



## WOBBLY MODEL SYNDROME: THE CARD GAME

WELCOME TO THE LIVING RULEBOOK OF WMS: THE CARD GAME. THESE RULES ARE FREE TO DOWNLOAD FROM THE WEBSITE AND YOU CAN USE THEM, PRINT THEM AND COPY THEM FOR YOUR GAMES. I'VE MADE A "LIVING" RULEBOOK BECAUSE I PLAN TO RELEASE MORE DECKS AND CARDS IN THE FUTURE. THIS ALLOWS ME TO UPDATE THE RULES WITHOUT HAVING TO PUBLISH ANOTHER RULEBOOK EACH TIME. IT ALSO KEEPS THE COSTS DOWN, WHICH IS BETTER FOR YOU. LASTLY, IT'S ALSO GOOD FOR THE ENVIRONMENT, SO LOOK AT THAT!

### GAME OVERVIEW

WMS IS A CARD GAME IN WHICH THE CHARACTERS FROM THE WOBBLY MODEL SYNDROME COMICS ARE PITCHED AGAINST EACH OTHER IN A SERIES OF FIGHTS. LED BY HEROIC COMMANDERS, THE "ARMIES" OF BOTH PLAYERS RAGE AGAINST EACH OTHER UNTIL ONE COMMANDER IS REDUCED TO ZERO WOUNDS.

### WHAT YOU NEED

TO PLAY A GAME OF WMS, YOU NEED

- 2 PLAYERS
- 2 RACE DECKS
- SOME COUNTERS TO REPRESENT YOUR COMMANDER'S WOUNDS

### SET-UP

EACH PLAYER CHOOSES ONE OF HIS UNIT CARDS WITH THE **COMMANDER** KEYWORD TO BE HIS COMMANDER FOR THIS GAME. TAKE THE COMMANDER CARD OUT OF THE DECK AND PLACE IT IN FRONT OF YOU.

EACH COMMANDER HAS 4 WOUNDS. TAKE 4 SUITABLE COUNTERS TO REPRESENT THESE (OR WRITE IT DOWN ON SOME PAPER).

THEN, EACH PLAYER MAY CHOOSE UP TO 3 CARDS WITH THE **RESERVES** KEYWORD. IF YOU DO SO, PLACE THESE CARDS NEAR YOUR DECK. THESE CARDS ARE IN "**THE RESERVES ZONE**".

SEPARATE ALL TOKEN CARDS (IF ANY) AND/OR ANY OTHER SPECIAL CARDS (SEE YOUR RACE'S RULES) FROM YOUR DECK AND PLACE THEM WITHIN REACH.

SHUFFLE THE REMAINDER OF YOUR DECK AND PLACE IT FACE-DOWN NEAR YOUR COMMANDER CARD.

EACH PLAYER THEN DRAWS 5 CARDS FROM HIS DECK AND HOLDS THEM IN HIS HAND.

FIND A SUITABLE WAY TO DETERMINE WHO CAN START THE FIRST FIGHT.

### COMMANDERS

EACH COMMANDER HAS A COMMAND ABILITY WHICH GIVES A BONUS DURING THE GAME. ALL OTHER INFORMATION ON YOUR COMMANDER CARD IS IGNORED DURING THE GAME. IF A UNIT CARD WHICH HAS THE

**COMMANDER** KEYWORD IS NOT YOUR COMMANDER, THAT CARD'S COMMAND ABILITY IS IGNORED DURING THE GAME.

### **ACTIVE PLAYER/OTHER PLAYER**

THE PLAYER WHO STARTS THE FIRST FIGHT IS ALSO THE FIRST ACTIVE PLAYER. THE ACTIVE PLAYER IS ALWAYS THE PLAYER WHO STARTED THE CURRENT FIGHT. HIS OPPONENT IS REFERRED TO AS THE OTHER PLAYER. AS SOON AS A FIGHT ENDS, WHETHER HE WON OR NOT, THE OTHER PLAYER BECOMES THE NEXT ACTIVE PLAYER.

### **COMMAND CARDS**

BEFORE THE ACTIVE PLAYER STARTS A FIGHT, HE MAY PLAY 1 COMMAND CARD AND PLACE IT NEAR HIS COMMANDER'S CARD. COMMAND CARDS GIVE BONUSES TO YOUR SIDE OF THE BATTLEFIELD, OR PENALTIES TO YOUR OPPONENT'S SIDE.

