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Gundam M.S. War Trading Card Game

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Introduction

Gundam M.S. War Trading Card Game gives you the chance to manage your own Mobile Suit (M.S.) team, and battle with your friends in a struggle for universal supremacy! Each player must create a deck and follow the instructions of a Mission Objective card to achieve final victory.

The world of Gundam is one of conflict, with powerful rival M.S. Corps constantly battling for the upper hand. The Gundam M.S. War Trading Card Game Starter Deck includes two of these factions: the Wing Gundam (WG) and OZ Corps. Players can compile a team that works best for them.

This Starter Deck comes complete with three levels of rules: **ROOKIE** (p.13), **ACE** (p.10) and **NEWTYPE** (p.12). All players can enjoy the game at their own level of complexity.



Beginning Play:

To begin play, make sure each player has:

- a deck of 30 cards
- several Corps Coins
- a Mission Objective card
- a Playmat (the provided playmat features reversible sides for single or multi-opponent play)
- a Game Manual (one per Starter Deck)

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Card Types

There are five card types in Gundam M.S. War:

M.S. (Mobile Suit) cards

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



- A-Corps Symbol:** Identifies which military group this card belongs to.
- B-Price:** The amount of cards you must pay to bring this card into play.
- C-Card Name**
- D-Clash Points:** The card's strength in battle.
- E-Weapon**
- F-Effect:** The effect the card has during the game.
- G-M.S. Type:** The style of Mobile Suit.
- H-Card Number & Rarity**

Pilot cards

Character cards which provide additional Clash Points or other game effects to a M.S. card. One Pilot may be attached to each M.S. card. In most cases, Pilot cards are brought in play by placing them on M.S. cards in the M.S. Dock or the M.S. Battlefield.



- A-Corps Symbol:** Identifies which military group this card belongs to.
- B-Price:** The amount of cards you must pay to bring this card into play.
- C-Card Name**
- D-Effect:** The effect the card has during the game.
- E-Card Number & Rarity**

Event cards

Strategic cards that may be played at any time during the Attack or Strategic game phases (even during your opponent's turn!). Event cards are brought in play by placing them on the M.S. Battlefield. Unless otherwise noted, Event cards are discarded immediately after use.



- A-Corps Symbol:** Identifies which military group this card belongs to.
B-Price: The amount of cards you must pay to bring this card into play.
C-Card Name
D-Battle Scars: The price that must be paid by its owner if the card is destroyed.
E-Effect: The effect the card has during the game. In some cases, certain conditions must be met to activate the effect.
F-Requirements: The condition the card must meet in order to be put in play.

G-Card Number & Rarity



Mission Objective cards

Provides the conditions one player must achieve to win a game (a player may also win if all their opponents have exhausted their Supply Base deck – see "Losing the Game"). In addition, when playing NEWTYPE rules, the Rebel Forces section of the Mission Objective card informs you when the Rebel Forces become Active.

- A-Mission Objective:**
The conditions you must fulfill to win the game.
B-Rebel Forces condition:
In NEWTYPE rules only, the point at which your Rebel Forces become Active.

Battlefield cards

Location cards that affect the game until being cancelled by an opponent playing their own Battlefield card. Battlefield cards are put into play by placing them on the Battlefield Card area of the Playmat.

Only one Battlefield card may be in play at any one time. A Battlefield card is destroyed when your opponent plays their own Battlefield card. You cannot destroy your own Battlefield card by playing another.

Battlefield card unless card effects specify otherwise (i.e. PL-035, EV-039, EV-049, etc.).

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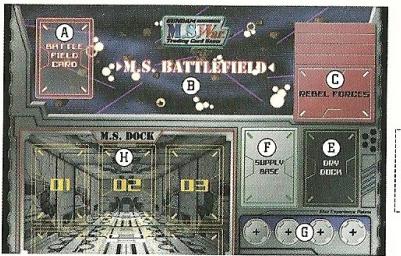
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Playmat

The Gundam M.S. War Starter Deck comes complete with a reversible Playmat adaptable to either two- or multi-player games. Both Playmat configurations include the following areas:



A-Battlefield Card: Battlefield cards are played to this area.

B-M.S. Battlefield: The area where M.S. and Pilot card 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: The area where rebels from your own Supply Base are played. Only used in NEWTYPE rules.

