps symbol : 1 GENERATION card produces 1 Generator Power for the faction(Color) this Corps belongs to, unless otherwise specified on the card.

Card Name

Effect : The effect the card has during the game.

Card Number & Rarity

IMPORTANT! *Basic GENERATION Cards* all follow the same format: "(Auto A): Generate 1 (color) Generator Power." GENERATION Cards with any other effects are known as *Special GENERATION cards*.

Playmat

The Gundam War Starter Deck comes complete with a Playmat. The Playmat includes the following areas:

Nation Pile : The area where a player's Deck is placed, FACE DOWN.

Discard Pile : The area to which a player discards to pay a Card Cost or to move cards from Nation Pile as Battle Damage. Discards are always FACE DOWN.

Defunct Pile : An area OFF THE PLAYMAT, to the right of the Station area. Cards are moved here FACE UP. Cards in the Defunct Pile may not return to the game.

Hangar area : An area OFF THE PLAYMAT, to the left of the Station area. Cards are moved here FACE UP. Cards in the Hangar area may be used by the Hangar's owner as if they were held in his hand.

Junkyard : The area in the bottom right of the Station area to which a player discards when a card is destroyed. Cards are moved here FACE UP.

Station area : The staging area for your UNIT, CHARACTER, OPERATION and GENERATION cards. Any Attack or Defense must originate with a card from the Station area.

Space area: The area where UNIT cards with UNIT Type "Space" engage in Battle.

Earth area: The area where UNIT cards with UNIT Type "Earth" engage in Battle.

(CHAPTER. 2) GAME SEQUENCE

BEGINNING PLAY

To begin play, make sure each player has:

- a Deck of 50 cards
- a Playmat
- a Game Manual (one per Starter Deck)
- several coins (some cards require coins to track points)

IMPORTANT: Although normal gameplay requires a 50 card Deck, two players can immediately begin playing with this 60-card Starter Deck by constructing two 30-card Decks.

Deck Building

When building your 50-card Deck, there is one simple rule to keep in mind: All cards are limited to 3 copies per Deck, except GENERATION cards, which are unlimited. Special Generation cards are limited to 6 total in a deck, this includes any combination of Special Generations.

You are also allowed to mix cards of all factions & Corps in your deck.

** The name of a card determines if it counts as the same copy of a card, for Characters the name of the Character is used, while for a UNIT card you use the name of the card as well as the unit model designation found under the cards name.*

Winning the Game

To win, a player must:

- Be the last player to have cards remaining in their Deck on the Nation Pile.

Losing the Game

A player loses the game when:

- the player's Deck on the Nation Pile is exhausted

Damage and Battle Damage

It is very important to remember the difference between "Damage" and "Battle Damage" in Gundam

“Damage” is inflicted to in-play cards, not the Nation Pile. Damage is applied to cards and compared to their DEFENSE POINTS.

“Battle Damage” is inflicted to the Nation Pile, not in-play cards. Battle Damaged Nation Pile cards are moved to the Discard Pile FACE DOWN.

Sequence of Gameplay

Each player’s turn consists of proceeding through all four phases of gameplay. Players alternate turns until there is a winner. The phases are explained more fully in the *Gameplay* section.

Start your turn



1. Reroll Phase - Reroll all your cards



2. Draw Phase - Draw a card from your Deck on the Nation Pile



3. Assign Phase - Play up to 1 card of each card type (UNIT, CHARACTER, OPERATION, GENERATION)

IMPORTANT: COMMAND cards are not limited by this rule



4. Battle Phase

- a) Attack Step – Attacker brings his UNIT cards to the Earth or Space area
- b) Defense Step – Defender brings his UNIT cards to the Earth or Space area to prevent the opponent’s Attack
- c) Resolution Step – Resolve the Battle.
- d) Return Step – Move any UNIT cards (with any attached CHARACTER or OPERATION cards) in the Earth or Space area to the Station area.



5. End Phase- Adjust attacker’s hand down to 6 cards if they have more than 6 cards in hand. Damage on units is removed at this point.

Gameplay

Now the moment has come to prove who the master of Gundam is! The following in-depth rules take you through each phase of gameplay. When the smoke of battle clears, there can be only one victor!

