



GUNDAM
M.S.War
Trading Card Game

Rulebook 2.1

Welcome, to the Gundam M.S. War Unofficial Rulebook Ver 2.1. This is, as of now at least, intended to be the final rulebook for this game.

This game was released in 2000, and was a COMPLETE cash grab. The developers clearly put very little effort in to this game. There are cards that are borderline gibberish, and some cards that literally do nothing. There are cards referencing cards that were never released, and keywords that are never brought up again. This game, if you could call it that, was truly a joke.

But, underneath it all, lays the foundation of a game that could do great things. A Gundam game that was as good as we deserved. Deep under the layers of nonchalance, there is a diamond in the rough, waiting to be unearthed and refined. That's what this rulebook is here to do.

This will serve as a new ruleset to the Gundam M.S. War CCG. The "unofficial official new rules". These rules have been thoroughly playtested, and have proved to be drastic improvements to this game. After implementing this new ruleset, Gundam M.S. becomes a very strategic, fast paced game of resource management and futuristic combat. You'll find Ver 2.1 makes Gundam M.S. War much closer to the game the Gundam franchise deserved.

In this book you will find the new updated rule set, As the rules have changed dramatically, the core concept of deckbuilding has changed as well. Included are detailed instructions on the new deckbuilding requirements.

Without further ado, I'd like to thank you for showing interest in the Gundam M.S. War card game some 17 years later, and officially welcome you to the unofficial...Gundam M.S. War 2.1 CCG!

Gundam, launch!!

Beginning Play:

Each player needs the following prior to play the Gundam M.S. War CCG.

1. A deck of 50 cards
2. A way to track your war experience (a 6-sided die, 6 coins, 6 jewel tokens, etc.)
3. A playmat (suggested)
4. A rulebook (suggested)

One notable change from the original version of the rules is the omission of the Mission Objective card from the game.

Card Types:

There are five types of cards in the Gundam M.S. War CCG. They are, as follows...

M.S. Cards – The futuristic battle suits that fight for you. These cards are brought into play by placing them on the M.S. Dock.



- A. Corps Symbol. This indicates which faction your cards belong to.
- B. Cost. This is the cost required to bring this card into play.
- C. Card Name.
- D. Clash Points. This is your cards battle power.
- E. Weapon. Purely flavor text
- F. Card Ability. Different cards have different abilities that will affect the way the game plays.
- G. MS Type. There are certain cards that have types. These work with event cards during combat.
- H. Card Number. Used for collecting purposes.

Pilot Cards – These are the various pilots who will fly your battle suits into combat.



- A. Corps Symbol
- B. Cost
- C. Card Name
- D. Card Ability
- E. Card Number

Event Cards – These cards are brought into play on the M.S. Battlefield and are used to shape the outcome of combat. They can even be played on your opponents turn!



