



NETWAR:

The First Connection

VERSION 5.0

GAME DESIGN

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NetWar, Invisible Game Board and Kinetic Card Game concepts
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A BRIEF HISTORY



"... there was an audible swoosh of router, switch, and server fans kicking in on high RPMs, followed by the sound of popping fuses in a rhythm that fit the definition of staccato in musical terms like a proverbial fist in the eye. Maybe in the roaring yesteryear of 1929 the staccato was produced with .45 ACP caliber Thompson submachine guns in a dirty garage on a Valentine's Day, but today we ride the bits like bullets on the information highway in an open-top digital Lamborghini armored with Firespirit and fire off bursts of brute force attacks with Byte Imp at the speed of light through the fiber optic veins of the Undernet. Those who were the brutes, the strong, the bold, and the beautiful, those who were in places of power in the yesteryears, are now the destitute and star-crossed victims to our relentless digital onslaught. Welcome to the new era, chump... and now, please, prepare to be deleted."

- Excerpts from n3t#3@d's Undernet blog



In the annals of the universe of NetWar, the Undernet has two major powers; Red and Blue Networks and two loose factions of White and Black Hat Factions – nothing fancy, folks. It is very much as visual as it is a psychological sign of the KISS methodology which is in use by all the big factions in the arena. However, this is the case for the known and charted Undernet and does not include *tela incognito* (i.e. *Unknown Web*) areas of the World Wide Computing Cloud (WWCC, or *dub-squared*, formerly known as the Cloud, the Internet, ARPAnet, etc.). There are still many parts of the dub-squared to be discovered and those subnets are shrouded in mystery, as they are protected by firewalls and obfuscated NATing. These subnets are where the digital pioneers never went during the advent of the dub-squared.

Long story short:

The White Hat Faction is against cybercrime and is made out of various Law Enforcement Organizations (LEOs) as well as private ethical hackers who all call themselves in a unifiable way as Paladins.

The Black Hat Faction is the opposite of the White Hats, and the least known of all. They are against everyone—even Red and Blue—for the reason that anything organized—even crime—is abhorrent to them. Hence, their ranks perpetually change, as their members hold that there is too much organization over their cherished chaos and anarchy. Their name for the operatives is very invitingly ... Ogre.

The Blue Network embellishments mainly come from hacking the financial business sector, hitting the payment processors, investment companies, online commerce sites, and pretty much anything that deals with money. Every day, vast amounts of wealth are snatched by the Blue hackers, or *Executives*, as they like to call themselves.

The Red Network Executives outrun everyone in stealing—or *sharing*, as they like to call it—military secrets and high-value research project details. These they steal from governmental or private sector top secret level research facilities, and sell the data to the highest bidder.

As with any successful business model, there comes an inevitable saturation of market space and the resulting stagnant phase in revenue growth. At that point, any given business organization expands to areas in which they have not yet done business. Both Red and Blue eventually started stepping on each other's toes, as the previously and naturally established market boundaries got blurred.

Brief attempts were made to negotiate between the two powerhouses, but the differences in operating cultures between the two soon disrupted any attempts at communication.

Before anyone realized it, the factions were at full-blown netwar across the Undernet with each other.

To this day, they are solidly locked in electronic warfare (EW) that will seriously affect the conditions on the Undernet of dub-squared digital realm: both factions have mobilized their best and most maliciously destructive hackers to not only combat the other factions, but to find / recruit the best freebooters for their digital armies and ultimately find the one who can bring victory solidly to one side and put an end to the all-out war. It does not help the cause to have Black and White Hats also fighting everyone else in dub-squared even if for polar-opposite reasons...

Could this ultimate hacker, the one who will put end to the global netwar, be ... *you*?



SETTING UP THE GAME



Both players will need a deck of at least 40 NetWar: The First Connection cards. All the needed cards for a basic NetWar game are provided in the starter decks available for Red and Blue. More factions (e.g. White Hats and Black Hats) and advanced upgrade cards will be made available later at all well-stocked specialty stores as separate packs or in full supplemental releases.

The Stat Point Value of the basic set deck is 192 points. They are constructed within the rules of deck building: ½ of the total cards are Power Level I cards (i.e. 18 Alpha Probes and 2 Wire Beholder or Log Witch cards), no one specific higher Power Level cards can be present in the deck more than three times (i.e. basic set has two cards from each Power Level above I for Red Network, so the Red player can add ONE [1] more of each of them in the deck – remember: this necessitates more Power Level I cards added and also increases the overall Stat Point Value of the deck as you do so).