D-Defunct pile: An area OFF THE PLAYMAT, next to the Dry Dock. Cards are moved here face down to pay a Price. Cards in the Defunct pile may not return to the game.

E-Dry Dock: The area to which a player discards. Discards are always face-up.

F-Supply Base: The area where a player's deck is placed.

G-War Experience Point Scale: Place the Corps Coins you earn in battle here to keep track of your progress in fulfilling your Mission Objective.

H-M.S. Dock: The staging area for your M.S. and Pilot cards. Any Attack or Defend must originate with a card from the M.S. Dock.

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Winning the Game:

To win, a player must:

- Complete the Mission described on their Mission Objective card
OR
- Be the last player to have cards on their Supply Base

Losing the Game:

A player loses the game when:

- Another player fulfills his mission
OR
- the player's Supply Base deck is exhausted

Receiving Your Mission Objective

Before beginning the game, each player selects the Mission Objective card of their choice. This provides one way for that player to win the game.

Paying a Card's Price

In Gundam M.S. War, each card a player brings into the game requires the player to pay a Price. Every card's Price is listed on the front (see Card Types).

For instance, to place the Gundam Deathscythe card in play, its owner has to pay a Price of 3 cards.

There are two ways to pay a card's Price:

- by moving the required number of cards from your Supply Base to the Dry Dock (face up)
- by moving the required number of cards of your choice from the Dry Dock to the Defunct pile (face down)

Preemptive Strike

Some M.S. and Pilot cards bear the designation "Preemptive Strike". During the Attack Phase of gameplay, a card with Preemptive Strike is considered to be the winner of a tied Battle.

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ACE LEVEL

Preparation (each player):

- Compile a 30 card Supply Base
(an additional Starter Deck is required to play ACE Level)
- Shuffle and place face down on the Supply Base
- Draw a 5 card hand
- Flip a coin or play rock-paper-scissors to determine who goes first
- Choose a Mission Objective card

Gameplay:

Gundam M.S. War has three phases of gameplay:

- Preliminary Phase
- Attack Phase
- Strategic Phase

Each player alternates turns going through all three phases. Remember that either player may play an Event card at any time during the Attack or Strategic Phases.

Preliminary Phase

- Move any M.S. cards (with any attached Pilot cards) on the M.S. Battlefield to the M.S. Dock. (Not done on the first turn)
- Draw one card into your hand. Unless directed by a card effect, you may never draw more than one card into your hand.

Attack Phase

This phase is skipped during a player's first turn.

- Designate M.S. cards from your M.S. Dock as ATTACKERS (multiple ATTACKERS are allowed) by moving them (and any attached Pilot cards) from the M.S. Dock into the M.S. Battlefield.

IMPORTANT: M.S. cards already out on the M.S. Battlefield CANNOT Attack. ONLY cards moved from the player's M.S. Dock to the M.S. Battlefield can Attack.

- Play any Event cards you wish. Event cards can increase Clash Points or have other game effects.

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ACE LEVEL

- Opponent designates DEFENDER (by moving them from the M.S. Dock into the M.S. Battlefield) or concedes Battle Damage*.

IMPORTANT: M.S. cards already out on the M.S. Battlefield CANNOT Defend. ONLY cards moved from the player's M.S. Dock to the M.S. Battlefield can Defend.

- Opponent states which DEFENDER will battle which ATTACKER. Event cards may also be played to increase the DEFENDER's odds of winning the battle.
- The ATTACKER and DEFENDER compare Clash Points. The M.S. Card with the higher Clash Points wins the battle. Remember to take into account any cards (such as Pilots) that may modify the M.S. cards' Clash Points. In case of a tie, both M.S. cards are sent to the Dry Dock and no one scores War Experience points (see "Preemptive Strike" for an exception to this rule).
- You receive **1 War Experience Point for each M.S. card you defeat**. Keep track of your total by placing a Corps Coin on the War Experience Point Scale on your Playmat.
- Discard all M.S. cards (and any attached Pilot cards) that have been destroyed in battle.

***Battle Damage**-A player being Attacked can choose to concede Battle Damage rather than Defending. A player taking Battle Damage must discard a number of cards equal to the Clash Points of their Attacker from their Supply Base to the Dry Dock. Battle Damage always occurs when an opponent has no M.S. cards to Defend with.