Before the game begins, each player should:

- Compile a 50 card Deck
- Shuffle their Deck and place it FACE DOWN on their Nation Pile
- Draw a 6 card hand*

Once this preparation is complete, flip a coin or play rock-paper-scissors to determine who goes first.

IMPORTANT: Although normal gameplay requires a 50 card Deck, two players can immediately begin playing with this 60-card Starter Deck by constructing two 30-card Decks.

*** REDRAW conditions**

There are two instances in which the FIRST hand of the game may be REDRAWN;

a) When a player doesn't draw any Basic GENERATION cards.

In this case, show all 6 cards to your opponent, return them to your Deck, and reshuffle. Then redraw 6 cards to your hand.

NOTE: This type of redraw is only allowed ONCE. Also special generations don't count.

b) When a player is unhappy with the cards he has drawn.

In this case, return all 6 cards to your Deck and reshuffle. Then redraw 5 CARDS to your hand.

NOTE: This type of redraw is allowed a total of 3 times. However, a player draws 1 card less each time. In other words, 5 cards are drawn on the first redraw, 4 on the second, and 3 on the third.

Redraw a) CANNOT be done after Redraw b) is performed. However, Redraw b) CAN be done after Redraw a) is performed.

REROLL Phase

NOTE: For the player who goes first, they proceed directly to the Assign phase on their first turn.

1. Turn all your cards in Roll status (horizontal) to Reroll status (vertical).

Reroll status card (vertical image)

A card which is ready to be used. It can be designated for Battle in the Battle Phase. Strike Points and Shooting Points on a Reroll status card can be used against an opponent.

Roll status card (horizontal image)

A card which has been played. It CANNOT be designated for Battle in the Battle Phase. Strike Points and Shooting Points on a Roll status card cannot be used against an opponent. However, a Roll status card's effect remains active.

DRAW Phase

NOTE: The player who goes first cannot draw on his first turn of the game.

1. Draw 1 card from your Deck.

ASSIGN Phase

Place any cards from your hand in play by placing them FACE UP in the Station area. If you wish, you may bring 1 card of each Card Type (except COMMAND cards) into play during this phase. However, remember that the Generator Powers requirement must be met and the Card Cost paid to bring a card into play.

GENERATION cards are placed FACE UP in Reroll status in the Station area. No Generator Powers requirement or Card Costs are needed to play this card. Only 1 GENERATION card per turn can be played.

Generator Powers

In general, 1 Generator Power is produced by placing 1 GENERATION card in the Station area. Generator Powers are necessary to meet the Generator Power requirements needed to play any type of card except GENERATION cards themselves.

Each GENERATION card represents the Generator Power of a particular faction, identified by the card's border color.

(example)

2 Blue Generator Powers + 1 Green Generator Power + 1 Brown Generator Power = 4 Generator Powers in total

Generator Powers aren't consumed when cards are played—they remain on the Playmat in Reroll status (unless put in Roll status by other card effects) for the entire game. Generator Powers are still valid even if a GENERATION card is in Roll status.

Placing a Card

1. Before you play a card, check which faction's GENERATION cards you have in your Station area.

<i>Corps Generator Power :</i>	The least amount of GENERATION cards with a specific Corps color (Earth Federation, Neo Zeon, etc.) you must have in your Station area to bring the card you wish to play.
<i>Total Generator Power :</i>	The total amount of GENERATION cards you must have in your Station area to bring the card you wish to play.

2. Pay the Card Cost by moving the required number of cards from the top of your Nation Pile to the Discard Pile (FACE DOWN).

(Example)

2 Blue Corps Generator Powers and 4 Total Generator Powers (including the 2 Blue Corps UNITS), plus 1 FACE DOWN card from the Nation Pile to pay the Card Cost is required to bring this card into play.

3. Apply Card effects described on the card (only if the effect occurs when the card is put into play).

UNIT cards are placed FACE UP in Roll status in the Station area. Remember that the Generator Powers requirement must be met and the Card Cost paid to bring a card into play. Only 1 UNIT card per turn can be played.

CHARACTER cards which are brought into play must be attached to an in-play UNIT card, in the same status (Roll or Reroll) as the UNIT card. Remember that the Generator Powers requirement must be met and the Card Cost paid to bring a card into play.