If any of the supplemental cards are used (e.g. Feature Upgrades, Skillz, Trix, etc.), players should shuffle all of the chosen cards into the deck with the mandatory 40 cards according to the rules. See below:

- 1) ½ of the cards *must be* Power Level I cards (i.e. Stat Point total of the card is 3 for AV+DV+HP; therefore a basic deck of 40 cards must have at least 20 Power Level I cards in it = mixture of Alpha Probe or Wire Beholder / Log Witch type cards).
- 2) You can add ¼ of the total number of basic cards as Feature Upgrades, Skillz, and Trix. Therefore basic deck of 40 cards allows the player to add $(40 / 4 = 10)$ 10 Feature Upgrade, 10 Skillz, and 10 Trix cards to the deck for a total of 70 cards.
- 3) While the maximum deck can have up to three [3] of each higher than Power Level I cards ($10 \times 3 = 30$), it requires having 30 Power Level I cards vs. 20 at that point to satisfy the ½ rule.
- 4) All of the supplementary Legendary Hacker Application cards (max three per deck) and all of the Super-Computer cards (max three per deck) are added to the basic cards bringing the total to 60 cards. The LHA and S-C cards do not count towards the total needing more Power Level I cards to be added, but they enable the player to add $(60 / 4 = 15)$ 15 Feature Upgrade, 15 Skillz, and 15 Trix cards to the deck for a total of 111 cards if they so choose. The Stat Point Value of the maximum deck is 378. The LHA and S-C cards are 15 Stat Points each, which need to be added to the total SPV even though the player does not have to increase the number of PL I cards.
- 5) There cannot be more than three [3] of the same card in the deck except in a case of Power Level I cards which must make up at least half of the total cards in the deck. Exception: when Legendary Hacker Applications and Super-Computers are added, the player does not have to increase the number of Power Level I cards (see #2), but both of them are bound by the no more than three of the same card in the deck rule. The maximum number of cards in a deck is therefore 111 for a SPV of 378 as stated above. This rule also applies to Upgrades, Skillz, and Trix cards, too (e.g. a player cannot have more than three [3] Brute Force Algorithm cards in the deck, etc.)
- 6) The Stat Point Values (SPV) must be the same for both decks at the beginning of the game. If the basic set decks are used, the players do not have to worry about this as they are set at 192 points each by default.

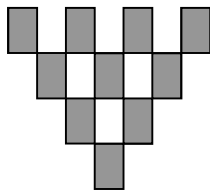
Both players will also need a 6-sided die, three [3] tokens for Strategic Proxy Hops, and four [4] tokens for Shields – as well as sufficient open space on the table or on the floor. Players can use a board that is soon available separately for recreational NetWar games or opt not to use one, which is the default for NetWar and a must for tournament / competitive play. The game requires 20"x40" rectangular area for comfortable play.

After shuffling the decks and preparing the required space for the game, each player will cut the other player's deck to make sure that the cards aren't pre-organized. The recommended shuffling process: one [1] Corgi + one [1] Pile shuffle.

Next, each player will draw ten [10] cards, one at a time, in order, from the top of their well-shuffled/cut decks, and place them face down *without looking* to form an upside down triangle, as shown in an illustration on the next page. The cards only turn face up when engaged in combat, targeted by a feature (e.g. Remote Attack, Shield Extraction, Log Parser, etc.), or when all cards on a same side have moved at least once.

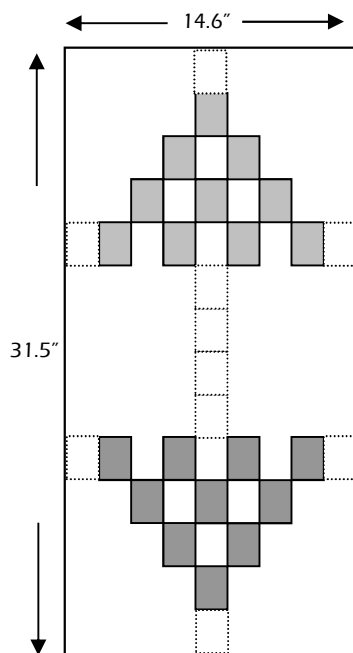
Rule Variant – the DJ Protocol Setup: both players draw ten [10] cards like above, but *can* look at them and place them in the starting formation as they see fit without showing them to the opposite player. However, once the game has started the players are not allowed to look at the cards again, but have to remember which card was which from there on end or until they, of course, turn face up. Note: this variant of the game is not used in the Tournament Play!