IMPORTANT: Battle Damage is done ONLY to a player's Supply Base. A player CANNOT move cards from the Dry Dock to the Defunct pile to pay Battle Damage.

Strategic Phase

- Place any cards from your hand in play by placing them face up in the M.S. Dock. You may bring as many cards as you wish into play during this phase. However, remember that you must pay the card's Price before bringing it into play.

NEWTYPE LEVEL

The most advanced Gundam M.S. War gameplay is delivered by using the NEWTYPE Level rules. This level reflects the shaky power alliances that rule the world of Gundam. As you approach the fulfillment of your Mission Objective, you will have to deal with the strife of an internal uprising by Rebel Forces. This faction will require you to fight not only your opponent, but yourself as well!

Preparation (each player):

- Compile a 50 card Supply Base (an additional 20 cards from the Booster Series are required to play NEWTYPE Level)
- Shuffle and place face down on the M.S. Supply Base
- Draw a 5 card hand
- Flip a coin or play rock-paper-scissors to determine who goes first
- Choose a Mission Objective card. Note the "Rebel Forces" section of the Mission Objective card. This tells you at what point during the game Rebel Forces will become Active (usually as you approach victory).

Rebel Forces

When the Rebel Forces condition from the Mission Objective card has been met, Rebel Forces become Active. For example, in the card on p.7, Rebel Forces would become Active only after 3 War Experience points (out of the 5 necessary to win the game) have been won.

As soon as Rebel Forces becomes Active, the player draws 5 cards from his Supply Base and places any M.S. cards in the Rebel Forces area of the Playmat. The rest of the cards are returned to the bottom of the Supply Base, and the deck is then reshuffled.

If there are no M.S. cards in the initial 5-card draw, keep drawing 5 additional cards until you get a M.S. card. M.S. cards are played to the Rebel Forces area and the rest returned to the Supply Base as above.

If you exhaust your Supply Base without drawing a M.S.

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continued from page 12 NEWTYPE LEVEL

card, discard half of your Supply Base (round the number down if necessary) and Rebel Forces never appear.

Starting with your next turn, the M.S. cards in Rebel Forces area will attack you!

IMPORTANT: No Price is paid to bring Rebel Forces M.S. cards into play. No Pilot cards may be attached to a Rebel Forces M.S. card. It's also important to remember that the five cards drawn when the Rebel Forces become Active are NOT drawn into your hand.

Preliminary Phase

- Move any M.S. cards (with any attached Pilot cards) on the M.S. Battlefield to the M.S. Dock. (Not done on the first turn)
- Draw one card into your hand. Unless directed by a card effect, you may never draw more than one card into your hand.
- If Rebel Forces are Active, draw an additional card. If it is an M.S. card, add it to the Rebel Forces area of the Playmat. Any other type of card is discarded to the Dry Dock.
- All Active Rebel Forces cards attack you. Attacks by Rebel Forces are treated identically to Attacks by your opponent, following the Attack Phase rules below.

Attack Phase

This phase is skipped during a player's first turn.

- Designate M.S. cards from your M.S. Dock as ATTACKERS (multiple ATTACKERS are allowed) by moving them (and any attached Pilot cards) from the M.S. Dock into the M.S. Battlefield.

IMPORTANT: M.S. cards already out on the M.S. Battlefield CANNOT Attack. ONLY cards moved from the player's M.S. Dock to the M.S. Battlefield can Attack.

- Play any Event cards you wish. Event cards can increase Clash Points or have other game effects.
- Opponent designates DEFENDER (by moving them from the M.S. Dock into the M.S. Battlefield) or concedes Battle Damage*.

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NEWTYPE LEVEL

IMPORTANT: M.S. cards already out on the M.S. Battlefield **CANNOT** Defend. **ONLY** cards moved from the player's M.S. Dock to the M.S. Battlefield can Defend.

