

Thank you for your support and purchasing The 10th War!

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and illustrated
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The 10th War Guide:

What you will need:

A customized deck with a minimum of 50 cards. Choose only one faction. Factions cannot be mixed.

A 20 sided die (D20)

Calculator or scratch paper.

Note:

Cards with a “unique” label can only have 1 per deck of that card. Regular cards you can only have a max of 4 of any one card per deck.

Starting the game:

You will want to first find your base card. You will put that in front of you. Once you have done this, shuffle your deck and draw 7 cards. Your opponent will need to do the same. Playing like factions are allowed, you cannot however mix factions in a single deck.

A good hand consist of around 2 - 3 resource cards. If you do not have any and you wish to redraw, put your hand back into the deck, reshuffle and redraw 7 cards.

Phases are as follows:

Deactivate.

(Turning your cards that were turned sideways from the previous turn, back to the way they originally were.)

Draw a card.

Play resource (if any in hand and only 1 resource per turn).

Play cards.

You can choose to have an attack phase, but only 1 object (character/vehicle) may do 1 action per turn.

Example:

You have a character that has just entered play, he can either equip to a vehicle, or equip to equipment. The character cannot attack until the next turn.

End turn.

A character's attack power written over the grenade cannot be added to the attack power of a vehicle or equipped weapon. A character's attack power is as if he was using his/her fist or a knife to attack with, hence why their attack power is so low. If attacking, you must roll your 20 sided die.

On an even number, the attack is a hit, if you roll a 20, the attack number on the grenade is 2x the damage resulting in a crit. If your roll happens to be an odd number, then the attack has failed/missed and no damage has occurred.

Keep track of the armor points a vehicle has, if the points reach zero, then it is placed in the "scrap pile" that would be located next to your draw deck.

Equipment:

In the game there is "equipment" this is to help your army out. It must have a character attached to it and you have to announce you are activating an ability. Turn both cards sideways to show it has been used.

The character and equipment are done for that turn.

Event Cards:

Event cards are special effect cards that cause different actions in the game. Those cards can be played any time during the game, unless otherwise stated.

In Closing:

Again thank you for buying my game. Your support will help gain continued success and future add on's to this game. If you enjoyed playing it, please refer a friend to...

<https://www.thegamecrafter.com/games/the-10th-war>

Special thanks go to my play tester Mr. Catrell and friends.

Any questions about the game or resolving any confusion email me at:

cchasebox@gmail.com