Example of a starting formation:



TIP OF THE PYRAMID POINTS TOWARDS THE DEALING PLAYER!

Example of a full game table setup (the exact dimensions without a visible game board):



The closest card to the player (i.e. the tip of the pyramid) and the outermost cards must be a card-length away from the table edges and every card must touch the corners of the cards in the higher level. The opponent sets up his cards in the same manner, and, if the game board is not being used, the resulting triangles *must be exactly* four [4] card lengths away from each. The exact distance can be handily measured by using a four-card trace between the gaps in the middle of both triangles. Conveniently there are more than 10 Feature Upgrade cards in the basic set, so these can be used to verify the dimensions.

Remember to remove the cards used for aligning the invisible game board before the game begins.

The pyramid-building should start with the two center cards that touch the four-card alignment trace and then build the pyramid around these two cards in whatever order the player wishes to use. Also, six extra cards should be placed as shown in the diagram on the previous page as empty spots. Remove these cards and the four-card center trace before the game begins. This helps to align the two card triangles properly, thus forming the challenging Invisible Game Board for Tournament or standard NetWar game event.

In the next step, each player puts four [4] tokens on the table. These are the Shield Counters and they signify that both players have four [4] Shield Points in the beginning of the game. Every time the opponent manages to hit the Shields, the harmed player should hand over one [1] Shield token to be put on the card which scored the hit to remind that it cannot harm the other player again. Should the harming card have morphed with another card, they cause two [2] Shield point damage (see Code Morphing feature description) and thus collect two Shield tokens at once.

Another set of three [3] tokens of different color/type than above should be placed on the table. These are the Strategic Proxy Hop Counters, and they signify that both players have three [3] Strategic Proxy Hops at the beginning of the game.

The single d6 will be used to solve various tests in combat, initiative, etc. All possible actions and tests will be explained more in detail later.

Expert Rule Variant: The players may also decide to use timed turns – i.e. if yes, each player will have two [2] minutes to finish his turn or it ends, and the opposing player will now have two minutes to make his move, and so on. While this method adds to the fun, it is not recommended for novice players; only after the basics of the game are truly mastered, should the players use timed turns to add flavor and even more challenge to the game.

The next step is to determine which player will move first. This is determined simply by rolling a d6: the highest roll wins the initiative decision (ties are re-rolled) and gets to choose who moves first. After this step, the players will take turns in that same order until the end of the game. The game can now begin!

Here is the list of required components as a reminder:

- 1) Two NetWar deck of cards (one for each player; e.g. Red and Blue)
- 2) Two 6-sided dice (one for each player)
- 3) 6 tokens as Strategic Proxy Hop Counters (3 per player; they can be tiddlywinks, mini-Poker chips, etc.)
- 4) 8 tokens as Shield Counters (4 per player; they can be tiddlywinks, mini-Poker chips, etc.)
- 5) 20"x40" rectangular clear space for the Invisible Game Board
- 6) OPTIONAL: 2-minute hourglass or electronic timer for timed play
- 7) OPTIONAL: a printed game board (not allowed in the Tournament games!)

Now let's go through the mechanics of the actual game; hops / moves, combat, features / upgrades, and special cases that bring even more flavor to your strategically challenging NetWar game!



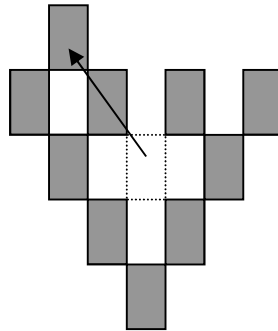
BASICS OF HOPS AND MOVES



The best way to start learning how to play NetWar is to read through the rules once from cover to cover. Do not worry about memorizing all of the rules right away; just read the manual in its entirety while giving thought to what you're reading. NetWar is like chess or checkers—relatively simple, yet it can be strategically quite challenging, with a hint of luck added to the formula.