- A. Corps Symbol
- B. Cost
- C. Card Name
- D. Card Ability
- E. Card Number

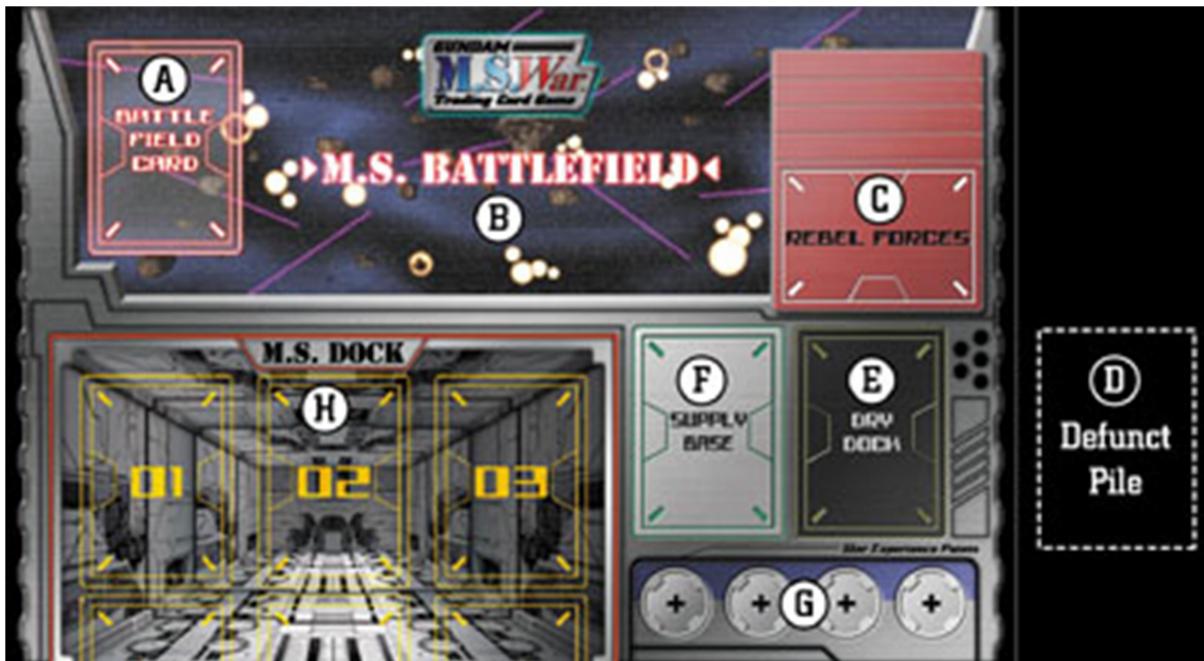
Battlefield Cards – These cards are placed into play during your turn and represent the location for combat. They have various pros and cons. A battlefield card is removed by the effect of an event, pilot or MS card, or when your opponent places their own battlefield card.



- A. Corps Symbol
- B. Cost
- C. Card Name
- D. Battle Scars. This effect occurs when your battlefield card is destroyed. The results are typically negative.
- E. Effect. This is the effect of the battlefield. It affects all applicable cards; both you and your opponents unless otherwise specified.
- F. Requirements. These are the stipulations you must meet to place your battlefield card into play. You do not have to continue to fulfill these requirements once the battlefield card is in play.
- G. Card Number.

Mission Objective – These cards are omitted from the Ver 2.1 Ruleset, and can be discarded.

Playmat and Play Area – Both players have an identical play area, represented here on the playmat. This can of course be played without one, it is just important to remember the various fields of play.



- A. Battlefield Card. Battlefield cards are placed in this area. Both players may have a Battlefield card in play.
- B. M.S. Battlefield. The area where M.S. and Pilot cards engage in battle! Any cards on the M.S. Battlefield are returned to the M.S. Dock at the beginning of the player's next turn.
- C. Rebel Forces. This area will house up to 5 M.S. Cards from your own deck that have rioted, and turned against you
- D. Defunct Pile. An area off the playmat next to the Dry Dock. Cards are moved here face down to pay a card's cost. Cards in the Defunct Pile should be considered "removed from game".
- E. Dry Dock. The players "discard pile". Discarded cards are always face-up.
- F. Supply Base. A player's main deck.
- G. War Experience Tracker. When you destroy a suit in battle you get a War Exp Point. They are tracked here.
- H. M.S. Dock. This is, effectively, your "hangar". You place M.S. Cards and Pilot cards here. Any Attack or Defend action must originate from the M.S. Dock.
- I. Factory Zone. The area below your "play area", that will be used to hold the cards you play as Materials throughout the game.

Winning the Game:

To win a game of Gundam M.S. War, a player must accomplish one of the following...

- A. Score 6 War Experience Points
- B. OR**
- C. Deplete their opponents Supply Base to 0.

Losing the Game:

A player loses the game if...

- A. Their opponent scores 6 War Experience points against them
- B. OR**
- C. Their supply base reaches 0 cards. A player loses immediately when the Supply Base is depleted.

Paying a Cards Price:

In Gundam M.S. War, to bring a card into play, a player is required to pay its cost. This can be done in the following fashion...