You cannot change or replace a CHARACTER card which has been attached to a UNIT card, or put a CHARACTER card into play with the same card name as an in-play CHARACTER card, even if they were brought into play by card effects. The new CHARACTER card must be immediately sent to the Junkyard if such a situation occurs.

Only 1 CHARACTER card can be played per turn.

OPERATION cards are placed FACE UP in Reroll status in the Station area or are attached to an in-play UNIT card, in the same status (Roll or Reroll) as the UNIT card. Remember that the Generator Powers requirement must be met and the Card Cost paid to bring a card into play.

You cannot change or replace an OPERATION card which has been attached to a UNIT card, even if it was brought into play by card effects. Only 1 OPERATION card per turn can be played.

IMPORTANT!

COMMAND cards are NOT normally played at this time. Instead, they are played at any time during the phase described on the card. Unlimited COMMAND cards can be played as long as you can meet the Generator Powers requirement and pay the Card Cost of each card you bring into play.

ANY → a card a player can use anytime during the game.

TURN/PHASE/STEP → a card a player can only use during the specified Turn, Phase or Step.

BATTLE Phase

The Battle Phase is played in the following sequence of Steps:

- a) Attack Step – Attacker brings his UNIT cards to the Earth or Space area.
- b) Defense Step – Defender brings his UNIT cards to prevent the opponent's Attack.
- c) Resolution Step – Resolve the Battle.
- d) Return Step - Move all UNIT cards (with any attached CHARACTER or OPERATION cards) in the Earth or Space areas to the Station area.

a) Attack Step

Line Up a SQUAD

A group of UNIT cards (and any cards attached to them) that are lined up and grouped together for Battle are called a SQUAD. Place all UNIT cards (and any cards attached to them) in one vertical line as shown. There is no limit on the number of cards in the same SQUAD.

- The Attacker designates a SQUAD in the Station area as ATTACKERS by moving them (and any attached CHARACTER or OPERATION cards) from the Station area to the Earth and/or Space area.
- Apply Card effects described on the cards (only if the effect occurs when the card is placed into Battle). The effects remain valid until end of the current turn.

IMPORTANT!

- *UNIT cards in Roll status in the Station area CANNOT Attack.*
- *Check the UNIT Type (Earth or Space) on the UNIT cards. UNIT cards can only move to the area specified by their UNIT Type. Some UNIT cards can move to either area.*
- *There is no limit on the number of cards in the same SQUAD.*
- *A single UNIT card CAN Attack as a SQUAD.*
- *A player may Attack both Earth and Space areas with different SQUADS during the same turn (one SQUAD per area).*
- *A player can choose to pass and not Attack at all during a turn.*
- *UNIT cards with the designations "Base" or "Fortress" on the card CANNOT Attack.*
- *Remember that COMMAND cards can often be played during the Battle Phase that can greatly affect the outcome of a Battle.*

b) Defense Step

- The Defender designates a SQUAD in his Station area by moving them (and any attached Character or OPERATION cards) from the Station area into the Earth area and/or Space area of his choice (even if there are no Attackers in the area).
- Apply Card effects described on the cards (only if the effect occurs when the card is placed into Battle). The effects remain valid until end of the current turn. Cards whose card effects prevent them from moving into Battle must move back to Station area in its original Roll/Reroll status.

NOTE:

- Check the UNIT Type (Earth or Space) on the UNIT cards. UNIT cards can only move to the area specified by their UNIT Type. Some UNIT cards can move to either area.
- UNIT cards with the designations "Base" or "Fortress" on the card CAN Defend.
- Remember that COMMAND cards can often be played during the Battle Phase that can greatly affect the outcome of a Battle.

c) Resolution Step

When:

- there is an Attacker and Defender: Resolve the Battle (see "Resolve the Battle").
- there is an Attacker ONLY: The Attacker inflicts Battle Damage directly to his opponent's Nation Pile (see "Resolve an Attacker-Only Battle").
- there is a Defender ONLY: Nothing happens. The Defender cannot inflict Battle Damage to his opponent's Nation Pile.