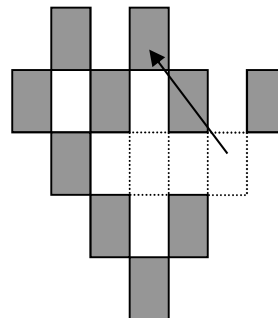
The object of the game is to *hop* diagonally over your own or your opponent's cards in order to complete *a move* and eventually work your cards closest to the opposing player in order to damage his Shields. A complete *move* can be made out of multiple *hops*, as long as there is an empty space at the end of the next hop.

Example of a *1-hop move* at the beginning of a game:



What happened here was that the active player moved a card diagonally over the top card. Now it is the opponent's turn to move one of his cards. Remember: the cards are still face down; the players will not know what kind of cards they are moving along the grid in the beginning.

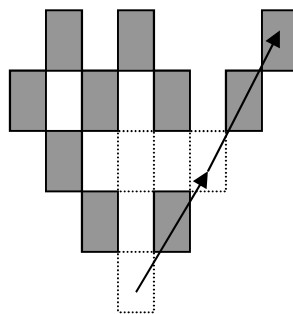
The first player then moves again:



Take care not to isolate any of your cards while you strive towards your goal: penetrating your opponent's defense grid by gaining multiple hops through his cards throughout the game.

As we can see from the illustration above, we have isolated a card in the upper-right corner. There are three ways to move this card: bring another card to its aid; making use of a Replicator feature / upgrade; or through the use of the Strategic Proxy Hop option (more about SPH option later).

Isolation in this case can be easily remedied by bringing another card to its aid. Notice that the card in the bottom of the triangle has not moved yet; we can actually hop twice with this card during a move, as shown below:



Here, we moved once, but it was a *2-hop move*. This means that every time you have a clear, diagonal hop over a card *you can keep hopping as many times as you are able during your move* to ANY direction available (e.g. forward, backward, etc.) Yes, it is also possible to hop all the way to the closest to your opponent during one move, if your opponent is careless enough to allow it. Alternatively, you might have built a bridge for your cards to make it all the way to the end, and so on. Either way, your opponent loses one Shield point for

every card of yours that makes it closest to him until all his points are gone, and that is your ultimate goal in NetWar. The ideal victory condition is to take all the Shield tokens from your opponent (hint: place them on the cards which scored the hit to remind that they cannot harm the opponent a second time and also keep track of the lost Shield points) to decisively win the game.

But what happens if no card can move anymore, but there are still Shield points left? First compare the number of remaining Shield points and the player with most Shields still intact wins. If also the Shield points are even, then count the number of deleted applications and the player who deleted the most of them wins. If even the deleted cards are even, then the players draw a top card from their decks, until they get an Application card (i.e. discard Upgrade, Skillz, and Trix cards), and then duel until one Application loses, which makes the winning player the winner of the game.

Let's look at the basics of moving one more time:

1. You can hop diagonally over your own or the opponent's card *only* if there is an empty space at the other end as many times as you can forward or backward during a move. *Exception to the Rule:* if you were in head-to-head or side-by-side contact and won a battle against your opponent, you can also opt to move over the enemy card rather than harm / delete it, as a Victory Move. More about this later in the section that deals with Combat.
2. The only move you are allowed to make is hopping over other cards. *Exceptions to the Rule:* if your card has a software feature that enables free-roaming moves [i.e. Replicator feature] or if you succeed in a Strategic Proxy Hop roll they may move to an empty adjacent square without hopping over another card. More about this in the section that deals with Features.
3. You can continue hopping during your move as long as the corner where you are about to hop is free from cards (friend or foe) – these moves can be forward or backward, as long as the hop is legal (i.e. over another card to an empty square).
4. When you cannot hop anymore or you voluntarily decide not to (i.e. let go of the card being moved), the move (i.e. turn) is over and now it is the opposite player's turn to move one of his cards.
5. You may not move backwards deeper than the position of your closest / lowest card was in your pyramid at the beginning of the game. Otherwise this type of move would make it virtually impossible for your opponent to score a hit against your Shields and vice versa.

Special note: if you come to side-by-side or head-to-head contact with your own (friendly) card, you may hop over it as though you had just won a combat against it and performed a Victory Move (i.e. diagonally to any free corner or straight over to any free corner; this is explained in more detail in the Combat section).

