

**2** Assault Guru **4**

*Sana Gamrik is an assault guru for CISyn. She received her promotion for her valor during the Battle of Phobos.*

CHARACTER • CISYN • TECH • UNIT

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

As long as this character is at a site where you have a higher total tactics than your opponent, you cause attrition +2 here.

ILLUS. BY PAMELINA H TM & © 2004 DECIPHER INC. 146

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**1** CGC Grunt **4**

*Dedication to one's cause - and the willingness to die for it - make heroes of the average soldiers like Anina Armendi.*

CHARACTER • CGC • WARRIOR • UNIT

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

As long as your unit that has the highest tactics here has higher tactics than your opponent's unit that has the highest tactics here, this character is power +2 and defense +2.

ILLUS. BY SEDONE THONGVILAY TM & © 2004 DECIPHER INC. 147

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*Dedication to one's cause - and the willingness to die for it - make heroes of the average soldiers like Anina Armendi.*

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ILLUS. BY SEDONE THONGVILAY TM & © 2004 DECIPHER INC. 147

**2** Consigned Trooper **4**

*Juggernauts deliver troops quickly to the battle zone.*

CHARACTER • CGC • WARRIOR • UNIT

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

As long as this character is at a site where you have a vehicle, this character is power +2.

ILLUS. BY ROBERTO CAMPUS TM & © 2004 DECIPHER INC. 148

**2** Consigned Trooper **4**

*Juggernauts deliver troops quickly to the battle zone.*

CHARACTER • CGC • WARRIOR • UNIT

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

As long as this character is at a site where you have a vehicle, this character is power +2.

ILLUS. BY ROBERTO CAMPUS TM & © 2004 DECIPHER INC. 10-5

**2** Consigned Trooper **4**

*Juggernauts deliver troops quickly to the battle zone.*

CHARACTER • CGC • WARRIOR • UNIT

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

As long as this character is at a site where you have a vehicle, this character is power +2.

ILLUS. BY ROBERTO CAMPUS TM & © 2004 DECIPHER INC. 10-5

**2** Earther Bot **6**

*Madison Positronics sold over 20 million of their popular Domesti-bot last year.*

CHARACTER • BOT • UNIT

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

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

ILLUS. BY JOSHUA THEJAMES SHAW TM & © 2004 DECIPHER INC. 10-279

**3** Entrenched Infantry **3**

*Infantry soldiers have little choice but to trust the experience of their commanders. Earther troops are among the most battle-tested of the human factions.*

CHARACTER • CGC • WARRIOR • UNIT

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

As long as this character is at a site, as an additional cost for a player to play a unit here, that player loses 2 energy.

Each time you drain here, if this character is at a site, you lose 2 energy.

ILLUS. BY SEDONE THONGVILAY TM & © 2004 DECIPHER INC. 10-6

**3** Entrenched Infantry **3**

*Infantry soldiers have little choice but to trust the experience of their commanders. Earther troops are among the most battle-tested of the human factions.*

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

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Each time you drain here, if this character is at a site, you lose 2 energy.

ILLUS. BY SEDONE THONGVILAY TM & © 2004 DECIPHER INC. 10-6

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

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

CHARACTER • CGC • WARRIOR • UNIT

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

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

ILLUS. BY PAMELINA H TM & © 2004 DECIPHER INC. 10-7

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

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

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

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ILLUS. BY PAMELINA H TM & © 2004 DECIPHER INC. 10-7

WARS TCG - Incursion Starter "Alliance"

**2** • **Jossel Swin** **5**

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



CHARACTER • KIZEN • CISYN • UNIT

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

• Pay 3 energy ≈ This character is immune to attrition until end of turn.  
 Each time you would reveal a card for battle destiny in a battle here, you may pay 3 energy. If you do, reveal three cards from the top of your reserve, choose one of them to add to your battle destiny instead, then put them on top of your used pile in any order.

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

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

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

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



CHARACTER • BOT • UNIT

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

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

ILLUS. BY JOSHUA THEJAMES SHAW TM & © 2004 DECIPHER INC. 10 283

**2** **Zealous Squad** **3**

"The day shall come when our noble cause will become truth. Until then, Earthers must be willing to sacrifice all they have." — James Howler, 2388



CHARACTER • CGC • WARRIOR • UNIT

POWER **6** | TACTICS **2** | DEFENSE **2**

When this character enters play, dismiss a unit here.

