

WARS TCG Strategy Articles

Winning with Weakness: The power of commons and uncommons in the WARS TCG

Trying to get gamers to pick up a new game can be a difficult, believe me I know. With a low number of players in my area I run a lot of demos to try and recruit new players and the excuse that I hear most often is that people don't have the money to get into a new game. With WARS this is no excuse at all, because the game was designed with draft in mind and many of the most powerful cards in the game are common or uncommon so, it is quite possible to build a tournament-worthy deck with only a few rare cards in it. One deck type that can win games built out of mostly C/UC cards focuses on the low cost Earther and Shi Kizen, and the beatstick that is [Chindon Relk](#). This guy has turned a lot of heads and he's always a good choice in draft; Relk gives you extra attrition all by himself, but when you put him down on a planet that has other Kizen running around, he is a sure way to clear a site. Although this strategy is very strong there is another great deck that you can build with only a few rare cards involved and that is the deck we are going to look at today.

Locations:

- 1 Alnak Station/Captured Base (starting)
- 1 Alnak Station/Launch Bay
- 1 Phobos/Disputed Territory
- 1 Ganymede/Vantage Point
- 2 Ganymede/Traginium Source
- 4 Ganymede/Frontier Camp
- 3 Ganymede/Hunters Camp
- 1 Ganymede/Pilgrims' Camp

Ships:

- 2 Luhustika (rare)
- 3 Chuluktika
- 4 Racing Sloop
- 2 Deft Attacker
- 2 Encroaching Hekaton
- 2 Sitkatika Hekaton
- 2 Death Dealer
- 2 Rugged Empty
- 2 Zocho
- 1 Tahka Assault Craft

Units:

- 2 Rakat
- 3 Quay Navigator
- 4 Gongen TSV

Interrupts:

- 4 Overburdened
- 4 Expansion
- 3 Attack Plan
- 2 Fifth Ace

Assets:

- 2 Aggressive Stance

This great deck has only one rare card in it but it is for the best as a few copies of [Luhustika](#) will help your drains immensely. The key to this deck is [Chuluktika](#), the activated ability on this card lets you bounce your vehicles all over the planet as many times in a turn as you like as long as you have the energy for it. Start out by drawing cards until you have gotten some of your support icons out and a few ships in hand. Take strong hold on the Ganymede system (you have lots of ships that can destroy/damage other ships so it should be no problem holding down this system). Then, in the control phase, bounce your vehicle over all the Ganymede sites draining at every one, with Luhustika on the table these drains will add up fast. Always save enough energy left in your pile so that if the opponent deploys and tries to engage your vehicle you can move it away with Chuluktika, make sure you move away in their deploy phase because you cannot use your ability in the battle phase.

[Attack Plan](#) is included to invert your Rugged Empty to get an extra drain at Traginium Source, or it can be used with the Sloops to destroy any infiltrator ships that may be blocking your drains. Phobos should not be deployed unless you know they are playing very little space and you can be sure that you can hold it as well as Ganymede, otherwise it may come back to haunt you as your opponent retrieves off your site. You should encamp Ganymede with a Maverick encampment so that you can invert your Death Dealers there. The [Quay Navigators](#) are included to block any large drains your opponent gets going and are safer than using the infiltrator ships because they are not vulnerable to Pursuit Just Behind. Some people might be afraid to build a deck without the safety of Trumped, but the interrupts in this deck are not vital to your game plan. Fifth Ace can come in handy when you need to invert your Sloops and Attack Plan is also helpful, but neither of them are critical. [Aggressive Stance](#) will hinder your opponent without hurting you any so it is a nice card to add in as well.

A high amount of energy activation is crucial for this deck in order to do a good amount of damage with drains on your turn and to prevent your vehicle from getting a beatdown on the opponent's turn. Once you are up and running you should be activating 12- 13 energy off your sites alone, but if you find that is not enough you can always make room for Rising Morale to boost your activation. If you find you need to kill the opponent faster then [Revenge](#) is a great uncommon to do some direct damage, or you could use the Gongen Stockpile asset to help you in this area.

If you can get a few extra rare cards then Alnak Station/Hallway is a good one to have as well as Alnak herself. You could swap out some ships for a small ground force and hold down a site with Alnak on it to give your opponent even more pain from your drains. This deck is a great example of the power of commons and uncommon cards in WARS and should be a great reason to get people into the game even if they say they can't afford it. As you can see, it won't cost a lot to build a tournament competitive deck. Plus, it is always fun to watch your opponents face when they realize that their deck full of Jacks and Gamblers just lost to a deck with only one rare in it. Play around with it and change it until it suits the needs of your area, and always have fun.

Adapting to the Snap Switch

For those of you that did not make it out to the Vegas Open, it was a great weekend. Lots of prizes and lots of fun were had by all that attended. I also learned a lot in my few days in Sin City, after spending close to 30 hrs drafting over two days there I think I have learned how to draft much better than I did before...I hope so at least. I mean really, 30 hrs spent doing anything should make you a master at it, except knitting, knitting is tricky stuff. The other thing that I learned on the weekend was the fact that nearly everyone was talking about the [Snap Switch](#) deck. Most were commenting that [Shift in Tactics](#) should be changed, and many wanted to ban [Rousing Leap](#). In either case much of the talk of the weekend revolved around this deck. There was a few people playing it in the constructed tournaments that were run and you can believe that it will rear its head at most major events this summer. In order to prepare for this most of my constructed decks will probably run a few cards dedicated to taking down this monster but not too many that it will take away from the deck strategy itself.

For those of you out there that may not be aware of the Snap Switch deck, it revolves around drawing a monster hand with [Begging for Mercy](#), then dropping a lone Kizen with a weapon to fight, pumping up the defense of said Kizen via [Collaborative strike](#) or [Anticipation](#), taking them all back into hand with Rousing Leap and repeating until their defense is very large, then Snap Switch their defense and tactics and playing Shift in Tactics to make their battle destiny whatever their defense was, usually in the area of about 70

giving them a power of 100+ and ending the game. Cards that can hurt this deck are Easy Prey, which gives them no battle destiny, however they still get their power (which is usually around 30), so that is not the greatest. There is Do Not Push that makes all their interrupts cost 3 more energy, but that card is discarded after one turn so even if you have all four in hand your opponent will just wait until that card is not on the table. Overburdened is one of the best defenses against this deck, and a few Overburdened (lost) can shut this beast down. Still, you know your opponent will have Trumped for protection so you will need a handful of Trumped yourself in order to win that war. Most decks use at least a few copies of Overburdened and always four Trumped anyhow, so it is easy to use those as defenses against the Snap Switch deck, however there is one other card that splashes into most decks and can make a world of difference - Faded.

Playing Faded on the opponents lone Kizen means they cannot target him with any cards and leave him helpless. In order to make this work you have to use the timing system to your advantage. When you see them play their Kizen down you know the fight is coming; hopefully you have a decent hand with some Trumped and Overburdened and at least one Faded. Play the Overburdened as soon as they deploy their Kizen and let them trump them, you don't want to get into a Trump war until you are sure that you can win. Once they initiate the battle play Faded as a reaction to that while the battle is pending. This way they cannot play any of their interrupts that play during a battle because it is still pending and not actually in a battle phase yet. They will try and Trump it, but because you baited some of their trumped with Overburdened you should be able to win the trump war and then the battle will proceed and you can trounce the lone Kizen that they deployed. If you don't manage to get the right cards that you need in hand Premeditated Reaction is a great card for protecting against the combo as well.

To a deck that I had built previously, I just added a few Faded and the Premeditated Reaction and that was really all I needed to change. This is a space-oriented deck focusing on keeping ships on the table with immunity to attrition and using Protective Fire to give immunity to the ships that don't have it. Price of the Game is included to lower the destiny of the opponent, either to make sure their Racing Sloops don't invert or to make sure they have no attrition when they are fighting against Dhanake. Cerebral Incursion also helps in space to make sure you are not losing ships to attrition.

Locations:

- 1 Seyal/Light Side(starting)
- 1 Mercury/Untapped Planet
- 1 Vesta/Coveted Rock
- 1 Themis/Mobile Asteroid
- 2 Jupiter/Approach Route
- 2 Ganymede/Harvesting Camp

- 1 Ganymede/Vantage Point
- 1 Ganymede/Frontier Camp
- 1 Ganymede/Orbital Expanse

Characters:

- 2 Dhanake-Tilak
- 2 Jack Wilgress
- 2 The Gambler
- 2 Ranarti-Anant
- 2 Two-Way Berson
- 1 Aris Thantos
- 1 Rantosh-Anant
- 1 Ashmahi-Anant
- 1 Killer Cait Grimalkin
- 1 Battleaxe Boden

Ships:

- 2 Vatarva-Sudeva
- 1 Cat's Claw
- 4 Swiftwave Attacker
- 2 Vishal Quarrel
- 1 Hawk's Wing

Interrupts/Orders:

- 4 Trumped
- 4 Overburdened
- 4 Expansion
- 2 Pursuit Just Behind
- 3 Faded
- 2 Protective Fire

Assets:

- 2 Price of the Game
- 2 Premeditated Reaction
- 1 Cerebral Incursion

The deck isn't designed as a deck just to kill the Snap Switch deck - its just a normal deck with a few cards added to make sure it can handle the Snap Switch if and when it should come up against it. You might think that throwing in cards just to combat one very specific deck type is a little extreme, but after you go from 40 cards in your reserve to game over in one battle you might see things in a different light.

Sharper Than Steel

When you go to a local tournament what things go through your head when deckbuilding? What factions would I pick, how would I deal with space? Should I play space? What about the Earth/Maverick beat down decks? How would I make the best all around deck? These are the questions that flow through my head. The deck I have chosen has what I think it needs to deal with these tough questions.

The first thing you notice when you see this deck is that's it's a three-faction deck. Now, do not get pushed away by that. This deck is a ground control deck that has the opportunity to drain and retrieve for a lot. This deck uses the Quickdraw ability combed with the card Sharper Than Steel.

Locations

- 1 Themis / Landing Pad (START)
- 1 Belt / Navigation Corridor
- 2 Ganymede / Harvesting Camp
- 3 Ganymede / Frontier Camp
- 1 Jupiter / Approach Route
- 3 Ganymede/ Pilgrims' Camp
- 1 Ganymede / Underground Bunker
- 1 Belt / Pilgrims' Holdings
- 1 Ganymede / Mining Platform
- 1 Ganymede / Core Shaft
- 1 Ganymede / Vantage Point

Interrupts

- 4 Expansion
- 2 Overburdened
- 2 Junshi
- 4 Trumped
- 2 Energy Tap

Assets

- 3 Jovian Standoff
- 2 Sharper Than Steel
- 1 Aggressive Stance

Weapons

- 4 Vishal Vatarma

Units

- 1 Kano Masako
- 2 Hannya
- 1 Ikazuchi
- 2 Joker Danniko

2 Cartel Legate
1 Aris Thantos
2 Jack Wilgress
1 The Gambler
2 Takumi Shadow Warriors
1 Two Way Berson
2 Kayu Gekkane
3 Tennaru Hari

Now let's first look at a few key cards from the deck.

[Jack Wilgress](#) and [The Gambler](#) are here for some fun. Being the best Maverick units in the game, I decided why not have them in here. Their abilities are good to have if needed to be used. Plus Jack is a beast on his own.

[Tennaru Hari](#) is probably the main fighter in this deck. With great stats for his cost, never leaving the table when he gets equipped with a weapon, and being able to fire the weapon he is holding two extra times you just can't pass him up.

[Joker Danniko](#) and Takumi Shadow Warriors: They are lean mean machines with their quickdraw ability. They help you fire that weapon many times.

Hannya, Ikazuchi: They are here to help out your other units with some power.

Two Way Berson, Cartel Legate and [Aris Thantos](#): These are the guys you call upon when you need some extra drain power. Also, to go along with them is [Jovian Standoff](#). This card not only has fantastic density, but is a great card for draining too. Now, when you get a few of these guys down and a Jovian Standoff, your drain will be around 5-6. That's a nice number for a drain. So when you get that much of a drain off, isn't it about time to retrieve some cards? Energy Tap is there to retrieve those cards back when you drain big.

[Kano Masako](#) is great because he can never be damaged, so when he has that key weapon he will almost never leave and he helps you put the cards you do not need at that moment back in your deck.

[Vishal Vatarma](#) is the best weapon in the game. This weapon when teamed up with Shaper Then Steel is a deadly combo. All you have to do is show a high-density card, like a 5, 6, or 7, and not have your opponent beat you. Now with the 7 that's even better because there is no 8, so it's an auto hit all the time. And bam, lost from the battle from the effect of Sharper Than Steel.

Now, take weapon and put it on a guy with quickdraw and your opponent will lose 2-3 units before the density phase and power, WOW. I believe that you will be in control of almost any fights on the ground and be dealing lots of over flow.

[Kayu Gekkane](#): This guy is great to have in that battle with your Quickdraw guys. After making an opponent lose a few guys from the battle they will never ever be able to draw density.

[Junshi](#), Trumped : They are here for a controlling aspect of the game. If your opponent gets out of hand with interrupts or assets then you will be set.

[Aggressive Stance](#) is in here to try and slow down those spread drain decks. This deck is able to gather up its forces and drain big and hold one site. This makes this card not hurt you as much because you will be at only 1-2 locations. This card is must to get out when you opponent is playing space or if you aren't sure what their strategy is.

This deck is your ground focus deck that has a kick in it with Shaper Then Steel and its power to drain big and get back the cards you lost. Remember that this deck is slow at first. It is going to take a few turns to get things set up, so take your time. This deck is mainly Maverick and Gongen so get their icons out fast. For Shi all you need is one icon so take your time with that. You will get it.

Try to set up your own thing with this deck with a few guys. Do not wait until your opponent does something to react to him. Get your drain set up. Make your opponent come to you. If he decides not to, send that force of Quickdraw guys after him and watch him cry. Also remember that you do not need a lot of power to hurt him; the Quickdraw and Sharper Than Steel will make any of his big guys disappear from battle, so just a few will do just fine.

This deck is not one to be taken lightly. When this deck's combo takes off, it's like magic, not much your opponent can do to stop you. So just sit back and watch the magic happen.

Well balanced ground decks...

With the new set out, I believe that space decks are going to take a great hit. I do not believe that they are going to be played as much as they were before this set's release, but on the other hand I do think that they you will still find some well built versions that still will compete. The new space encampments are probably the best cards to come out from this set. They allow a player to have a little protection from losing their icons to overburdened and they allow nice late game space drains.

I have determined that when building a well-balanced deck including both sufficient ground and space packages it would require;

UNITS

3 Kulak
3 Jack Wilgress
2 Banak Inasit
2 The Gambler
 Joker Danniko
 Battlexe Boden
 Aris Thantos
2 Killer Cait Grimalkin
2 Two Way Berson
2 Cartel Legate

SHIPS

2 Karaktika
2 Cat's Claw
3 Death Dealer
3 Tahka Life Ship

INTERRUPTS

2 Overburdened
4 Trumped
4 WayLaid
2 Life Leech
 Breaching
4 Expansion

LOCATIONS

2 Jupiter/Approach Route
2 Belt/Derelict Freighter
 Ganymede/Core Shaft
2 Ganymede /Vantage Point
3 Ganymede /Hunters' Camp
3 Ganymede /Frontier Camp
 Themis/Landing Pad (START)

The deck here has a kizen ground fighting squad with a strong killing machine for space. On the ground this deck has all of your favorite main guys from the first set. Starting off our line up with your leader of the group [Jack Wilgress](#), and with his second in command [Kulak](#). Now Kulak is not just a pretty face, he is also great for helping you out in a bind when your opponent plays [overburdened](#).

Now this deck has had the honor of being able to add a few new members to their team. [Banak Inasit](#) is a man that you do not want to lose a fight around, with his ability to undamage himself to damage another unit with him. He is a great force to have from this new set out. He helps to get ride of that peskey character in front of him with that weapon or just annoying you. [Joker Danniko](#) is one of the best new charters to have a weapon with, this deck does not use her for the weapon aspect, it uses her because she has great stats for being so cheep, along with being a kizen. This deck also has its ground tech. Trumps for control and Waylads for making your opponent think twice about going to the ground. Also this deck plays a lot of Kizens, so being able to use it will not be a problem. [Life Leech](#) is one of the most under looked cards of this set. This card allows you to damage one of your opponents units while saving one of yours. Not to bad.

Now for draining your opponent, Cartel Legate and Two Way are always there for you, but they have found a new friend. Aris Thantos is not really a draining guy, but when you do drain he allows more cards to be lost along with the ability to see what densities are coming up for your opponent.

For the skies in this deck it has much to offer. Tahka Life Ship for strength with cheapness. [Death Dealer](#) is great for damaging a specific ship in space with the new encampments by your side. They allow them to invert and do their thing. For controlling what ships they keep in play, [Karaktika](#) is great for a late game killing spree. For the cream of the crop, the ship with the most, you got [Cat's Claw](#). This ship had power and immunity. With Killer Cait Grimalkin on that ship, your opponent is going to need a nice fleet to knock her out. So with this deck do not fear going in to space and showing them how to fly.

In all, this deck is the best all-round deck you can get. Forces on the ground are not to be messed with, and the space fleet is one that no man wants to face. So when times get tough and you not sure what to do with this deck, just remember that fighting is not your last option, it's the only one! If your going to do it, make sure you do it right.

Stockpile this

What is it about Traginium? All the factions in the WARS TCG seem to want it, and they'll go to great lengths to acquire it. Players interested in experimenting with the stockpile assets will find that most of the cards that work well with the Traginium cards in the Nowhere to Hide expansion are commons or uncommons, so it won't be too hard to begin building decks the exploit this mad dash for Trag.

The hunt for Traginium begins with the five different stockpile assets. All the Traginium stockpile assets are unique, and require two Support Icons to play,

so there is a bit of faction commitment required (although there are grand possibilities to dual-faction Traginium decks, as mentioned below). The Traginium stockpile assets stack cards by taking them away from your opponent, and turning those cards into bonuses for your cards. Ganymede/Abandoned Mine is the prime location for Traginium players, as you can turn cards stacked on your stockpile assets into energy drain bonuses.

Of course, all assets are vulnerable to being wiped off the table by cards like Junshi, and well-timed Capture can ruin a stockpile deck. Also, the Gongen Nowhere to Hide card [Sword Wall](#) can do a number on a player trying to build up her stockpile assets, but there are weaknesses to every TCG deck. Let's move on to the strengths of each faction's stockpile asset. The factions are listed in order of how difficult it is to gather Traginium, from easiest to most difficult.

Earther

The corporate Earthers seem to have a [Traginium Surplus](#). Their stockpile asset is the easiest to fill up; all you have to do is pay one energy to steal an opponent's card. The only weakness is that you can only stack one card on the asset. Other factions allow you to stack two cards, which is good for your cards that get a boost depending on how many cards you have stacked. The asset card itself is high destiny (6) and costs zero. Since it's easy to get a Traginium stockpile going, what can the Earthers do with it? Not much, unfortunately. The [Rev A Shrouds](#) character gets a tactics boost, becoming a modestly-costed yet powerful force, and with [Optical Delusion](#) could serve as a nasty surprise during a battle, but that's about it. Little ventured, little gained.

Gongen

Another 6-destiny, zero-cost stockpile asset, the Gongen [Traginium Cache](#) requires a bit more work to stack up to two cards on the cache. Still, having two fighters at the same sector is not that hard for the Gongens, so taking two energy from your opponent shouldn't be difficult. Still, the only real benefit you get is by then playing Transport Aide and retrieving a vehicle from your lost pile. Basically, you'll need fighters in space to help get vehicles back on the ground. Only well-balanced Gongen decks will want to chase after Traginium right now.

Maverick

The Mavericks, as always, make things interesting. After drawing a higher battle destiny than your opponent, you can pay one energy to put one of their cards on your Traginium Stash. Then, by playing a [Belt Runner](#), you can set up your next two destiny draws by placing cards from your hand on your reserve. Not too shabby. It's the fighter [Widowmaker](#), though, where the Mavericks trickiness shines through. First, the

Widowmaker makes it easy to get cards on your stockpile assets: you can just take a card from your opponent's lost pile. The Widowmaker then gains 3 power for each card stacked on the asset. Inverting is involved, so by running four copies of the Widowmaker and a four copies of [Max Retros](#), you'll have souped up Hellcat ships ready in no time.

Quay

The Quay's stockpile asset, [Traginium Hoard](#), costs 1 to play and is only a 4 destiny. You also need to control three or more battlegrounds to stack cards there, which means you need some set-up time. The Quay unit [Ravagers](#) is a solid 3/3/3 character for only 2 energy, and causes +3 attrition during site battles when you have Traginium stacked. If you're bold and build a Maverick/Quay Traginium deck, adding [Fill With Fear](#) to the Widowmaker/Max Retros combo above, you should have plenty of options to cancel drains and battles while you set up your attack.

Shi

I've written about the Shi's problems with making an effective Traginium deck before.

The Shi's Traginium stockpile asset, Traginium Harvest, is the most difficult to pull off.

Unfortunately, it relies on your opponent deciding whether or not to battle you and you only get to stack cards if you intimidate your opponent into not battling. Still, the Shi gain more benefits when they collect Traginium than other factions. [Key Keeper](#) becomes a cheap character who is immune to attrition.

[Ore Alembic](#) can do damage control and reduce casualties. The [Reaper Craft](#) can invert if you discard a stockpile asset, and once it's inverted it becomes a reacting threat similar to Ranarti-Anant. These three cards point to the possible future direction of stockpile assets, where all your units on the table work together to surplus, cache, stash, hoard and harvest Traginium, and then they all become more powerful.

Hopefully, future expansions will develop the Traginium stockpile asset theme. If it's such a valuable resource, it's should always be in demand.

Triple Threat

In a previous article we took a look at multi faction decks, why people would want to play them and how to balance the two factions. Today we are going to take that a step further and look at three faction decks, something that has become quite popular at high level tournaments. While we all anxiously awaited the release day of WARS, much of the talk on the message boards speculated that 2 faction decks would be the strongest and that 3 or more factions would be too unreliable. At Essen we saw differently however as

there were some 3 faction decks present in the top 16 as well as a 4 faction deck. More recently at GenCon SoCal 3 faction decks reigned supreme, and now it seems that 2 faction decks just won't cut it at a high level tournament. Building a 3 faction deck is no easy task without the right balance you could end up with a recipe for disaster. After telling Arthur that I wanted to do a follow up to my multi faction deck article by writing this article it struck me that I didn't have the slightest clue where to start when it came to building or playing a 3 faction deck. I needed information and there was only one place or should I say one person to go to, the Infobroker, after all he did win GenCon SoCal with a 3 faction deck so he must know something about them.

I talked to Tim about 3 faction decks and the mechanics of them in a brief email and he gave me some tips that sent me on my way. After toying around with a few variations I found something that could pass for a tournament level deck.

Hydra

Locations:

- 1 Ganymede/Occupied Tunnels (starting)
- 1 Ganymede/Vantage Point
- 1 Ganymede/Core Shaft
- 2 Ganymede/Underground Bunker
- 4 Ganymede/Frontier Camp
- 3 Ganymede/Hunters Camp

Units:

- 2 Jack Wilgress
- 2 The Gambler
- 1 Ace McAllister
- 1 Sultry Opportunist
- 1 UV-IR739
- 2 Alnak
- 1 Arhnaknak
- 1 Kayaldi
- 2 Tahka Chulak Squad
- 2 Katal Inciter
- 2 Tahka Disruptor
- 3 Gongen TSV

Interrupts:

- 4 Trumped
- 4 Waylaid
- 2 Jet Pack Attack

- 3 Expansion
- 2 Outmaneuvered
- 2 Reaping

Orders:

- 3 Tunnels

Assets:

- 2 Natural Talent
- 1 Cloak of Fear

Weapons:

- 2 Plasma Cannon
- 2 Colt Burton MK. 412

When you are dealing with a 3 faction deck there are a few ways you can approach the problem of getting all your SI out. One way is to start a site that provided all the SI you need for one faction and then you only have to worry about the two others. I considered starting the Underground Bunker but seeing as I have few Gongen cards I decided against it and instead started the Quay site because the Quay make up most of my deck. The deck uses 3 Maverick SI, 2 Gongen SI, and mostly 2 Quay SI, only Reaping has 3 SI on it for my Quay side but I felt that in this all ground deck it would be needed. This deck may be a little overzealous in the SI area but I feel it still works well. The deck is aptly named Hydra after the multi headed creature of legend, the trick is to not get your 3 heads crossed or you may end up hurting yourself. Many people will run one 3 SI faction one using only 2 SI and the third only using 1 SI, this way will make it much easier to get the cards you need out and if u can pull it off the less SI you need the better. A deck sporting a main 3 SI faction and 2 factions using only 1 SI would also fare well; it's just a matter of finding the balance you work best with.