We will now move on to more detailed explanations about the nuances of NetWar. These examples demonstrated the basics of the moves, which are based on having a sound overall strategy and executing intelligent hops rather than simply relying on powerful cards to win the game for you.

This is the governing principle of the game, too, which was designed to allow players to win with nothing more than a basic starter deck—even against opponents with more powerful cards. A game of NetWar is a two-edged sword: no matter how powerful pre-game deck you build, you will still need to develop and maintain a sound strategy in order to win.

Don't worry if you are still confused about some of the details on how the game works. The rules of the game will be explained more than once throughout the manual.

For deck building activities we have also included a very handy Excel spreadsheet in the downloads section that does all the checks and calculations for you from legality of the deck to total SPV and also the probability percent you have to get a particular card in your 10 draws from the deck.



SOFTWARE APPLICATIONS



In this chapter we list the basic software applications (i.e. the cards in the deck) for Red, White, Blue, and Black factions—the cards that come with the starter deck and in the following supplement releases. The features that these cards can possess are listed in the next chapter. Keep in mind that there are plenty of mysterious software applications in the NetWar universe.

What follows are the most common applications—Power Levels I, II, III, IV, and V—in the basic decks. More exotic and powerful software applications / application upgrades will be introduced in supplements like NetWar Essentials Set and Application Upgrades 2.0 Set which are to be released soon.

The Power Level concept is in place to make sure that the decks are even, i.e. that the game is balanced, when it comes to the total number of Stat Points that the players can have in their respective decks. For example, a game of 40 cards and 120 points means that all the cards must be Power Level I cards—they each have AV of 1, DV of 1, and HP of 1, which equals three [3] Stat Points and $40 \times 3 = 120$. This would be similar to the example game which is available in PDF format on www.legion13games.com download section. Not exactly the most exciting setup for a game, but it's a place to start learning the core of the game.

Each Power Level (PL) introduces more Stat Points and also features to the cards (i.e. Applications). Needless to say, the Power Level V software applications are the most powerful of all the cards in the starter deck, but the Legendary Hacker Applications and Super-Computers are the most powerful in general, and, for that reason, are only available in the supplement packs.

POWER LEVEL I (3 Stat Points)

Red Deck	White Deck	Blue Deck	Black Deck	AV/DV/HP
Alpha Probe	Light Probe	Alpha Probe	Dark Probe	1/1/1
Log Witch	Log Parser	Wire Beholder	Log Ripper	0/2/1

POWER LEVEL II (4-5 Stat Points)

Red Deck	White Deck	Blue Deck	Black Deck	AV/DV/HP
Psyclone	Angelflash	Data Wolf	Fast Daemon	2/1/1
Bit Wyrm	Carrier	Datamare	Orc	1/2/1
Data Pawn	Champion	Byte Imp	Dataterror	2/2/1

POWER LEVEL III (6 Stat Points)

Red Deck	White Deck	Blue Deck	Black Deck	AV/DV/HP
Killswitch	Righteous	Shadowcaster	Datastorm	3/2/1
Gargoyle	Guardaemon	Firespirit	Ogre	2/2/2

POWER LEVEL IV (7 Stat Points)

Red Deck	White Deck	Blue Deck	Black Deck	AV/DV/HP
Arctos	Knight	Bitfiend	Clockatrice	3/2/2
Byte Wyrm	Paladin	Firestarter	Warlord	4/2/1

POWER LEVEL V (8-10 Stat Points)

Red Deck	White Deck	Blue Deck	Black Deck	AV/DV/HP
Leech	Inspired	Worm	Sorceress	3/3/2
Necromancer	Justice	World eater	Warlock	4/4/1
Great Wyrm	Judgment	Wire Master	Vampiric System	4/4/2

The usage of the Power Level in a nutshell: count the total of every card's AV, DV, and HP in order to figure out the total SPV of your whole deck. As you can see, some of the Power Level II and V software will cost you a different amount of points, if you include them in your deck. It is recommended to use the Excel spreadsheet, available on Legion 13 Games website, made specifically for deck building.