THERE ARE 2 TYPES OF COMMAND CARDS:

**IMMEDIATE:** THE EFFECT OF THESE CARDS IS RESOLVED AT THE MOMENT THE CARD IS PLAYED AND HAPPENS ONLY ONCE.

**LINGERING:** THE EFFECT OF THESE CARDS IS IN EFFECT AS LONG AS THE CARD IS ON TOP OF THE COMMAND STACK (SEE BELOW).

COMMAND CARDS PLAYED DURING FIGHTS LATER IN THE GAME ARE PLACED ON TOP OF THE LAST PLAYED COMMAND CARD, AND THUS CREATE A "**COMMAND STACK**". ONLY THE TOP COMMAND CARD'S EFFECTS ARE USED. AS SOON AS A NEW COMMAND CARD IS PLAYED ON THE COMMAND STACK, THE EFFECTS OF THE PREVIOUS COMMAND CARD ARE CANCELLED.

### **FIGHTS**

WHEN THE ACTIVE PLAYER STARTS A FIGHT, HE MUST PLAY A UNIT CARD ON A SPOT WHICH WILL BE KNOWN AS "**THE BATTLEFIELD STACK**". SEE

"**ANATOMY OF THE PLAY AREAS**" BELOW FOR MORE CLARIFICATION.

ONCE THIS CARD IS PLAYED, THE ACTIVE PLAYER MUST ANNOUNCE IN WHICH **COMBAT STYLE** HE WISHES TO FIGHT: EITHER IN CLOSE COMBAT (CC) OR IN RANGED COMBAT (RC).

#### **CC & RC**

THE CC AND THE RC VALUES OF THE CARDS ARE INDICATED BY SPECIAL ICONS.



CC



RC

### **EQUIPMENT CARDS**

EQUIPMENT CARDS CAN BE PLAYED TOGETHER WITH UNIT CARDS TO BOOST THEM. YOU CAN ONLY PLAY 1 EQUIPMENT CARD PER UNIT CARD. SOME EQUIPMENT CARDS GIVE BONUSES TO A UNIT CARD'S CC AND/OR RC, WHILE SOME GIVE EXTRA KEYWORDS AND OTHERS GIVE BOTH.

ALL BONUSES TO CC AND/OR RC ARE ADDED TO THE VALUES OF THE UNIT CARD. THE UNIT CARD IS CONSIDERED TO HAVE ALL KEYWORDS ON THE EQUIPMENT CARD.

### **POWER CARDS**

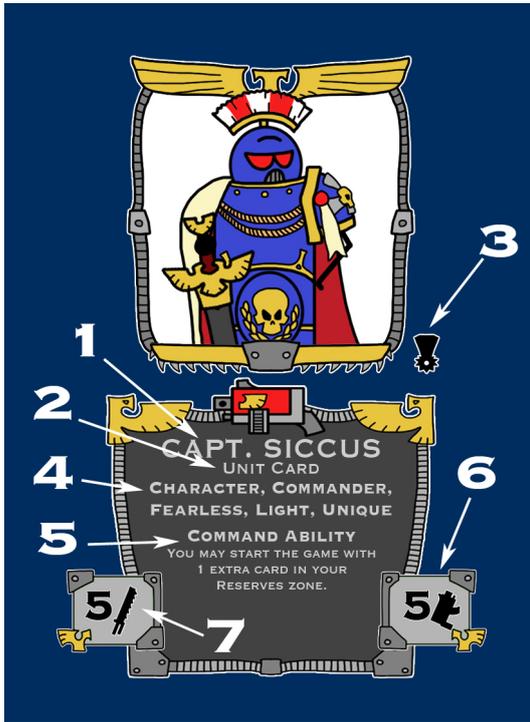
POWER CARDS REPRESENT VARIOUS MYSTIC POWERS A **PSYCH** CAN USE. A POWER CARD CAN BE PLAYED WITH A UNIT CARD WITH THE **PSYCH** KEYWORD TO BOOST IT, JUST LIKE AN EQUIPMENT CARD (ALTHOUGH THEY DO NOT COUNT AS SUCH). FOR MORE INFORMATION, SEE "**KEYWORDS**" LATER IN THESE RULES.

### **RESTRICTIONS**

MANY EQUIPMENT CARDS (AND CARDS THAT CAN BE PLAYED JUST LIKE EQUIPMENT CARDS) HAVE RESTRICTIONS. IF A UNIT CARD DOES NOT MEET THESE RESTRICTIONS, IT CANNOT BE PLAYED TOGETHER WITH THAT EQUIPMENT CARD. FOR EXAMPLE: IF A CARD SAYS "**LIGHT ONLY**", IT CAN ONLY BE PLAYED TOGETHER WITH A UNIT CARD WITH THE **LIGHT** KEYWORD.