This deck is sheer ground control, if it comes to a fight on the ground your heavy hitters tunneling around should have no problems winning fights and denying your opponent battle destiny by using cards like Kayaldi, Cloak of Fear, Tahka Disruptor, and Natural Talent. Add to the fact that you will be drawing 2 destinies with Ahrnaknak and you will soon find yourself in healthy control of the ground. At this point you can spread out and finish them off with Alnak enhancing the drains and a few well timed Reaping to put the pins in them.

Against a mono space deck you should have no problem winning the drain race with all the sites included your Reaping can get quite large if left unchecked, and Alnak again will be giving your opponent headaches.

Well there is a quick look at a triple faction deck and a few helpful tips; you are well on your way to mastering the triple threat deck.

Lose-a-Whirl with the Quay

Units (23)

4 Spineslinger
3 Lahrik
Arhnaknak
2 Luhus Mauler
2 Torrid Katal
4 Volt Scrounge
2 Flamecutter
2 Tahka Chuluk Squad
3 Quay Navigator

Ships (10)

2 Anakatika
4 Tahka Quarrel
3 Luhustika
Makaltika

Interrupts (10)

4 Revenge
4 Attack Plan
2 The Beckoning

Assets (9)

Extraction
3 Suppressed
3 Traginium Hoard
2 Prolonged Exposure

Locations (8)

Ganymede/Captured Refinery (1/1), starting
Ganymede/Subterranean Passage (1/1)
Ganymede/Abandoned Mine (2/2)
Ganymede/Unstable Ground (1/1)
Ganymede/Occupied Tunnels (2/1)
Ganymede/Traginium Source (2/1)
2 Belt/Derelict Freighter (1/1)

I tried to make a deck that had cards from more than one culture in it this time. Change is good, but then I looked through the Quay cards from Nowhere to Hide and knew I couldn't venture into dual-faction territory right

now. [Spineslinger](#), Suppressed, and some new locations really jumped out at me, and combining them with [Revenge](#) from Incursion just makes sense. The new Traginium asset mechanic seemed neat, too, so I decided to stick with an all-Quay deck.

This deck is straightforward, and would do well in a beginner's hands. The basic idea behind this deck is to make your opponent lose cards quicker than you do. Since that's the whole point to WARS, I figured it was a solid strategy.

About some specific card choices: Revenge has always been a good card (and for card efficiency it is hard to beat: lose one to make your opponent lose two), and should be in any Quay drain deck. Spineslinger is deadly when he wipes out a site by himself during your control phase, which then helps you to drain there and makes Suppressed that much easier to pull off. The new Quay location Ganymede/Captured Refinery is perfect for this deck, since we can pack the Refinery with inverted units and make our opponent lose one energy for each of them. This is where the Spineslinger should be spending most of his time. The new sector encampments are beneficial to this deck since they can be used as a sector location if need be, or placed on a site just like Incursion's encampments.

Use [The Beckoning](#) to get inverters into play quickly, and put them at the Refinery. If you can't invert them using their game text, then use the new destiny-6 interrupt Attack Plan. [Traginium Hoard](#) and [Prolonged Exposure](#) are ways to increase your opponent's card loss, as planned. There's nothing to tricky involved here, just drain possibilities and ways to make your opponent lose energy. Your forces are not too weak; so a few battles should be winnable. If Spineslinger clears out the refinery (when it's packed with four or five of your inverters) enough times during the game, the energy loss should do plenty damage to your opponent's energy supply, giving you the win.

Service Guarantees Citizenship

Up until now the Earther faction as a whole could be considered slightly weaker than the rest. Cost for cost, the Earthers seemed to be unbalanced in the direction TCG players do not favor, this is seen most often with cards like [Heavy Juggernaut](#) which seem to cost only 3 to play until you read the "Dismiss a Unit Here" text, which means you must have another unit out in play before Heavy Juggernaut, and is slightly less useful than other cards costing 3-4 which also have an ability of 4. Essentially, for Earthers to get rolling you would have needed a very good opening hand, including a [Transport Depot](#) To get your little warriors off of Planet Earth.

That was of course, until now. As many of you have seen Nowhere to Hide offers a whole new definition to the Earther Faction and to what they can accomplish. First and foremost, they have the makings of a truly unstoppable space fleet with cards like [Rogan Hallard](#) and his ship

[Shadowsurfer](#) This more than makes up for the Earther Pilots from Incursion who only had Piloting 1. And of course there is the [XeRacer](#). Which brings back to mind the fun days of reacts. However the space fleet is not the most exciting thing to come to the Earther Faction. To me, the exciting cards are all the new Kizen.

Service Guarantees Citizenship

Sites:

- 1 Earth/ Humanity's Home
- 1 Earth/ Corporate Headquarters
- 1 Venus/ Research Base
- 1 Venus/ Gula Mons Correctional Facility
- 1 Ganymede/ Traginium Source
- 4 Ganymede/ Exploratory Camp

Characters:

- 3 Chindon Relk
- 2 Jossel Swin
- 1 James Howler
- 2 Horatio Hicks
- 4 CISyn Coordinators
- 2 Jylan Rathe
- 2 Rogan Hallard
- 3 Sheria Coreg
- 3 Close Support Pilots
- 3 Veteran Pilot

Ships:

- 4 XeRacer
- 2 Atlantis
- 2 Shadowsurfer
- 1 Inca 1
- 1 Inca 2
- 2 Inca Fighter

Weapons:

- 3 Sidearm

Interrupt:

- 2 Z-Level Gurus
- 3 Patch Job
- 3 CISyn Retaliation
- 3 Armor Penetrating

Basically The idea of this deck is to keep one or two Locations securely locked down with your space fleet, while sending your kizen around to varied sites to deal damage to an unexpected opponent. The way this should work to your benefit is through the Kizen. They have the unique ability to change your destiny, as well as fortell the future draws. This is where cards like [CISyn Coordinators](#) becomes very useful. For the simple cost of 1 energy, you can look at the top card of any reserve. Now although this ability is unique, the character is not, and therefore you can easily look at both reserves if you have enough units and energy and you can easily know whether or not you should run the other direction. That is of course unless you have [Sheria Coreg](#) out in play. She can easily get rid of your opponents 6 destiny or your 0 and place it on the bottom of your reserve for 1 energy.

Is there a large annoyance that your opponent has out at a crucial site, well then [Jylan Rathe](#) is your man. Combine him with any other unit at that site battle and you can damage an opponents unit, then before you lose any characters from the battle, simply use [Patch Job](#) and keep your Kizen around to fight another battle.

In Nowhere to Hide, it is all about manipulating the table for the Earthers.

The Quick and the Dead

"That was fast..."

The last words of the Kid, after getting gunned down by his dad, take on new meaning in January, as the WARS world will be changed by the new quickdraw skill in Nowhere to Hide.

Characters with this skill can fire their weapons multiple times in battle and will make weapon cards more potent and devastating. Weapons already had a decent array of support cards to use with them; quickdraw is just the icing on the cake.

Each faction in Nowhere to Hide will have characters with this skill, characters ranging from the godly [Joker Danniko](#) to the average [Careless Cat](#). If you were reluctant to include weapons in your decks before quickdraw should provide that incentive. One can only guess at the impact that this skill will have on the game, as far as meta changes I would imagine you would see more of cards like Easy Prey and Collaborative Strike and other cards that play with defence to account for the increase of weapons that decks will likely see.

Cards that recover damaged characters like First Aid and Armored will likely also see increased table time as holding down sites will become tougher with characters flying off the table left and right. To be honest it is tough to gauge the effects a skill like quickdraw will have on the game, but I know it will be a

welcome addition to many people arsenals.

There is not much else I can say about the new skill so lets just leave it at that and get on to the only part anyone ever reads anyway and that is the deck. As I was looking at the quickdraw characters I kept coming back to Joker Danniko but I think it is clear how good she is so I decided to base the deck around the Quay and Earther, but using Gongen weapons.

Shootout at High Noon

Locations:

- 1 Alnak Station/Captured Base (starting)
- 1 Alnak Station/Hallway
- 1 Alnak Station/Launch Bay
- 1 Ganymede/Valley
- 1 Ganymede/Vantage Point
- 3 Ganymede/Exploratory Camp
- 2 Ganymede/Pilgrims Camp

Characters:

- 2 Katuka
- 2 Kulak
- 4 Luhus Spearhead
- 1 Alnak
- 2 Mouthpiece
- 2 Sheira Coreg
- 3 Ranger Watchmen
- 2 CISyn Coordinators

Ships:

- 4 Sitkatika Hekaton
- 4 Deft Attacker
- 2 Pompeii

Weapons:

- 2 Thunder-Edge Greatsword
- 2 Plasma Cannon
- 3 Gongen Katana

Interrupts:

- 2 Armor Penetrating
- 3 Collaborative Strike
- 2 Waylaid
- 2 Tunnels
- 3 Expansion
- 1 Hostilities Unleashed

Assets:

- 1 Untold Power of Visions
- 1 Transport Depot

This deck is designed to win battles on the ground pure and simple. The ships are included mostly to get your SI out fast and in a pinch the Sitkatika Hekatons can be used to take out fighters in space that are hurting you with drains. [Pompeii](#) with a few fighters can guard your Alnak Station to prevent getting drained there and should be fairly safe.

With the array of characters you have there is plenty of quickdraw to go around. Mouthpiece can get your weapons out and in play faster, Coreg and the Coordinators are there for destiny control in order to make sure your weapons are hitting. Alnak is included in case you get into a drain race you can use all your encampments as Ganymede sites and spread out and drain that way. With this deck I would unload all your weapons at the start of the battle for two reasons, firstly the over flow attrition will boost your rangers strength, and also with Katuka prowling around your opponent will have a tough time drawing destiny. Waylaid will work with Kulak, the Coordinators or even Coreg to make sure your opponent is not getting a destiny because you will need to keep your characters around. If your opponent is packing weapons as well use Collaborative Strike to in sure you characters do not get hit. If you do happen to lose characters relocate them to the Hallway where the Transport Depot will be to get the back into the fray on Ganymede.

It may seem extreme to include Gongen SI only for their weapons but with quickdraw u will be spending a lot of energy firing them and the low cost to fire the Gongen weapons works great. The Thunder-Edge Greatsword can be used to take down the tougher characters and the Plasma Cannon is all around great. The Gongen Katana is wonderful because it can be cycled back into your hand rather than lost to make sure your characters always have weapons on them.

Interrupts are a key part to any deck and the choice here is not taken lightly. Armor Penetrating is an obvious choice with all the weapons and quickdraw we have, Collaborative Strike is also good in a weapon deck. Tunnels is great for hitting your unsuspecting opponent hard, and Hostilities Unleashed is in there in the case that the opponent makes the mistake of leaving a lone or a few lone characters at a site after a battle, then you can take advantage and deliver a devastating blow.

Quickdraw is a skill not to be underestimated, and all those of you with an itchy trigger out there are going to love playing with it. Remember, in the dangerous regions of space you better be quick or you will wind up dead.

A Quay predator walks into a bar...

Every time a new set is released, I always spend a few days playing games with slightly modified starter decks to get a feel for the new cards and the ideas that the design team had when the set was conceived. Once I feel comfortable with the starter deck designs I'll tweak them around a bit and allow new players to borrow them. Before Incursion was released, I had a similar experience with the demo decks. When the set was released, I rebuilt the demo decks with my own cards. After a few weeks of play testing, one of those 'evolved' demo decks became my primary tournament deck.

I enjoyed playing this deck so much that I decided to write about how this deck will change with Nowhere to Hide. This particular deck evolved from the Maverick and Quay deck. Solid deploy to power and defense ratios, high destiny values, quick setup, and solid Kizen sold me on this combination. Besides, it's pretty obvious from some of the Quay art that their species is not uncomfortable in the 'local bar' settings. I bet a few of them are even nimble enough to play cards with their Borg-like gambling buddies.

Locations (11)

- 1 Alnak Station / Captured Base
- 1 Alnak Station / Hallway
- 1 Alnak Station / Launch Bay
- 5 Ganymede / Frontier Camp
- 1 Ganymede / Core Shaft
- 1 Ganymede / Vantage Point
- 1 Ganymede / Captured Refinery

Interrupts and Orders (12)

- 4 Expansion
- 2 Waylaid
- 2 Trumped
- 2 Simple Wager
- 2 Breaching

Assets (3)

- 1 Cloak of Fear
- 2 Aggressive Stance

Characters (18)

- 1 Banak Ilnasit
- 2 Jack Wilgress
- 2 The Gambler

- 2 Kulak
- 1 Joker Danniko
- 1 Cribber
- 1 Lahrik
- 2 Volt Scrounge
- 2 Kucha
- 1 Starhawk
- 1 Arhnaknak
- 2 Tahka Chuluk Squad

Ships (14)

- 4 Tahka Life Ship
- 4 Sitkatika Hekaton
- 3 Tahka Quarrel
- 3 Racing Sloop

Weapons (2)

- 2 Colt-Burton Mark 412

As you can see, this deck has a balance between space and ground, something very necessary when running the [Alnak Station](#) start. Thanks to that start, this deck sets up incredibly fast. It's not uncommon to have all 3 Alnak locations and all three of your Maverick support icons out by turn two.

Once you get set up, try to get a feel for what your opponent is playing. Since this deck falls into the 'reactive' deck type, you need to identify his or her game plan and do your absolute best to disrupt it.

If your opponent is running a straight ground deck they're either going to go for a large drain at one site or multiple drains across the multiple locations. Either way, use [Simple Wager](#) to either set up an attack or at figure out what your opponent will draw for battle or weapon destiny. When you do attack and your opponent is playing Quay, do your best to see that he plays [waylaid](#) first. If he does, you can use your waylaid to make the Kizen he used smaller. When your opponents waylaid comes off the stack, its effects will be minimal at worst.

Nowhere to Hide brought about the largest change in this deck's "Anti Space" card slots. Breaching has been an incredible life saver. This used interrupt has 5 destiny and destroys target unit at a sector without piloting. It won't stop the Quay Navigator, but Tavang-Damir literally gets stopped dead in his tracks. In addition to this, there's nothing a dedicated space deck can do against the Captured Refinery.

Just like with any card game, you may have to take your own metagame into consideration. Most of my games are against either balanced or ground decks so it's leaned a bit towards Ganymede control. If you need to, Cloak of Fear can be used to stop Slippery infiltrators, some of the ground units can be cut for more space power, and more Quay inverters can be added to make the Captured Refinery more effective.

Weapons, Love them or leave them

What's the point of a weapon if you can't draw the destiny needed to use it on anything worth getting rid of? This is the first thought that entered my mind when I debated on whether I wanted weapons in my decks. It wasn't until I was confronted with the more powerful weapons that I realized not all weapons are the same.

My personal favorite is the [Sidearm](#). Straight forward and powerful, it won't destroy its target but on the right character it's guaranteed to damage most while having a good shot of getting the harder to kill guys like [Jack Wilgress](#) and his 7 defense. (Wilgress with a side arm needs a 1 or higher for destiny to kill another Wilgress, on [Horatio Hicks](#) you need a 2 or higher). Then, since you are playing enough Earther to play Sidearm, you can toss in a few [Armor Penetratings](#) to clean up the other side of the board; just remember you need to play it before you shoot.

Just because Sidearm is an amazing weapon, doesn't mean there are no other weapons to consider. If you remember from a previous article I wrote, I have another favorite weapon; the [Colt-Burton Mk. 412](#). This particular weapon isn't as strong as the Sidearm in terms of what it can hit, but does a lot in the removing little threats and keeping your high destiny where it should be. In fact, because this weapon destroys instead of damages it's one of the few weapons you will want to use before drawing destiny as it can often remove enough tactics to keep your opponent under four.

But, my favorites are likely to conflict with what other people use most since 3 energy is a high cost, even if the effects are solid. For those that like a lot of cheap but chancy weapons, Quay is more likely the answer with cards like [Qurim Dalaka](#), [Makal Dalaka](#), [Luhus Dalaka](#), and [Katal Dalaka](#). The Quirm Dalaka wants you to play several other weapons at the same location, which can solve the problem of making one of your units a target, but once you do this weapon is auto-hit city and only costs 1 to use. The Luhus Dalaka, is an auto-hit for defense less than 5, but has a variable cost that can be cheap or more than you are willing to pay. Fortunately it's free to try. The other two weapons are sub-par for their ability to dish it out but have a nice side-effect if they hit.

The Gongen and the Shi seem to have an odd lacking of standard weapons.

For the Shi, many are conditions that really aren't battle worthy but the side effect of not hitting can be easily as useful if not more desired. A good example of this is the [Duess Vatarma](#) that forces your opponent to place a high destiny card from their hand into their used pile or you get to damage a unit of your choice. This in turn forces your opponent to draw more to keep high disposable high destiny in their hand which in turns means they are playing less since they have less energy to play with. [Daunting Vatarma](#) is similar to the Duess Vatarma, but lacks the card advantage side effect though it is more likely to hit. If you just want card advantage then the [Assailing Vatarma](#) is where you should look, with a 1 for 2 trade off your opponent won't be worried about high destiny as much but several of these could put them in a fix. The downside to the Assailing Vatarma is that your opponent picks the target meaning it's not really worthwhile to use before destiny is drawn and may not be useful afterwards. More similar to the Duess Vatarma is the [Quarrel Energy Blast](#), but this is a fighter weapon, something I haven't discussed yet.

This is where Gongen come in. Though they have the [Chijo Katana](#) and the [NoBot Battle Sword](#) which are the two extremes of ground weapons, they also have the [Taihu](#) which is probably the second best space weapon in the game so far. Since Gongen is naturally a swarming race, its ability to add other Gongen ships to destiny drawn means it can kill any other ship on the table without much issue.

This comes in opposition to the Earther's [Grade 7 Fluid Laser](#) which is only really useful for its +2 attrition. Since Gongen fighter cost at most 3 energy and have 4 or more defense, it's easy to quickly swarm an opponent and get the most out of Taihu. The Grade 7 Fluid laser fails since capital ships have high costs and just slightly higher defense so even though you are getting +2 for attrition you aren't likely to have 5-6 capital ships at one location. Sadly, the [Longbow Missile 27-B](#) has the same problem if you play straight Earther. However, if you splash Earther into your Gongen swarm deck, you have the best weapon in the game. Though you lose +2 defense you gain +1 attrition and have a cost of 1 instead of 3. The other difference is you can't count your capital ships but you shouldn't really notice since Gongen Swam is mostly fighters.

I have ignored a few weapons, but not without reason. Though I seem to love the weapons that add to your destiny I haven't discussed the [F.L.I.C.](#) which would seem right up the alley for a great ground weapon, and people have argued such. But, straight up, you probably don't want the warriors that make this weapon useful. Their destiny and defense are generally low, and their cost is high for what you get. The useful warriors make you dismiss a unit, putting their cost into a very situational range. Though you can make the deck work, it begs for [Fighter Support](#) which begs for Infiltrators and [Slippery](#) which then creates its own deck that works better without the high

number of warriors that make F.L.I.C.s useful. Go figure.

Finally, there is the [Clanton Grav Grenade](#). I like to consider this the poor man's Wilgress since it can wipe out a side just as quickly but is much more difficult to use. To be really effective you need high destiny, which means your side is as likely to die as your opponents. Then, it leaves them there, so instead of destroying everything with low defense it only damages them. If your opponent sees this weapon on the table they probably already hit the two or three units you would get safely with attrition. Though it's an acceptable substitute for Wilgress in a Maverick deck, once you get Wilgress, these should probably come out. However, I must note it only requires one Maverick support icon which means it can be easily splashed. But, the risk of using this in a non-destiny-stacking deck seems awfully high.

The last two weapons I didn't mention are the [Clanton Rev-1 Missile](#) and the [Gongen Katana](#). Though the Clanton Rev-1 can retrieve a card and has a low cost to fire, it's in the hard to hit category that makes it only average. The Gongen Katana is similar in that it is cheap to use and has a solid secondary effect - +2 defense and pay 3 energy to place it back in your hand - but you aren't likely to hit anything worth getting rid of in battle. Overall, they are decent weapons but nothing to drool over or worth trying to work into a deck.

So what's the final verdict on weapons; should you use them, or ignore them? Well, that's really up to the individual. I find I like a few weapons in my deck but I haven't yet built a deck around them. Though a few weapons demand it, most of them are just good accents for a deck that really builds itself without them. Overall I think the weapons currently in Wars and the changes to the way weapons fire from Star Wars are all solid. Also, using the better weapons in the game can easily change the outcome while avoiding them might give you that extra ship or utility you needed to drain your opponent or win a critical fight. Finally, as a word of reminder; weapons can't drain, and units can't shoot ships or vice-versa. So I'll keep the Sidearms and Colt-Burton Mk. 412's in my current ground pounder decks, while using the Taihu and Longbow Missile 27-B in my Gongen Swarm. Maybe more experience with the other weapons will get me to like them more but I wouldn't count on it, however, your mileage may vary.

Entrapped by the Shi

In the vastness of a new universe, there are no rules about what makes an alien an alien. In creating the WARS setting, the Decipher designers were allowed to build a game without any preconceptions about characters or histories or cultures. Each card and each mechanic was there to represent a game feature, not something that exists in a fictional setting.

With this blank canvas before them, what, exactly, did Decipher decide defines an alien? One skill that only aliens in the WARS TCG universe have is the ability to mess with a character's tactics (the exception to this, for now, is the Earther Asset Advancer Research, but that only plays on Infiltrators and Infiltrators are vulnerable to Pursuit Just Behind if you have a ranger at a site. Wait, something like that). Perhaps the aliens can manipulate tactics because of their association with the Rift, perhaps it's because the Shi and the Quay needed something to set them apart from the other factions in game terms in the first set. Whatever the reason, a character's tactics is not a sacred, constant number in the WARS TCG.

In the old Star Wars CCG, which WARS is based on and where tactics was called ability, not many cards could change a character's ability level. The Jedi tests could, and a few cards would raise the number required to draw destiny, but there was nothing as simple as some of the Shi and Quay cards that raise or lower tactics. Players making the shift from a SWCCG mindset to a WARS TCG mindset would be wise to check out the alien races and how they can manipulate characters' tactics. Perhaps one of the most important rules changes old players will have to learn is that even if you reduce your opponent's tactics at a location to zero, that opponent can still drain you at that location. Ability/tactics is no longer required to drain, just a character on one side of a viable location.

Changing the tactics level on opponents units is representative of what the Shi excel at: controlling an opponent's options. It's no accident the Shi have a card called [Controlling](#), which can limit drains to two locations a turn. The Shi weapons can control how many cards an opponent has in hand, and they sort of control themselves by not relying on destiny draws to succeed. Pairing Shi with the Maverick faction can lead to uber-powerful Shi weapons if you can get Slider to eliminate an opponent's hand in the first attack of a turn. Even on their own, the Shi like to dominate others. No big surprise there: they have a history of enslaving whole planets.

Strategy

Still, messing with tactics is a powerful strategy, and with cards like Cerebral Incursion, [Easy Prey](#), and Incapacitated, the Shi are especially adept at messing with an opponent's tactics levels. These three cards each affect an opponent's tactics in different ways. Easy Prey is a lost interrupt (destiny 6, which is great) that doesn't actually lower a character's tactics, but it will exclude those tactics and a bit of a character's power and defense from a site battle. If your opponent is hovering at 4 tactics at a site and you want to bring the beatdown, Easy Prey allows you to do that.