- A. Choose **Materials** in your **Factory** equal to the price of the card you wish to play, and **Expend** them. (Turn them 90 degrees). At the start of each of your turns you will **Regenerate** any **Expended Materials**. (Return them to their original vertical position.)
- B. **UPGRADE:** In some cases, you may find yourself with an M.S. Card in hand that has the same **Model Number** as one you have in play. (I.E. **XXXG-01D2** Gundam Deathscythe Hell, and **XXXG-01D2** Gundam Deathscythe H. Custom have the same **Model Number** and could be used to activate **Upgrade** but **XXXG-01D2** Gundam Deathscythe Hell and **XXXG-01D** Gundam Deathscythe do NOT have the same **Model Number** and therefore cannot be used to activate **Upgrade**.) In this instance, you may place the card with a higher cost into play on top a card with the same **Model Number** by paying the difference in the Price of the two cards. For all card and game mechanics, this stack is considered to be a copy of the card on top of the stack, and any cards below it are not considered in play.

Activating a Card Effect:

Card effects may be activated during the Attack or Strategic Phase, during either player's turn. No card may be activated during the Preliminary Phase or the Recuperation Phase (unless a card specifically instructs you to.) There is also a timing window at the end of each phase where card effects can be used. The active turn player has priority and is allowed the first opportunity to use card effects in each of these timing windows. If the active player does not use a card effect, the defending player may then choose to activate one of their own card effects. Players are then allowed to respond to one another's card activations with activations of their own until both players decide to pass. Card effects are resolved through the Effect Chain which will be covered later. Generally, remember "first played, last resolved" when resolved a chain of card effects.

Building Your Deck:

It's time to assemble your forces! This segment will cover the specific rules involving deckbuilding.

- A. A player's deck must consist of 50 cards.
- B. A player is allowed three copies of any given card in their deck.
- C. Except in the case of the five Gundam units from the Endless Waltz set. (Ms-067, 068, 069, 070, 071) and the gold stamped Tallgeese II (MS-050) These cards are **limit one per deck**.

Starting the Game:

To begin gameplay each player...

- A. Shuffles their Supply Base and places it in the specified area on the board.
- B. Draws 7 cards.
- C. A player is allowed to mulligan one time.
- D. If a player chooses to mulligan, they may shuffle any cards they do not wish to keep back into their Supply Base, and then draws back to 7 cards in their hand.
- E. Players flip a coin or roll a die. Heads or High Roll chooses whether or not to play first.

Phases of Play:

In Gundam M.S. War, there are four phases during each players turn. They are as follows...

- A. The Preliminary Phase
- B. The Attack Phase
- C. The Strategic Phase
- D. The Recuperation Phase

Each player alternates turns going through each of these phases. Remember that either play may play an Event card or activate any applicable card effects between any of these Phases.

The Preliminary Phase:

- A. At the start of a player's turn, return all of your **Expended Materials** to their original vertical positions. This is called **Regenerating your Materials**. At this time all **M.S. Cards** in your **M.S. Battlefield** are returned to the **M.S. Dock** and any expended **Dock Pilots** are **Regenerated** as well.
- B. Then the active turn player draws 1 card from their **Supply Base** and adds it to their hand. The player who goes first does not do this during their first turn.
- C. The turn player then places **UP TO 1** card from the top of their **Supply Base** face down in their **Factory**. This does not have to be done.
- D. The player may then choose one card in their hand and place it **face up** in their **Factory**. If they do so, they may add one **face down** card from their **Factory** to their hand. **Face up** cards may never be returned to hand during this step, unless a card effect specifically states otherwise.
- E. **Step D is the last actual step in the Preliminary Phase.** Before going to the attack phase there is an **action window** whether either player may use any **card effects** they choose to, one at a time, starting with the active turn player. Once both players have finished playing cards and using effects, the **Effect Chain** resolves, starting with the last card played. Once the chain has resolved, the **next phase begins**.