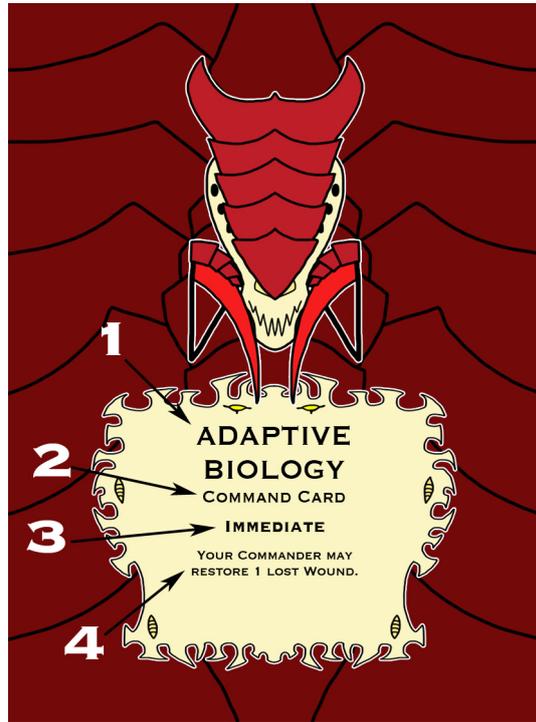
# ANATOMY OF THE CARDS

## UNIT CARDS



- 1. CARD NAME
- 2. CARD TYPE
- 3. CARD ICON
- 4. KEYWORDS
- 5. COMMAND ABILITY
- 6. CARD'S RC
- 7. CARD'S CC

## COMMAND CARDS



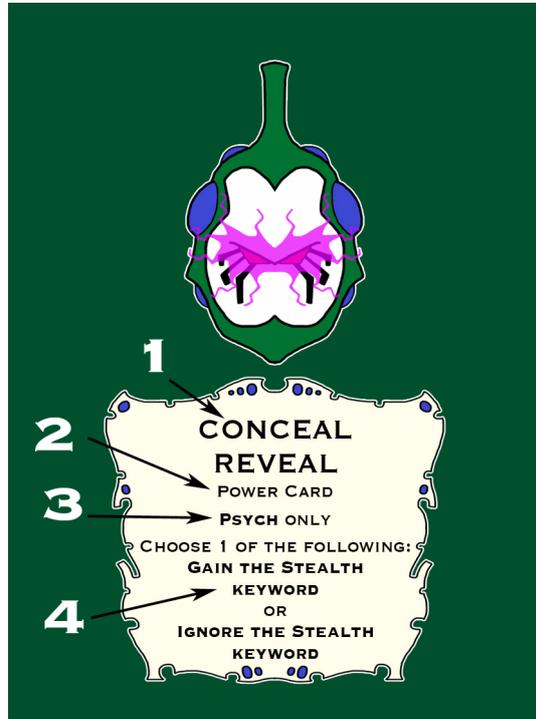
- 1. CARD NAME
- 2. CARD TYPE
- 3. COMMAND CARD TYPE
- 4. COMMAND EFFECT

## EQUIPMENT CARDS



- 1. CARD NAME
- 2. CARD TYPE
- 3. GAINED KEYWORDS
- 4. BONUS TO CC/RC
- 5. RESTRICTIONS

## POWER CARDS



- 1. CARD NAME
- 2. CARD TYPE
- 3. RESTRICTIONS
- 4. POWER CARD EFFECT

**DESIGNER'S NOTE ON UNIT CARDS**  
 THE EXAMPLE USED IS A UNIT CARD WITH THE **COMMANDER** KEYWORD. ALL OTHER UNIT CARDS HAVE THE SAME LAYOUT, BUT MIGHT HAVE NO COMMAND ABILITY OR DIFFERENT OR NO ICONS. SOME UNIT CARDS ALSO HAVE A SPECIAL EFFECT OR A VERY UNIQUE KEYWORD, EXPLAINED ON THE CARD ITSELF.

**CARD ICONS**

THERE ARE 3 "UNIVERSAL" CARD ICONS, WHICH CAN APPEAR IN ALL DECKS. THESE ICONS JUST MAKE IT EASIER TO SEPARATE YOUR CARDS AT THE START OF THE GAME.