[Incapacitated](#), a destiny 5 asset, is a simple way to lower any character's power, tactics and defense by one. Again, a location (and it could be at a sector this time, not just a site) where your opponent has 4 tactics is the ideal

to spring this card and then bring an overwhelming force to teach you opponent what not drawing a destiny feels like when the Shi are attacking. [Cerebral Incursion](#) (another 6 destiny card) is an asset you play on your own kizen to make your opponent's tactics -4. One powerful way to use this card is to have a Cerebral Incursion-loaded Ranarti-Anant roaming the table in a ship, subtracting the tactics from opponent's sector battles across the universe.

Another option is to Incursion a weak force, then use [Subjugate](#) during a battle with them to clean up a site in a hurry. Just be careful, because Incursion doesn't work where your opponent has a kizen.

There are two ways to maximize the effectiveness of the Shi's controlling power, and they both rely on the truism of TCGs that says having more cards in hand than my opponent is a Good Thing. First, by playing lots of energy icons for yourself, you can activate (and then draw) more cards. Adding four copies of [Sudeva Legionnaire](#) to any Shi deck that relies on weapons at site battles should be standard. When the new Quickdraw (see [Nowhere to Hide](#)) characters arrive, Shi Vatarmas will be even more effective. Another way to keep cards in your hand is by not playing any.

But you'll need characters on the table, and this is where the Shi power card [Vestiges](#) comes in. Win three battles, play any character from your lost pile for -3. That is effective, and keeps you ahead in the card count. During site battles, Anant Attendant and Fallen Ally also work well to save your characters with the Attendant giving everyone else at a site battle immunity to attrition and then Fallen Ally saving him to the used pile.

Second, you want to prevent your opponent from having cards in hand. An excellent companion to the Shi weapons is [Energy Conduit](#), which forces your opponent to pay energy to draw cards. For extra pleasure, include cards like Martial Interrogation to use up your opponent's energy (or delay a pending deployment) and further restrict the ways your opponent can get cards into hand. A few Clone Reserves might be enough to get Energy Conduit back into hand to continue to stymie your opponent's plans for most of the game. Energy Conduit, Vestiges, and Sudeva Legionnaire are all high destiny, too, which doesn't hurt.

What about space? The Shi have some wonderful ships (Vatarva-Sudeva, for example) that Ranarti-Anant likes to pilot. Damir Aeronaut is one of the best and cheapest pilots in the game. The Shi ship weapons function in a similar way to the Vatarmas (taking cards out of hand to function), and a lot of the strategy of playing with the Shi comes in choosing which attacks to make first. Using Vatarmas at site battles to empty an opponent's hand makes her all the more vulnerable to a Quarrel Energy Burst. Another trick is to attack a lone ship using your Sudeva Escort, which makes your opponent lose a force, then flying Ranarti-Anant over in another ship to finish her off.

[Ripping Beam](#), while expensive (in effect, losing 5 energy), can take out an enemy ship without a destiny draw. Certainty is controlling the outcome.

There are four locations that generate Shi support icons. Ganymede/Forward Base (2/1) gives power +2 at related sites when controlled by a kizen. Playing with Seyal/Dark Side (2/0), it would be good to start with it or by playing a mono-faction Shi deck, because Seyal/Dark Side gets dismissed unless you've planned ahead. Seyal/Light Side (2/1), is good for a Shi deck because it automatically provides a Shi support icon and can easily supply two if you have a ship there. Lastly, there is Vesta/Coveted Rock (1/1), which provides a +1 drain to whoever controls it.

In the new WARS universe, Decipher has sketched the outlines of a new experience. For now, this place comes alive in short stories and in the few hundred Incursion cards. Finding the unique abilities of the Shi - and playing them as if they've never been played before - is one way to explore and shape the WARS universe. Here's a deck that takes advantage of some of the Shi's strengths.

Entrapped by the Shi

Characters (17)

2x Ranarti-Anant
4x Sudeva Legionnaire
2x Hailesh-Damir
2x Irama-Vishal
2x Devanar-Damir
2x Damir Aeronaut
3x Anant Aeronaut

Weapons (11)

3x Quarrel Energy Burst
2x Duress Vatarma
2x Assailing Vatarma
4x Daunting Vatarma

Ships (11)

3x Sudeva Escort
3x Reliable Quarrel
2x Vatarva-Sudeva
3x Vishal Quarrel

Interrupts (8)

4x Energy Conduit
4x Martial Interrogation

Assets (4)
2x Cerebral Incursion
2x Vestiges

Locations (9)

Sites
Ganymede/Unstable Ground 1/1
Ganymede/Vantage Point 2/1
3x Ganymede/Harvesting Camp (Shi)
Ganymede/Forward Base 2/1 (Shi)
Sectors
Ganymede/Forward Base 2/1 (Shi)
Seyal/Dark Side 2/0 (Shi)
Seyal/Light Side 2/1 (Shi)

This deck should make it difficult for your opponent to keep cards in hand (or, if they'd rather keep them in hand, you can wipe his cards off the table with your weapons). It's best to fight the attacks on the ground with the Vartarnas before moving to space, by which time the [Quarrel Energy Burst](#) should be able to destroy enemy ships. Damir Aeronaut is one of the best cheap pilots in the game, but use its ability wisely, since it cost a lost energy to use. Make sure to put the Vartarnas on the Sudeva Legionnaires whenever possible to help with your card throughput. Once you win some fights, use Vestiges to get characters back from the lost pile cheaply. Use Martial Interrogation and Energy Conduit to make your opponent pay energy and get nothing in return. The locations provide you with more energy than your opponent, and feel free to lose some to force drains later in the game if you're generating enough. You don't want to help your opponent get cards into hand if you can avoid it.

I Dare You to Pronounce Arhnaknak

I'm working on a new theory for the Quay faction: The harder to pronounce the title, the better the card. Unlikely, you scoff? Inconceivable? Well, they laughed at Columbus when he said the world was round. They said "Relativity? That crazy mumbo-jumbo won't fly. Now clerk my patent, Einstein. And get a haircut." And no one believed Pigman when he was trying to prove the Caine-Hackman theory (but then came "A Bridge Too Far"). So let's look at the Quay and try to prove this theory.

First of all, who are the Quay? "Why, they are one of the 5 factions of the WARS game," you say? Well, you're right, but the smarmy answer helps nothing. The Quay are an alien species that focuses on their bio-engineered technology, just plain creepy looks and consonant clusters to intimidate and slice their opponents. They tunnel, they attack, they fly their life ships high.

They have a wide array of Assets that play on sites, representing their ability to dig in and infest a location. Here's a look at some of the cards they use to accomplish this. Learn from them well and observe just how unpronounceable they are.

- One of the "mains" of the Quay faction, [Arhnaknak](#) is arguably one of the best units in the game. To start with, a paltry 1 energy and 2 Quay Support Icons will get him into play. He's not much to look at (at 1/2/2). His invert stats are less impressive (0/4/0), and even the cost to invert him is pretty high (lose 3 energy). But any experienced Star Wars CCG player will tell you, the easiest way to sway a game is a battle with multiple battle destinies. Now, in WARS, we don't add extra battle destinies, we add [D] to our only battle destiny. And that's what Arhnaknak does. On his own, he has sufficient Tactics to draw a battle destiny while inverted, but with Power 0 and Defense 0, I wouldn't recommend it. It would be better to pair him with a couple of high Power Kizen and some high Defense inverters for a monster smack down. Speaking of high powered kizen...

The starter deck Quay Kizen, [Talkan](#) is easier to pronounce, but don't think that devalues him. A sturdy 3/2/6, he can become immune to attrition if necessary by recycling 2 cards from hand to the used pile. An excellent team player, Talkan can put a target character present on top of the used pile to make him power +2. Though this can only be used once per turn, it is incredibly useful. If you're losing a high-destiny character for attrition, put him back in your deck. Recycle a 0 or 1 power character for a minor power boost. If you don't have enough energy for a Makal Shrieker, why not send that 6 back into your deck?

"Luhus" has such a soft sound, that when combined with "mauler" it comes out "[loose-moller](#)" in frantic game play. However, inverting allows their stats to remain roughly the same, and as an added bonus, they can DAMAGE ANY UNIT. Defense, power, destiny? A Mauler cares not for these things. True, this is a one time shot, but since their power drops to 1 after inverting, they can be easily recycled by Talkan. A handy copy of The Beckoning can help, too.

Suffering the same problem as the Luhus Mauler, the "[loose-dal-acka](#)" is a quagmire of a name. And, also like the Luhus Mauler, they can get around normal weapon mechanics (damage if destiny<[D], or some variation thereof) to damage a unit. If you're willing and able to pay [D] energy, you can damage any unit with Defense <5. Now, that's not too high a defense, but the guaranteed damaging makes up for it.

Hounded. This card is impossible to pronounce! Come on! How-oon-ded? Hon-deed? Can human beings even physically make the sounds necessary to pronounce this?

Ok, fine. This is the exception that proves my rule (I also call "no-disproving me" for infinity). Again, another card that by-passes a unit's defense and requires no destiny to destroy them, just a higher power character moving to it's location. Though the Quay suffer from a lack of vehicles, this card can synergize well with an Earther-Quay combo deck, allowing you to move multiple characters using a Vehicle's Transport keyword and conserve the energy needed to play Hounded.

Combining all of these cards and strategies, we can come up with this deck, which combines the cards into a single dense block of tongue-tying fun:

Is This The Hat You Were Looking For?

Assets:

- 1 Aggressive Stance
- 1 Capture
- 1 Defensive Position
- 1 Natural Talent
- 1 Rally Cry

Characters:

- 1 Alnak
- 1 Arhnaknak
- 2 Katal Inciter
- 1 Kucha
- 1 Kulak
- 2 Luhus Commander
- 2 Luhus Mauler
- 2 Makal Claw Beast
- 2 Makal Shrieker
- 3 Quay Navigator
- 1 Qurim Ahmak
- 2 Tahka Chuluk Squad
- 1 Talkan
- 2 Volt Scrounge

Interrupts:

- 2 Expansion
- 2 Hounded
- 1 Overburdened

- 2 Portent
- 2 Reaping

Locations:

- 1 Alnak Station/Captured Base
- 3 Ganymede/Hunter's Camp
- 1 Ganymede/Occupied Tunnels (Starting)
- 1 Ganymede/Triganium Source
- 1 Ganymede/Valley

Orders:

- 2 Tunnels

Ships:

- 1 Chuluktika
- 1 Luhustika
- 1 Makaltika
- 1 Seyaltika
- 1 Sitkatika Hekaton
- 2 Tahka Life Ship
- 2 Tahka Quarrel

Weapons:

- 2 Luhus Dalaka
- 3 Qurim Dalaka

This deck is a mix of ground and space, allowing you to choose which to focus on on the fly. Don't try to maximize both, run offensively one (most likely ground) and defensively on the other. Tunnels is fantastic for moving your units during the Deploy phase, a move that surprises the heck out of your opponent. For another great move, pick a support weenie and that your opponent has pending and play Portent to bring right to your Quay for an early supper. Make good use of placing high destinies in your support pile as well, you've got plenty of great cards to do it with.

So there you have it. The Quay may have some hard to pronounce card titles, but the abilities more than make up for it. Thanks for reading and look forward to my next article, in which I'll tackle a follow-up to this theory: is the number of times you have to try to pronounce a card title equal to the exact number of copies you should have in your deck?

Hey yo, maverick, wanna pimp my ride?

Flip through the channels, and it's pretty obvious that we humans in general (and Americans in particular) have a fascination with our vehicles. That's the

way it's been since the 20th century, and there's no reason to believe that it's gonna change by the time the 24th century rolls around.

Vehicles are the property of humans alone in the WARS universe. Each of the human factions sports its own array of vehicles, while the interloping races - the Quay and the Shi – have nary a vehicle between them. The value of the game's vehicles is varied, and is different to each of the human factions.

The Earther's have arguably the two best vehicles from the standpoint of raw statistics – [Heavy Juggernaut](#) and [Howler's Blades](#) both feature a wicked cost-to-power ratio. The drawback of dismissing a card from site means using them sacrifices card efficiency for energy efficiency. The fact that there is this tradeoff means that neither sees the level of play you'd normally expect out of units of this statistical caliber. The Earther's other two vehicles, though a bit "plain-Jane" statistically, shine due to their unique abilities. The GR-Blade's ability, while costly, can provide that extra bit of oomph to help clear out an opponent's site (and could even combine well with Slider, discussed below). The Infantry Support Vehicle provides one of the few means to move units from an adjacent site into a battle; the fact that your opponent might see it coming shouldn't make the ability any less useful. Nowhere to Hide's Dagger Lead promises to continue the trend of Earther vehicles that are handy to have in a battle.

The Gongen vehicles specialize in providing an effective means to move characters around the board; Armored Personnel Carriers as opposed to Earther's Main Battle Tanks. The Gongen TSV balances modest Power/Tactics/Defense values with a low support and energy cost, and it offers the potential to destroy units in battle – an ability never to be underestimated. Hamon of Ikazuchi can, under the right circumstances, nearly pay for itself. The [Ikazuchi TSV](#) is expensive, but pretty much guarantees your opponent won't have energy to pay for any sneaky tricks, unless they're going to the trouble of saving up large amounts of energy. The [Shikami TSV](#) offers the chance to reduce the defense value of an opponent's unit: useful for targeting with weapons, or reducing the defense value of a unit to ensure damaging multiple units due to attrition. Ironically enough (as pointed out to me by fellow DGMA writer Michael Meunier), the TSV Command Post is best used with Quay, as opposed to Gongen – it can be used to drop a small horde of 1 tactics Quay predators on your unsuspecting opponent. In general, Gongen vehicles require a bit savvier approach to use effectively, compared to those of their Earther brethren.

Finally, the Maverick's vehicles are a category unto themselves; they offer abilities appropriate to the manipulative nature of their faction. [Boxers](#) offer good power and defense for the cost, and allow you to add one to a destiny draw. [Flinger Batteries](#) are bigger and more expensive, and offer the exact

opposite ability – pay to reduce a destiny draw by one. [Cloud Skipper](#) is the only vehicle that carries a tactics of four – that alone would make it a decent unit – and also offers the opportunity to hit your opponent for extra damage, if you can dial in your power total to exactly seven more than your opponent's. [Stinger](#) is... well... a card built for draft, offering middling stats and no special abilities. Potentially the most devastating unit in the game is Slider: if you can get that battle destiny total to 11 exactly, your opponent loses their entire hand. Maverick vehicles are all about manipulating the numbers – or making your opponent pay when the numbers do come up in your favor.

While there are several useful, even powerful, vehicles out there to utilize, it's important to recognize some of the weaknesses of vehicles. For now, the primary manifestation of weakness is due to the [Chuluktika](#)'s ability to move around vehicles – including an opponent's. So, if your opponent is running Quay space, with the Ganymede sector and the Occupied Tunnels, it might be wise to hold off on deploying vehicles to Ganymede, lest they cut one of them out from the herd using Chuluktika, drop it at the Occupied Tunnels – where it is effectively power zero – and proceed to beat the living daylight out of it. One way to defend against this strategy (other than just knocking their Chuluktikas out of the sky) is to keep some high power or high defense characters with your vehicles, and make sure to use the vehicles transport ability if your opponent does start moving your rides around. This can help minimize the effect of the beat-down (and possibly even help you to set up a counter-beat).

With the (albeit somewhat remote) risk of the aforementioned beat-down, why bother to play vehicles? Well, first off, the ability to port around characters cheaply (through the Transport ability) can really help out, both in the early game (when Energy is in short supply and you're trying to save it so you can draw it) and in the late game (when Energy is in short supply and you've got to carefully manage every energy that you spend). Also, with the preponderance of Waylaid-focused decks in the environment, anything that's NOT a character is intrinsically more valuable, if for no other reason than it can't be targeted by cards that target characters (note that Easy Prey also falls into this category).

And so, the next time you're looking to add a little beef to the deck (or maybe even some tricky stuff)... consider throwing some vehicles in there to liven things up.

The Maverick Scrapyard

The Mavericks, a cut throat, lying, cheating, stealing, gamble of a faction. Cartels and marked cards best describes this group of entrepreneurs as organized crime and stacking the deck are hardly beneath them. Willing to do

just about anything to keep their freedom, they scrape by off the scraps of society and what they can steal. A fringe culture that epitomizes the phrase "no honor among thieves" as they are willing to help the highest bidder then cut their throats as soon as the deal is done. However, don't discount them though, as thieves can make a pretty good living and Wars has not forgotten this.

This faction is by far the best at removing luck from destiny. With cards like [Up the Sleeve](#), [Top Pair](#), Fifth Ace, [Simple Wager](#) and The Gambler they can quickly stack the deck in their favor and then make the opponents deck worse for wear. Combine this with a series of brutal power specific effects and suddenly the game can become very lopsided, very quickly. By far this is the most combo oriented deck is Top Pair, The Gambler, and [Jack Wilgress](#) and a few goons like [Cartel Legates](#) can make any fight very dangerous for your opponent. If you can't get a hold of Jack, consider The Gambler, Top Pair and [Cloud Skipper](#) to force your opponent to lose three cards consistently. The Gamble is also easy to replace as Fifth Ace and Up the Sleeve perform the same function in a more limited manner. However, my personal high energy cost favorite combo is The Gambler, Colt-Burton Mk412, and [Ace McCallister](#). Stack a five or six for 2 energy, destroy a unit with defense less than the card you stacked for 3 energy and then make Ace a force to fear for 4 more. Top that off with a Wilgress and you are well on your way to making your opponent run from every fight. Based off all these wonderful possibilities to ruin my opponents luck, I built a deck:

Paired Down

Units

- 4 The Gambler
- 4 Jack Wilgress
- 4 Ace McCallister
- 4 Cloud Skipper
- 4 Cartel Legate
- 2 UV-IR739

Assets

- 2 Colt-Burton Mk412
- 4 Top Pair
- 2 Transport Depot
- 2 Chained
- 2 Accord Negotiations

Interrupts

- 4 Trumped
- 4 Festering Cargo
- 2 Faded

Orders

- 4 Simple Wager

Locations

- 1 Themis/Landing Pad
- 1 Earth/Corporate Headquarters
- 7 Ganymede/Frontier Camp
- 1 Alnak Station/Hallway
- 1 Alnak Station/Launch Bay
- 1 Gongen/Ice Mine

Generic Strategy for this deck is to get The Gambler and Top Pair down as soon as possible. Something important to remember about Top Pair is that if you don't have a [Trumped](#) in your hand, you can still use it by adding it's abilities to the stack before it goes away from Junshi. [Chained](#) is in there for Waylaid, as is Faded. This deck was built around Top Pair, that's why there are only 4 different values for destiny, 0, 2, 5, and 6; use this to your advantage as having all three of the Gambler, Jack Wilgress and Ace McCallister at a site would cost you 3 cards to save, and then you still lose any Cloud Skippers and Cartel Legates to attrition, while Top Pair will only cost you two cards. Your characters are important in this deck, losing any of them can cost you the game. Jack should be able to consistently wipe your opponent's side of the board, while the Colt/Burton Mk412 is great for dropping quickly into a site your opponent only has 4 tactics at and removing their ability to draw destiny.

It is a ground pounder deck, so locations like Earth/Corporate Headquarters and [Gongen/Ice Mine](#) are there for you to take advantage of your opponent's inability to stop all drains at all locations. It's unlikely they will have all both Earth, and Gongen in their deck so you should be able to safely drop the Cartel Legates on one of these locations. Note: Simple Wager is one of the sickest Orders in the game, as it allows you to look at the top two cards of your opponent's deck and place them back in any order, guessing the right number is just icing on the cake.

Finally, some considerations for modifications to this deck: ["Two-Way" Berson](#) and some Ore Hounds can really put a hurt on your opponent at one location, but there are plenty of ways to stop that drain which is why I didn't go that way.

The Power of the Red Planet

The Gongen may not be the most straight forward faction to play. They don't have access to the raw power the Earthers and Shi possess. They don't have the dirty tricks of the Mavericks. They don't have the never ending swarm ability of the Quay. What they do have though is grit, determination,

and the somewhat annoying ability to turn the most overwhelming of odds. Most of their units are fairly cheap, versatile, and have high defense values, which is helped by many other cards. Gongen are perhaps the most effective at both activating extra energy and at retrieving lost cards. They are team players more than other faction, becoming more powerful in groups than the sum of their parts. As a general rule, the Gongen have the ability to outlast their opponents and win by pounding them into submission.

How to Play The Gongen

First lets look at how the Gongen work on the ground. At first, you might think that the Gongen are rather weak on the ground. It may be true that the Gongen's ground game may not be as good as they are in space, but they are still quite a force planet side. Most Gongen units are cheap, almost all costing 3 or fewer energy to play. This allows a player to place a large number of units in one place to absorb damage as needed. They tend to have high defense values for their costs allowing them to absorb more damage than their counterparts from other factions. [Kano Masako](#) is a good example of this more defensive nature, and taking it one step further. This defensive ability is augmented by several support cards ranging from weapons like [Gongen Katana](#) to support cards that further provide defenses. Gongen ground units also have the ability to lower the defenses of their opponents, allowing their less powerful ground based weapons to still cause major damage as well as damaging or destroying units outright. The last thing the Gongen do well on the ground (as well as in space to a lesser degree) is produce extra energy at multiple points during the turn. Thus a Gongen deck always seems to have all the energy it needs. Oh, almost forgot, the NoBots. Yeah, these guys are just huge in every way and provide that extra firepower boost you often need on the ground with the Gongen. While they should not be left to their own devices, they are the most frightening force on the ground when they are with friends.

In space, the Gongen seem to excel and are arguably the dominant force there in the current play environment. This is true despite the lack of any characters in the Gongen faction with piloting. However, with the ships the Gongen have, who the heck needs pilots. Gongen space power is based upon one basic concept, strength in numbers. On their own, Gongen ships are just average. Some are even greatly overcosted at first glance. However, in numbers (particularly in groups of three or more) they become downright nasty. Following the theme of the ground units, Gongen space units are cheap for what they do, particularly the fighters, which helps you get more of these guys out. The Gongen are also the only faction that possesses ships with Transport which is a big help in moving the large clouds of fighters around the solar system. Ships like [Zocho](#) and its fighters as well as support cards like [Cloud](#) demonstrate just how deadly the Tenno is en masse.

Gongen support cards complement the abilities of the units well in addition to providing some additional abilities. A number of them are devoted to bringing cards out of the lost pile or at least provide some additional use to cards that are being lost. Others compliment the weapons of the Gongen, making them even more effective and damaging to your opponents. They also provide assistance in obtaining more energy to fuel your devious plans.

When its all said in done, the Gongen simply don't go down without a fight. They've learned to do more with less and thus are a powerful threat in the WARS to come. And mark my word, the "Reds" get even nastier in Nowhere to Hide.

Let the WARS continue!

Gongen Gonna Getcha

Locations (11)

- 1 Pallas/Asteroid Stronghold (starting)
- 1 Gongen/ Pilgrim's Haven
- 1 Mercury/ Untapped Planet
- 2 Ceres/ Belt Hideaway
- 1 Vesta/Coveted Rock
- 1 Ganymede/Traginium Source
- 1 Ganymede/Underground Bunker
- 1 Ganymede/Vantage Point
- 2 Ganymede/Pilgrim's Camp

Ships (18)

- 2 Zocho
- 2 Komoku
- 1 Tamon
- 1 Guardian-class Carrier
- 4 Zocho Fighter
- 3 Tamon Fighter
- 3 Komoku Fighter
- 2 Jikoku fighter

Units (16)

- 1 Izakuchi
- 1 Diegan
- 1 Shiakimi
- 2 Izakuchi TSV
- 2 Shiakimi TSV
- 3 Shiakimi Warrior
- 2 Kurijo Torako

1 Kano Masako
1 Higen Orichito

Weapons (5)
2 Taihu
1 Gongen Katana
1 Chijo Katana
1 NoBot Battle Sword

Assets/Interrupts/Orders (10)
1 Ancestral Garden
1 Amorian Shipyard
1 Sharper Than Steel
2 Cloud
2 Mark of the Kami
2 Rising Morale
1 Jet Pack Attack

Strategy

With this deck, the objective is simple. In space, spread out and drain like crazy, using the raw power of the Tenno to swat any opposition out of the way. As I stated above, you should try and keep at least three of your ships together to get power bonuses from your ships and other things. The locations here are designed to get you maximum drain mileage as well as many places to use [Amorian Shipyard](#) (hence why Vesta is in there). On the ground, the best thing to do would be to try and hold down one or two sites, the Bunker being the obvious candidate for this using the NoBots and the supporting cards.