SOFTWARE APPLICATION FEATURES



Red Deck	Software Feature(s)
ALPHA PROBE	None
LOG WITCH	Log Parser
PSYCLONE	Replicator
BIT WYRM	Morphing Code, Replicator
DATA PAWN	Brute Force
KILLSWITCH	Remote Attack
GARGOYLE	Intrusion Detection
ARCTOS	Replicator, Intrusion Detection, Log Parser
BYTE WYRM	Remote Attack, Intrusion Detection
LEECH	Shield Extraction
NECROMANCER	Shield Regeneration
GREAT WYRM	Host Killer, Replicator

Blue Deck	Software Feature(s)
ALPHA PROBE	None
WIRE BEHOLDER	Log Parser
DATA WOLF	Replicator
DATAMARE	Morphing Code, Replicator
BYTE IMP	Brute Force
SHADOWCASTER	Remote Attack
FIRESPIRIT	Intrusion Detection
BITFIEND	Trojan Horse, Replicator
FIRESTARTER	Brute Force, Intrusion Detection
WORM	Shield Extraction
WORLDEATER	Shield Regeneration
WIRE MASTER	Host Killer, Intrusion Detection

As you can see from the standard deck Features column, some of the included software applications have multiple features. Note that different sides have slightly different combinations of features: it's easier to get some of the features for one particular side than for the other, and this necessitates different tactical thinking for each side. The White and Black Deck features will be published when the supplement comes out.

In the end, the Features are there to add more pomp and excitement to the play vs. lowest power level (Alpha Probe vs. Alpha Probe) game, since they force both sides to think even further outside of the box in order to take advantage of the different abilities of some of these cards.

Each Application can have one [1] Feature Upgrade card assigned to them and it means that the feature described on the card is added to the existing features that the Application already has.



FEATURE AND UPGRADE DESCRIPTIONS



Feature	Description
Stealth	When this card is attacked, the attacker must roll 4 or more on d6 in order to be able to finish the action. Otherwise it cannot attack, and the turn is over.
Trojan Horse	This feature will negate the effect of Intrusion Detection.
Intrusion Detection	Any opposite card touching this card's corner cannot move until this card is removed (i.e. it moves away, is deleted, etc.).
Invoke Daemon	Once during the game, the player can use this to bring in a Psyclone / Data Wolf type card (i.e. Replicator), and place it so that it touches any of the four corners of the card that has this feature.
Morphing Code	Any friendly card that is touching this card can choose to blend, move, fight, and be deleted with it. Place the cards on top of each other with all the possible Upgrade cards. In combat, take the average of the AV, DV, and HP (rounded up) of the carrier card and the rider, and use that for fighting purposes. If this combo runs out of HPs, both of the cards are deleted. If this combo reaches closest to the opposing player, the opposing player suffers 2-point damage to his Shield.
Kill Delay	If a player has a card on the table with this feature, then every time he loses a card, he can opt to roll d6, and, on a roll of 6, the card will not perish (i.e. does not lose HPs), remains where it is, and the turn is over.
AI Creation	Once during the game, the player can use this to draw a new card from the top of his deck, and place it so that it touches any of the four corners of the card that has this skill. The player must discard any Upgrade/Skillz/Trix card he draws and pick the next card in the deck.
Shield Regeneration	If this card deletes another card, it will gain the player one Shield point. However, this will not bring the Shield total over four [4].
Shield Extraction	Instead of moving, or any other action during a turn, the player can use this card to form a tunnel of destructive power through other cards that are connected to each other. In order to use opposite cards as part of the chain, the player must win a "battle" against each of the opposite cards in order to have them join the chain. This is a battle using only AV vs. DV (no bonuses!) and will turn the cards face up, but will result in neither a Victory Move nor HP damage. A victory simply allows that card to be used as a channel. If the chain reaches the closest card to the opposite player, the opposite player loses one Shield. Note: this can be used only once per game.
Remote Attack	This card can attack other cards two spaces away from it in order to damage/delete them. The opposing card can be in any direction (front, back, side, diagonal) and it must defend against AV/2 (rounded up) of the remote attacking card. This can only be used to damage, and the attack is the only action during that turn.
Log Parser	When this card is deleted or deletes another card, the player who possesses it is allowed to turn one card of his choice face up on the table.
Brute Force	This card can inflict two points of damage instead of one, if the player who possesses it chooses to do so.
Replicator	This card can move to an empty space (in its front, back, or diagonally) if no cards are connected to it. However, if such a move brings the card into contact with another card, the player is not allowed to continue moving in the same turn.
Invoke Copy	This card permits a card to "hop" diagonally over two empty spaces. The player who uses it must roll 6 on a d6 before the attempt. If the player fails to roll 6, the card must stop moving immediately and the player's turn is over.
Waking Daemon	Once during the game, the player can use this to bring back one of his deleted cards from the discard pile, and place it so that it touches any of the four corners of the card that has this feature.
Host Killer	This card can be used to damage/delete the defending card AND move as though the defending card remained where it was.