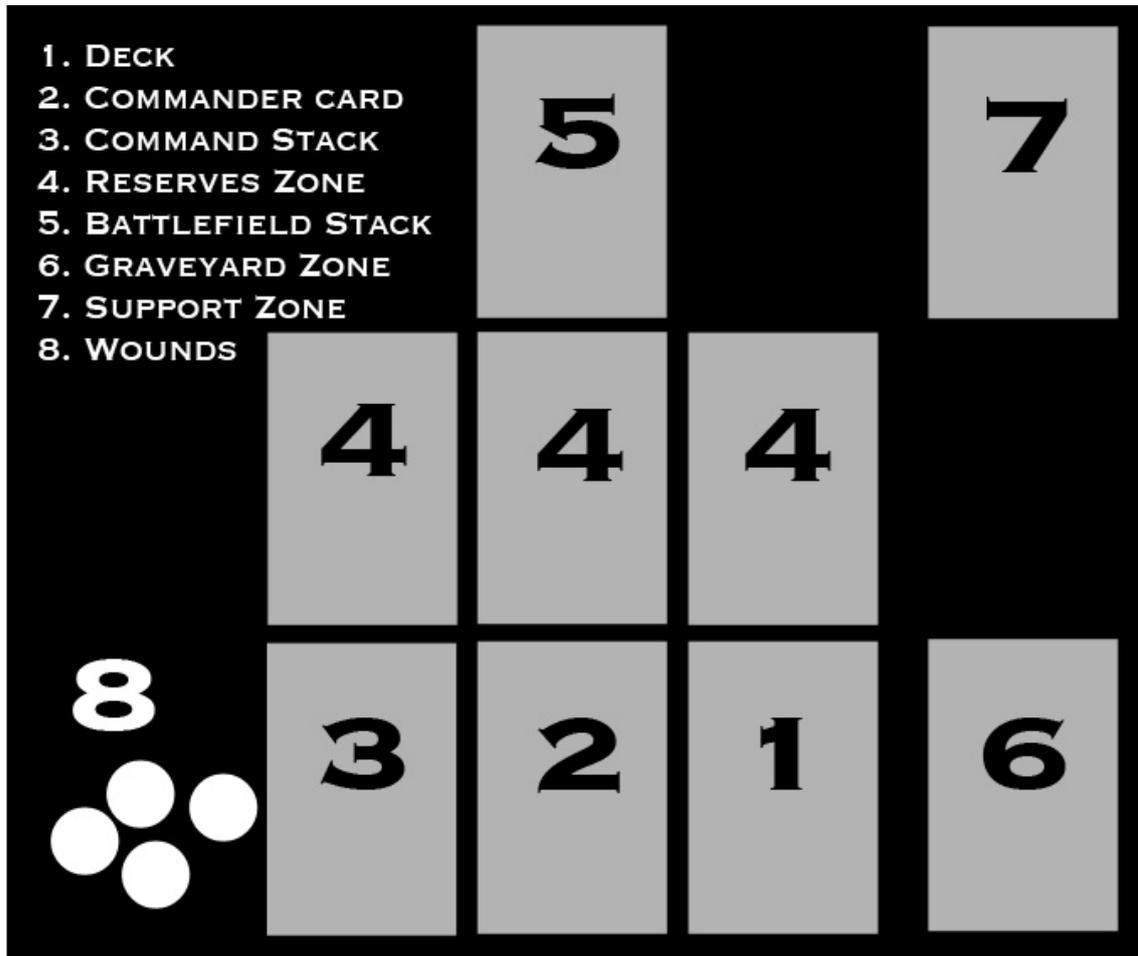


**TOKEN CARDS**

THESE CARDS MOSTLY REPRESENT SMALLER OR WEAKER CREATURES FIGHTING ALONGSIDE THE MAIN ARMY. WHENEVER YOU CAN PLAY 1 OR MORE TOKEN CARDS TOGETHER WITH A UNIT CARD, BOTH THE UNIT CARD AND THE TOKEN CARD(S) ARE CONSIDERED TO BE A **SQUAD** (SEE "**KEYWORDS**"). TOKEN CARDS IN YOUR HAND NEVER COUNT TOWARDS THE NUMBER OF CARDS IN YOUR HAND. TOKEN CARDS CANNOT BE PLAYED TOGETHER WITH EQUIPMENT CARDS OF THEIR OWN. PLAYED TOKEN CARDS DO NOT GO TO THE GRAVEYARD ZONE AT THE END OF A FIGHT, BUT SHOULD BE PLACED TO THE SIDE FOR FUTURE USE.