The Attack Phase:

- A. This phase is skipped during each player's first turn, as they have no **M.S. cards** to attack with, unless a card effect allows you to place an **M.S. Card** on the **M.S. Dock** before the attack phase.
- B. During this phase you designate units from your **M.S. Dock** as **ATTACKERS** by moving them and any attached pilot cards, one at a time from the **M.S. Dock** to the **M.S. Battlefield**.
- C. Opponent designates units from their **M.S. Dock** as **DEFENDERS** by moving them and any attached pilot cards, one at a time, from the **M.S. Dock** to the **M.S. Battlefield**. Only one M.S. card may **DEFEND** against an attacking unit unless otherwise specified by a card effect. For

example, if player A attacks with an M.S. Card, player B may defend with 1 unit per attack, but may not defend with two units against one attacking unit, unless a card effect otherwise says so)

IMPORTANT: M.S. Cards already on the M.S. Battlefield CANNOT defend. ONLY cards moved from the player's M.S. Dock this turn can defend.

- D. Once the **Defending player** has assigned a **Defender** to the attack, or has chosen not to defend, the **attacker** may play any **event** cards or activate any applicable **card effects** they wish. **Event** cards can increase clash points, or have other game effects.
- E. The defender may then respond by playing any **Event** cards they choose, or activate any applicable **card effects**.
- F. Both players alternate playing **Event** cards and using **card effects** until both players declare "pass".
- G. The **Effect Chain** resolves starting with the last card played/ effect activated.
- H. The **ATTACKER** and **DEFENDER** compare clash points. The **M.S. card** with the higher clash points wins the battle. Remember to account for any cards, such as **Events**, **Pilots**, or **Battlefield** cards that may increase or decrease a card's clash points, as well as any **applicable card effects**.
- I. The card that was defeated in battle is destroyed and sent to the **Dry Dock**. The winner then adds one **War Experience Point** to their tracker.
- J. **If both units are destroyed in a battle, they are discarded to the Dry Dock and neither player receives a War Experience Point.**
- K. Discard all cards that have been destroyed in battle.

Battle Damage:

Any unblocked attacking unit deals its clash points to the defenders Supply Base. No War Experience Point is scored for this, as this unit did not destroy another unit in battle. The defender may choose not to block with any units, and take the full force of attack to their supply base. Sometimes not losing a unit in battle is the more strategic play. This is up to the defender. **IMPORTANT: Battle Damage is only done to a player's Supply Base. A player cannot move cards from the Dry Dock to the Defunct Pile to pay Battle Damage.**

The Strategic Phase:

- A. You may now play **M.S.**, **Pilot**, and **Battlefield** cards from your hand by placing them face up on the **M.S. Dock**. You may place as many cards as you choose during this phase, however, do not forget you must first pay each card's cost to bring it into play.
- B. During this phase, you may move any **Pilot** cards attached to your **M.S. Cards** to different **M.S. Cards**, or you may detach them and leave them in the **M.S. Dock**. Don't get too comfortable though, as **Pilots** on the **M.S. Dock** can still be affected by **cards** or **card effects** that target Pilot cards. Naturally, you may also move **Pilots** that had previously been on the **M.S. Dock** onto **M.S cards** as well, assuming they do not have the **Dock Pilot** keyword.
- C. You may also activate any applicable **card effects**, or play **Event** cards during this phase as well. Remember, any time a player plays an **Event** card, or **activates a card effect**, the opposing play

has the opportunity to respond with their own **Event cards or card effects**. Player's alternate playing cards until both players declare "pass", the any **Effect Chain** resolves. **IMPORTANT: The Defending Player may not play Event cards or activate card effects during the active players turn unless the active player activates or plays an Event card first. If this happens, the Defending player has an action timing to respond, but otherwise they do not play cards of their own during this phase.**

The Recuperation Phase:

- A. A player is only allowed this phase if they did not declare an Attack this turn.
- B. First, if needed, a player must discard down to their maximum hand size of eight.
- C. Then, a player may place the top card of their Dry Dock, at the bottom of their Supply Base.

This covers the basic turn structure of the Gundam M.S. War CCG. Players take turns alternating through these phases, until one player has either scored six War Experience Points, or depleted their opponents Supply Base to zero.