Resolution

Add up all the Battle Points of the UNIT cards in the same SQUAD using the following formula. Be sure to take into account any modifications to the UNIT card Battle Points caused by attached CHARACTER cards.

STRIKE POINTS from the front row of the SQUAD + SHOOTING POINTS from the rest of UNIT cards = TOTAL BATTLE POINTS of the SQUAD

NOTE: The STRIKE POINTS & SHOOTING POINTS of a UNIT card in Roll status is regarded as 0. The DEFENSE POINTS of a rolled unit remain unchanged.

(example)

3 STRIKE POINTS from the front row UNIT card + 2 SHOOTING POINTS from the 2nd row UNIT card + 1 SHOOTING POINTS from the 3rd row UNIT card = 6 TOTAL BATTLE POINTS

Resolve the Battle

1. The Attacker & Defender's Total Battle Points are SIMULTANEOUSLY applied to the other player's SQUAD.
2. The Battle is resolved by applying their opponent's Battle Points to each player's SQUAD, starting with the UNIT card at the front of the line and moving towards the UNIT card at the end. The Battle Points are compared to the DEFENSE POINTS of each UNIT card in this order.

3. When the Battle Points are equal to or more than the UNIT card's DEFENSE POINTS, the UNIT card is destroyed and sent to Junkyard. Leftover Battle Points are carried to the UNIT card in next row and the Battle is resolved in the same way.
4. If a UNIT card's DEFENSE POINTS are greater than the Battle Points, the UNIT card "absorbs" the Battle Points and IS NOT destroyed. These "absorbed" Battle Points are not carried over. Also, any Battle Points left over after an entire SQUAD has been destroyed are disregarded.

Example:

In the following example, we'll concentrate on the Defender. Remember that, since the Battle is resolved simultaneously, the Attacker would be applying the Defender's Battle Points to their own SQUAD at the same time.

IMPORTANT! When a card is "destroyed", either in Battle or due to card effects, it is placed FACE UP in the Junkyard of the original owner of that card.

In this case, the Attacker's Total Battle Points = 4.

- (1) The Total Battle Points are applied to the front UNIT card of a SQUAD. Since the Total Battle Points (4) are greater than the UNIT card's DEFENSE POINTS (2), the UNIT card is destroyed and sent to the Junkyard. 2 Battle Points remain, since $4-2=2$.
- (2) Since the remaining Battle Points (2) are less than the second UNIT card's DEFENSE POINTS (3), the second UNIT card absorbs the remaining Battle Points and is not destroyed.
- (3) Since there are no remaining Battle Points to apply, the third UNIT card is unaffected.

NOTE:

- *The DEFENSE POINTS of a UNIT card in Roll status retains its full value.*

Resolve an Attacker-Only Battle

In a Battle involving an Attacker and no Defender, the non-Attacking player must move a number of cards equal to the Attacker's Total Battle Points from his Nation Pile to his Discard Pile, FACE DOWN.

d) Return Step

- Both players move all remaining UNIT cards from the Earth and/or Space areas to their Station area, placing them all in Roll status.

End Phase

- Adjust attackers hand down to 6 cards if they have more than 6 cards in hand. Discarded cards are sent to the junkyard.
- Effects which resolve at end of turn resolve at this point. If multiple effects occur, attacker decides which effect resolves first.
- All unit cards have any damages they have received removed at this point.
- No Cut in or play of cards are allowed during this phase.
- Attacker signifies end of his turn by saying "Done."

At this point, Player 1's turn ends and Player 2 takes his turn, starting from the Reroll Phase.

(CHAPTER. 3) SUPPLEMENTAL RULES

Regular Card Effects

Below the differing effects of the *Gundam War CCG* game cards are detailed. Each Phase has its own unique Regular Effect which *must* be done in that phase. Regular effects must be resolved first during the phase unless something known as Free Timing comes before the Regular card effect. No cards or card effects may be played during the Regular Effect of that phase.

Free Timing: Period of a phase in which cards and card effects may be played. The play of cards or card effects begins a Cut-in. Cut in is the order in which card effects are resolved and described later.