**ANATOMY OF THE PLAY AREAS**

EACH PLAYER SHOULD ORGANISE HIS PLAY AREA IN A SIMILAR FASHION, OPPOSITE TO HIS OPPONENT'S PLAY AREA.



### **DRAW STEP**

AFTER PLAYING A CARD ON HIS BATTLEFIELD STACK, A PLAYER MUST REFILL HIS HAND UP TO 5 CARDS BY DRAWING THEM FROM HIS DECK. THERE IS NO MAXIMUM OF CARDS A PLAYER CAN HAVE IN HIS HAND, BUT IF HE HAS 5 OR MORE CARDS, HE CANNOT DRAW NEW CARDS DURING THE DRAW STEP.

### **CONTINUING THE FIGHT**

NOW, IT'S THE OTHER PLAYER'S TURN TO PLAY A UNIT CARD ON HIS BATTLEFIELD STACK. (AS HE DIDN'T GET TO START THE FIGHT, HE CANNOT PLAY A COMMAND CARD). AND WHILE DOING SO, HE MUST TRY TO EQUAL OR BEAT THE ACTIVE PLAYER'S COMBAT VALUE IN THE CHOSEN COMBAT STYLE.

BOTH THE ACTIVE PLAYER'S LAST PLAYED UNIT CARD AND THE UNIT CARD THE OTHER PLAYER WILL PLAY ARE SAID TO BE "FIGHTING AGAINST" EACH OTHER.

IF THE OTHER PLAYER MANAGES TO EQUAL OR BEAT THE CURRENT COMBAT VALUE, IT'S HIS DRAW STEP.

NEXT, THE ACTIVE PLAYER HAS TO CONTINUE THE FIGHT BY PLAYING A NEW UNIT CARD ON HIS BATTLEFIELD STACK WHICH EQUALS OR BEATS THE COMBAT VALUE OF THE OTHER PLAYER'S LAST PLAYED CARD, AFTER WHICH IT IS HIS DRAW STEP AGAIN.

PLAYERS ALTERNATE DOING THIS UNTIL ONE PLAYER CANNOT EQUAL OR BEAT THE CURRENT COMBAT VALUE.

### **ENDING A FIGHT**

IF ONE OF THE PLAYERS CANNOT EQUAL OR BEAT THE CURRENT COMBAT VALUE, HIS OPPONENT WINS THE FIGHT. THE COMMANDER OF THE LOSING PLAYER LOSES 1 WOUND. ALL CARDS PLAYED ON BOTH BATTLEFIELD STACKS DURING

THE FIGHT ARE NOW PLACED IN EACH PLAYER'S GRAVEYARD ZONE.

THE OTHER PLAYER NOW BECOMES THE NEW ACTIVE PLAYER, AND HE MUST START THE NEXT FIGHT.

### **END OF THE GAME**

THE GAME ENDS WHEN A COMMANDER LOSES HIS LAST WOUND, IN WHICH CASE THIS COMMANDER'S PLAYER LOSES THE GAME.

## **SPECIAL GAME MECHANICS**

### **TURNING THE TIDE (OF BATTLE)**

WHEN YOU ARE ALLOWED TO TURN THE TIDE (EITHER BY PLAYING A CARD OR THROUGH ANOTHER GAME EFFECT), YOU CAN ANNOUNCE A NEW COMBAT STYLE IN WHICH THE FIGHT WILL CONTINUE FROM NOW ON. THE CHANGE HAPPENS FIRST, BEFORE COMPARING COMBAT VALUES.

### **RESERVES**

INSTEAD OF PLAYING A CARD FROM YOUR HAND, YOU MAY PLACE 1 OF THE CARDS IN YOUR RESERVES ZONE ON THE BATTLEFIELD STACK. THIS CARD IS SAID TO BE "ARRIVING FROM RESERVES".

### **SACRIFICING RESOURCES**

IF YOU WANT, YOU CAN PLACE 1 CARD FROM YOUR HAND IN YOUR GRAVEYARD ZONE BEFORE YOUR DRAW STEP.

### **TACTICAL RETREAT**

IF A PLAYER WISHES TO DO SO, FOR ANY REASON, HE CAN CHOOSE TO AUTOMATICALLY LOSE THE CURRENT FIGHT AND PLACE ALL HIS HAND CARDS IN HIS GRAVEYARD ZONE. HE CAN THEN DRAW 5 NEW CARDS FROM HIS DECK. THIS CAN BE HELPFUL WHEN THERE ARE NO UNIT CARDS IN YOUR HAND FOR EXAMPLE.