For the Glory of Earth

"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."

What a beautiful flavor text to lead into this article. The Earther warrior is a soldier, his mission is to go in and destroy the enemy, site control is important, but not as important as eliminating the enemy's stronghold. The Earther warrior can drop down to a site and with tactics less than 4 they can still do a lot of damage, and I am here to explain how. From my experience in game play over the past 2 weeks I have realized that building up an army of Earther warriors not only gives away the element of surprise, but allows your opponent to play an equal amount of units who each have twice as much, if not 3 times as much, strength as your warriors. This had become a problem for me so I decided to go back to the drafting board and devise a battle plan

for the warriors assigned to protect Earth.

The Earthers are not particularly strong when they are by themselves, considering how most characters and vehicles (as well as ships) cannot draw a destiny when they are alone, so they must work around this problem. The other thing working against Earthers is the high cost for what could be considered weak stats. However, once you can bypass the cost, the Earther warriors and vehicles can be devastating.

Characters

1 James Howler
2 Horatio Hicks
2 Grav Operator
3 Entrenched Infantry
4 Infantry Officer
3 CGC Grunt
3 Consigned Trooper
2 Vanguard Trooper
2 Howler's Blades

Vehicles

3 Heavy Juggernaut
3 GR-Blade
3 Infantry Support Vehicle

Weapons

3 F.L.I.C.
1 Sidearm

Assets

2 First Aid
3 Transport Depot
4 Fighter Support

Interrupt

1 Crossfire
2 CISyn Retaliation
2 Hostilities Unleashed
2 Expansion

Sites

1 Earth/ Corporate Headquarters
2 Ganymede/Vantage Point
6 Ganymede/ Exploratory Camp

When I had noticed [Fighter Support](#), it unleashed a river of potential. It was

this card that allowed for any unit in a site battle at a related site to add (D) to their battle destiny. This is a huge factor in battles, not only does adding (D) to destiny increase your strength and the attrition you cause to your opponent, but if you have a single card at the site you have less worry about meeting that 4 tactics to draw destiny.

Now let me discuss this single unit feature that the Earthers can get away with that other factions may not necessarily be able to deal with. One issue that the Earthers have is that in order to play the stronger vehicles such as [Heavy Juggernaut](#) or [Howler's Blades](#) you must dismiss a unit. This may cause several problems, in that you may have no other units at the site to add to these vehicles' 2 tactics, or to use as attrition fodder. So you may not necessarily choose to deploy these units right away, allowing your opponent to drain you for 1-3 energy. Now with Fighter Support, you can draw that destiny with only 2 tactics, and the best part about Fighter support is that it's a non-unique asset. If you have 2 or more out at related sites, you get to add (D) to your destiny 2 or more extra times, so the thought of 3 destiny may make your opponent question battling your one unit.

Now I know the next question, what about the one unit? Won't it have to be sacrificed because of attrition? No, this is also where the Earthers succeed where others fail. Just because you have 1 unit doesn't mean it will become lost. [First Aid](#) is an asset that helps prevent units from becoming destroyed. Basically this allows your unit, which is not just characters but vehicles as well, to be assigned the attrition and soak up any damage, but instead of sending it off to the lost pile, if you can pay the 4 energy, the unit shall remain at the site and become undamaged. This will help to keep those large vehicles which you had to dismiss units to play out at the site.

Now of course your opponent will realize sooner or later that Fighter Support is a main threat and will try to eliminate the characters at the site in order to dismiss the asset. As a small safeguard against your opponent dropping several units to the site all at once, you protect those sites with [Entrenched Infantry](#). The downside to these warriors is that for you to drain at this site, or to deploy a character to this site, you must lose 2 energy. The plus side to these warriors is that for your opponent to deploy to the same site it will force them to lose 2 energy a unit. This is a small road block, as your opponent will deploy to an adjacent site and then move, however they will not be allowed to battle immediately, and therefore give you one turn to protect your warrior. Also, the Entrenched Infantry is 3 power, 5 tactics, and 6 defense! He can draw a destiny by himself and then take advantage of Fighter Support. Throw several other warriors at his site, such as [Grav Operator](#) or [Infantry Officer](#) and your units begin to jump high up in strength. So how do all of these thinly spread units who draw a potential 4-5 destiny really work out? They work out pretty well, but there is no space so anti-drain cards such as [CISyn](#) [Retaliation](#) are needed. Also, because of the element of surprise attacks that

1 or 2 warriors may have, since they can draw 3-4 destiny causing a ton of attrition, this usually empties your opponent's side down to 1 or 2 units. This is when they no longer have enough tactics to draw battle destiny, and thank the good maker that they can slam you next turn...however, they won't be that lucky. [Hostilities Unleashed](#) is a lost interrupt that can begin a new battle at a site you already initiated one this turn! What a great way to use your 3-4 battle destiny to slam it hard to your opponent's lone unit!

Digging Deeper : Unleash the beast within the Quay

If you are like me ever since you first heard about these hulking aliens you have been anxiously awaiting their arrival. These seven feet tall aliens with razor sharp claws, shredding teeth, and a frenzied bloodlust, are wicked cool. You were probably also disappointed when you cracked open your fist pack and found these weak power one or two wimps in place of the powerhouse monsters you were expecting. At first glance the Quay are about as tough as those geeky kids with glasses in elementary school that always got their lunch money stolen (I learned to hide my lunch money in my sock.) After mourning for a few weeks I came back and took another look at these ultra cool extra terrestrials and found that they are not as weak as they would seem. In fact with the right combination of cards they can be downright devastating. Let's take a look at a few card combos that will turn the Quay into the schoolyard bully.

Kayaldi/Tunnels

This is one of my favourite combinations in the game; you have [Kayaldi](#), a zero power Quay with a neat ability to assassinate characters when she moves (provided you have 2 units on your lost pile a feat easily accomplished by Talkan, Kulak, or Sitka). Not a powerhouse in any means as killing a character in the move phase is good but not game changing. Now lets take Kayaldi and combine her with a Quay order called Tunnels, this card lets you move people around in the deploy phase making Kayaldi a monster in her own right. Now you can deploy Kayaldi use Tunnels to move her to an enemy held site and knock off one of their big guns there, Torako, Howler, or even Wilgress, you have to use the timing system to your advantage and use Kulak's ability after drawing your destiny for Tunnels to insure you get two units on top of your used pile. Having eliminated a key part of their force there you can proceed with your deploy phase and drop your Quay down at that site to ravage those units who thought they were safe under the wing of Jack Wilgress. Kayaldi is good but she can only get rid of characters, what if it's a nasty vehicle or No-Bot that is giving you grief? Well then you can use Tunnels with a few other cards to take care of those problems. Hounded lets you destroy any unit with less power than one of your Quay when it moves to a site, so move one of your big boys over and destroy that vehicle that is giving you problems. [Cloak of Fear](#) will send a unit with less tactics (than the kizen it is on) back to the owners hand, with

this asset Kulak and Sitka can send home those No-Bots who only have three tactics, granted they can be re-deployed next turn but having them gone one turn should let you put the beats on your opponent.

Chuluktika/Occupied Tunnels

This is another nasty combo that can lead to some serious beats on your opponent. Set up a stronghold of Quay at the [Ganymede/Occupied Tunnels](#) and then use [Chuluktika](#) to move one of your opponent's vehicles there, before the battle phase, where it will be powerless (literally) and you can crush it with your large force of waiting Quay. The one problem that might occur in this process is that the opponent might bring some units along for the ride in his vehicle to even the odds. That might make it closer to a fair fight and if its one thing you don't want to do that is fight fair. To help prevent this we can add another card to this combo to tip the scales more in your favour. Katal life ship has the ability to put units back into the opponent's hand but it has to be deployed to an empty sector. To insure you will get your devastating combo off just hold a copy of the Ganymede/Traginium Source, Chuluktika, and the Katal Life Ship in your hand until you are ready to work your magic and then deploy the Katal Life Ship to the empty Traginium Source you just played to send a unit back to the opponents hand before dropping Chuluktika and moving your hapless victim over to be crushed.

Luhustika/Alnak

While our other two combos dealt with destroying your opponent in combat now we will turn our attention to the other important arena in WARS and that is draining. Quay may not seem to be very strong in this arena compared to the powerhouse that is the Maverick draining deck, but with just two cards the Quay have the potential to exceed the Mavs in draining damage. [Luhustika](#) and [Alnak](#) both add one to any drains at sites related to them, Luhustika must be in space and Alnak must be on the ground. Let's take a look at just how big we can get our drain with these two on the table. Realistically you should be able to hold three sites on Ganymede, if you have already smashed your opponent with one of the above combo's then maybe four sites. If you control three sites that you can drain your opponent for two at, then with the plus one that Alnak will give to two of those site (she is does not add to the drain at the location she is at) then you are draining for eight a turn. If you have Luhustika at [Ganymede/Traginium Source](#) then all those sites are plus one for drains and your drain jumps to eleven a turn. If you also can keep control of Ganymede/Traginium Source than you will have an extra drain of four (one for Traginium Source plus one for every site you control) taking our total to a whopping fifteen. I don't know about you but if I was getting drained for fifteen a turn that would be enough to have me crying like a little schoolgirl.

Now that we have some brutal combos lets see if we can throw them together into one butt-kicking monstrosity of a deck.

The Schoolyard Bully

Locations: 12

- 1 Alnak Station/Captured Base
- 1 Alnak Station/Hallway
- 1 Alnak Station/Launch Bay
- 2 Ganymede/Traginium Source
- 2 Ganymede/Occupied Tunnels
- 2 Ganymede/Vantage Point
- 1 Ganymede/Traginium Well
- 1 Ganymede/Mining Platform
- 1 Ganymede/Valley

Units: 19

- 2 Kayaldi
- 2 Kulak
- 2 Talkan
- 2 Alnak
- 1 Sitka
- 2 Frenzied Luhus
- 4 Makal Claw Beast
- 4 Katal Inciter

Ships: 12

- 2 Luhustika
- 2 Chuluktika
- 2 Katal Life Ship
- 2 Tahka Quarrel
- 2 Sitkatika Hekaton
- 2 Type II Fighter

Orders: 3

- 3 Tunnels

Interrupts: 10

- 2 Hounded
- 2 Waylaid
- 2 Abominable Presence
- 4 Revenge

Assets: 4

- 2 Natural Talent

1 Aggressive Stance
1 Cloak of Fear

Start the game with [Alnak Station/Captured Base](#) so you can get your three Quay support icons quickly. Then build up a hand and get set up for one of the beat down combos we talked about so that when your opponent deploys some units you can let him have it. Continue to pound him into the ground until he has no will to live then proceed to drain him to death using the draining method we talked about. Now you can go out with this deck and push all the weaker decks around and be happy your lunch money will never be taken again.

Winning the space race...

It doesn't seem real beneficial to try and take the ground and space in any particular Wars game unless your opponent is trying to do the same. Because of this, I've noticed most players in my area have chosen one path instead of two and then chosen one in particular more often; Space.

The space race; and adequate description of the Meta in Colorado since it seems to offer the most versatility. This versatility comes in the form of drain reduction, movement efficiency, and overall unit choice. Since each race seems to have a decent selection of Fighters and Capital ships this has led to some interesting decks and some interesting justification for what why and how cards are chosen for that deck.

With Alnak Station being a primary card of many space control decks, the Gongen seem to have the greatest advantage with its slew of fighters and specific cards like Tamon Fighter, Amorian Shipyard, and Zocho. By using the ability of the station you can quickly cycle those costly fighters and carriers back into the deck the turn before you win the game.

Similarly, since Alnak is a favorite starting location of many decks, Quay seems to be an excellent support choice to compliment the Gongen swarm, with so many cheap fighters, it practically guarantees three Quay icons on turn one, the catch being you have to get some Gongen support icons. Playing Sitkatika Heckaton can help this situation and the amazing ability to damage a unit and save the Heckaton with [Amorian Shipyard](#) makes it even more powerful. Add in cards like [Abominable Presence](#), Quay Navigator, and Reaping and Quay seems like an excellent support choice.

This is only one possibility for the space race. Maverick can become very powerful as well with [Top Pair](#), The Gambler and a slew of Inverters. With your opponent drawing no destiny, it is entirely dependant on there ability to add attrition to a battle but that is rare in space and thus Top Pair can quickly

give you an edge. Its high intrinsic destiny and control cards like Trump also help and can push the Maverick toward one of the better space decks.

Shi are solid but require some of their exceptional pilots to really gain ground in space. The problem with pilots is the quick way in which they die. Any and all weapons seem to train on any ship with attachments, whether it is another weapon or a destiny and power adding pilot. Because of this, a Shi space deck is a little weaker, though their ships have high defense and high power, their cost keeps them from being efficient and the pilots that make them efficient make them big targets. If weapons aren't part of the Meta in your area, you may see great success with Shi in space.

Earthers, well, they are over-costed, underpowered and the ones that aren't are quickly lost to attrition. Better weapons than most cultures, but weak fighters keep the Earthers from being anything more than a support race. And without cards like Abominable Presence, and Reaping they are slightly worse at this task than Quay.

Don't count out the ground completely. Though space can quickly outmaneuver and stop most ground drains, it has problems with the mass quantities of drains you can get. By playing many multiple energy cards, you are enabling your opponent to get more energy, but you are also able to drain them through the -1 drain that is Abominable Presence. Similarly the Maverick has one of the best combos for causing massive amount of pain on the ground. Using a Josel Swinn, A few [Cartel Legates](#), and some [Ore Hounds](#) on an encamped site can quickly mean defeat for your opponent if they can't consistently stop that drain. Toss in a few trumped, and put them all on a remote location like [Earth/Corporate Headquarters](#) or [Themis/Landing Pad](#) it's unlikely they will be able to stop the drain without modifying their deck to include Earth/Humanities Home and Themis/Mobile Asteroid. Finally, toss in a few transport depots and you have an effective solution to moving around the galaxy. However, this is only one solution to the insane amount of drain that you will be facing against an unimpeded space deck. With plenty of planets to drain you at, and many with no associated ground locations, it's difficult to stop many, if not all of the drains sent your way.

Quay has a decent strategy for the ground as well, provided you can keep Alnak in play. Playing as much Ganymede as is humanly possible means you can drain for excessive amounts while keeping your ground forces fairly thin. This can overwhelm abominable presence and quay navigator while making reaping very effective.

Earthers / Gongen are lacking and make better support classes in these areas because they are lacking any form of mass drain, drain enhancement,

or drain control. However, they have the ability win battles through power. The problem with that is, you will rarely fight since space is easier to control.

Now, couple the problems of running ground with the advantages of running only space and you can see that a deck that tries to control both better have a solid gimmick or it will quickly get stomped on in one area or the other. Similarly, the cards that are meant to equalize the situation like [Aggressive Stance](#) seem to hurt more than help. Even though your opponent is paying 3 to drain you, they likely have more access to energy since they can play all of their sites without worry while you are limited to half your deck lest you fear them draining you there as well. This means you are paying 3 energy as well, are afraid to go to space / ground because you will lose the battle there and are getting drained more than you can drain since they are activating more energy.

I'm not saying decks that are trying to control both space and ground are ineffective. It's possible to win with them against a deck that only does one or the other. However, it is intrinsic that a deck with a single purpose will be more consistent than a deck with two purposes. And similarly, a deck that concentrates on one area will be more powerful in that area than a deck that concentrates on more than one. Because of this, half of the dual purpose deck will always be negated by a single purpose deck. But, if you don't believe me, come to space sometime and I will show you how painful a Gongen swarm can be, especially if you add Ranarti-Anat to a capital ship.

Direct Damage 101

As anyone who has played the game knows, in WARS, the object of the game is to deplete your opponent's energy. Two methods of depleting opponent's energy that every new player is taught are energy draining and battling. While these methods are sufficient to win the game, there is another method that you can incorporate to reach the goal of depleting your opponent's energy. This involves playing or utilizing cards that force your opponent to lose energy as a result of some condition occurring. In some cases that condition could be as simple as the playing the card. In others, it could be as complex as an opponent being forced to lose energy as a result of card being damaged or lost in battle. Because it depletes energy outside of normal means, it is referred to by many as direct damage. Incorporating direct damage in your game plan can definitely speed up your ability to deplete your opponent's energy and win the game.

The most straightforward example of direct damage in WARS is in a card available to the Quay faction, [Revenge](#). When you play Revenge, your opponent loses two cards from the top of his or her reserve deck. This is direct damage in its most basic form. You play one card that causes the

opponent to lose energy. While Revenge has some nifty uses beyond causing the energy loss, like getting rid of two destinies stacked with a Fifth Ace, it's most basic result is making your opponent lose that energy. Revenge is just one of many cards that can cause direct damage. If you wish to know more about the cards that each faction has available, then read on.

True to their nature of being clawing scratching beasts, there are more Quay cards than Revenge that can directly damage an opponent. [Reaping](#) is one such card. This card is destiny six and zero cost. It makes your opponent lose energy for each battleground location you control during your control phase. The nice thing about this card is that it is not affected by cards that could cancel or modify your drain.

A popular Quay character that can inflict direct damage card is [Sitka](#). When this character is lost from a location, your opponent will lose energy for each of his or her units at that site. This can really sting. One way to maximize Sitka's potential is to combine your Quay with Gongen and use a Shikami Follower to dismiss Sitka. Another might be to combine Quay with Earther and dismiss Sitka when playing Howler's Blades, Heavy Juggernaut or Zealous Squad. These tactics will result in the damage to your opponent without suffering the drawback of Sitka's minus four power text. If you think you would like the opportunity to use Sitka multiple times, you could always add Armored to your deck and use it to get Sitka back into your hand for shot at damaging your opponent some more.

Another Quay character that can inflict direct damage is [Tahka Chuluk Squad](#). When you win a site battle, you play one to cause your opponent to lose energy. This non-unique character has plenty of power to help with winning those battles and a good enough destiny to justify its use in almost any site based strategy.

An interesting direct damage card available to the Quay is [Defensive Position](#). This card will force your opponent to lose energy if they have a higher total power at a particular site at the end of their turn. Be careful with this one as it bites two ways. If you are the creative type, take a look at Ominous Presence. I'm sure you'll find a way to make Defensive Position work with this sort of help. Whether you cause your opponent to lose energy or not, one thing is for sure, Defensive Position is a great card to get your opponent off of an important location.

No review of the Quay ability to directly damage the opponent would be complete without a look at a couple of Quay weapons. The [Katal Dalaka](#) and [Makal Dalaka](#) each have the potential to cause direct damage. Of course,

you may need a little help in lowering the defense value of your opponent's characters to a point that these weapons will hit. One possible solution to this problem is Easy Prey, this destiny six Shi Interrupt will lower the defense of an opponent's character by three, his power by three and not let them add their tactics in the battle. This combination should make any Quay/Shi opponent cower in fear.

While they have a several cards that assist other factions in causing direct damage, Gongen have few direct damage tools of their own at their disposal. One powerful card they do have is the asset [Cruel Lesson](#). This appropriately named card causes an opponent to lose energy for each unit damaged by a weapon as long as another unit is damaged at that location. It's important to note that this asset is non-unique. When played in multiples or used with a heavy weapons strategy, it can be used to accelerate you towards that goal of depleting your opponent's energy by causing heavy direct damage. If you are really in a hurry, you could team the Gongen up with Mavericks and play a [Clanton Grav Grenade](#). This weapon has the potential to damage multiple characters at a site and cause severe pain from Cruel Lesson. Remember, if possible, it's best to wait and use your weapons after an opponent an opponent takes damage to attrition. This way every weapon hit that damages will count for Cruel Lesson and you can really show how cruel the Gongen can be.

At this point, you may be feeling overburdened with information, but no discussion of direct damage would be complete without taking a look at a card that is available to all factions, [Overburdened](#). The lost function of this card enables you to reveal an opponents hand, choose a card title that your opponent has two or more copies and place all copies of that card in the lost pile. While the direct damage you inflict is dependant on your opponent's hand, a well played Overburdened, one played at the right time, can remove some key cards from opponent's strategy as well as move you closer to that goal of depleting their energy.

While knowing the cards and a few of their combinations is only the tip of the iceberg as far constructing a deck that will best take advantage of direct damage opportunities in WARS, hopefully, you now have your eyes open to that brave new world of direct damage that awaits you.

Down With the Red and Black

This is the deck that I've been working on since the Wars spoiler released. At the two First Tournament Weekend events that I played in, it carried me to two victories, going 8-0. Now I'd like to share it with you. So, without further ado...

1 [Alnak Station/Captured Base](#) (Starting)

1 Alnak Station/Hallway

1 Alnak Station/Launch Bay

2 Pallas/Asteroid Stronghold

1 Gongen/Pilgrim's Haven

1 Ganymede/Traginium Source

1 Ganymede/Vantage Point

3 Ganymede/Pilgrim's Camp

2 Expansion

1 Tamon

4 Tamon Fighter

1 Zocho

2 Zocho Fighter

4 Jikoku Fighter

3 Komoku Fighter

2 Taihu

2 Amorian Shipyard

2 Ikazuchi

2 Ikazuchi T.S.V.

2 Shikami

2 Shikami Follower

2 Higen Orochito

2 Plasma Cannon

2 NoBot Battle Sword

1 Junshi

3 Kulak

2 Sitka

3 Waylaid

1 Cloak of Fear

1 Chuluktika

2 Tunnels

Strategy

This is a reactive deck, which I love playing. It has very little in the way of drain potential and, if left alone, will deploy a small force to space and leave the ground undisturbed. Its strength lies in its massive energy generation, and the devastating amounts of power it can deliver in a single turn. It is also unmatched for longevity in space, and can go toe-to-toe with the heartiest fleet of Shi quarrels. It is rounded out with some healthy retrieval, and a few dirty tricks.

The first few turns with this deck are all about energy generation. Ideally you should drop a Gongen support icon (SI) or two, put a ship down at Alnak Station (if possible, a Tamon fighter to retrieve a just-played Expansion) and immediately send it to your used pile to download an Alnak Station location. Repeat as necessary until you are generating 12-16 energy every turn. After

that, sit back, relax, draw some cards, and wait for your opponent to give you an opening.

When you are playing with this deck, it is important to view every opposing unit as a gateway into your opponent's deck. If you have to take a drain or two while you save up for a huge drop, don't worry...your retrieval will be there late game. I've won a quarter of my games just by delivering 15-30 damage around the 6th turn. However, once you've dropped one big hit on the ground, it is hard to repeat. At this point, your ground force will generally dig in for a good drain, chasing your opponent around as necessary, and wearing him down with attrition and weapon fire. An occasional [Tunnels](#) will benefit you here as well, preventing weakened enemies from escaping you.

Against a dedicated space opponent, once again patience will be your ally. Wait until you find at least one [Amorian Shipyard](#) and one Taihu. With these cards on your side, your high-defense fighters can outlast anyone. A Taihu-armed fighter can shoot down even massive ships like the Atlantis. More common threats like the Zocho or Vatarva-Sudeva are no problem at all.

And on the subject of longevity: the Shikami Follower, combined with [Higen Orochito](#), makes for a hard-to-kill deck. You can also play Tamon Fighters for retrieval and then immediately put them away with Alnak Station, only to draw and play them again later. In fact, if you find yourself pinched for energy late game you can put any or all of your space fleet away. Also, the Quay Kizen will happily make themselves immune to attrition every turn if you need to shrink your hand size, recycling high-destiny cards in the process.

Finally, a note on rarity: while I was lucky enough to scrounge up 3 Kulaks and 3 Waylaid for the deck, there are no more than 2 of any other rare. Furthermore, none of the rares are key to the functionality of the deck. A Zocho Fighter can replace a Komoku Fighter, a Taihu can replace an Amorian Shipyard. More Plasma Cannons couldn't hurt your ground forces, and the Shikami T.S.V.s are great. The real beauty of this deck is in the energy generation and application of power.

I hope you have fun playing this deck, if you give it a try. If you should happen to face it in a tournament, try not to leave your ground forces understaffed, and don't fight it in space without some serious power and weaponry (unless you can jump it before it has a chance to set up its tricks).