ILLUS. BY WESLEY BURT TM & © 2004 DECIPHER INC. 10 55

**2** **Zealous Squad** **3**

"The day shall come when our noble cause will become truth. Until then, Earthers must be willing to sacrifice all they have." — James Howler, 2388



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CHARACTER • CGC • WARRIOR • UNIT

POWER **6** | TACTICS **2** | DEFENSE **2**

When this character enters play, dismiss a unit here.

ILLUS. BY WESLEY BURT TM & © 2004 DECIPHER INC. 10 55

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

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



VEHICLE • FEDGRAV • UNIT

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

**Size 2** (This vehicle counts twice against a ship's capacity.)  
**Transport 1** (Each time this vehicle moves, you may move with it one of your characters.)  
 Pay 4 energy ≈ If this vehicle is in a site battle, make your battle destiny +2 in that battle.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 10 55

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

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

VEHICLE • FEDGRAV • UNIT

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

**Size 2** (This vehicle counts twice against a ship's capacity.)  
**Transport 1** (Each time this vehicle moves, you may move with it one of your characters.)  
 Pay 4 energy ≈ If this vehicle is in a site battle, make your battle destiny +2 in that battle.

ILLUS. BY CHRISTIAN PEARCE TM & © 2004 DECIPHER INC. 1C 155

**4** Stinger **3**

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

VEHICLE • HELLCATS • UNIT

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

**Size 3** (This vehicle counts three times against a ship's capacity.)  
**Transport 2** (Each time this vehicle moves, you may move with it up to two of your characters.)

ILLUS. BY BRYAN HEYBOER TM & © 2004 DECIPHER INC. 1C 155

**4** Stinger **3**

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

VEHICLE • HELLCATS • UNIT

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

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ILLUS. BY BRYAN HEYBOER TM & © 2004 DECIPHER INC. 1C 155

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ILLUS. BY BRYAN HEYBOER TM & © 2004 DECIPHER INC. 1C 155

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

ILLUS. BY BRYAN HEYBOER TM & © 2004 DECIPHER INC. 1C 155

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

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

SHIP (CAPACITY 3) • CAPITAL

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

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

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER INC. 1C 282

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

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

SHIP (CAPACITY 3) • CAPITAL

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

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

ILLUS. BY SIMON TAYLOR TM & © 2004 DECIPHER INC. 1C 282

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

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

SHIP (CAPACITY 2) • ICOM • CAPITAL

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

You cause attrition +1 at each related site.

ILLUS. BY JEFF CARLISLE TM & © 2004 DECIPHER INC. 1C 46

**2** Vulture **2**

"Hold real still, little ship," she muttered as she worked the grapple. "Hope you signed your donor card..."

SHIP (CAPACITY 2) • ACCORD • INVERTER • FIGHTER

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

**Scouting** (You may play this ship at a sector that has no energy icons on your side.)  
 Pay 2 energy ≈ Invert this ship.

ILLUS. BY JOHN KONG TM & © 2004 DECIPHER INC. 1C 155

**2** Vulture **2**

"Hold real still, little ship," she muttered as she worked the grapple. "Hope you signed your donor card..."



SHIP (CAPACITY 2) • ACCORD • INVERTER • FIGHTER

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

**Scouting** (You may play this ship at a sector that has no energy icons on your side.)  
Pay 2 energy ≈ Invert this ship.

ILLUS. BY JOHN KONG TM & © 2004 DECIPHER INC. LC 855

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Pay 2 energy ≈ Invert this ship.

ILLUS. BY JOHN KONG TM & © 2004 DECIPHER INC. LC 855

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

**Scouting** (You may play this ship at a sector that has no energy icons on your side.)  
Pay 2 energy ≈ Invert this ship.

ILLUS. BY JOHN KONG TM & © 2004 DECIPHER INC. LC 855

Ceres/Belt Hideaway **3**



LOCATION (SECTOR) • ASTEROID

**Unlimited** (You may have any number of copies of this card in your deck.)  
Each card a player reveals for battle destiny during a battle here is destiny -2.