### **DEPLETED ARMY**

IF A PLAYER CANNOT DRAW CARDS FROM HIS DECK ANYMORE, HE LOSES THE GAME AUTOMATICALLY.

## **RECYCLING CARDS**

IF A CARD OR A GAME EFFECT ALLOWS YOU TO **RECYCLE** 1 OR MORE CARDS, YOU MAY TAKE THESE CARDS BACK FROM THE **BATTLEFIELD STACK** INTO YOUR HAND WHEN THE CURRENT FIGHT IS OVER.

AS SAID BEFORE, THERE IS NO LIMIT TO THE AMOUNT OF CARDS A PLAYER CAN HOLD IN HIS HAND, BUT THE RECYCLING OF CARDS MIGHT RESULT IN HAVING TO SKIP A FEW **DRAW STEPS**.

CARDS WITH THE **UNIQUE** KEYWORD CAN NEVER BE RECYCLED, UNLESS A GAME EFFECT SPECIFICALLY STATES THAT IT IS ALLOWED.

## **KEYWORDS**

THE VARIOUS KEYWORDS A CARD HAS, REPRESENT CERTAIN TRAITS AND/OR SPECIAL ABILITIES. ALL BONUSES AND PENALTIES GAINED FROM KEYWORDS ARE CUMULATIVE.

THE KEYWORDS BELOW ARE ALL THE "UNIVERSAL" KEYWORDS: THESE KEYWORDS CAN BE FOUND IN ALMOST ALL DECKS. SOME RACES MIGHT HAVE VERY SPECIFIC KEYWORDS, WHICH ONLY APPEAR IN THEIR DECKS. SUCH KEYWORDS ARE DETAILED ON SPECIAL CARDS INCLUDED IN THESE DECKS.

### **CHARACTER, DEMON, HEAVY, LIGHT, VEHICLE**

SOME CARDS MIGHT AFFECT THESE CARDS IN A DIFFERENT WAY. THE MOST COMMON WAY ARE THE RESTRICTIONS FROM MOST EQUIPMENT CARDS.

### **AA**

THIS CARD IGNORES THE **FLY** KEYWORD FROM YOUR OPPONENT'S CARDS.

### **BLAST**

TOKEN CARDS FIGHTING AGAINST THIS CARD DO NOT COUNT WHEN COMPARING COMBAT VALUES.

### **CHANGE**

WHEN THIS CARD IS PLAYED, YOU MAY ALTER THE ORDER OF THE CARDS ON YOUR COMMAND STACK, BEFORE COMPARING COMBAT VALUES.

## **COMMANDER**

THIS CARD CAN BE YOUR COMMANDER.

## **COMMON**

THIS CARD CAN BE INCLUDED IN YOUR DECK AS MANY TIMES AS YOU WANT (SEE "**DECKBUILDING**").

## **DISRUPT**

WHEN THIS CARD IS PLAYED, YOU MAY CHOOSE A KEYWORD FROM THE CARD IT IS FIGHTING AGAINST. THAT CARD LOSES THE CHOSEN KEYWORD. YOU CANNOT CHOOSE THE **SQUAD** KEYWORD IN THIS WAY.

## **ENFEEBLE**

CARDS FIGHTING AGAINST THIS CARD RECEIVE A -1 PENALTY ON THEIR **CC**.

## **FEAR**

CARDS FIGHTING AGAINST THIS CARD RECEIVE A -1 PENALTY ON BOTH THEIR **CC** AND THEIR **RC**.

## **FEARLESS**

THIS CARD IGNORES THE **FEAR** KEYWORD FROM YOUR OPPONENT'S CARDS.

## **FLY**

CARDS FIGHTING AGAINST THIS CARD RECEIVE A -1 PENALTY ON BOTH THEIR **CC** AND THEIR **RC**. THIS CARD IGNORES THE **FLY** KEYWORD FROM YOUR OPPONENT'S CARDS.

## **FURY**

WHEN THIS CARD IS PLAYED, IT RECEIVES A +1 BONUS TO ITS **CC**. THIS BONUS DOES NOT APPLY ANYMORE WHEN YOUR OPPONENT PLAYS A NEW UNIT CARD.

## **GUARD\***

WHEN THIS CARD IS IN YOUR SUPPORT ZONE AND YOU LOSE THE FIGHT, YOUR COMMANDER DOES NOT LOSE A **WOUND**.