Happy Together: Two Faction Decks in WARS

When one first looks at WARS, it is clear that one good way to go would play a deck exclusively featuring one factions cards and perhaps some

independent cards. Yeah, this allows you to use one single support icon and lots of them. However, many factions have things they are missing which can be filled well by another faction. Thus, playing multiple factions might be advisable in some cases.

Lets take the Shi for example. The Shi have a large number of Kizen that tend to have some really nice abilities and good stats as well as a number of cards, like [Celebrated](#). They also have good pilots and warriors that give you lots of power for low cost. Shi fighters are arguably the best out there giving big power numbers for a moderate cost. Shi also have a number of cards that key off of you having a character with a weapon under them, Ordinance Master for one. However Shi weapons tend to be a bit quirky and unreliable and don't always do what they are meant to do. Shi also lack powerful capital ships and totally lack vehicles in Incursion.

Enter the Earther faction. These guys, while having a few Kizen of their own, don't have the kind of cards to go with them that the Shi do. They also have big nasty vehicles and capital ships that pack a serious punch. They also have weapons that can damage opposing forces with frightening regularity. With these things they fill in a lot of the gaps that the Shi possess while adding some more of what the Shi possess, namely cards that feed off of having available weapons. Thus we have an perfect marriage of two factions that are quite effective on their own.

Now, having two factions in a deck also poses a few challenges. First is Support Icons. It gets a bit trickier when you have to provide multiple support icons for more than one faction. Two simple adjustments can be made to offset this problem. If you are only using a faction for a handful of cards in a deck, like giving a few Earther guns to the Shi, then you can simply limit the cards from the secondary faction to ones with one or two SIs. [F.L.I.Cs](#) for example only have one SI and work great in warrior heavy Shi Decks. If you want to play multiple SI cards from both factions though, you'll have to find a way to get those SIs out there. Best method I can think of, [Expansion](#). Expansion basically lets you pull whatever SI you happen to be lacking at the moment. The independent Transports and Bots are also a great way to get those extra SIs when you need them.

The deck below is designed to illustrate many of these principles. Its designed to be fast, hard hitting, and slightly spooky at times. Let the WARS begin.

Behold the Power of Kizen

- Locations (11)
1 Earth/Humanity's Home

1 Seyal/ Light Side
1 Luna/ Military Outpost
1 Ganymede/ Traginium Source
2 Ganymede/ Exploratory Camp
2 Ganymede/ Harvesting Camp
1 Ganymede/ Forward Base
1 Ganymede/ Vantage Point
1 Ganymede/ Core Shaft

• Characters (21)

3 Kizen Sentinel
2 Anant Aeronaut
2 Ordinance Master
2 Sudeva Legionaire
2 Sudeva Warrior
2 Sumadir- Damir
2 Reconnoiterer
2 Irama-Vishal
2 Devanar-Damir
1 James Howler
1 Horatio Hicks
2 Hailesh-Damir

• Ships (8)

3 Seyalshi Upholder
3 Reliable Quarrel
2 Escort Cruiser

• Weapons (6)

2 F.L.I.C.
2 LongBow Missile 27-B
2 Sidearm

• Interrupts/Assets (14)

2 Metamorphose
2 Celebrated
2 Armor Penetrating
2 Collaborative Strike
2 Easy Prey
2 Cerebral Incursion
2 Indiscriminate Strike

Strategy

This deck is all about power in its rawest form and the pinnacle of power in

WARS lies in Kizen. Virtually all the characters in this deck are Kizen, Warriors, or both. Those that aren't Kizen can be made into Kizen quite easily using Metamorphose. Those that are can gain the benefits of several powerful cards that enhance the already powerful Kizen and make them into unstoppable machines.

When looking at what sites to focus on in this deck, the choices should be quite clear. [Ganymede/Forward Base](#) is critical as holding it with a Kizen will give you a major advantage in battles elsewhere on the moon. Your other main focus should be on [Ganymede/Core Shaft](#) where you can drain hard to your hearts content as long as you have both a human and a Shi there. Your space force is free to go where it needs to be, but parking it above Ganymede would be preferable. With the Quarrels blasting enemy ships out of the skies with their [LongBows](#), you should be all set.

Groundwise, you have at your disposal a host of powerful Shi and Earther troops equipped with the latest in weapons technology. When you bring units like Ordnance Master, Haliesh-Damir, and some of the interrupts like [Easy Prey](#) and [Armor Penetrating](#) to bear, enemy troops will be quickly decimated by your legions.

Earthers Unleashed!

With today's release of the WARS TCG, I set out to create a WARS deck that would give new players a feel for the game, but without a lot of the complicated card interactions that one tends to find in competitive decks. I also wanted to make the deck consist of cards from entirely one faction, thereby allowing new players to see how factions have strengths and weaknesses. Ultimately, I decided to focus on the Earther faction. The way I saw it, I've spent all my living years on Earth, so I should know more about these guys than anybody else, right?

As can be gathered by glancing through the [Incursion card list](#) and comments by the game designers, the Earther faction is more about muscle than manipulation. They're your run-of-the-mill military. Well, almost. I've created a deck list that emphasizes Earther muscle; there are quite a few characters (mostly ground units) and a nice complement of vehicles and ships:

Locations (7):

1 [Earth/Corporate Headquarters](#) (suggested starting)
1 Earth/Humanity's Home
2 Ganymede/Exploratory Camp
2 Ganymede/Hunters' Camp
1 Luna/Military Outpost

Characters (19):

2 Chan Whitmer
1 Ivan McCarr
1 Pavel Royerk
2 Horatio Hicks
1 Consigned Trooper
2 Grav Operator
2 Infantry Officer
3 Vanguard Trooper
3 [Close Support Pilot](#)
2 Veteran Pilot

Vehicles (5):

2 GR-Blade
1 [Howler's Blades](#)
2 Infantry Support Vehicle

Ships (8):

1 Seyaltika
1 Tahka Quarrel
1 Inca 1
1 Inca 2
1 Atlantis
1 Luna Garrison Fighter
1 Escort Cruiser
1 Salvaged Transport

Assets (8):

2 Advanced Research
1 Fighter Support
1 First Aid
2 Slippery
2 Recovery

Weapons (5):

2 LongBow Missile 27-B
3 Sidearm

Interrupts (8):

4 Collaborative Strike
2 Hostilities Unleashed
2 Syndicate Interference

Strategy

This deck is designed to do most of its fighting and draining at site locations,

as is evident by the relatively small number of ships and pilots. For setting up your army, Vanguard Trooper is great. Not only does he have a 4 destiny, but his ability, which is free, lets you play a unit at a related site for 1 less energy. Both [Infantry Officer](#) and Grav Operator are small units, but they get power boosts if you have characters with tactics greater than 2 and 4, respectively. This won't be a problem as several of your unique Earthers satisfy these requirements. Let me also say a word about ammunition because there is some good stuff in this deck. Both the LongBow Missile 27-B (for ships) and the Sidearm (for characters) are great choices. They both have destinies of 4 and cause +1 attrition at their locations. In addition, they both have abilities that let you damage your opponent's ships.

Ships? Yeah, couldn't keep that hidden for long could I? The thing is, as much as I wanted to put all of my efforts into site domination, it's just too much of a risk to have a deck devoid of space fighters. Looking closely at the ships you'll notice that there are a few Quay fighters (Seyaltika, Tahka Quarrel). I know, the deceptions keep coming - I said the deck was going to be all Earther. Still, as much as I wanted to have a unified army, I'm always willing to do a bit of splashing in order to expand on a tactical theme. The theme in question revolves around the Infiltrator keyword. Many of the unique Earthers are Infiltrators (Chan Whitmer, [Ivan McCarr](#), Pavel Royerk) and they enable you to play the asset Slippery. This card, although it has a costly 1 destiny, prevents either player from attacking at the site of its bearer (provided he/she is an Infiltrator and you only have Infiltrators at that site). This is a great way to prevent your opponent from causing you a painful energy drain. The equivalent of this ability at a sector is the Quay asset, [Recovery](#) - thus the need for a few Quay ships. The Earther faction is very limited when it comes to manipulating the battlefield, so I really couldn't pass up this ability.

I'd like to end this article with a discussion of the deck's Interrupts. All three have the commonality of being high destiny (4 or 5) cards with relatively small costs. [Collaborative Strike](#) is a great 5 destiny used interrupt that makes your unit +4 power and +4 defense if it has a weapon. For Earther brute force, this is an all around great card. Speaking of brute force, Hostilities Unleashed is also a 5 destiny interrupt, and although it is lost after its use, the loss is worth it. The card lets you initiate an attack (for free) at a location where a battle has already taken place. That's two attacks for the price of the interrupt (3 Earther icons and the payment of 2 energy). Finally, there is the glorious Syndicate Interference. It is another 4 destiny used interrupt, but this one's special because it gives your Earthers some added manipulation. Basically, if you are about to get drained at a site, your opponent must pay 1 energy for each unit they have there or dismiss that unit.

Although there's nothing particularly tricky about this deck, it's a good look into the Earther faction. What's really great is that although Earthers specialize in direct assault strategies, they still have a handful of tricks at their disposal. You'll find this subtlety in all the factions of the WARS TCG - it's one of the main reasons this game is so much fun play.

Oh Look! I drew a 6... Again!

So here is a WARS TCG deck. You've seen some of these cards on the website, some - you haven't seen. That's good, because it'll allow you to speculate how the deck works some, if you haven't bought some cards already! I'll admit, the first time I built it, I didn't know how it worked either. Somehow it did, though, and I started to win with it (which was a needed ego boost at the time as my previous two decks were bad. *Really* bad). The idea started with using Mechanic's Grip to it's fullest potential. As I got into it, I realized that this card was useful, but the deck was much stronger than that one card. Let's take a look at the deck and talk about why and how this deck works.

- 4 CISyn Retaliation
- 1 Atlantis
- 3 Horatio Hicks
- 1 Inca 2
- 1 Inca 1
- 2 Sidearm
- 3 [Ace McAllister](#)
- 4 Fifth Ace
- 2 Flinger Battery
- 3 Jack Wilgress
- 1 Modded Type IV
- 2 Nimble Jockey
- 2 Hawk's Wing
- 4 Mechanic's Grip
- 1 Price of the Game
- 1 Sultry Opportunist
- 2 [The Gambler](#)
- 4 Reload
- 3 Earther Bot
- 3 Maverick Bot
- 2 Expansion
- 3 Ganymede/Frontier Camp
- 3 Ganymede/Exploratory Camp
- 1 Earth/Humanity's Home
- 1 Ganymede/Core Shaft
- 1 Venus/Research Base

- 1 Ganymede/Vantage Point
- 1 Europa/Gambler's Hideaway

Future WARS TCG players will tell you that drawing high destiny consistently is good. That's almost an understatement. It's not only good, but a well played deck with consistently high destiny can roll through most opponents. Not only do you clear your opponent's characters from a site, but the extra power it gives can allow you to hold on against a superior force for much longer than you should. So how do you make sure that you constantly draw well? You can either 'track' your destinies through your deck by constantly counting the cards in your deck and remembering where the high destiny ones are, or you can use the tricks the Mavericks give you - like [Fifth Ace](#). Mavericks excel at manipulating destinies, by adding, subtracting, or simply stacking card where you want them to be. They use this in a number of ways. Whether it's just by drawing well without effort using gametext like The Gambler's, retrieving with the [Sultry Opportunist](#) or just beating down with the [Nimble Jockey](#), Maverick take every advantage they can get.

So what does this deck do? It's basically a control deck. Many of the cards allow you to place cards back into your Reserve somehow, allowing you to draw lots of cards to get to what you need. The amount of extras of key characters like [Jack Wilgress](#) allows you send them on suicide runs to clear sites early in the game yet still have them for late game drain races. Jack with a trusty Sidearm can hold a site all by himself. The contingent of Earther cards in the deck provides you with some needed extra muscle, as well as 'stay alive' tricks like CISyn Retaliation. As your opponent plays the game, watch what he does and respond to it. If you constantly hit him with Destinies at 5, 6, or better, he won't be able to keep up with the units he's losing from the table. You can beat him on his own ground. If he won't let you come to him, you can use [Hawk's Wing](#) and Ganymede/Core Shaft to make him pay for his avoidance.

You should use the first few turns to draw cards, play locations and get what you need in your hand. Drop and recycle the bots if you don't need their icons. Put cards back in your Reserve that you have more than one of or that you don't need right away. Watch out if you draw more than 12 cards. You don't want your setup hand destroyed by a well timed [Overburdened](#). When your opponent deploys a unit, hit him with all you've got. Keep hitting him with high destiny after high destiny until he doesn't have the energy left to fight!

WARS: the Shi

Today, I'd like to talk a bit about your new blue neighbourhood genius race, the Shi. The Shi are by far the bluest faction in the WARS universe. They

also get the most difficult names and, in my opinion, an excessive amount of weird labels relating to their hierarchy structure. On top of that, they also have the most experience with the Rift and the best Rift technology. The Shi battle force (let's face it, that's what you're interested in) draws a lot from that technology and their (battle field) experience and dominance. A card that illustrates this is [Celebrated](#). Win the battle and that Kizen (the Shi get more than five Kizen, whereas Earth's Kizen can be counted on a Shi hand - figure that one out) becomes a pretty big asset to your occupational force. Their dominance over the battlefields is illustrated by cards that have the ability to add power, tactics and defense, or draw cards as soon as they carry a weapon. The Shi also excel when fighting along with one of their esteemed Kizen. Or, they might just as soon use their powers to give opponents' units negative modifiers. One thing I've noticed is that the Shi also like to die for their elder and better-equipped warriors and leaders. Dismissing your other units can give the heavier units of the Shi some pretty big advantages in that site battle!

All that dominance over the battlefields on sites, provided by the Shi's powerful units and cutting-edge weapons, can be somewhat overwhelming to Earth and Gongen ground forces. In space though, the Earthers and Gongen forces have a better chance of winning with their powerful fleets: The Shi's few Capital ships have the lowest stats of them all. However, they are compensated for this by having the Shi Fighter classes as escorts. These little ships pack some very heavy weaponry and lots of power for a Fighter, so don't get lured into that false sense of security! I must say though, that the Shi's Capital ships have a great way of making themselves useful; protecting units aboard and saving them from harm.

The [Seyalshi Upholder](#) is a good example of how a couple of fighters can become more powerful than a Capital ship. The Upholder isn't the only fighter adding power when certain conditions are met, more accurately there are only three (and three is certainly a minority here!) that don't. The three that don't have built-in weapon capabilities have other (I dare say, sneaky) ways of surprising an unsuspecting Close Support Pilot.

While the Shi, as any other faction, fight most of their battles at sites on Ganymede - displayed nicely by the [Harvesting Camp](#) - they have a powerful base of operations on [Seyal](#). The Shi (full name; Seyalshi) will need to spot at least two Shi icons in order to bring out some opposition, but for the really good stuff you'll need the maximum of three. Cost is at four at its general highest (there is a five-cost explorer walking around opponents' planets that's pretty hard to get rid of), and destiny seems to be in the fours most of the time; another fine demonstration of their knowledge of the Rift and their battlefield superiority.

Decklists WARS Heat 1

Hayes Hunter
Zug um Zug

- 1 Alnak Station/Captured Base
- 2 Ganymede/Traginium Source
- 2 Ganymede/Vantage Point
- 2 Ganymede/Pilgrim's Camp
- 1 Alnak Station/Hallway
- 1 Alnak Station/Launch Bay
- 3 Kulak
- 3 Talkan
- 4 Ina Hekaton
- 4 Tahka Lifeship
- 4 Sitkatika Hekaton
- 4 Chuluktika
- 3 Zocho
- 4 TSU Command Post
- 3 Waylaid
- 4 Ma Kal Claw Beast
- 4 Frenzied Luhus
- 4 Katal Inciter
- 4 Expansion
- 1 Overburdened
- 2 Hamon of Ikazuchi
-

Bastian Winkelhaus
No Title

- 1 Alnak Station/Captured Base
- 1 Alnak Station/Launch Bay
- 1 Alnak Station/Hallway
- 1 Ganymede/Traginium Source
- 1 Ganymede/Core Shaft
- 1 Ganymede/Pilgrim's Camp
- 1 Ganymede/Traginium Well
- 3 Ganymede/Frontier Camp
- 1 Ganymede/Vantage Point
- 1 Titan/Raving Red's Refuge
- 2 Pallas/Asteroid Stronghold
- 1 Gongen/Pilgrim's Haven
- 1 Mercury/Untapped Planet
- 1 Europa/The Gambler's Hideaway
- 4 Expansion
- 4 Tamon Fighter
- 1 Talkan

4 Racing Sloop
1 Angressive Stance
1 Ace McAllister
2 Junshi
3 Jack Wilgress
3 Trumped
1 Komoku
3 The Gambler
2 Sitkatika Hekaton
2 Tahka Quarrel
1 Overburdened
1 Kucha
2 Amorian Shipyard
1 Kulak
1 Tahka Lifeship
1 Tunnels
1 Zocho
1 Waylaid
3 Cloud

Decklist WARS Heat 2

Chris Hines
No Title

1 Alnak Station/Captured Base
1 Alnak Station/Launch Bay
1 Alnak Station/Hallway
2 Ganymede/Pilgrim's Camp
2 Ganymede/Trainium Source
2 Ganymede/Vantage Point
1 Junshi
4 Expansion
4 Wayland
3 TSV Command Post
2 Hamon of Ikazuchi
3 Zocho
4 Tahka Life Ship
4 Chuluktika
4 Ilna Hekaton
4 Sitkatika Hekaton
3 Kulak
3 Talkan
4 Katal Inciter
4 Frenzied Luhus
4 Makal Claw Beast

Yuri Mori
No Title

2 Ganymede/Vantage Point
1 Alnak Station/Captured Base
1 Titan/Raving Red's Refuge
4 Ganymede/Frontier Camp
1 Themis/Landing Pad
1 Alnak Station/Launch Bay
1 Alnak Station/Hallway
1 Ganymede/Occupied Tunnels
2 Racing Sloop
3 Tahka Life Ship
4 Sitkatika Hekaton
4 Trumped
1 Ace McAllister
1 Cloud Skipper
2 Hounted
2 Overburdened
1 Alnak
2 Wayland
3 Expansion
2 Talkan
2 Kulak
2 Volt Scrounge
4 Quay Navigator
3 Tunnels
2 Makal Claw Beast
2 The Gambler
3 Jack Wilgress
1 Rally Cry
1 Chuluktika
1 Reaping

Jan Senko
I'm Feeling Blue

1 Seyal/Light Side
2 Ceres/Belt Hideaway
2 Mercury/Untapped Planet
3 Ganymede/Traginium Source
2 Ganymede/Harvesting Camp
1 Seyal/Dark Side

1 Gongen/Pilgrims' Haven
 1 Ganymede/Pilgrim's Camp
 1 Vesta/Coveted Rock
 1 Pallas/Asteroid Stronghold
 4 Anant Aeronaut
 2 Tavang-Damir
 2 Sudeva Quarrel
 4 Seyalshi Upholder
 4 Tilak Quarrel
 4 Ranarti Anant
 2 Reliable Quarrel
 4 Quarrel Energy Burst
 2 Pursuit Just Behind
 2 Junshi
 2 Dauntless Defense
 2 Guardian Class Carrier
 4 Tamon Fighter
 3 Zocho
 2 Expansion
 2 Overburdened

Decklist WARS Top 16

Bastian Winkelhaus
 +1 - 1 = 0

1 Alnak Station/Captured Base
 1 Alnak Station/Launch Bay
 1 Alnak Station/Hallway
 1 Seyal/Light Side
 1 Seyal/Dark Side
 2 Pallas/Asteroid Stronghold
 1 Gongen/Pilgrim's Haven
 1 Ganymede/Traginium Source
 2 Ganymede/Pilgrim's Camp
 2 Ganymede/Harvesting Camp
 1 Europa/The Gambler's Hideaway
 1 Titan/Raving Red's Refuge
 1 Vesta/Coveted Rock
 4 Expansion
 1 Mercury/Untapped Planet
 2 Racing Sloop
 3 Amorian Shipyard
 2 Sitkatika Hekaton
 1 Jikoku
 1 Komoku

2 Zocho
 3 Ranarti-Anant
 2 Talkan
 1 Tavang-Damir
 3 Cloud
 3 Taihu
 2 Anant Aeronaut
 4 Zocho Fighter
 4 Jikoku Fighter
 3 Reliable Quarrel
 1 Kulak
 1 Tahka Quarrel
 1 Junshi

Thorsten Schelian
Kerpen Center Tricks

1 Alnak Station/Captured Base
 1 Alnak Station/Hallway
 1 Alnak Station/Launch Bay
 1 Ganymede/Core Shaft
 1 Ganymede/Mining Platform
 1 Ganymede/Vantage Point
 4 Ganymede/Frontier Camp
 1 Mercury/Untapped Planet
 4 Expansion
 2 Overburdened
 1 Kulak
 2 Talkan
 1 Alnak
 3 Tahka Life Ship
 3 Tahka Quarrel
 1 Seyaltika
 1 Chuluktika
 3 Sitkatika Hekaton
 1 Tunnels
 3 Recovery
 2 Jack Willgress
 2 The Gambler
 2 Ace McAllister
 1 Boxer
 1 Sultry Opportunist
 1 Modular Transport
 4 Racing Sloop
 2 Plundering Bandit

3 Clanton Rev 1 Missile
4 Trumped
2 Up the Sleeve

Chris Hines
Kizen Smell Like Beer

1 Alnak Station/Captured Base
1 Alnak Station/Hallway
1 Alnak Station/Launch Bay
2 Ganymede/Pilgrim's Camp
2 Ganymede/Vantage Point
2 Ganymede/Traginium Source
3 Zocho
4 Ilna Hekaton
4 Takha Life Ship
4 Chuluktika
4 Sitkatika Hekaton
1 Hamon of Izakuchi
4 Katal Inciter
3 TSV Command Post
3 Frenzied Luhus
3 Kulak
4 Makal Claw Beast
3 Talkan
2 Revenge
2 OVerburdened
4 Expansion
3 Waylaid

Mario Boley
Kerpen South Space Assault

2 Zocho Fighter
3 Vishal Quarrel
3 Seyalshi Upholder
2 Damir Quarrel
3 Reliable Quarrel
1 Jikoku
2 Zocho
2 Tamon Fighter
4 Expansion
3 Disruption
1 Overburdened

1 Amorian Shipyard
1 Mercury/Untapped Planet
2 Ganymede/Traginium Source
1 Ganymede/Exploratory Camp
1 Ganymede/Harvesting Camp
1 Ganymede/Pilgrim's Camp
1 Ceres/Belt Hideaway
2 Earth/Humanity's Home
1 Venus/Research Base
2 Vesta/Coveted Rock
1 Pallas/Asteroid Stronghold
1 Luna/Military Outpost
1 Gongen/Pilgrim's Haven
1 Seyal/Light Side
1 Seyal/Dark Side
4 Ranarti Anant
2 Tavang Damir
2 Anant Aeronaut
2 CISyn Retailiator
1 Pursuit Just Behind
3 Junshi
2 Long Bow Missile 27-B

WARS Sneak Preview Tournament- Sample Decklist

2 Earth / Humanity's Home
1 Themis / Mobile Asteroid
3 Ganymede / Maverick Camp
2 Ganymede / Earth Camp
1 Thumper 2
2 Maverick Raider
2 Converted Type III
3 Corporate Transport
2 Air Support Vehicle
4 Maverick War Wagon
4 The Rifleman
2 The Gambler
4 Winged Skull Aviatrix
4 Sidearm
4 Shift in Tactics

1 Earth / Humanity's Home
1 Themis / Mobile Asteroid
3 Ganymede / Maverick Camp
2 Ganymede / Earth Camp

1 Ganymede / Vantage Point
3 Independant Transport
1 Maverick Raider
1 Converted Type III
3 Shift in Tactics
2 Up The Sleeve
2 Infantry Support Vehicle
2 Maverick War Wagon
1 "Two-Way" Berson
4 The Rifleman
3 The Gambler
4 Winged Skull Aviatrix
3 Sidearm
3 Maverick Bot

Hayes Hunter's deck:

4 Ganymede / Vantage Point
1 Ganymede / Earth Camp
1 Ganymede / Underground Bunker
6 Ganymede / Maverick Camp
4 Infrantry Support Vehicle
4 Air Support Vehicle
4 Infantry Officer
3 The Gambler
3 The Rifleman
1 "Two-Way" Berson
4 Maverick Bot
3 Jet Pack Attack
2 Shift in Tactics

I Dream of Tamon
Matt Kirk

Starting Location:
Alnak Station/Captured Base

Locations (8):
2 Ganymede/Vantage Point
4 Ganymede/Gongen Camp
2 Ganymede/Jupiter's Moon

Characters (12):
4 Gongen Bot
4 Maverick Bot
4 Quay Navigator

Ships (19):
2 Converted Type III
3 Independent Transport
4 Maverick Raider
4 Quay Life Ship
4 Tamon Fighter
2 Zocho

Strategy:

After seeing the strength of the Rifleman and the Gambler on the ground, I decided to try my hand at controlling Ganymede from on high. With Quay Navigators to cancel ground drains, and Tamon Fighters to retrieve cards (and cycle with the Captured Base), the recursion in the limited format is incredible. Wars is back, and space is the place!