ILLUS. BY DENNIS CALERO TM & © 2004 DECIPHER INC. TS 296

Earth/Corporate Headquarters **0**



LOCATION (SITE)

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

ILLUS. BY DENNIS CALERO TM & © 2004 DECIPHER INC. LC 277

Ganymede/Exploratory Camp **0**



LOCATION (SITE)

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

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

Ganymede/Exploratory Camp **0**



LOCATION (SITE)

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

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

Ganymede/Exploratory Camp **0**



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

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

Ganymede/Exploratory Camp **0**



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

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

ILLUS. BY DENNIS CALERO

TM & © 2004 DECIPHER INC.

0

Ganymede/Frontier Camp

LOCATION (SITE)

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

ILLUS. BY DENNIS CALERO

TM & © 2004 DECIPHER INC.

0

Ganymede/Frontier Camp

LOCATION (SITE)

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

ILLUS. BY DENNIS CALERO

TM & © 2004 DECIPHER INC.

0

Ganymede/Frontier Camp

LOCATION (SITE)

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

ILLUS. BY DAVID BEN

TM & © 2004 DECIPHER INC.

3

Ganymede/Valley

LOCATION (SITE)

Each time a card is revealed for destiny while using an ability of a weapon here, that card's destiny is +2.

ILLUS. BY DAVID BEN

TM & © 2004 DECIPHER INC.

3

Ganymede/Liaison Point

LOCATION (SITE)

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

ILLUS. BY JEFF DEGBAARD

TM & © 2004 DECIPHER INC.

0

Themis/Landing Pad

LOCATION (SITE) • PORT

Pay 2 energy ≈ Move any number of target units you have here to another site. You may use this ability only during your move phase. Your opponent may use this ability during his or her move phase.

ILLUS. BY V SHANE

TM & © 2004 DECIPHER INC.

1

F.L.I.C.

4

Fusion Light Infantry Cannons are the latest development from FedGrav's armament division.

WEAPON (CHARACTER) • RANGED

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

- Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < D + the number of warriors you have here.

ILLUS. BY V SHANE

TM & © 2004 DECIPHER INC.

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ILLUS. BY V SHANE

TM & © 2004 DECIPHER INC.

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WEAPON (CHARACTER) • RANGED

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

- Pay 1 energy ≈ Choose target unit your opponent has in a site battle here. Damage target if its defense < D + the number of warriors you have here.

**0** Collaborative Strike **5**

"On my count – engage and fire!"



**INTERRUPT (Used)**

Until end of turn, make target unit that has a weapon beneath it you have in a site battle power +4 and defense +4.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1C 280

**0** Collaborative Strike **5**

"On my count – engage and fire!"



**INTERRUPT (Used)**

Until end of turn, make target unit that has a weapon beneath it you have in a site battle power +4 and defense +4.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1C 280

**0** Expansion **3**

Location, location, location.



**INTERRUPT (Lost)**

Choose one: Download an encampment that has a support icon matching one you have in play; or, if you have only one type of support icon in play, download an encampment.

*(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.)*

ILLUS. BY CHRIS DIEN TM & © 2004 DECIPHER INC. 1C 280

**0** Expansion **3**

Location, location, location.



**INTERRUPT (Lost)**

Choose one: Download an encampment that has a support icon matching one you have in play; or, if you have only one type of support icon in play, download an encampment.

*(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.)*

ILLUS. BY CHRIS DIEN TM & © 2004 DECIPHER INC. 1C 280

**3** Fifth Ace **5**

There are always four aces in a deck, but beyond the Belt there are usually several more in the game.



**INTERRUPT (Used)**

Put two cards from your hand on top of your reserve in any order.

ILLUS. BY KIERAN YANNER TM & © 2004 DECIPHER INC. 1U 125

**1** State of Readiness **2**

The members of Earth's cavalry have been trained to operate as one.



**INTERRUPT (Used)**

You may play this interrupt only during a battle at a site where you have at least four warriors.

Make your battle destiny in that battle +D.

ILLUS. BY ATHENA HIDDLESTON TM & © 2004 DECIPHER INC. 1U 40