## **MONSTER**

THIS CARD CAN BE PLAYED WITH 2 EQUIPMENT CARDS.

## **PSYCH (\*)**

CARDS WITH THIS KEYWORD HAVE A NUMBER OF **POWER POINTS** WHICH CAN BE FOUND BETWEEN THE BRACKETS. WHEN THIS CARD IS PLAYED, YOU CAN CHOOSE TO SPEND THESE **POWER POINTS** ON 1 OR MORE OF THE FOLLOWING EFFECTS. EACH EFFECT COSTS 1 **POWER POINT**:

- +1 **CC**
- +1 **RC**
- PLAY A **POWER CARD** TOGETHER WITH THIS UNIT CARD

AN EFFECT CAN BE CHOSEN MULTIPLE TIMES, AS LONG AS YOU HAVE **POWER POINTS** TO SPEND.

### **REPAIR\***

IF THIS CARD IS IN YOUR **SUPPORT ZONE**, YOU MAY **RECYCLE** 1 **UNIT** CARD WITH THE **VEHICLE** KEYWORD AT THE END OF THE FIGHT.

### **SNIPER**

THIS CARD GAINS +1 **RC** WHEN IT IS FIGHTING AGAINST A CARD WITH THE **CHARACTER** KEYWORD.

### **SQUAD (\*)**

WHEN THIS CARD IS PLAYED, YOU MAY ALSO PLAY A NUMBER OF OTHER **UNIT** CARDS AT THE SAME TIME (THESE CAN ALL HAVE **EQUIPMENT** CARDS OF THEIR OWN). THE NUMBER AND TYPE OF **UNIT** CARDS IS MENTIONED BETWEEN THE BRACKETS. FOR EXAMPLE:

- **SQUAD (2L)**: 2 **UNIT** CARDS WITH THE **LIGHT** KEYWORD
- **SQUAD (1V+1H)**: 1 **UNIT** CARD WITH THE **VEHICLE** KEYWORD AND 1 **UNIT** CARD WITH THE **HEAVY** KEYWORD
- **SQUAD (1C/1M)**: 1 **UNIT** CARD WITH THE **CHARACTER** KEYWORD OR 1 **UNIT** CARD WITH THE **MONSTER** KEYWORD

ALL CARDS PLAYED TOGETHER WITH THE CARD WITH THE **SQUAD** KEYWORD ARE CONSIDERED TO BE A “**SQUAD**”. CARDS IN A **SQUAD** ADD THEIR **COMBAT** VALUES AND KEYWORDS TOGETHER.

A CARD WITH THE **SQUAD** KEYWORD CAN NEVER BE PLAYED WITH **UNIT** CARDS FROM YOUR **RESERVES ZONE**, EVEN IF IT ITSELF ARRIVED FROM **RESERVES**.

### **STEALTH**

CARDS FIGHTING AGAINST THIS CARD RECEIVE A -1 PENALTY ON THEIR **RC**.

### **SWARM**

WHEN YOU PLAY THIS CARD, YOU MAY ALSO PLAY A NUMBER OF **SWARM** TOKEN CARDS EQUAL TO THE CURRENT NUMBER OF **WOUNDS** YOUR **COMMANDER** HAS LEFT. THE CARD WITH THE **SWARM** KEYWORD AND THE **SWARM** TOKEN CARDS ARE CONSIDERED TO BE A **SQUAD** AND THUS ADD THEIR **COMBAT** VALUES AND KEYWORDS TOGETHER.

NOTE THAT VARIOUS DECKS MIGHT HAVE CARDS WITH THE **SWARM** KEYWORD, BUT EACH DECK HAS DIFFERENT **SWARM** TOKEN CARDS.

### **UNIQUE**

THIS CARD CAN ONLY BE INCLUDED ONCE IN A DECK (SEE “**DECKBUILDING**”). THIS CARD CANNOT BE **RECYCLED** UNLESS OTHERWISE STATED.

**KEYWORD\***: CARDS WITH A KEYWORD MARKED WITH A “\*” SHOULD BE PLACED IN YOUR **SUPPORT ZONE** ONCE THEY ARE NO LONGER THE TOP CARD OF YOUR **BATTLEFIELD STACK** – THIS MAKES IT EASIER TO RESOLVE THEIR EFFECTS DURING OR AT THE END OF THE CURRENT FIGHT.