Basic Training, Part I: Energy

Welcome to the wonderful world of Wars—a game of Poise, Patience, and Planning. A game that, strategically, many Wars players liken to chess! The similarities are not ill founded. Furthermore, those similarities make Wars simultaneously the most fun AND most frustrating card game on the market! The best strategic games are made excellent in their simplicity.

In Chess, you have 1 board, 64 squares, and 16 pieces. The only difficult piece to understand is the pawn because of its 3 exceptions (i.e., first move, promotion, and en passant). However, you take the 13 different types of pieces and start applying them in many different ways and you create a boundless realm of strategic possibilities. For all of its simplicity, Chess is the most difficult strategic game in the world to master.

Similarly, in Wars, each player has 60 Energy! 1 Card represents 1 unit of Energy! The only difficult pieces (i.e., game concepts) to understand are the Battle Phase, because of its many sub-phases, and timing, because of the intangible nature of the stack. However, both of these pieces are simple...if you let them be. The breakdown of battle sub-phases might have made battles more difficult to explain, but it also made battling simpler to understand. Timing is similar. Thus, like chess, it is the interaction of simple pieces that make the game difficult. Like Chess, Wars is made complex in simplicity.

Yet, most players choose to ignore Wars's simplicity. They choose, instead,

to focus on game-texts and powers...combos and beatdowns. These players may win games. They might even become incredibly successful. But these players will never realize their true potential until they understand how their cards and their choices interact with the fabric that exists at the very heart of Wars...

Energy!
Balance!
Control!

If you understand and adhere to these 3 fundamental governing concepts, you will always be in a position to win. This article is the first in my Basic Training Series. In this series, we will focus on each of the 3 fundamentals of Wars and how to use those fundamentals to our advantage. This first installment will focus on Energy! But first, we must define what we know.

Every game starts with the same initial conditions...

1. 1 Card equals 1 Energy!
2. Your Deck consists of 60 Cards!
3. Your Cards are your Life!

Given these 3 points, we see that Wars is an Energy Market! Pay 1 Energy! Draw 1 Energy! Lose 1 Energy! Everything that we do in Wars is an Energy Transaction. We buy effects with Energy. So, in order to understand Wars—The Energy Marke—we must understand the value of a single Energy.

Wars turns on a single Energy!

Whenever you activate, use, or draw energy, you do it 1 at a time. Why? Because Wars turns on a single energy! And since 1 card equals 1 Energy, we must also understand just how important a single “card” can be! There are no cards to be played lightly...no card slots to be filled lightly. The fabric of the Wars universe is founded on energy. Therefore we must make the best use of every Energy/Card we have. That is to say...

“In any given game, the player who uses his Energy most efficiently will win!”

This is the Wars Golden Rule. This is the platform you should use to start your Wars career! What does this statement mean to you? Does it mean that you should look to do damage fast? Does it mean that you should be patient? Does it mean that you should ignore any card that doesn't get a lot of bang for the buck?

The truth is that what this statement means to you will determine your style. Regardless, this statement should have many meanings depending on your

focus because this statement incorporates Energy, Balance, and Control. While you focus on Energy, this statement should tell you something about value. Every card has a cost and effect! Does a card's effect merit its cost? If the answer is yes, it's a good card. If not, look elsewhere.

Every card has a cost and effect!

With this in mind, you might go find a list of power cards. You might start to hoard those cards. Don't! Throw away the concept of power cards. The community assigns “power card” badges. Unless you personally have assigned a value to a card, that card is effectively worthless. You must understand and assign value for yourself. Hopefully, you'll come up with a similar list to the community; however, if you don't, don't sweat it. The community is notoriously bad at appraising cards. I mean, look at the number of cards that are supposed to be “broken”. You have to assign value for yourself. If you see every card as an effect for an expenditure of energy; if you determine whether that card's effect is worth that expenditure of energy; if you realize that that “worth” is situation dependent, you will be in a better position to win than if you take what you read on the net as truth without questioning. Basically, what I'm saying to you is “Start looking at card value, now!” And, bringing this back to our initial focus, to do this, you must understand the value of a single card.

Think about the times that you have spent, drawn, or played one too many Cards. Perhaps, you attacked your opponent's location with the intention of bringing reinforcements over from an adjacent site. You deploy your units, initiate the battle, and clear the site according to plan. Suddenly, you realize a critical error. You didn't account for movement. Your GR-Blade is sitting at a site alone. Your opponent has 10 cards in hand and 15 Energy available on his turn. You know he's dropping the hammer. The only question is how much pain is he bringing. One energy costs you 20! Yes, Wars does indeed turn on a single Energy!

Of course, the same holds true for your opponent. If you are willing to absorb a drain or two, your counterattack will be that much more devastating, because you can gather the resources to launch your own assault while throwing away the least valuable cards (as dictated by the situation). You too can turn 1 Energy into 20!

Wars is a game of “bend but don't break!” Roll with your opponent's punches to open your opponent up to a flurry of counterpunches. In a contested game, the lead will change many times. This is to be expected. As such, each player must use opposing offensives as platforms for his own counter-offensive. Don't get discouraged if you take a big hit, or appear to be losing in the drain race. This is normal. The key is finding a way to get the lead back. In the end, the player who uses his Energy most effectively will win!

Now, let's add what we've learned to our initial game conditions...

1. 1 Card equals 1 Energy!
2. Your Deck consists of 60 Cards!
3. Your Cards are your Life!
4. Wars turns on a single Energy!
5. Every Card has cost and effect!
6. In any given game, the player who uses his Energy most efficiently will win!

Simple Concepts! Simple Themes! Simple Game! However, as with Chess, we're going to start combining these simple concepts to make complex interactions. In particular, we're going to look at numbers 1, 2, 3, and 5.

Every time you deploy a card, that card goes into play. A card in play is removed from your deck. Therefore, if a Card is not in your deck, it has been lost. Every card you deploy comes with a nested cost of "Lose 1 Energy!" This nested cost speaks volumes about the game.

Let's say that my opponent deploys 6 units (each with an Energy Cost of 2) to a 1/1 site. As an immediate cost, my opponent spends 12 Energy. However, because those cards are in play, my opponent has effectively lost 6 cards. Therefore, and this is what I want you to understand, it will take 6 turns of draining before my opponent has broken even on this transaction. That is to say that my opponent will have to drain me for 6 Energy before my losses are equal to his losses. However, if my opponent were to deploy those same 6 units to a 2/2 site, he would break even in 3 turns. Make sense?

All right, how do we use this information? Let's go back to the first case. If you were to draw up a few cards, wait 2 turns, and deploy 4 superior units to a separate 1/1 site, you would effectively be tied. You would have both lost 6 cards and be draining for 1 a turn. On the other hand, you would have a number of strategic advantages. You would have more cards in hand and stronger units on the board. Therefore, you have more avenues of attack. Your opponent has to respond to you. You're winning.

Whoa! I have to stop this discussion here because we're getting away from Energy and starting to delve into Balance and Control. Keep this discussion in mind. We'll revisit this example, later. In the meantime, I want to caveat our discussion of Drains and Schedules by saying that it's very easy to oversimplify things by looking solely at drains. While drains are fundamental to Wars, battling is where the action is. Battling is often where games are won. Therefore, in a nutshell, Battling complicates the game, a lot. I'm not trying to give you a sure-fire recipe to win every time. I'm trying to help you identify the fabric of the game. Battles are wrinkles in that fabric. Eventually,

you're going to learn how to use those wrinkles to your advantage. But that's beyond the scope of this article! I expect (in fact, I want) for you to start seeing how these simple concepts lead to more complicated topics. But let's not bite off more than we can chew. For now, let's get back to Energy!

As you play Wars, you're going to want to "do" things. These things cost Energy. Now, you can spend Energy as you go, giving no thought to your Energy except when you need it; however this is incredibly shortsighted. Maybe you have 13 energy. You play Kulak, Ace McAllister, and Jack Wilgress. You have 2 sixes stacked, so you battle. Oops, you don't have enough Energy for Ace McAllister. You didn't make the best use of your Energy. You probably should have budgeted.

Through your Wars career, you will probably note that Wars veterans spend the first seconds of every turn planning their turn in its entirety. They count their Energy, count your Energy, and then they use that information to make their decisions. This isn't a coincidence. Get in the habit of counting Energy! Count it in every way imaginable. Count your opponent's energy. Count your own. Count how much energy you have available for next turn. Eventually, this type of counting will lead to a more advanced idea—Tracking—but that too is beyond the scope of this article. For now, just start budgeting your turns.

If you have 10 active energy and need 7 to deploy, 4 to use abilities, 1 to battle, and 1 to move, your budget is insufficient. You have to make sacrifices. That means that you have to ask some questions. Do you want to initiate battle? Do you want to move? Should you sacrifice one of your abilities...or should you wait 1 turn to do everything? These are only a few of the questions that you should be asking yourself while you play. What you must realize is that these are the choices that win games. Budgeting energy will force you to make these choices.

For example, let's say that your opponent had 8 Power and 4 Tactics (in some combination of 3 or 4 cards) at the battleground in question. You have Kulak at an adjacent site, 2 Aces in your hand, 1 Jack and a few other cards. You know the top card of your Reserve is a 6. You have 10 Energy. You would like to be able to deploy, attack, and use abilities, but you just don't have the Energy. You could wait for next turn. That's a good idea. You could deploy Jack and Ace, initiate, lose Ace, move Kulak over. That's a good idea. You could play Ace alone, move Kulak, and give your opponent the opportunity to attack knowing that Ace is about to get huge. Budgeting your Energy and looking at the situation will make these options apparent. This is how you'll win your games.

So, what have we learned so far? We've learned that deployed cards have nested costs of "Lose 1 Energy". We've learned that we can use that

information to create a Schedule for winning. We've also learned that effectively budgeting our Energy will force us to make the decisions we should be making whenever we play Wars. Furthermore, we've learned 6 fundamental points of Wars...

1. 1 Card equals 1 Energy!
2. Your Deck consists of 60 Cards!
3. Your Cards are your Life!
4. Wars turns on a single Energy!
5. Every Card has cost and effect!
6. In any given game, the player who uses his Energy most efficiently will win!

An Overview of Wars Draft Part III

Hello again, faithful readers. Thank you for your comments, I have been taking many into consideration. I just want many of you to understand that I agree that every card in your draft deck needs to be efficient, but you should also maintain a decent energy curve and good power/tactics to cost ratio. I hope everyone is learning a bit off of this article series...if I does not read well, let me know.

Mavericks:

I am not a huge fan of Mavericks in draft as a major faction. They are fine as the second faction to draft, as many of their cards are support style. What the commons do excel at is Piloting and cheap space units. They have the best pilots in the game, making them a great fit for Gongen or Shi, but then you are leaving yourself vulnerable on the ground. In a dedicated space deck, they will be a great second faction, but they seem to really have a hard time winning on their own. Many of their ships are inverters that only flip with a battle destiny of 6, and that seems hard to pull off without stocking your deck with sixes (and probably allying with Shi) or having cards like The Gambler or Fifth Ace. I would go into a draft assuming that the Mavs are going to be the underdrated faction, the Green of Wars, and look to steal a few of their good cards later on. The strength of this faction is in its Uncommons and Rares, meaning that if you are successful in cutting off this faction at the table (being one to two of Mav drafters at the table) you may be rewarded later by being passed good cards late. DO NOT expect this to happen in casual drafts where you keep the cards, as the chance of being passed a rare or good uncommon may not happen. In a pro level draft, it would happen more often. Going into a draft and knowing that you will draft the weakest faction is a strategy, but a risky one. It is a gamble, just how the Mavs like it.

Ground Units:

1. [Bean Counter](#) : If there is a solid way to keep eight cards in your active pile, let me know. Overall, I do not see a lot of use for this card until the late game, when you may not need to spend all of your energy each turn, but that may even be difficult. On his own, at 1 power, I do not see a lot of use for this guy. 3 of 10.
2. [Dubious Contact](#) : This card may actually help the Bean Counter. This card also just does not seem like an efficient use of 2 energy. I would love to say some nice things about these Mavs, but they just seem terrible. 3 of 10.
3. [Hellcat Aviatrix](#) : Here we have the best common character, and most likely the reason you are drafting Maverick as a second faction. Her normal stats of 1/2/3 for 2 cost are very average, at least she has 2 tactics, but her piloting 2 for a cost of 2 is simply amazing. You will want to have many of these in your draft deck, especially if you are drafting Gongen Fighters (they start at 2 tactics, stick her on there, ta da, you are at the 4 tactics). Two cards, for a 4-5 power unit that draws destiny, for three energy, is great, and can possibly hold down the space sector alone. Piloting makes a character very versatile, and this is the best common one out there. 8 of 10.
4. [Lauded Flyer](#) : This card is clearly inferior to the Aviatrix. Her ability is ok, not great. She is clearly the worst of the three common pilots, but still playable in a pinch. 5 of 10.
5. [Nimble Jockey](#) : If you are able to save 4 energy for the attack phase, this card can allow for some serious damage. Let's assume she is on a 2 tactic fighter, so you are drawing destiny at that sector to begin with, then you can spend 4 to draw destiny again, causing some (hopefully) major attrition to your opponent. It is likely that saving up that four energy may not be worth it, but in the situations where you can afford it (such as times when you do not have another space unit to drop), you can swing a battle totally into your favor. This card has an immediate impact in space. 8 of 10.
6. [Ore Hound](#) : Unless you are able to draft Two-Way, this card is an expensive use of three energy, needing three turns to make up for his cost. His stats are certainly not making up for those stats. 3 of 10.
7. [Stinger](#) : A four cost vehicle with 3 power, 2 tactics, 5 defense...that is very underpowered. Personally, I would not play this, although the S.I.s are very low to splash the card and get it into play right away. This unit is very average, and there are much better vehicles out there from other factions. 4 of 10.

Notable Uncommon Maverick Ground Units: Sultry Opportunist (she is cheap, potentially usable ability, and a decent defense for a very low cost, and very splashable), Misty Miller (Destiny of 6, playable, for that alone she is strong), Starhawk (4/3/5 for 4, and yes 3 S.I.s, if he was a pilot or his ability kicked in in space, he would be a first pick, since you could use his ability to invert many of the Mav space units), Boxer (great stats for its cost), Cloud Skipper (expensive, but you draw destiny alone).

If you notice, you need uncommons and rares to take a Maverick ground

assault on its own and make it viable.

Space Units:

1. [Modified Type IV](#): I suppose for destiny tracking, this card may be good, but its tactics 1 is not really helping out the situation of drawing destiny. It seems expensive for what it does. If you are combining Mavs with Gongen or Shi, I would skip this. 3 of 10.
2. [Plundering Bandit](#): It is a six destiny, which the Maverick space fleet really needs to succeed, but to pay 2 energy for a 0 power unit, it seems kind of weak to me...as a 6 destiny, however, it is necessary in the deck. 2 of 10, as a card, 8 of 10 for destiny.
3. [Racing Sloop IV](#): I suppose Lucasfilm had a trademark on "Racing Sloop"...Now, if you have a solid way to invert this unit at a time of your choice, such as Fifth Ace, The Gambler, Up the Sleeve, Destiny Tracking, etc. this card can become amazing. It sees a lot of play in constructed, but of course the above cards/strategies may be easier to pull off. With ALL that being said, and yes it is a lot, this card is not completely useless if you cannot invert it, after all, its free. I would say that you would need a way to consistently draw a six for destiny to play with these in multiple, but it is a hard card to assess. 3 of 10, 8 with consistent BD of 6.
4. [Razorjack](#): Another free ship that if you have BD of six, you will want. The fleet that the Mavericks can put out in one turn, if you KNOW you are drawing a 6 BD, can be insane....4 of 10, 7 of 10 with BD.
5. [Vulture](#): Probably the best common Maverick ship, from an immediate playability standpoint. Scouting is a good ability, but in a draft environment, most of the locations will have energy icons on both sides, so scouting really will not be necessary. In the rare (yes bad pun) instance that your opponent has a 2/0 location, this ship will go a long way towards giving you a large drain. Not great, not horrible. 5 of 10.

Notable Space Uncommons: Haggard Hulk (good as a 3/3/3 or a 7/1/1 with pilots), Hawk's Wing (great with a pilot), Raider (if you have the energy....)

Order/Interrupt/Weapons/Locations:

1. [Fuel Theft](#): Lack of Two-Way makes this card no where near as good. A used interrupt to gain an energy (essentially) seems to have little use in my book. 2 of 10
2. [Outmaneuvered](#): A Force Spike in a game where you generate a lot more resources? This card may have some very limited use, but again, I fail to see the use of it. 2 of 10.
3. [Traginium Heist](#): Does this card actually have text? I see it as a USED 6 destiny, which the Maverick spacefleet needs to track destiny draws. It may have some decent use, essentially shorting your opponent of 2 draws. Overall, however, it is a way to track destiny 6. 6 of 10.

4. [Themis/Landing Pad](#): A decent starting location for any ground based assault deck, due to its ease of movement. Themis is a pretty out of the way place, but this can allow you to drain early on a ground site, then pick up and get that army to anywhere else in the game, rapidly and cheaply. If you have a decent army, it's a good starting location possibility. 6 of 10.
5. [Themis/Moblie Asteroid](#): If you had a dedicated Maverick deck, meaning you drafted a lot of uncommons and rares obviously; you will probably start the home base. Unfortunately, many of the common space units are below average, so it may be hard to hold it, without some help. In Gongen/Maverick or Gongen/Earther space decks, this may be the starting location of choice, rapidly getting you to the 2 S.I.s for the Mav Pilots. 5 of 10.
6. [Spassky Quickfire II](#): Its cheap (free), it fires cheaply (one), it only requires 1 S.I., and it has a decent chance of damaging most commons out there. I really fail to see the reason NOT to play this card. Along with the pilots, this card is a solid, common, reason to play or splash Maverick. 8 of 10.

Notable Uncommons: Price of the Game (this is SO important in Maverick Space, turns all your 5 destiny's into "invert target ship," and hurts your opponent, an excellent card), Chicken (good vs. those big capitals/Kizen), Fifth Ace (see above), Up the Sleeve (see above), Clanton Rev 1 (it's a ship weapon, play it), Colt Burton (it says DESTROY, not damage, DESTROY, but takes dedication to the Mavs)

The Mavericks are a very hard faction to draft. You basically have to draft sub-par interrupts early, or be very good at destiny tracking, to make efficient use of their space fleet. They pair very well with Gongen (but let's be honest, who doesn't?) or Shi, with their pilots. Their Uncommons and Rares are very good, and may lead you down that path. You basically have to take a large gamble to go Mavs, cutting them off from your neighbors to receive the goods back from the right in pack 2.

Overview of Wars Draft: Part IV

Back again, hopefully you are still interested and this is not getting to long. I have decided at the end of this series to do a basic summary of my thoughts and some more general tips for drafting. I have taken all your words, both kind and unkind, into consideration going forward, so I hope that this part will encompass much of the comments I have heard. Please continue to make comments, it makes me realize that people out there care.

Shi:

To be honest with you, I see the Shi having very few weaknesses. Basically, their units cost a decent amount from an energy and SI standpoint, forcing you to dedicate a heavy portion of your deck to them, and maybe their destinies are not that great (outside of a few cards), but overall, I fail to see

the weaknesses. Good space presence? Check, ok maybe the tactics aren't great, but the defense is awesome, and they have the only common Piloting 3 character in the game. Decent ground units? Check, including Kizen, though they are not all that strong. Weapons? Ok these may be a bit weak.

Overall, expect Shi to be a very popular faction in draft, probably around 4-5 of an 8 man pod going with the invading faction. They pair up well with Mavericks for their piloting, and Earther or Quay for their ground forces. Teaming them up with Gongen would make for a more dominant space attack force, but this team-up may be overkill in a balanced deck. If you are looking to completely dominate the skies, that combination would be for you.

Ground Units:

1. [Anant Aeronaut](#) : Piloting 3. But he costs four?! Piloting 3. But he is only 1/2/3? Piloting 3. Is this truly a ground unit? Piloting 3. Needless to say, for 4 energy, you are essentially allowing one of your Quarrel's to draw destiny, period. The only bad thing I can say about this card is its cost. BUT ITS PILOTING 3!!!! 8 of 10.
2. [Anant Attendant](#) : Apparently i was made aware that if you have attrition to satisfy and you simply choose this guy as the first target, basically the rest of your units are immune to attrition (i thought all attrition was simultaneous). That being said he is basically a 2 energy "you have no attrition at this site other than this dork" which seems great to me. 6 of 10.
3. [Irama-Vishal](#) : Very expensive. Good, but expensive. 5 seems a bit much energy to pay for a 3/3/7 unit, even if it is immune to attrition at times. If he had a bit more power, or if you have cards that key off of Kizen, this may increase in status, but for now he simply seems overmatched by other cards. This is a prime example of why Shi need to be paired with a good ground faction, many times ground is not their strength. 4 of 10.
4. [Kizen Sentinel](#) : A cheap, non unique Kizen. He is the epitome of average, stats wise, but if you have another Kizen out (2 of these will do the trick), you get a decent little 8 power plus destiny fighting force for four build. Overall, you would need a few of these in your deck to make them worth the investment. If they were no so average on their own, the rating may be higher. 6 of 10.
5. [Ordnance Master](#) : A loss of 3 energy is a lot. He can turn the tide in battle, however. This is another card that you can clearly use to outplay your opponent when s/he asks "how much total power to do you there," "oh 4," and now it is 7, and you draw destiny. If you are able to play a free weapon on him, he generally becomes worth the investment. I would definitely draft the weapons far above him, but if you have cheap and efficient ones (like the common Maverick one...more synergy), he may find a good use in your deck. Not the earliest card to use, however. 5 of 10.
6. [Panacea Provider](#) : I am not a fan of this card. It simply seems expensive for what it does. You would need to really have a focused Ganymede ground

assault deck to make full use of the Provider. If his ability was active on a space unit, he may see more play, but as it is, he seems weak. 3 of 10.

7. [Selfless Protector](#) : This is a very hard card to judge. On the one hand, energy wise, it is free. On the other hand, you need to have THREE Shi S.I.s out to make it free. If you have a few of these in a swarm type deck, and then drop them for free at the Ganymede Forward Base you will have a great fighting force that can still drain your opponent. It is also a Five Destiny, which is amazing. Overall, if you have many of these in your deck you must have a heavy commitment to Shi (which you will see is not a bad thing), possibly going "mono-shi" since three S.I.s is a lot to have down. 6 of 10.