- ⦿ Opponent states which DEFENDER will battle which ATTACKER. Event cards may also be played to increase the DEFENDER's odds of winning the battle.
 - ⦿ The ATTACKER and DEFENDER compare Clash Points. The M.S. Card with the higher Clash Points wins the battle. Remember to take into account any cards (such as Pilots) that may modify the M.S. cards' Clash Points. In case of a tie, both M.S. cards are sent to the Dry Dock and no one scores War Experience points (see "Preemptive Strike" for an exception to this rule).
 - ⦿ You receive **1 War Experience Point for each M.S. card you defeat.** Keep track of your total by placing a Corps Coin on the War Experience Point Scale on your Playmat.
 - ⦿ Discard all M.S. cards (and any attached Pilot cards) that have been destroyed in battle.
- ***Battle Damage-** A player being Attacked can choose to concede Battle Damage rather than Defending. A player taking Battle Damage must discard a number of cards equal to the Clash Points of their Attacker from their Supply Base to the Dry Dock. Battle Damage always occurs when an opponent has no M.S. cards to Defend with.

IMPORTANT: *Battle Damage is done ONLY to a player's Supply Base. A player CANNOT move cards from the Dry Dock to the Defunct pile to pay Battle Damage.*

Strategic Phase

- ⦿ Place any cards from your hand in play by placing them face up in the M.S. Dock. You may bring as many cards as you wish into play during this phase. However, remember that you must pay the card's Price before bringing it into play.

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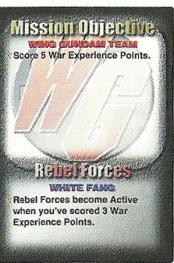
Sample Round

Now that you've read through the rules, check out the sample round below for an example of how the game plays. This round uses **ACE LEVEL** rules.

- ⦿ Both players have already prepared a **30 card Supply Base** and have drawn a five card hand.
- ⦿ Both players also choose the **Mission Objective** cards shown below.



Player 1



Player 2

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Sample Round

Player 1 begins his next turn by drawing a card, then decides to Attack with Virgo by moving Virgo from his M.S. Dock to his M.S. Battlefield.

Player 2 Defends with Oliphant by moving the card to his M.S. Battlefield.

Clash Points are compared, with Virgo's 4 beating Oliphant's 3. The Oliphant M.S. card is destroyed, and is moved to Player 2's Dry Dock.

For Virgo's victory, Player 1 receives 1 War Experience point. Player 1 uses a Corps Coin to mark off his War Experience point on Playmat's War Experience Point Scale. Virgo remains on the M.S. Battlefield until the start of Player 1's next turn.

During Player 1's Strategic Phase, he attaches the Zechs Merquise Pilot card to the Mercurius M.S. card, paying its 2 card Price from his Supply Base.

Sample Round



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Sample Round

Player 2 begins his next turn by drawing a card. Player 2 then Attacks with both Gundam Deathscythe and Gundam Sandrock. Player 1 can Defend with Mercurius (Virgo cannot Defend since it's already on the M.S. Battlefield), so he moves it from the M.S. Dock to the M.S. Battlefield. Mercurius's Clash Points are 5 (4 for the M.S. card +1 for the attached Pilot, Zechs Merquise), which beats Gundam Sandrock's 3 Clash Points. However, Player 2 now plays the Shocking Reply Event card (paying its 2 card Price) which destroys Zechs Merquise. He also plays the Support of Maganac Corps Event card (paying its 2 card Price), increasing his Clash Points by 2. Now Gundam Sandrock defeats Mercurius 5 to 4! Mercurius is destroyed, and Player 2 gains a War Experience point, which he notes with a Corps Coin on his War Experience Point Scale. Gundam Deathscythe's Attack cannot be stopped since there are no remaining Defenders. Thus, Player 1 must take Battle Damage and move 3 cards from his Supply Base to the Dry Dock.

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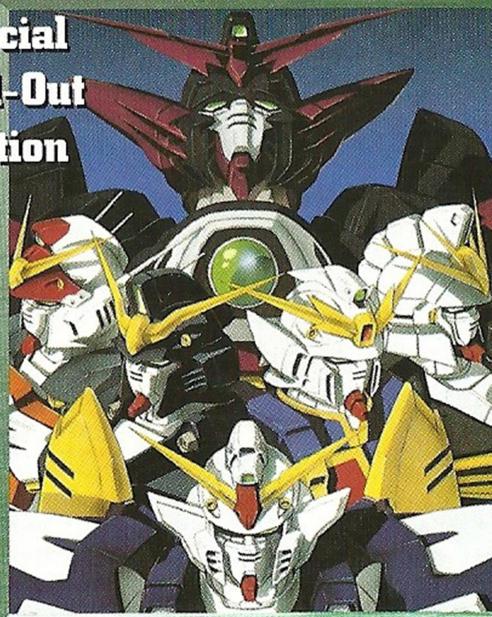


Sample Round

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GUNDAM
M.S.War
Trading Card Game

Special
Pull-Out
Section



ROOKIE LEVEL
RULE BOOK



ROOKIE LEVEL

ROOKIE Level rules provide a quick way to get started playing, as well as providing streamlined rules for younger players.