Upgrade	Description
Strong Encryption	Add +1 to card's DV
Shortest Path Algorithm	Adds Replicator Feature
Regeneration Algorithm	Adds Shield Regeneration Feature
Poison Packet	Adds Remote Attack Feature
Backup Copy	The Upgrade can be used to get back one HP at any time instead of moving. Discard after one use.
Brute Force Algorithm	Add +1 to card's AV
Daemon Veil	Adds Stealth Feature
Advanced Intrusion Algorithm	Adds Trojan Horse Feature
Remote Execution Algorithm	Adds Invoke Copy Feature
Ghost Layer Algorithm	Adds Waking Daemon Feature
Post Mortem Algorithm	Adds Log Parser Feature
Run Remote Algorithm	Adds Invoke Daemon Feature
DOS Protection	Adds invulnerability to Remote Attacks. A card with Remote Attack skill can attack this card side-by-side or head-to-head.
Intrusion Protection	If the owner of this upgrade is a defender, it can choose to cause one point of damage to the attacking card if it wins the combat roll.
Skullz Algorithm	Adds Shield Extraction Feature
Soulstealer Algorithm	Adds Host Killer Feature
Compose AI Algorithm	Adds AI Creation Feature
Warpick Algorithm	The owner of this upgrade can opt to cause two points of damage instead of one, if so desired.

Many more additions are on their way, but in order to start with the hobby, these Software Application Features and Upgrades are more than enough to master the most important aspect of NetWar, which is to learn how to play the basic game. Believe us, it's a challenge in itself to learn how to efficiently move on the table and go head-to-head with more veteran players.

When all the supplements are added to the equation, and the turns are timed, the game becomes an even greater challenge to master. That's why we hope you are into this game and gaming, in general. It is universally true that only a keen, strategically-oriented mind prevails at the end of the day... in the worlds of mortal and digital warfare alike.



EXTRA RULES EXPLAINED



This chapter offers some additional explanations and illustrations for conducting battles, moving, and other special situations that will eventually arise while playing NetWar. We will also discuss the assigning of upgrades and other distinctive details that make NetWar an even more challenging game to master. Are you ready to demonstrate your raw mental power to your opposition?

Feature Upgrades

The Feature Upgrade cards are shuffled in the deck with the standard cards; the number of Upgrade cards a player may shuffle in to his deck is equal to $\frac{1}{4}$ the total number of standard cards in the deck. For example, the standard basic deck has 40 cards in it, so a player may shuffle up to 10 Upgrade cards into the standard deck for a total of 50 cards.

Remember, only standard cards, *not* Legendary Hacker Application or Super-Computer cards, count towards this total. For example, a player may have 46 cards—40 standard + 3 LHA + 3 SC—in total, which still allows *only* up to 10 Upgrade, 10 Skillz, and 10 Trix cards to be shuffled in the deck, for a total of 76 cards.

A separate rule expansion (i.e. NetWar Essentials Set) for the Skillz and Trix is forthcoming, once the cards start rolling off the manufacturing line. They will introduce yet another aspect to make NetWar even more challenging—namely simultaneous and instant play. In other words the opposite player can deploy Skillz and Trix even during the other player's turn. Consider this is a quick summary teaser for the future expansion cards!

The player begins by picking cards from the top of the deck to build his starting triangle. Any Upgrade/Skillz/Trix cards, which have different common side pictures than the standard cards, should be put aside. This continues until there are 10 cards in the formation. Once all 10 starting cards are in the triangle/pyramid, the number of Upgrade/Skillz/Trix cards that turned up from the deck is the final number of feature upgrades, skills, or tricks the player will have available to him during the game.

The player may look at these cards, but is not required to show them to the opposite player—unless, that is, he wants to intimidate and/or manipulate the opposition. It is worth noticing, though, that mathematically speaking adding all these cards to the deck will lower the chances to draw some of the most powerful and rarer cards, but only very slightly, and the benefits from having these special cards in hand by far overrides the drawbacks. Therefore it is *absolutely* beneficial to shuffle the maximum allowed number of Upgrade/Skillz/Trix cards for a 40-card starter deck.