Notable Ground Uncommons: Damir Aeronaut (Piloting 2 for 2 is very solid), Devanar-Damir (solid Kizen), Sudeva Legionnaire (if you have weapons on this guy he can be nuts), Vishal Scout (scouting on a ground unit cannot be bad)

Space Units:

1. [Seyalshi Upholder](#) : Easily the best common Shi fighter. All you need to do is have more Shi S.I.s on your side of the field, which should be easy to do if you are playing Shi (duh!). Five power for only 3 Energy (and only 1 S.I.) is amazing, combined with its huge defense. As long as your opponent is not playing Gongen, you can feel free to drop this on turn one at Seyal and begin draining on turn 1. This card should form the basis of your aerial attack. 8 of 10.
2. [Squadron Lead](#) : So let me get this straight, a card meant to fight alone with a Tactics of 1? Sure, if you add in an Anant Aeronaut you will be able to draw destiny and receive the bonuses, but really, would you want to spend the Eight Energy? I wouldn't. 4 of 10.
3. [Sudeva Quarrel](#) : If you are starting Seyal/Light Side (which you probably will), this fighter is just as good as the Seyalshi Upholder, sort of. Overall, I think I would rather have the Upholder, but as another fine first turn play, and a great ship if you are facing the mirror-match, you would not go wrong having one of these in your deck, but I would draft it well below an Upholder (and other commons). 5 of 10, if for some reason you don't start Seyal/Light Side this drops to 3 of 10.
4. [Tilek Quarrel](#) : In a two faction deck with either Earther or Maverick (and to a lesser extent Gongen) you can run these with no problem, and put them at their respective "home bases." That way you will gain the +2 bonus. This ship is also great at your opponent's locations that you have not encamped with Shi S.I.s. You should not worry about having a few of these in your deck and while they are not as good as the Upholder, they are very good. 7 of 10.

Notable Space Uncommons: Damir Quarrel (this card is nuts, it has a built in weapon, draft it first, it is a first pick caliber card).

Assets/Interrupts/Orders/Locations/Weapons:

1. [Metamorphose](#) : This card is not cheap, but basically you are throwing down a 2 tactic Kizen that is immune to attrition. In an Earther/Shi deck, this card seems to shine, causing your CGC Grunts and Infantry Officers to "come online." Outside of that combination, this card will allow your character to hold down a site with Immunity to Attrition. A very solid card, although a very low destiny. 6 of 10.
2. [Well Concealed Charge](#) : I love this card. You simply drop it, for free on any location, and spend three energy for a 4 power bonus. It is also a six destiny. What is there to argue with? You can even use them in multiples. A strong common. 8 of 10.
3. [Close Call](#) : Maybe someone can explain to me the point of a lost interrupt you use during your move phase to avoid a smackdown from your opponent. I understand it is a 6 destiny, but I would rather use a Well Concealed Charge for that. I really do not understand why you would play this card, but feel free to shed light on it. 2 of 10.
4. [Martial Interrogation](#) : I love this card also. Maybe it is just a leftover from my Magic days, but bounce is always a strong ability, especially in sealed deck where your opponent may not have the energy to pay. This card can totally change the face of battle, when your opponent is expecting to drop a large fleet and then attack, if you either leave them with one less ship, or no energy to attack with. Due to the nature of card drawing in Wars, it also can substitute as basically saying "opponent draws 2 less cards this turn" which for a card, also cannot be all that bad. This card does it all. I love it. 9 of 10.
5. [Seval/Light Side](#) : Unless you are lucky enough to draft the Dark Side, I cannot imagine in many Shi decks why this would NOT be your starting location. Shi need S.I.s and this can ramp them up to two almost immediately, and with an encampment you can get to three on turn one, pretty reliably due to the nature of Shi Fighters. This is what separates this location from the Maverick or Earther similar planets. Here you have a faction that is built to enter space, with an amazing space location. Make sure you draft one. 9 of 10 (it should be a 10, but you should take it later).
6. [Ganymede/Forward Base](#) : Another solid location. Due to the common nature of the Shi, you can easily control this solid 2/1 site and give yourself a definite advantage at other Ganymede locations (I have heard there are a few of those floating about). You will want this card in a solid Shi deck. 9 of 10.
7. [Assailing Vatarma](#) : It is a six destiny, and it is free, and it combos well with Ordnance Master, but unless you have cards that combo with weapons, I wouldn't play it. If you are Shi/Maverick, their common weapon is also better. Overall, I see this having a limited use. 3 of 10

Noted Uncommons: Brief Encounter (a used, traceable 5 that has a good effect for a Shi deck), Easy Prey (one of those reasons to play weapons, and a huge one), Daunting Vatarma (possibly insane, not sure), Vishal Vatarma

(Shi have a lot of 6 destinies, you cannot get higher than that, seems solid)

Overall the Shi are an excellent faction in draft. They combine very well with the Maverick Pilots and the Earther ground assault units to balance out their attacks. They also have many cards that key off of weapons, making Mavs another natural fit. Many decks at your table will be drafting Shi, due to the nature of their solid commons.

Overview of Wars Draft Part V

Ok final installment of the per faction card reviews, then I will do an overall thoughts and some random stuff, since I know you are all loving these reads.

Now onto the Quay. First of all, how I decided that Shi came alphabetically before Quay, I am not sure, this obviously should have been the fourth article, but in other news.

"They Mostly Come Out at Night....Mostly..."

This is the Quay, the Aliens of Wars (or maybe the Predators, who knows, but Aliens is a better movie). Well, in draft the Quay are cheap and they swarm well...I guess. Honestly, I am NOT a fan of them in draft. Most of their common ground units have 1-2 power. Yes they are cheap, but in an environment where you have only 40 cards in your deck, you really want every card to have an impact on the game, not simply "oh another 1/2/3 dork, horray." The thing the Quay do well is cheaply suck up damage with decent defense for the cost, and their Life Ships in space can really take a pounding, especially when you fill them with sacrificial lambs.

I am sure people will disagree, but from a common standpoint, I do not see the benefit of the Quay. Now, their uncommons are pretty good, and some of their rares are excellent, but as you know, I do not judge a faction on that alone. Quay should be another underdrafted faction, like the Mavericks, so you may be able to be passed a lot of good uncommons late to make up for their overall lack of power.

A note on these ratings: They are all in relation to other Quay cards. Many of these cards that are rated as "7" for example, are well worst than a "7" from another faction.

Quay:

Common Ground Units:

"Is this gonna be a stand up fight sir, or another BUG HUNT?
We have lost contact with the colony on LV-426 and a Xenomorph may be

involved...
It's a Bug Hunt."

1. [Katal Inciter](#) : The fact that this may be the best common ground unit is really saying something for this faction. A 2/1/3 for 1 energy is solid, with the ability to draw a card being a strong bonus. This card is very solid, it is just a sad state of affairs. 6 of 10.
2. [Luhus Commander](#) : How many inverters do you really expect to have in play at one site? You would need at least 2 others out to make this card worth the cost. A three card combo just to be average? I'm not a fan. 4 of 10.
3. [Luhus Mauler](#) : Expensive to invert, but you are getting a guaranteed damaged unit instead of having to draw destiny. 7 Energy total is a lot, but it is a decent unit on its own. Again, decent, but not overwhelming. 6 of 10.
4. [Makal Claw Beast](#) : Another solid 2/1/3 for 1 energy that can draw you cards, except this one is a virtual Demonic Tutor (pinpoint search card for you non magically inclined folks). This card is great if Quay is your second faction and you have some bombs in your deck you want to get out. It is also solid if you have some key battle interrupts/orders to use in battles you start later in the turn. Overall, another solid card, with such low stats...7 of 10.
5. [Makal Shrieker](#) : It is a six destiny. You can add to its power, and notice that you can do this as many times as you wish in a turn. Would I rather play Shi and have a Well-Concealed Charge? You bet. So very average. 4 of 10.
6. [Qurim Rager](#) : A tech card against Maverick and sometimes Shi, if they leave their pilots on the ground. Yeah, I am sure that happens often...4 of 10.
7. [Torrid Katal](#) : Well its an inverter, so it is a common that works with the few cards that keys off of that indicator. Other than that, it is really not exciting, other than another cheap unit. I am seeing a pattern with these Quay commons...5 of 10.

Notable Ground Uncommons: Quay Navigator (most capitals are 3 tactics, he makes them a 4, albeit in an expensive way), Frenzied Luhus (either a cheap 5 defense, or a costly 7 power, but overall a strong card), Tahka Chuluk Squad (decent, not great), Volt Scrounge (draws destiny alone)

Space Units:

"That's it man, game over man, its game over!"

1. [Qurim Life Ship](#) : Where the Quay are very good is in their common capitals. 5/3/7 for 6 energy is decent, but only needing one Quay S.I. makes for a great splash card, and since I cannot see basing a deck on the Quay, you would see this card splashed often. You can easily load up on the cheap Quay characters and have them suck up the attrition. A good unit. 7 of 10.
2. [Ina Hekaton](#) : Unless you have Alnak Station or have a serious death wish, I cannot see playing this outside of a space swarm. As I talked about earlier, in a 40 card deck you really want each card to stand out...this card

simply does not. 4 of 10.

3. [Sitkatika Hekaton](#) : Could these names be harder to spell? This acts a lot like a space version Luhus Mauler, except that you have to damage this unit as well. At least you are getting 2 power for 1 energy, however. As usual, decent, if unexciting. 5 of 10.
4. [Tahka Life Ship](#) : Clearly the best Quay common. It does have 2 S.I. icons, but that should not be too hard to splash. Very solid unit that gives a use to those damaged passengers. This card is very dominant in a Quay deck and should be drafted early and often. 9 of 10.

Notable Space Uncommons: They are impossible to spell, so I am not going to try, they are all decent

Assets/Orders/Interrupts/Weapons/Locations:

"I like to keep this handy, for close encounters."

1. [Rally Cry](#) : Pay 2 to draw a unit during any phase, as long as you KNOW it is going to be a Quay. This card seems too difficult to be sure it is going to work, if you needed cards in your hand that badly, you would have drawn them the turn before, especially if you are tracking a unit. Very mediocre. 4 of 10.
2. [Alnak Station/Launch Bay](#) : Unless you have the station itself, this card seems very mediocre as a port, simply because you cannot drain here. If you were able to drain here, it would be much improved, since Alnak Station is very out of the way compared to where much of the fighting will be. 4 of 10.
3. [Ganymede/Occupied Tunnels](#) : Wow this card is good. I would almost play this card in any deck not using Earther or Gongen, period. This card shuts down those two factions on the ground and is great for the Shi also. Shi decks should consider playing this card as well. Very solid, you should have one in your deck, and consider starting it. 9 of 10.
4. [The Beckoning](#) : For the common inverters, I am not a fan, unless you are playing Maverick...maybe. If you have a good uncommon/rare inverter, it may see more play, but again, I really would not want to trade a card in hand for one of the average inverters. 4 of 10.
5. [Luhus Dalaka](#) : I guess the redeeming quality of Quay is their three common weapons. If you have some energy lying around, this can be a guaranteed damaging of a unit. That cannot be a bad thing, if you can afford it. Since you can fire this after your opponent has chosen attrition, this can go a long way, like all weapons, to insuring a later victory at the site. Decent. 6 of 10.
6. [Makal Dalaka](#) : Expensive to fire, not to equip. but it is a very devastating effect if it hit, basically hurting your opponent in two ways, energy generation/loss, and a damaged unit. If you deck is stacked with good destinies, or you are hitting a low damage unit, you cannot go wrong. 7 of 10.
7. [Qurim Dalaka](#) : I would not bank on having more than one weapon always

at the same site, so this essentially becomes the worst of the common Quay weapons, but it IS a common weapon. 5 of 10.

Notable Uncommons: Natural Talent (wow, your opponent will have a hard time drawing destiny, probably one of the best entrenching cards out there), Defiled (if you have infiltrators..i guess with Earther), Alnak Station (its insane, we know), Tunnels (great for surprising an opponent, cheap movement), Katal Dalaka (another decent weapon)

Overall, Quay are weak. Many of their cards do not even seem that splashable, outside of their capital ships and you would need the swarm ability of their ground units to make that worth it. A very difficult faction to draft, unless you are being passed the goods.

NTH Draft: Part II

I am thankful for all the kind words about my first article. I did have a few overall notes before I delved into the Gongen. First, I am not positive if the format is Inc/Inc/NTH or Inc/NTH/Inc. Let me just go on the record and say that the "correct" method is the former, according to that most popular and successful CCG. I don't want to come off as a cheerleader for that game, but if there is one thing they know how to do, it's draft. So if there were a debate, the format would wind up better with Inc/Inc/NTH, giving more value to NTH as a set. I am writing with that format in mind.

Now onto the Gongen, again looking at commons and uncommons. Now, if the format winds up being Inc/NTH/Inc, uncommons drop in value.

Part II: Gongen

1. [Combat Support T.S.V.](#): (unc): Maybe I am simply undervaluing retrieval in draft, but this unit seems very expensive for what it is, and even what it does. 4 of 10.
2. [Defensive Fire](#): (unc): This card is another hard one to evaluate. Defense is never my favorite stat to concentrate on compared to power and tactics, but it has its uses. Overall I feel that you can plan your battles or potential battles to account for losses, and thus what your defense can soak up to minimize overflow damage. Plus, unless one of these "faction subset" cards is amazing, it probably will see little use in draft. 4 of 10.
3. [Gishi Combat Tech](#): (unc): This card seems decent to me, basically you substitute the damaged vehicle (if you have a bot in draft worth saving, more power to you) for this guy, who is pretty worthless otherwise. If you are playing Earther/Gongen or have something like a Boxer, this card rises in value. 6 of 10.
4. [Gunso Squad Leader](#): (cmn): The baseline unit in the set for Gongen, with its average stats and one S.I. If you are able to keep 4 energy around, you

can effectively shut down one weapon your opponent has at that site. Now my only question on the timing is whether you can choose a unit to satisfy attrition, and then spend this 4 and wind up without a damaged unit? If so, this rises a bit in value. 6 of 10.

5. [Ikazuchi Follower](#): (cmn): Another average unit, actually a bit below average unless damaged. I am not a fan of the two S.I. requirements for an average card, but he may make the cut if nothing is better. Generally he is a pretty bottom of the barrel pick. 4 of 10.

6. [Ikazuchi Technician](#): (cmn): One of the two new "I'll be Back" units, that have little repercussions if they go away, since they added back into your life force. It does have a pretty high cost of its statistics, but if you can afford it, this unit will not hurt you. It is just pretty average (yeah Gongen did not do that well in draft this set..). 5 of 10.

7. [Indomitable Will](#): (cmn): "and he poured in his will to dominate all life." Sorry, had to do that aside. If only the card was as strong and the Dark One. You need to drain twice with a Kizen to generate card advantage. Seems pretty difficult to do in draft...it is a Six though. 2 of 10, filler only.

8. [Jikoku Interceptor](#): (cmn): Gongen love their defense stat....The Tactics of three makes this unit very usable, especially in Shi/Gongen space oriented decks. This card is also solid on the new Ganymede Shi location, since it goes down to a Tactics 2. An unspectacular unit that is probably worse than most of the Incursion Gongen fighters. 5 of 10

9. [Kayu Gekkane](#): (unc): This guy seems much better in constructed than limited, but that is no slight. In limited his specialty use may be as a counter for the aforementioned ISV/CISyn Coordinators combo. Many people will drop 2 units that can draw destiny to hold a site, or at least force the opponent to take a hurting in combat there, and then you can drop Kayu as one of your units, and beat down with no fear of battle destiny. He is an amazing unit, clearly a first pick. He is also only one S.I. making him super splashable. 10 of 10 (our first I might add!).

10. [Komoku Interceptor](#): (unc): Since the only other Komoku ship is a rare in Incursion, and this card is an uncommon, the likelihood of its ability coming into play, is negligible. That being said, its stats are horrible for its cost. Skip it. 2 of 10, 6 if you have the supporting cards.

11. [Last Stand](#): (unc): Reducing casualties by five might as well say, lose nothing at this site, which is pretty strong, both offensively and defensively. It is not a cheap interrupt, but gives you many options if you are short units at a site. Basically you can feel free to drop a smaller strike force to hold down a site, since you know that they will survive until your next turn. I like the flexibility that this card brings to the table. 7 of 10.

12. [Rapid Fire](#): (unc): Having Quickdraw is much better than gaining Quickdraw. This card needs a whole lot to create a card advantage situation, this card, the character, the weapon, and the energy to activate it all. That is a lot to add to one character in my opinion. On the plus side, it is a six destiny. 4 of 10.

13. [Tamon Interceptor](#): (cmn): The other of the "free units." This unit is solid,

again with its three tactics, especially in tandem with Shi ships. Shi/Gongen will be a very solid space oriented deck, which may be hard to draft, but certainly effective. One of the top commons. 7 of 10.

14. [Tataki Commander](#) : (unc): A poor mans Earther ISV. Solid stats for its cost, minus the “shoot me first” defense of course. A good unit to leave at the “tweener” locations (which I call the sites where you have a drain going on, with units at two other sites flanking it) that can be hard to set up effectively. Usually if you are able to establish this set up (which if you read Part I of this article you will see makes ISV/CYS so good!) you will probably win. 7 of 10.

15. [Thunder-Edge Greatsword](#) : (cmn): Another “free” card that is replaced. An expensive weapon, but one of the more efficient since you add Two to the destiny. The only problem with this card is its cost, and horrible destiny of one. If you feel your deck can support weapons that cost two (with an activation of only one, so after two swipes you are equal to most weapons that cost one) you should be fine. 7 of 10.

16. [Traginium Cache](#) : (unc): One of the harder to use Stockpile assets since it has a use restriction (not that it is that hard, but still). Same description of any other Trag asset. 4 of 10.

17. [Transport Aide](#) : (cmn): A solid common, probably the best due to its low S.I. requirement. If you happen to have a Stockpile asset, the card advantage this card creates becomes even better, but 3/3/3 for 4 is pretty solid as ground units come. 8 of 10.

18. [Zocho Interceptor](#) : (cmn): Ah, power +1 for each ship, so much better than Defense +1. Now you only need one other ship here to make this unit efficient, and it has three tactics. Solid, solid unit. 9 of 10.

Ah, done. So in my opinion, Gongen did not do well at all in NTH. They received a lot of retrieval based units, but not a lot in the beatdown department. I felt they were the solid second faction in all Incursion draft, now they may have fallen as low as fourth. The major problem with Gongen is their reliance on 2 S.I.s as well as the fact that they dominate tactically in space. NTH simply added MORE cards that key off of those facts. If I am being overly harsh, let me know..

Common Draft Order:

1. Zocho Interceptor
2. Transport Aide
3. Thunder-Edge Greatsword
4. Tamon Interceptor
5. Gunso Squad Leader
6. Ikazuchi Technician
7. Jikoku Interceptor

NTH Draft, Part III

It has been a few days since my last article, but this one hopefully is the most fun. Maverick for constructed and story are clearly my favorite faction, as I am an avid Texas Hold-em player. As a result, I will be rating these cards (cmns and uncs still) with that in mind. Don't worry, I will list them out numerically as well. You may notice that I do not play a whole lot of junk hands, so my “mediocre” rating hold-em hands may seem like monsters to novices, fyi.

Again, any comments will be appreciated.

Part III: Maverick

1. [Belrunner](#) : (cmn): Well we might as well start with potentially the best common. 3/3/3 for 3 energy, and only 1 S.I. Can you expect much better from a common? Well, it gets better. If you happen to have a stockpile asset (not an easy task as I have discussed before), you are able to help set your destiny for the next couple of battles, which we all know the Mavericks love doing. I would draft them early and often, assisting the Mavs in their now strong space presence. A-K off-suit (9 of 10)

2. [Careless Cat](#) : (unc): An extremely efficient unit at 2/2/3 with Quickdraw for a 2 deploy cost. Her special ability may come in handy in a pinch, generating more energy usually does not hurt. She is efficient, but very short of a “bomb.” You would love to have one in your deck, but it is not crucial. J-10 off-suit (6 of 10)

3. [Cribber](#) : (cmn): Wow. 2/3/3 for 2 and one S.I. Destiny 6, ability to redraw destiny, especially the dreaded “zero” destiny of locations. Wow. The ONLY problem with this card is his uniqueness, surprisingly, since unique commons can be a downside, but let's not forget he has a six destiny. SIX! I believe this is the top common for the Mavs, if not the top common in the set, do not pass it up for anything less than a bomb. K-K (not every card can be Rockets, but this is close) (10 of 10)

4. [Darkslider](#) : (cmn): Decent stats, nothing to write home about, and expensive to invert, but if much of your space force is made up of Incursion Mav fighters that need high destinies to invert, this ability will come in handy. If you have not drafted many such units, this card moves well down in the rankings. For that reason alone, I would put this as a middle of the road fighter, simply due to the other amazing space fighters the Mavs got in NTH. 4-4, have to hit a Set to win (5 of 10).

5. [Death Dealer](#) : (cmn): Pretty average stats, if you pay to invert you are looking at a 7 cost 2/2/4 unit with a built in damaging effect. This can be good if your deck is very heavy space, but in general I would rather take a comparable ground unit, due to the unlimited nature of encampments. Probably a middle of the road draft card that I would take many commons/uncommons over. 3-3, again needs to hit a set (4 of 10)

6. [Do Not Push](#) : (unc): I am sure there is some funky constructed decks that may use this card, but in draft, it's a 7-2 offsuit (1 of 10).

7. [Empty Heart](#) : (unc): Ah Evidence Assets. How impossible are you to use in draft? Some are not that bad, but the one where I need to make sure I draw a 1 for destiny, and it costs 2? Nah, I'll skip it. May have very very limited use in multiples. 8-4 off (2 of 10)

8. [Fortune Seeker](#) : (cmn): More cards that interact with the Maverick space assault cards from Incursions. This is a great card for setting destinies for any combat situation. The only problem is her average stats (below average tactics) for her cost. She is a decent unit, not great, but you would probably want 1-2 in most decks. 8-8 (7 of 10)

9. [Gray Market Middleman](#) : (cmn): The Mavs common Quickdraw unit is pretty decent, nothing to write home about. The basic value of this unit is the Quickdraw ability along with his ability which may help you out with destinies. His tactics of 2 are very good for such a cheap unit. You will most likely draft him in the middle of the NTH pack, when you would take your "middle of the road units that will always make the cut, unless your deck is insane." 7-7 (6 of 10)

10. [Inquiry](#) : (unc): A better version of Empty Heart...barely....8-6 off-suit (3 of 10)

11. [Joker Danniko](#) : Just Kidding, she is a rare, just wanted to feel the Pocket Rockets in my grip, A-A, 12 of 10.

12. [Little Nelly](#) : (cmn): If you deploy this unit at a 2/1 site, it will be average, past that (with encampments I would think), it becomes a good beatdown unit with very low tactics. Again, not a great unit, a pretty average one, that will probably make the cut, but would act as a 29th-31st card. 3-3 (5 of 10).

13. [Reliquaries](#) : (unc): Ah, more evidence assets, wonderful. Note to Decipher, if you want to make a subset of cards playable in draft, make them common!...see above ones..6-8 off-suit (3 of 10)

14. [Rugged Empty](#) : (unc): First off, the quote should have been "I use these compartments for smuggling, I didn't think I would be smuggling myself in them," Starhawk..but anyway..Drain +2 is a lot, especially in a 40 card deck. Mav Space is also much better in draft than it seems to be in constructed, so the chances of getting this off are great. So basically you have to look at the card this way: For a cost of about 1.5 energy, if you can back this up with a decent space fleet, you are getting a (most likely) one time drain of +2. That is a lot of work, but it is probably worth it. I would draft this higher in a mostly space deck, since it will need the support. 9-9, J-Q off-suit (7 of 10).

15. [Synched Up](#) : (unc): There was already an entire article written about this "Impulsive" card (yes, it's an MTG pun) and its power in constructed, which I agree it has. The best parts about this card are its cost and the fact that it is USED. A very strong card, great really in any type of deck, and a card that is "better in the hands of a good player." That may sound harsh, but decisions between cards and knowing your deck (and to an extent your opponents) will help the value of this card. Very strong. J-J, A-Q suited (8 of 10)

16. [Traginium Stash](#) : (unc): One of the worst of the Trag assets, see earlier reviews. Hopefully if you have cards that key off of it, you are playing one of the other factions. J-7 off-suit (4 of 10)

17. [Wagner S70 Plasma Bolter](#) : (cmn): I am sure this is worse than most of the "regular way" of drawing weapon destiny, due to so many cards that set the top of the deck. It may be easier to stack the bottom of the deck, however. It is a free-cheap weapon however, and with all of the Quickdraw running around, you would be smart to be packing one (if you didn't pick up all the ones in Incursion). J-Q (6 of 10)

18. [Widowmaker](#) : (cmn): Great stats, 3 tactics is huge. You can also use it, sparingly, to put more cards on your Trag assets..no seriously, you can. Let's stick to its stats shall we...and in that way, it is a fine unit. 9-9, J-Q suited (6 of 10)

19. [Zhang Hotrod](#) : (unc): Ah, if it only had one or two more tactics it would be insane. The build in card economy of this card is very strong (it is not really card advantage, but a card quality issue). It does have a high deploy cost and a low tactics, but it will always make the cut. J-10 Suited, Q-K (7 of 10)

Overall, the Mavs have benefited TREMENDOUSLY from NTH. They received a lot of "destiny stackers" which many of their older Incursion units needed to be very strong, especially in space. They also got potentially the best common in the set, Cribber, and some decent space units. When you draft the Mavs you have to remember that many of their units are still space based, with the pilots from Incursions and the ships in NTH, so make sure you supplement that with strong ground units of your other faction. Their tactics 2 or higher ground units should always be drafted highly. Overall, I feel they have jumped to probably the third best faction to draft.