The main differences in the ROOKIE Level rules are:

- No Mission Objective cards are used. To win, players simply try to exhaust each other's Supply Base OR score 3 War Experience Points faster than their opponent. After a game is won, players exchange decks and play again. The first player to win 2 games wins the M.S. War!
- No Price is paid to bring cards into play
- Players use a 3 card hand

Preparation (each player):

- Compile a 15 card Supply Base (two players can play using a single Starter Deck!). Make sure the four card types used in ROOKIE Level rules (M.S., Pilot, Event and Battlefield) are equally divided between each player.
- Shuffle and place deck face down on the Supply Base
- Draw a 3 card hand
- Flip a coin or play rock-paper-scissors to determine who goes first

Gameplay:

Gundam M.S. War has three basic phases:

- Preliminary Phase
 - Attack Phase
 - Strategic Phase
- Each player alternates turns going through all three phases. Remember that either player may play an Event card at any time during the Attack or Strategic Phases.

Preliminary Phase

- Move any M.S. cards (with any attached Pilot cards) on the M.S. Battlefield to the M.S. Dock. (Not done on the first turn)
- Draw one card into your hand. Unless directed by a card effect, you may never draw more than one card into your hand.

Attack Phase

This phase is skipped during a player's first turn.

- Designate M.S. cards from your M.S. Dock as ATTACKERS (multiple ATTACKERS are allowed) by moving them (and any attached Pilot cards) from the M.S. Dock into the M.S. Battlefield.

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ROOKIE LEVEL

IMPORTANT: M.S. cards already out on the M.S. Battlefield CANNOT Attack. ONLY cards moved from the player's M.S. Dock to the M.S. Battlefield can Attack.

- Play any Event cards you wish. Event cards can increase Clash Points or have other game effects.
 - Opponent designates DEFENDER (by moving them from the M.S. Dock into the M.S. Battlefield) or concedes Battle Damage*.
- IMPORTANT:** M.S. cards already out on the M.S. Battlefield CANNOT Defend. ONLY cards moved from the player's M.S. Dock to the M.S. Battlefield can Defend.
- Opponent states which DEFENDER will battle which ATTACKER. Event cards may also be played to increase the DEFENDER's odds of winning the battle.
 - The ATTACKER and DEFENDER compare Clash Points. The M.S. Card with the higher Clash Points wins the battle. Remember to take into account any cards (such as Pilots) that may modify the M.S. cards' Clash Points. In case of a tie, both M.S. cards are sent to the Dry Dock and no one scores War Experience points (see "Preemptive Strike" for an exception to this rule).
 - You receive 1 War Experience Point for each M.S. card you defeat. Keep track of your total by placing a Corps Coin on the War Experience Point Scale on your Playmat.
 - Discard all M.S. cards (and any attached Pilot cards) that have been destroyed in battle.

*Battle Damage-A player being Attacked can choose to concede Battle Damage rather than Defending. A player taking Battle Damage must discard a number of cards equal to the Clash Points of their Attacker from their Supply Base to the Dry Dock. Battle Damage always occurs when an opponent has no M.S. cards to Defend with.

IMPORTANT: Battle Damage is done ONLY to a player's Supply Base. A player CANNOT move cards from the Dry Dock to the Defunct pile to pay Battle Damage.

Strategic Phase

- Place cards from your hand in play by placing them face up in the M.S. Dock. You may only bring one card of each type (M.S., Pilot, Event and Battlefield) into play during this phase. Remember that you do not have to pay a card's Price in ROOKIE Level.

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Frequently Asked Questions

Q: Must I pay a Price anytime I bring a card into play?

A: In **ROOKIE** level, you never have to pay a Price to bring a card into play. In **ACE** and **NEWTYPE** levels, you always have to pay a price, unless the card notes otherwise.

Q: In NEWTYPE Level rules, how do my Active Rebel Forces attack my own M.S. cards?