Reroll Phase:

- Reroll all cards.
- Free Timing

Draw Phase:

- Free Timing
- Draw a card from your Nation Pile to your hand.
- Free Timing

Assign Phase:

- No Regular Effect.
- Free Timing

Battle Phase (Attack Step):

- Free Timing
- Attacker's SQUAD (or SQUADS) is moved to the Battle area (Space and/or Earth).
- Free Timing

Battle Phase (Defense Step):

- Free Timing
- Defender's SQUAD (or SQUADS) is moved to the Battle area (Space and/or Earth).
- Free Timing

Battle Phase (Resolution Step):

- Free Timing
- Resolve the Battle.
- Free Timing

Battle Phase (Return Step):

- Free Timing
- Move any UNIT cards from the Battle area (Space and/or Earth) to the Station area.
- Free Timing

Timing of playing a card

In card text, (XXX) states the Phase or Step in which a player can use the card effects. During those phases or steps, cards and card effects are played in the Free Timing period and follow Cut in rules.

(Turn / Phase / Step) - states the timing in which a player can use the card effects. The card cannot be played in other Phases/Steps.

Eg.) (Assign Phase), (Attack Step) etc.

(Any) – states that the card can be played in any Phase/ Step during gameplay.

(Auto) – The effect is applied automatically, regardless of the player's intention. There are 4 different varieties of the "Auto" effect.

(Auto A)

As long as the card is in play, the card effect is valid. “Cut-in” cannot be performed to this effect. (See “Cut-in”)

Eg.) (Auto A) When your opponent has no UNIT cards in play, this card gets +0/ +1 / +0.

(Auto B)

This effect is applied whether the card is placed in play or not. “Cut-in” cannot be performed to this effect. These effects activate as soon as a card is played usually. Some of these effects are also in effect for deck construction purposes.

Eg.) (Auto B) When this card is put in play, put it in Reroll status.

(Auto C)

This effect works at a specific time. “Cut-in” CAN be performed to this effect.

Eg.) (Auto C) When this card is destroyed in the Battle area (Earth or Space), destroy 1 of your opponent’s GENERATION cards.

(Auto D)

This effect works at a specific time. “Cut-in” CANNOT be performed to this effect..

Eg.) (Auto D) When this card attacks, get +0 / +1 / +0 until the end of the turn.

<The Difference between Auto A, C & D>

The Auto A effect is valid for the entire time, meaning the effect is valid on a card until it is sent to the Junkyard, it’s always on.

Conversely, Auto C & Auto D effects continue to be valid during the stated period, even if the cards which receive the benefit of this effect are no longer in play.

<The Timing of Auto B & D effects>

When multiple Auto B effects happen at the same time, resolve them simultaneously.

When Auto B & Auto D effects happen at the same time, resolve Auto B effect first, then apply Auto D effects.

Cut-in

The Gundam War CCG uses a “Last In, First Out” system to resolve effects that are triggered in response to other effects.

Players take turns playing cards that activate effects. Once both players have passed, the effects resolve from the last played to first played. During a period of Free Timing in a phase, the player whose current turn it is gets to choose to play cards and card effects first, or may pass. Once a card or card effect is played by either player, the Cut-in begins.

Set-on

“Set-on” is defined as a CHARACTER or OPERATION card attached to a UNIT card.

When the card is Set-on, the group of cards is played as one card from that point on. If a unit with a set on card is destroyed, the set on cards are destroyed as well. If a character or set on operation are destroyed, the unit they are set on does not get destroyed along with them.

(CHARACTER Card)

- Only 1 CHARACTER card can be attached per UNIT card.
- CHARACTER cards cannot be attached to an opponent’s UNIT card.
- The BATTLE POINTS of set on Character cards combine with the UNIT they are set on.

(OPERATION Card)

- As many OPERATION cards as you wish can be attached per UNIT card.
- OPERATION cards can be attached to both you or your opponent's UNIT cards.

(Reroll / Roll)

The Set-on (attached) card should follow the status of Roll/Reroll of the UNIT card the card is Set-on.

NOTE: Even if a card is in roll status, its card effects are still valid.

Hangar area

The Hangar is an area off the Playmat, to the left of the Station area. Cards are moved here FACE UP (mostly through card effects). Cards in the Hangar area may be used by the Hangar's owner as if they were held in his hand.