The EFFECT CHAIN:

During combat, or any action windows, players may respond to the activation of a card effect or the playing of a card with effects or cards of their own. If this happens, an **Effect Chain** is created. To resolve an effect Chain, start with the **last card** effect activated or card played, and work back towards the **first card** played.

I.E.

Player 1 activates **EV-025 Memory loss** to make Player 2 discard two card from their hand.

Player 2 responds by activating **EV-058 Single Flower** to draw 3, and discard two.

Player 1 responds by activating a second copy of **EV-025 Memory Loss** to make player 2 discard two cards from their hand.

Both players declare "pass", and the **Effect Chain** is ready to be resolved.

Starting with the last card played working inwards, player 2 does the following:

- Discards 2 from the second Memory Loss.
- Draws 3, discards 2 from their copy of Single Flower.
- Discards 2 from the first Memory Loss.

Keywords:

The game of Gundam M.S. War features a few keywords that offer cards additional abilities in combat. These will be covered here.

- A. **Attack:** A card with the Attack keyword may only be played during a player's Attack Phase. If it is a card, such as a Battlefield Card that does not leave play, this keyword indicates that its ability may only be used during the Attack Phase.
- B. **Battleship:** A card with the keyword **Battleship** may only be defended against by two or more M.S. cards, unless the defending unit also has the **Battleship** Keyword.
- C. **Mobile Armor:** A card with the keyword **Mobile Armor** increases its clash points by one when defending against M.S. cards that do not have the **Mobile Armor**, or **Battleship** Keywords.
- D. **Preemptive Strike:** A card with the **Preemptive Strike** keyword is considered to have won a battle, in the result of a tie.
- E. **Sand:** A card with the **Sand** keyword is considered to be read as "**M.S. Type: Sand**". This will affect numerous Event cards used to buff this M.S. Type.
- F. **Sea:** A card with the **Sea** keyword is considered to be read as "**M.S. Type: Sea**". This will affect numerous Event cards used to buff this M.S. Type.
- G. **Dock Pilot:** A Dock Pilot may only be placed on the M.S. Dock, and they are unable to pilot an M.S. Card.

"[This unit] may defend with an additional M.S. Card.":

There are a handful of cards in the Gundam M.S. War CCG with this ability. This ability is slightly convoluted but has been shaped to work as follows...

- A. Follow the regular steps of battle up to **Defending Player Declares Defenders**
- B. Cards with this ability may be assigned, along with another unit to defend against one target. (For example, Aries is defending against Wing Gundam Bird Mode. The Defenders Leo has the "[This unit] may defend with an additional M.S. Card."
- C. It may defend against Wing Gundam with Aries.
- D. Place the defending units on top of each other in the order the defender chooses.
- E. Commence battle like normal
- F. When the attacker defeats the first unit, subtract the defeated unit's clash points from the Attacker. The Attacker now attacks the second defending unit, using its new clash points. If the Attacker is then destroyed, the second defending unit survives, and both players collect a War Experience Point.

G. The following picture should provide visual assistance.



Rebel Forces: While the Gundam franchise is clearly about its giant robot battles, it is also deeply rooted in the political and social struggles of war. Even as you rage on towards victory, there are consequences for the destruction you leave behind you. Many people don't want war. They long for peaceful times, free of the conflicts of battle. Sometimes, these people rise up and decide they've had enough.

When a player collects 4 of the 6 necessary **War Experience Points** needed to win, the **Rebel Forces** within their own **Supply Base** riot against them. That player reveals the top 5 cards of their **Supply Base**, and places any **non-unique M.S. Cards** they find there face up in their **Rebel Forces** zone.

During a players **Preliminary Phase**, before that player has done anything on their turn, any **M.S. Cards** in their **Rebel Forces** area attack their **Supply Base** one at a time. The player may defend with **M.S. cards** of their own as normal. Any **Rebel Forces** cards destroyed during these battles are played in the players **Dry Dock**.

A player may only interact with their **Rebel Forces** during this time. You may never interact with your opponents **Rebel Forces** cards, unless a card effect specifically states otherwise. After all attacks from the **Rebel Forces** area are completed, the turn player begins their standard **Preliminary Phase** actions, starting with drawing a card.