A: They Attack in the Preliminary Phase. Any M.S. cards in your Rebel Forces area Attack. You must Defend against their Attacks (or take Battle Damage) just as you would if they were your opponent's cards.

Q: Can I ever Attack the M.S. cards in my Rebel Forces area before they Attack me?

A: No. Since the Rebel Forces are a secret group within your own Corps, they always have the element of surprise and cannot be Attacked. You can only Defend against their Attacks during the Preliminary Phase.

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Q: How many Battlefield cards can be in play at any one time?

A: Only 1 Battlefield card at a time may be in play. The Battlefield card's effect continues until it is destroyed by someone else playing their own Battlefield card.

Q: Some cards, such as EV-044 Decoy, causes me to destroy my own cards. Is this correct?

A: Yes. This is an important part of Gundam M.S. War strategy. Carefully weigh the benefits to each card's effect before deciding on a course of action. Sometimes destroying your own card gets the best results!

Q: PL-026 Professor G says to send 3 cards from my "Supply Base to the Dry Dock to move a WG M.S. card of your choice to the bottom of your Supply Base." Can I choose the cards?

A: No. Unless a card states that you can choose the cards, you must discard from the top of your Supply Base.

CARD CHECKLIST

MS. CARDS

WG STARTER

- MS-001 H Wing Gundam
- MS-002 C Wing Gundam(Bird mode)
- MS-003 U Gundam Deathscythe
- MS-004 U Gundam Heavyarms
- MS-005 U Gundam Sandrock
- MS-006 U Shenlong Gundam
- MS-007 Maganac
- MS-008 C Maganac
- MS-009 C Oliphant
- MS-010 C Taurus
- MS-011 C Leo
- MS-012 C Peacemillion
- OZ STARTER
- MS-013 H Gundam Epyon
- MS-014 R Tailgeese
- MS-015 R Tailgeese II
- MS-016 C Leo
- MS-017 C Aries(Flying mode)
- MS-018 C Pisces(M.S. mode)
- MS-019 C Cancer
- MS-020 C Tragos(Hover mode)
- MS-021 U Taurus
- MS-022 U Vayete
- MS-023 U Mercurius
- MS-024 C Virgo
- WG BOOSTER
- MS-025 G Wing Gundam Zero
- MS-026 R Wing Gundam Zero (Bird mode)
- MS-027 H Gundam Deathscythe Hell
- MS-028 H Gundam Heavyarms
- MS-029 H Gundam Sandrock
- MS-030 H Altron Gundam
- MS-031 H Wing Gundam
- MS-032 U Wing Gundam(Bird mode)
- MS-033 U Gundam Deathscythe
- MS-034 U Gundam Heavyarms
- MS-035 U Gundam Sandrock

PILOT CARDS

WG STARTER

- PL-001 R Heero Yuy
- PL-002 U Duo Maxwell
- PL-003 U Trowa Barton
- PL-004 U Quatre Raberba Winner
- PL-005 U Chang Wupei
- PL-006 H Relena Darlian
- PL-007 C Sally Po
- PL-008 C Doctor J

EVENT CARDS

OZ STARTER

- PL-009 R Zechs Merquise
- PL-010 H Treize Khushrenada
- PL-011 U Lady Une
- PL-012 U Lucrezia Noin
- PL-013 U Dorothy Catalonia
- PL-014 C Tubaov
- WG BOOSTER
- PL-015 H Heero Yuy
- PL-016 G Duo Maxwell
- PL-017 U Trowa Barton
- PL-018 H Quatre Raberba Winner
- PL-019 U Chang Wupei
- PL-020 G Relena Peacecraft
- PL-021 U Sally Po
- PL-022 U Catherine Bloom
- PL-023 C Howard
- PL-024 C Rasid Kurama
- PL-025 C Minister Darlian
- PL-026 R Professor G
- PL-027 R Instructor H
- OZ BOOSTER
- PL-028 H Milliardo Peacecraft
- PL-029 G Treize Khushrenada
- PL-030 H Lady Une
- PL-031 H Lucrezia Noin
- PL-032 R Dorothy Catalonia
- PL-033 U Tubaov
- PL-034 R Quinze
- PL-035 C Otto
- PL-036 U Duke Dernail
- PL-037 C Muller
- PL-038 C Hilde Schbeiker
- EVENT CARDS
- EV-001 R Operation Meteor
- EV-002 U Shocking Reply
- EV-003 C Rebel Factor
- EV-004 C Support of Maganac Corps
- EV-005 C Highly Trained Pilot
- EV-006 C Nation of Total Pacifism