The cards in Hangar area receive only the effects that apply to the Hangar area. Effects which work for cards in the hand cards don't apply.

When a card is played from the Hangar area, regardless of the card's owner, it is placed on the Station area of the player who plays the card.

When the card is destroyed in play, it is sent to the original card owner's Junkyard.

Labels in card text

(Turn/Phase/Step)

The specific Turn, Phase or Step in which the card can be played.

(Any)

The card can be played anytime during gameplay.

(Auto)

Generally, the effect is valid when played and invalid (negated) when sent to the Junkyard. (See "Timing of playing a card")

< Number > eg. < 3 >

The Card Cost a player must pay to make this effect valid. Card Costs are paid by moving cards from the player's Nation Pile to the Discard Pile. A player can pay for and use such an effect only once per turn. The above example means a player must pay 3 Card Costs to activate the effect.

< Number each > eg. < 2 each >

The Card Cost a player must pay to make this effect valid. Card Costs are paid by moving cards from the player's Nation Pile to the Discard Pile. A player can pay for and use such an effect as many times as they wish in a turn, providing the Card Cost can be paid. The above example means a player must pay 2 Card Costs each time he wishes to activate the effect.

R

The cost that a player must pay to make this effect valid. Instead of moving a card from the Nation Pile to the Discard Pile, Roll this card to activate the effect. If the card is already in Roll status, the effect cannot be used. A player can use such an effect only once per turn. If a number

is listed (Example: <R1>), then you must roll the card and pay the number listed in cards from the nation pile.

[X • Y] eg. [1 • 3]

X represents Corps Generator Power, and Y represents Total Generator Power. The effect is valid if a player can fulfill the stated Generator Power requirement.

[]

Effects that are described within brackets cannot be voided.

+X / -X / +X

The effect adds or subtracts the UNIT card's Battle Points. (From left to right: Strike Points, Shooting Points, Defense Points). When using the transform effect, the stats represented in this fashion are actually replacement stats, they do not modify battle points as described above. IMPORTANT! When an asterisk (*) appears in the above formula, it represents a "0" (zero) that cannot be altered. In other words, card effects that add or subtract from it in any way are negated.

Special effects in card text

1 card restriction

(Auto B) A card with this effect cannot be put in play if a card with the same card name is already in play for either player.

1 card restriction / Turn

(Auto B) A player can use a card with this effect 1 time per turn.

1 card restriction / Own

(Auto B) A card with this effect cannot be put in play if one of your cards with the same card name is already in play.

1 card restriction / Deck

(Auto B) Only 1 card is allowed to be included in a single deck. During gameplay, it follows the same rules as a (1 card restriction) card.

Additional Cost ► A

(Auto B) A player must pay "X" number of Card Costs in addition to the regular Card Cost.

Alternate Cost ► [B] : A

(Auto B) This card can be played if the requirement "A" is met, applying the effect "B". To play this card, pay its regular Card Cost after applying the "B" effect, then execute the "A" requirement. This card can also be played without using this effect.

Assault

(Auto A) When you are the Attacker and your SQUAD consists of all Assault UNIT cards, the player applies any Damage left over after the Defender's SQUAD has taken damage in battle, to the Defender's Nation Pile as Battle Damage.

Atmospheric Entry

(Defense Step)<0> When a UNIT card with this effect is in the Space area, it can move to the Earth area to void all unresolved effects against it. If a squad is already assigned to the earth area, place this unit in the back of that squad.

Base

(Auto A) A UNIT card with this effect has the following features;

1. Cannot Attack.
2. Only 1 Base card is allowed in a given area (Earth or Space).
3. Unlimited CHARACTER cards can be attached.
4. Battle Point modifications caused by attached CHARACTER cards are not applied.

Battleship

(Auto A) A UNIT card with this effect has the following features;

1. Unlimited CHARACTER cards can be attached.
2. Battle Point modifications caused by attached CHARACTER cards are not applied.

Battleship Booster (X/Y/Z)

(Auto A) When a card with this effect is attached to a Battleship UNIT card, the Battleship UNIT card receives +X/+Y/+Z to its Battle Points.

Colony

This is a designation; it has no card effect and is used in combination with other card effects.