CARDS IN YOUR **SUPPORT ZONE** ARE STILL CONSIDERED TO BE ON YOUR **BATTLEFIELD STACK** AND ARE PLACED IN YOUR **GRAVEYARD ZONE** AT THE END OF EACH FIGHT.

### **VARIANT: DECKBUILDING**

EACH **WMS** DECK IS A COMPLETE AND READY-TO-PLAY DECK, BUT PLAYERS MIGHT ALSO LIKE TO BUILD THEIR OWN CUSTOM DECKS.

IF BOTH PLAYERS AGREE, THEY CAN BRING A CUSTOM DECK TO A GAME. WHEN BUILDING A CUSTOM DECK, YOU MUST FOLLOW A FEW RULES:

- **NO** **UNIT** CARD AND **EQUIPMENT** CARD CAN BE INCLUDED MORE THAN TWICE.
- CARDS WITH THE **UNIQUE** KEYWORD, **POWER** CARDS AND **COMMAND** CARDS CAN ONLY BE INCLUDED ONCE.
- CARDS WITH THE **COMMON** KEYWORD CAN BE INCLUDED AS MANY TIMES AS YOU LIKE.
- EACH DECK HAS **60** CARDS (NOT COUNTING **TOKEN** CARDS AND ANY **SPECIAL** CARDS).
- INCLUDE AT LEAST 1 **UNIT** CARD WITH THE **COMMANDER** KEYWORD.

### **DESIGNER’S NOTES**

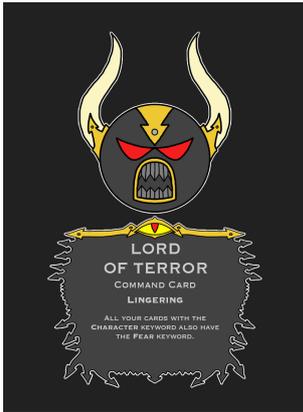
#### **TAPPING**

MANY CARDS GIVE A “ONCE-PER-FIGHT” TYPE OF **BONUS** OR **EFFECT**. IT MIGHT BE HELPFUL, ONCE YOU’VE USED THIS **BONUS/EFFECT**, TO TAP THE CARD **SIDEWAYS** TO SHOW IT HAS ALREADY BEEN USED. JUST UNTAP THE CARD AGAIN AT THE START OF A NEW FIGHT.

#### **MINIMUM COMBAT VALUES**

NO MATTER HOW MANY **PENALTIES** A CARD MIGHT RECEIVE TO ITS **CC** OR **RC**, THEIR VALUE CAN NEVER GO BELOW 0.

## EXAMPLE OF A FIGHT



THE EVIL MARINE PLAYER IS THE ACTIVE PLAYER, SO HE CAN START THE FIGHT BY PLAYING A COMMAND CARD. HE CHOOSES TO PLAY “LORD OF TERROR”. HE THEN OPENS THE FIGHT BY PLAYING THE “CHOSEN MARINE” UNIT CARD AND ANNOUNCES THAT HE WISHES TO FIGHT IN CC. THE CURRENT COMBAT VALUE IS NOW 4 CC.



THE MARINE PLAYER REACTS BY PLAYING HIS “CAPTAIN” CARD. THE CURRENT COMBAT VALUE IS NOW 5 CC.



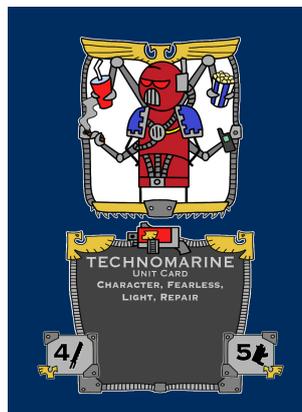
THE EVIL MARINE PLAYER NOW PLAYS “EVIL MARINE” AND EQUIPS THE CARD WITH A “POWER AXE”, BOOSTING ITS CC TO 7.



THE MARINE PLAYER CANNOT HANDLE 7 CC AT THE MOMENT, SO HE PLAYS “STERN VETERAN” AND TURNS THE TIDE TO RC (4 FOR THE EVIL MARINE). THE CURRENT COMBAT VALUE IS NOW 5 RC.

THE EVIL MARINE PLAYER REACTS BY PLAYING A “HELLISH BRUTE”, BRINGING THE CURRENT COMBAT VALUE TO 7 RC.

THE MARINE PLAYER NOW PLAYS A “RAZORTANK” FORMING A SQUAD WITH “TECHNOMARINE”. THE CURRENT COMBAT VALUE IS NOW 11 RC.



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**QUESTIONS & SUPPORT**

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