R = RARE U = UNCOMMON

C = COMMON H = HOLO

G = GOLD

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CARD CHECKLIST

D2 STARTER

- DEV-007 U Specials
- DEV-008 C Romefeller Foundation
- DEV-009 R Assassination
- DEV-010 C Emergency Escape
- DEV-011 C Operation Daybreak
- DEV-012 C Mobile Doll
- DEV-013 C Confinement
- DEV-014 U Space Fortress Barge

WG BOOSTER

- DEV-015 U Surrender
- DEV-016 C Covering Fire
- DEV-017 R The Peacrafts
- DEV-018 U High Powered Combat
- DEV-019 R Circus
- DEV-020 R Parts Thieves
- DEV-021 C Time to Rest
- DEV-022 U OZ Corps Infiltration
- DEV-023 R Zero System
- DEV-024 C Birthday Party
- DEV-025 U Memory Loss
- DEV-026 C Mercenary
- DEV-027 C Experience Counts
- DEV-028 C Training
- DEV-029 R Triumphant Return
- DEV-030 R Aftermath
- DEV-031 C Mission Failure

OZ BOOSTER

- DEV-032 R White Fang
- DEV-033 C The World Nation Forces
- DEV-034 R Vanquished
- DEV-035 U Message from Treize Khushrenada
- DEV-036 C Commander
- DEV-037 R Assassin's Bullet
- DEV-038 C Encouragement
- DEV-039 U Military Action
- DEV-040 U Research Group
- DEV-041 U Camouflage
- DEV-042 U Lone
- DEV-043 R Rose Essence

R = RARE U = UNCOMMON

H = HOLO C = COMMON

G = GOLD

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CARD CHECKLIST

<input type="checkbox"/> EV-044	R	Decoy	<input type="checkbox"/> BF-010	C	St.Gabriela School
<input type="checkbox"/> EV-045	C	The Alliance Summit	<input type="checkbox"/> BF-011	U	Disputed Area
<input type="checkbox"/> EV-046	R	MD Control Device	<input type="checkbox"/> BF-012	U	L5 Colony
<input type="checkbox"/> EV-047	R	Single Combat	<input type="checkbox"/> BF-013	R	Howard's Repair Shop
<input type="checkbox"/> EV-048	G	Self-Sacrifice	<input type="checkbox"/> BF-014	R	The Winners' Villa
<input type="checkbox"/> EV-049	C	Special Attack Corps	<input type="checkbox"/> BF-015	R	Basement
<input type="checkbox"/> EV-050	C	M.S. Transport	<input type="checkbox"/> BF-016	C	The Yangtze River
<input type="checkbox"/> EV-051	C	Pinned Down			Colony

BATTLEFIELD CARDS

WG STARTER

<input type="checkbox"/> BF-001	C	Liberation Army Village
<input type="checkbox"/> BF-002	C	Singapore Space Base
<input type="checkbox"/> BF-003	R	Sanc Kingdom
<input type="checkbox"/> BF-004	C	L2 Colony

OZ STARTER

<input type="checkbox"/> BF-005	C	New Edwards Base
<input type="checkbox"/> BF-006	C	Lake Victoria Base
<input type="checkbox"/> BF-007	C	Luxembourg Base
<input type="checkbox"/> BF-008	R	Space Fortress Libra

WG BOOSTER

<input type="checkbox"/> BF-009	C	Corsica Base
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OZ BOOSTER

<input type="checkbox"/> BF-017	C	Europe Air Force Base
<input type="checkbox"/> BF-018	R	The Treize Fleet
<input type="checkbox"/> BF-019	H	Romefeller Foundation's HQ.
<input type="checkbox"/> BF-020	U	The Lunar Base
<input type="checkbox"/> BF-021	U	South Pole Base
<input type="checkbox"/> BF-022	R	Under the North Russian Sea
<input type="checkbox"/> BF-023	C	Old Space Colony
<input type="checkbox"/> BF-024	U	Urban Area
<input type="checkbox"/> BF-025	C	C421 Space Colony

U = UNCOMMON C = COMMON R = RARE H = HOLO G = GOLD

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