Desert

(Auto C) When your SQUAD consists of all Desert UNIT cards and is in the Earth area, Roll your opponent's front UNIT card at the beginning of the resolution step. This effect is negated if your opponent's SQUAD consists of all Desert UNIT cards.

Family

This is a designation; it has no card effect and is used in combination with other card effects.

High Mobility

(Auto A) Indicates a UNIT card with High Mobility performance. When your SQUAD consists of all High Mobility UNIT cards, your opponent's SQUAD must also consist of all High Mobility UNIT cards. If it does not, your opponent cannot move his SQUAD to the Battle area (Earth or Space) to defend.

Multiple ► A

(Battle Phase) <0 each> Send 1 card with the same name as this card from the player's hand or Junkyard to the Defunct Pile to activate the effect "A".

Preemptive Attack

(Auto A) When your SQUAD consists of all Preemptive Attack UNIT cards, the Battle IS NOT resolved simultaneously as it is normally. Instead, the Attack by the Preemptive Attack SQUAD is resolved first. If both players' SQUADs consist of all Preemptive Attack UNIT cards, resolve the Battle simultaneously as normal. After the unit with Preemptive attack has applied its damages and opponent's destroyed units are removed, the opponent may apply damage in return as normal if possible.

Prevent (X)

(Auto B) When the opponent plays a COMMAND card that affects a card with this effect, he must have "X" number of additional Generator Powers to his Total Generator Powers to play his COMMAND card. If the COMMAND card works for multiple cards which have the "Prevent" effect, add the "X" numbers together to determine the additional Generator Powers that are required. This effect only works while a card is being played and no longer active while the card

is in play.

PS Armor / PS Armor (X)

(Auto B) This card is placed in Reroll status.

(Auto D) When this card goes to battle, it returns to the original card owner's hand at the end of the turn. This effect is negated if it receives the "Supply" effect, or if the player's Corps Generator Power of the same type as this card is equal to or more than "X". If a card has no PS Armor number, then it can not be kept in play using corps generation powers.

Psycommu (X) e.g. Psycommu (3)

(Defense Step)<0> When an NT Character card is attached to a UNIT card with the Psycommu effect, inflict "X" Damage to an opposing UNIT card of your choice in the same battle area as this card. When this effect is used by a UNIT card in the Station area, apply "X" Damage to an opposing UNIT card of your choice in a battle area, with SAME Battle area (Earth or Space) as the Psycommu card. Psycommu may only be applied AFTER the units have been moved to a battle area as part of the Defense Step's regular effect.

Note: Psycommu may be used even when the unit card and set on character is rolled, and also card effects or situations that prevent the unit card from going to a battle area, do not effect whether the ability of psycommu may be used. As long as the psycommu card has the proper terrain requirement, it may use its ability to target a unit in a battle area from the station area.

Quick

(Auto B) A card with this effect can be played during any Phase/Step. In addition, the card is exempt from the "1 card of each Type may be played per turn" restriction.

Set-on / CHARACTER

(Auto B) A card with this effect has the following features;

1. Can be attached to a CHARACTER card.
2. A player can attach an additional CHARACTER card to a UNIT card with this card attached (except Battleship and Base UNIT cards).
3. When this card is attached to a CHARACTER card, the CHARACTER card can be attached to a UNIT card.

Set-on / GENERATION

(Auto B) A card with this effect can be Set-on a GENERATION card. All Battle Points booster effects of this card are negated.

(Auto D) This card is destroyed when the GENERATION card this card is attached to changes its function to another card type by some effect.

Space Mobility (X) e.g. Space Mobility (3)

(Auto A) When your SQUAD consists of all Space Mobility UNIT cards and moves into the Space area to Attack, all opposing non-Space Mobility UNIT cards receive "-Y / +0 / +0", where "Y"= the lowest Space Mobility number in your SQUAD.

Special Shield (X) e.g. Special Shield (3)

(Battle Phase)<0> Reduce Damage inflicted by card effects by "X". However, the UNIT card still receives regular Battle Damage and Damage by Psycommu. Wide Range Weapons also are not affected by Special Shield.