Top Commons, all playable:

1. Cribber
2. Belt Runner
3. Gray Market Middleman
4. Widowmaker
5. Dark Slider
6. Little Nelly
7. Fortune Seeker
8. Death Dealer
9. Wagner S70

Swarm Tactics: A Primer on beginner Quay strategy

This is a guide to a basic Quay swarm deck. The strategy mainly relies on an unbelievably fast set up, and then dropping lots of units and ships to beat whatever strategy your opponent has planned. It shouldn't rely on any specific tricks, the main focus being to overwhelm your opponent with sheer numbers.

The Key to this kind of deck is an [Alnak Station/Captured Base](#) start. This then means that you need to have both a balanced space and ground attack, to protect the sector, and the Alnak Station sites you then download with it's gametext, [Alnak Station/Launch Bay](#) and [Alnak Station/Hallway](#). Assuming you get a fairly balanced hand, you should pull between 3 and 5 ships, at least one of which you should be able to play for one energy and one , and the rest should be playable with two , although for more energy. On your first turn, you will probably activate 4 energy, allowing you to play one of your one energy, one  ships, and then placing it in your used pile to download an Alnak Station site, usually Alnak Station/Launch Bay. If your second Alnak Station site is also in your draw deck, then play another ship (if you can) and download it too. The cheap ships that I would recommend are four copies of both [Sitkatika Hekaton](#) and [Chuluktika](#), at a minimum. Both are two power and one tactics, with either three or four defense. In addition, both also have very useful abilities; Sitkatika Hekaton can be sacrificed to damage an opponent's ship, which is very useful in eliminating a pesky [Zocho](#) or fully loaded [Vatarva-Sudeva](#). Chuluktika is one half of a deadly combo with [Ganymede/Occupied Tunnels](#); you play a beatdown force at the tunnels, use Chuluktika to move your opponents lone vehicle to the tunnels, initiate a battle, and cause major casualties. In keeping with the strategy, however, this combo is not the focus of the deck, it is merely one of the many options you can use to kick your opponents butt. If you get the chance, use it, though.

The rest of your space fleet should be made up of the common Quay life ships, [Quirim Life Ship](#) and [Tahka Life Ship](#), and also the Quay infiltrators, [Tahka Quarrel](#) and the unique [Sevaltika](#). The life ships, although expensive, offer good power, three tactics to support your other one tactics ships, and excellent defense to prevent shooting and to prevent battle damage should you need to damage them. The infiltrators offer an excellent cost to power and defense ratio, six destinies, and, in the case of the Tahka Quarrel, an excellent ability; definitely the best fighters the quay have to offer. The rest of the space fleet should be whatever other ships you feel can fit in here well. You should also add another sector or two that you can drain at; [Mercury/Untapped Planet](#) and [Ganymede/Traginium Source](#) are excellent choices; you should definitely include at least Ganymede, to support your ground forces.

The ground component should include several ganymede drain locations, probably Ganymede/Occupied Tunnels, to give you the opportunity to pull off the Chuluktika combo, and [Ganymede/Subterranean Passage](#), which, if you happen to have a ton of energy lying around, will at least make an opponent think twice before challenging you there. If you decide to include a lot on inverters too, [Ganymede/Captured Refinery](#) is also a good choice. Now then, on to your units. Support Icons are not a problem, so you shouldn't include any Bots. Your main force should be a couple of [Clandestine Teams](#) and [Tahka Chuluk Squads](#). These are both large four power, six defense units,

and they each have a good ability. These can form the mainstay of a large quay ground swarm, and you should include at least four copies of the two in your deck (four total, not four of each). Another excellent main force choice is an inverted [Frenzied Luhus-Kucha](#) combo. If you play it right, you can damage two cheap units to cover attrition, then invert the luhus, send them to the used pile, and boost your total power by a bunch. [Attack Plan](#) is a less expensive way to invert them, if you're worried about losing two units to your used pile at any given time. Speaking of cheap units to damage for attrition, Incursion offers three excellent choices: [Katal Inciter](#), [Makal Claw Beast](#), and [Makal Shrieker](#). All three play for one energy and one , making them ideal swarm characters. The inciter and claw beast have two power, while the shrieker is a destiny six to the others destiny three. An ideal minimum of eight of these three characters should be included. Now, fill up the deck with any interrupts or other characters that catch your eye, such as [Revenge](#), [Kulak](#), [Arhnaknak](#), and any other large quay kizen that have come your way. Specialized characters that are the type to build an entire strategy around, like [Sitka](#) should probably not be included, but hey, it's your deck.

Breaking Down the Factions: Gongen

If there is one faction in this game that can hold it's own, it's the Gongen. They are very friendly to the game engine itself in ways the other factions except the Mavericks can rival. Card Economy is a huge factor in this game and the Gongen are the epitomy of it. Coupled with energy retrieval and energy generation, they are intimidating to play against and incredibly efficient. So is their a weakness to them?

On the other hand, the Gongen have low destiny numbers and are extremely predictable. Destiny/card manipulation is almost absent from the card pool. They also have very few tricks up their sleeves when it comes to battling, especially on the ground.

CHARACTERS  As far as Kizen go Higen, Kano and Kujiko are all solid. Kujiko has the stats and Kano is spectacular with her cycling card ability for energy. Higen's energy retrieval text is nice along with his 4 tactics and high destiny number. The NoBots, however are the true power for the Gongen ground. Ikazuchi and Shikami's high stats make them essential for any Gongen deck. Without them, they would have a serious problem fighting on the ground at all. The Shikami Warriors are also worthy of note, with their solid stats and retrieval mechanics.

SHIPS  If their is a faction that can dominate in space it would be these guys. Zocho, would undoubtably be your flagship of choice. It's power output can be staggering along with it's encredible cost of only 1 SI and a powerfull Transport 4 , along with a capacity of 6. Tamon would come in a close 2nd

as far as the Gongen capitals go. The text on that ship has enormous potential. If the opponent does not have any fighters escorting their capital, it's simply gone, along with everyone on it. As far as fighters go, Tamon Fighter and it's built in retrieval are really good and the power and low cost of the Zocho Fighter is unequalled.

VEHICLES They all feature transport 4 and a couple of them have some great stats and gametext. Hands-down the best of them would have to be Ikazuchi TSV. 3/2/3 stats are highest amongst the Gongen vehicles but the true power of this card is it's gametext. Energy your opponent is planning on using against you in a battle will pretty much be taken away. Add a second one to the mix and this will severely change your opponent's plans before they pick a fight with you.

WEAPONS Probably the more interesting of the weapons in this game, though not as powerful as the Earthers, the Gongen have an ability that allows them to draw 2 destiny and choose 1. Interesting indeed. The Chijo Katana can do this but also has some powerful bonus to go along with this. Any Kizen handling this thing cannot be damaged. Couple that with immunity to attrition, and you get an untouchable Kizen. Plasma Cannon is by far the most unique of all the weapons. It can draw 2 destiny as well, but can do this at long range. Firing into a battle from elsewhere can be useful. The fact that you can throw this on either a vehicle, character or NoBOt is something no other weapon can do.

ASSETS Amorian Shipyard may be the best you can do to maintain your fleet to hold a sector for long time. Aside from it's restricted requirements it can be especially powerful in a long campaign. Sharper than Steal is a card that grant the power of destruction to all your weapons at a low cost. I have not seen a lot of this card yet but I have a feeling that it could show up with NWTH on the horizon.

INTERUPTS Junshi would have to be one of the best here, maybe even in the game. Cancelling assets just may become bigger as the game goes along. Energy Tap is the first form of mass-retrieval to date. Causing life-force swings can quickly tilt the game in your favor. You also have a chance to play it again later if you retrieve it back. Cloud is one of the few cards that I would consider tricky and ultimately huge. It has a hint of deck manipulation and is capable of damaging any ship in the game, as long as you have a few fighters to go with it. Jet Pack Attack is another one of those trick cards that can surprise the opponent in a key battle situation. Being a used destiny 6 interrupt, it is something you won't mind putting back in your deck for later use. Rising Morale features energy generation as a surprise tactic and can help you out in key situations that require energy to use.

ORDERS Ancestral Garden is nice for resurrecting the dead but even more useful is Sheltered. You can reanimate your dead Nobots and even vehicles from your lost pile at a cheaper cost. Even if though you have to dismiss a unit to do so, it still is a powerful card and less restricted than Ancestral Garden.

LOCATIONS Pallas/Asteroid Stronghold is a rare 2/0 location that works excellently with the Amorian Shipyard. Gongen/Pilgrim's Haven is a great sector where you get SI and an energy boost at low drain risk.

Breaking Down the Factions: Earther

The Earther faction is somewhat tough to gauge. Just like all the other factions they excel at certain aspects and in others they are just downright bad. I would consider them as a great secondary faction that goes nicely with any of the others. As far as stand-alone I just don't think they have the versatility that the other factions possess. All of the good cards are low on SI cost. On the upside, they boast some of the best weaponry in the game along with some powerful interrupts that go along really well with them. They also feature some cards that just stand-out from the set as a whole. There is potential here, more so than any other faction in my opinion.

The downsides of this faction can really turn away some players, unfortunately. The weakest of which are card economy. A lot of abilities are overcosted and no starship costs less than 3 energy to play and most have 1 tactics and limited capacity. Vehicles may boast some good stats and high defence but some require the death of a fellow unit to play. They also feature the lowest transport abilities. As for Kizen, they really are some of the weakest in the game. Stat wise they are pretty good but as for good gametext, you won't find any here. Here is the card-type breakdown....

CHARACTERS Infiltrators are most noteworthy here. Of course you need a certain asset called slippery to get them to dominate. I will go over that combo later.... Vanguard Trooper is something to consider. This guy, at NO cost, at unlimited uses, reduces the energy cost of units you play to a related location. Now if you have more than one of these non-unique units out, you get the idea. Deploy a lot of stuff for cheap. Then there is Veteran Pilot, a cheap pilot with an extraordinary ability that never should have been printed on a card. For 4 energy you can prevent the movement of your opponent's ship at anytime. Park your fleet in front of your opponent's weak position before their move phase, lock one of their ships in place and they have no choice but to battle you now or leave that lone ship there to be beaten down severely. Ivan McCar is a cool infiltrator that can inflate your opponent's

energy costs. Chan Whitmer is also worthy of note, low cost, good stats and good text damaging vehicles at little cost.

VEHICLES Compared to Gongen and Mavericks the Earther's lack in this category. Infantry Support Vehicle is probably the best here. It's relatively cheap, has great defence and has a very unique ability no other vehicle has. You can move it into battles, along with 1 occupant. This can be used offensively or defensively. The GR Blade is also a nice common of note. Good stats, aside from defence, but features a cheap destiny enhancement mechanic that is unique for this faction.

SHIPS Atlantis is worthy of note just because of its huge stats, not too many ships in the game can rival them. The gametext however is somewhat weak. The Juggernaut Tender is also a nice little cost effective capital ship, with huge capacity and 2 tactics, a rare commodity for the Earthers. Inca2 is sadly the only Fighter that stands out at this point. Adding 2 attrition to battles just for having a pilot on board is excellent and a destiny number of 6 is very generous.

WEAPONS They have the best stuff, no question. Not only do most of these weapons cost very little but they also add to attrition and are capable of damaging things very easily with the right conditions. FLIC, Longbow Missile, Grade 7 Fluid Laser are examples of this. Sidearm, though expensive to fire, in the hands of the right individual, can damage just about anything without drawing big for destiny.

ASSETS A card that shines out like a beacon of hope would have to be Untold Power Of Visions. High destiny, cheap cost and text that can manipulate your opponent's deck or your own. This just may be the most powerful asset in the game. Another card is Slippery. Placed on an Infiltrator, they can hold a site on their own and block drains without fear of death. If your opponent is not prepared to deal with this combo they will never drain on the ground again. Simply huge. But there are ways around it, few though.

INTERUPTS Rivaling the Mavericks and Quay in power and usefulness, are the overpowered interrupts of the Earther faction. The first one that comes to mind is Armor Penetrating. With this card your 1 shot from your weapon can damage multiple units. With multiple copies played, this card can level an army, no matter who they are. Just make sure you play this card BEFORE you fire your weapon. Collaborative strike is great to increase your power and defence at no cost as a used destiny 5. Of course with multiples played you can seriously increase your power totals even more. This is a good defensive/offensive card. CISOYN Retaliation is a drain canceller, a rare ability in this game. For one more energy you can make it a used interrupt for later

use. Very nice. Disruption may be an easily overlooked card but is one of the only cards that can stop guys like the Gambler and Ranarti. Talkan is another guy that should fear this card.

LOCATIONS Aside from the encampments there are 2 other locations that should be looked at. Venus, Research Base is a 2/0 sector, one of the only sectors like it in the game. Luna, Military Outpost is worthy of note because of its unique ability to get fighters out at no cost. It also has an SI and a low drain risk. The downside is your opponent can use it to their advantage as well.

The Current WARS Metagame!

To start, not to boast or anything, but I play in an extremely competitive player group that has spawned two world champions in SWCCG and is full of great players, the likes of which have bruised and battered my decks and my ego thus far in the WARS season. I believe that since I play with numerous skilled players I see an extremely large amount of decks that are truly stellar and it gives, quite the feel for the metagame.

When I think of a metagame I always like to section decks into three categories, space, ground, and both. Now many of you will say that any competitive deck will play both and for the most part, I agree with you, however I place decks that have enough cards to only control 1 site on the ground or enough ships to control 1 sector into the category where the vast majority of their cards are. So if a deck had 30 ships and 7 characters I would likely place it in the space decks.

Space decks: Currently I have found there to be two cultures that are exceptionally strong in space (Shi, Gongen) and a third that makes attaining SIs a breeze (Quay with the Alnak Atation/Captured Base).

The decks that I see being played are Shi Gongen with all space. The deck uses powerful Shi fighters and the Gongen carriers to react to battles using Ranarti Anant. The possibilities of Ranarti Anant on Zocho with 4 Seyalshi upholders at a Seyal site with 4 Anant Aeronauts and 4 Taihus is incredible... power up the wazu with the ability to almost instantly damage 4 ships with the Taihu is unbeatable unless you are playing a bunch of Racing Sloops and hit a 6. This deck also drains very well and can use Tavang Damir to stop its opponents from spread draining on Ganymede.

Also being played are the above-mentioned factions in space with the addition of Quay, which is easy to get out. The addition of the quay allows the player to counter the massive drain decks by using Quay Navigator Tahka Quarrel and Talkan to either cancel a drain by going to the used pile or sitting at a site and going to used pile when the opponent attempts to initiate. Another solid deck, this deck was seen greatly at Essen and fared well, the ease of acquiring the support icons for Quay makes the 3 faction

system very viable.

Ground decks:

The major drain deck is the first deck that comes to mind. The usual build is Maverick Gongen and it plays lots of cartel legates, ore hounds, and fuel thefts to set up a huge drain using Two-Way Berson. Then the deck retrieves a massive amount using energy tap. The deck protects its big drain with a large variety of big main characters like Jack, Ace and Gambler and other Maverick and Gongen ground pounders. I find that the deck is too slow to set up and Quay has too many ways to stop the drain. In order to prevent the quay drains it has to pack a lot of extra cards and an extra faction, Earth, for disruption to stop the ship or pilot from going used to stop a drain. The best version I have made plays Aggressive Stance to slow down space, but it was still too slow and went 0-4 in a constructed tournament.

Both decks:

The deck that comes to mind for playing an equal amount of ground and space is Quay Maverick. Quay Maverick has great ground, including Talkan, Ace, Gambler, Jack, Kulak, and the assassin Kayaldi who can go to any site from the launch bay on Alnak and always hit provided you have Talkan, Sitka, or Kulak on the board. Also the use of big Quay life ships with Racing Sloops makes this deck good because it can blow up the pesky Shi ships using the racing sloops. Also it has ships that can make Shi Gongen space spend energy so that Ranarti Anant can't react to the battle. This deck also runs drain bonuses like Cartel Legates, and Two Way Berson to set up some big drains of its own. You will probably also see Ganymede/Core Shaft in this deck due to its drain +2.

All of these decks are good and if you hope to compete and succeed you had better plan on being able to beat them all because at some point you will see these decks in the metagame. Also it is my opinion that there is currently a strong imbalance between space and ground and I believe that you truly need to be playing space to win in the current metagame.

Sitka: The Kamikaze Quay!

*Sitka

Cost: 2

Destiny: 5

Support: 3 Quay

CHARACTER: Kizen - Tahka - Unit

Power: 0. Tactics: 6. Defense: 0

Put two cards from your hand on top of your used pile ~ This character is immune to attrition until end of turn.

Your total power in each site battle here is -4.

When this character is lost from a site, your opponent loses 1 energy for

each of his or her units at that site.

When I first saw this card, I thought to myself, "power of zero, defense of zero, total power -4...what good is this?" Then I noticed the six tactics and her other abilities, and I realized that she can be quite useful.

Firstly, she has the basic Quat immunity to attrition text, which can help cycle cards back into your deck and keep her alive for a bit longer.

Sitka works best in combination with other units. True, she can draw destiny on her own, but her zero defense makes battling a suicide run. The battle can be turned quickly however with another Quay card, Waylaid.

"Make target character in a site battle here power -X and tactics -X, where X equals the tactics of one of your kizen in that battle."

Being a 0 cost, 5-destiny, non-unique used interrupt can help to turn the tide in a battle. Facing a Jack Wilgress, he's only power 1 and tactics 1 now.

Another Quay card to help you out is Appartion, which is a 0 cost, destiny 6, lost interrupt that makes your battle destiny +3 where you have target kizen. Sounds good.

But where Sitka really shines is in decks with other factions, and it is mostly thanks to her last ability, which causes direct damage to your opponent for each unit they have there.

Lets say we pair Sitka with Gongen. Ancestral Garden becomes incredibly useful, being able to fetch back any Gongen character with tactics less than 6, which I believe is every Gongen character. Then we get to cards like Sheltered. To play it you must dismiss a unit at a site. Alright, so we dismiss Sitka to get a Gongen unit back for 3 less energy. But wait...Sitka was just lost. That means that her damage ability just kicked in. She doesn't have to be lost from battle, just lost in any way.

How about we pair Sitka up with the Shi now. Many of the Shi Kizen have the ability to gain immunity to attrition by dismissing a unit. In the event that you need Sitka and a Shi kizen to draw destiny, do so, and then dismiss Sitka before the attrition step but after destiny is drawn. Your power just went up by four, and your opponent loses energy.

Let's go on to Earthers. Many of their most powerful units (Howler's Blades, Zealous Squad, Heavy Juggernaut) require you to dismiss a unit to play them. Do you see a pattern here?

But wait! There is one Quay asset that makes Sitka one of the most powerful

cards in the game: Armored.

Armored

ASSET * Site

Cost: 1

Destiny: 4

Support: 2 Quay

You may play this asset beneath one of your opponent's sites.

Each time a unit is lost from here, its owner may pay 3 energy. If he or she does, put that unit in that player's hand.

With this handy tool, Sitka can be used over and over again, sometimes often in just one turn given that you have enough energy and cards to dismiss her with.

So there you have it. A powerless, defenseless card that can do so much damage with the right planning. As Sitka's lore says: A brilliant strategist, Sitka convinced the tribe leaders to take the life ships through the rift. Even in defeat, she is rarely outmaneuvered. She takes strategy to play, but if you use her well, then you will truly have harnessed The Power of the Powerless.

THE RIFLEMAN, FINAL CUT

The Rifleman now has a name to put to those incredible stats and gametext. Jack Wilgress, named after the game that inspired the Mavericks and his gametext to begin with. Black Jack. And it was Black Jack that inspired the Wars/SWCCG engine in the first place.

Who is Jack Wilgress? Well, we do know he is a 7/7/7 Kizen Maverick who drops down for 7 energy requiring 3 Maverick icons to support him. For no energy, losing a card at random instead, he gains immunity to attrition and with his stats a tough guy to gun down. He also boasts a destiny 5 so he is great in play or drawn as destiny. How good can he get? Answer? I am just getting started.

If anyone has ever played the game of BlackJack, you know that the value of 21 is key. The closer you are, the better, of course without going over. If you hit 21 exactly, you win. It's as simple as that. Jack's text reflects this in a big way. "Each time a power step ends here if your total power is 21, destroy each of your opponent's units here." If you can pull this off, you can hold a site pretty much indefinitely. It is easier than you think.

Easiest way to accomplish this is to throw down some additional units to get your total power to 21. Decline a destiny draw during a battle, keeping your power total at 21 and during the power step, your opponent will start crying. This is not failsafe however. We all know that unexpected things can happen

during battles. Someone could vaporize one of your other units with the Colt Burton to lower your power. Some unknown interrupt could mess with your power total. At this point you could draw destiny and let fate decide if 21 power can be achieved. However, the Mavericks seem to like to dictate what the next card in the draw could be. I would try to pull off Up the Sleeve and see if a card in your hand can get you where you want to be. Another possibility is to play Shift in Tactics and target one of your units in that battle, perhaps their tactics number is the number you need to win. Even the Gambler could help you out here.

Jack Wilgress, AKA, the Rifleman could very well still be a huge factor when Incursion makes it's full debut. So far he boasts the biggest all around stats and a gametext that can obliterate an entire army. Does he have a rival? Lets hope not.

Faction Strengths/Weaknesses

Strengths:

 Retrieval

 Single Site Drain Bonuses

 Multi-site Drain Bonuses

 Attrition Bonuses. If you need to clear a site, this is your go-to faction. Unless you like Blackjack.

Weapons. Some of the Best in the game.

 Kizen. Lots and lots of Kizen. Some are even good.

 The few Kizen (and there are few) pretty much rock. Banak Inasit would love to take a crack at Dhanke alone, most of the time. Kulak is a god. Aubah is going to be just plain nasty. Sitka even has her uses, although she's terrible in most decks.

 Survivability. Tons of cards that just don't go away, either by recycling to your used pile, or by bouncing to assets.

NoBots, who are immune to most interrupts (See: Waylaid, Chuluktika nastiness.)

 Deadly Mains (See: Jack Wilgress, Raving Red-Jane)

 Manipulation, and lots of it, as by cards like remote coordinator and gularons facility, good cheap kizen not jack but better than scuba, saves alot of damages units

 Retrieval and recursion oh the loveliness of it, nobots period, great abilities, ships in all shapes and sizes, oh and did I mention recursion and retrieval

 Abilities cancelling, Top deck manipulation(both players), attrition adding, big vehicle and ships.

 Retrieval, defense adders, asset cancelling, Really big unit, lots of small, little in the middle, hates ground infiltrators

 Top deck manipulation (your own), powerful abilities, interrupt cancelling, drain bonuses, inverter ships

 Many Kizen related cards, hand cycling with weapons, attrition decreaseers, Ships with conditional power boosts, hates space infiltrators.

 Swarm, inverter units, tactics lowering, weak weapons, bouncing units

Weaknesses:

 no solid Kizen , no drain bonus's.

 good units outside of NoBots , no drain bonus's, predictable

 rare intensive. Could use a beefy capital ship.

 low defence characters , high energy costs overall.

 poor weapons, few Kizen.

 no drain enhancement, mediocre small vehicles, Good cards that say dismiss unit, cpaitals suck for the most part, mediocre small ships when out of place

 stats well they SUCK, trumped is something we all hate especially gongen, drains oh the drains and well everything else is vanilla