Supply (X) e.g. Supply (3)

(Return Step)<0> “X” number of UNIT cards (in Reroll status) of your choice in the same SQUAD that contains a UNIT card with this effect don’t have to be Rolled at the Return Step. UNIT cards in Roll status cannot be Rerolled by this effect. Supply effect may not be used on units with < Battleship> and < Base>.

Support

(Auto A) A UNIT card with this effect has the following features;

1. Cannot Attack if the Support card is in a SQUAD consisting ONLY of Support cards. In other words, a SQUAD containing a Support card must consist of both Support AND non-Support cards to Attack.

IMPORTANT;

1. In general, only 1 UNIT card can be played per turn. However, an additional Battleship, Base, or Support UNIT card can also be played during the same turn besides a normal Unit card. (1 additional card per turn only.)

2. Battle Point modifications caused by attached CHARACTER cards are not applied.

Switch ► A

(Auto B) During the Opponent’s Attack Step, a player may switch a card in your hand with this effect and your UNIT card with the name “A”. The new card is placed in Reroll status. The cards which are switched cannot have the same card name. A player may only use Switch once per turn. Any attached characters or operations on a Unit that is switched out will now be on the unit that switched in. The new card also retains any damages the switched card had on it already.

Transform

(Battle Phase)<0> This card can transform to either of its two forms when it is in Reroll status. Turn the card upside down to transform. All Battle Points & card effects change according to the text on the card, the battle points listed replace the UNIT cards original battle points. All effects to this card (Battle Points modifications, etc.) continue to be valid after transformation. The card returns to its original status at the end of the turn.

Tire

This is a designation; it has no card effect and is used in combination with other card effects.

Voucher

(Auto D) When you are in battle and your SQUAD consists of all Voucher UNIT cards, you earn “Voucher Points” equal to the Total Generator Power of every UNIT card (of either player) that is destroyed by you during that specific Battle. Voucher Points can be redeemed at the end of the turn to retrieve cards from your Junkyard to your hand, following the formula below:

2 or more Voucher Points = 1 GENERATION card

5 or more Voucher Points = 1 UNIT card or 1 CHARACTER card

8 or more Voucher Points = 1 COMMAND card or 1 OPERATION card

**Note: Any unspent voucher points are wasted and you go back down to 0 points at the end of the turn.*

Water Mobility

(Auto A) Indicates a UNIT card with High Mobility performance in rivers or oceans. When your SQUAD consists of all Water Mobility UNIT cards and moves into the Earth area, your opponent cannot include UNIT cards with “Base” or “Fortress” designations in his SQUAD. In addition, all card effects of your opponent’s non-Water Mobility UNIT cards in the same battle area are negated during the Battle.

Wide Range Weapon (X) e.g. Wide Range Weapon (3)

(Resolution Step)<0> Destroy all the opponent’s UNIT cards with “X” total Defense Points or less in the same battle area as this card. Using 2 Wide Range Weapon cards does not double the amount of “X”. *Wide Range Weapons effect does no actual damage.*

IMPORTANT;

1. The Set-on card’s effect (High Mobility, Water Mobility, Desert, Assault, Preemptive Attack, Voucher, and Space Mobility) is applied to the UNIT card.

2. All the effects (High Mobility, Water Mobility, Desert, Assault, Preemptive Attack, Voucher, and Space Mobility) don’t work unless all UNIT cards in the SQUAD have it.

NOTE: When a card effect has a Card Cost of <0>, no Card Cost must be paid to activate it. Instead, the player simply declares that he is using the effect.

Using a Sideboard:

The use of a sideboard is an optional rule really. Generally in open gaming the use of a sideboard is ignored, but in tournament play the use of Sideboards will often be implemented. The sideboard for Gundam War consists of 10 cards. All restrictions that apply for standard deck construction apply to the sideboard as well, as if you were making a 60 card deck. The sideboard of 10 cards must be kept visibly on the table for your opponents to view, and never during the game play may the sideboard cards be touched. Between matches with an opponent, a player may choose to take cards and switch them on a one for one basis with cards in their deck. All switching of cards with a sideboard must be done in front of your opponents view so they may be certain of no cheating going on. After doing a sideboard, the deck must be standard 50 cards in size. Once both players have had a chance to use their sideboards, the game may begin.