Keep also in mind the limitation that each card may have only *one* [1] Upgrade assigned to it, and this card is placed either under or on top of the card that owns it, so that it is visible to the opponent. There might be future cards that will be exempt from this limitation. Until then, the rule is that any given Application card can only be assigned *one* [1] Upgrade.

The player can either assign any number of Upgrades in the beginning of the game (if he has any, that is—there's always a chance of drawing zero Upgrades), by placing the Upgrade card on the top of a face down card, or wait until a desirable card is turned face up because of battle, use of the Log Parser feature, or because all of the cards of that side have moved at least once and are turned face up.

Now, it should be apparent that if the Upgrade is assigned in the beginning of the game (before the first move), the player does not know what card the Upgrade got assigned to. That is the price to pay for not having to miss a turn of moving later in the game. If, on the other hand, an Upgrade is assigned to a card later in the game, it takes one turn to assign each Upgrade, and a player may not move any of his cards or perform other action during that turn.

A player can have any number of Upgrades shuffled in his deck in the beginning of the game, up to the maximum allowed in a standard deck, which is $\frac{1}{4}$ of the total number of cards in the deck (rounded up). Once an upgrade is assigned to a card, it stays with that card until the end of the game or until it is deleted by the opponent, as the Upgrade goes with the Application. Therefore, we can see that a basic deck of 40 cards can include up to 10 Upgrade cards shuffled in it (i.e. $40 / 4 = 10$). This will also bloat a basic deck from 40 cards to 41 - 50 cards, depending on how many Upgrade cards the player decides to shuffle into the deck.

Stat Points

First, we will explain how many Stat Points each card really has: it is determined by simply adding AV, DV, and HP together to get the total Stat Point Value (SPV) for the card in question. This subtotal is then used to calculate the total SPV of the whole deck; meaning that you add all the individual SPVs of each card in your deck together to get the total value. A basic game of NetWar is usually between two decks of 40 cards (+ up to 10 Upgrade cards that carry no SPV) that are within the range of 120 to 192 points total. Both decks must have the same total SPV in the beginning of the game. The maximum deck can have up to three [3] of each higher than Power Level I cards ($10 \times 3 = 30$), 30 Power Level I cards, three [3] Legendary Hacker Application cards (max three per deck), three [3] Super-Computer cards (max three per deck) are added to the basic cards bringing the total to 66 cards. This enables the player to add ($60 / 4 = 15$) 15 Feature Upgrade, 15 Skillz, and 15 Trix cards to the deck for a total of 111 cards. The SPV of the maximum deck is 378.

Keep in mind, however, that while the total SPVs of both decks are the same, this doesn't mean that one player's deck will have the same features available as the other player. These values are printed on the cards, along the software features that the application possesses, so this is just for the reference, but the real issue here is to know how to use all these values and what they really mean.

As we already mentioned, one of the main functions for the Stat Points is to keep the game balanced. This means that if you are using the standard 40-card deck, 20 of them must be Power Level I cards, which are ($AV + DV + HP =$) 3 points each. Thus you have ($20 \times 3 =$) 60 points already allocated. This is an inflexible rule: *half of the cards in your game deck must be Power Level I cards.*

What you do with the rest of your points is up to you, with few restrictions: *you can use any purchased cards for your deck, as long as you don't go over the maximum total SPV agreed to between you and your opponent, you can have no more than three [3] identical cards of any type except for PL I cards (e.g. it is illegal to have four [4] Great Wyrms cards in your deck), no more than one [1] of each LHA & S-C cards (e.g. two [2] or more Diesel S-C cards cannot be in a deck, etc.) and your deck must have a minimum of 40 cards.*

Combat

When two cards meet either head-to-head, side-by-side, or both, there is a chance for a conflict:

- A) If the contact is head-to-head, the active (i.e. moving) player can opt not to fight and the turn is over. This is considered a secure connection side of the card.
- B) In the case of side-by-side contact, the players must fight until they determine which one of the cards is the winner. This is considered a non-secure connection side of the card.
- C) If a card ends up in both head-to-head and side-by-side connection with opposite cards, it may opt to fight the head-to-head battle first in order to get away from the side-by-side battle(s). This is, of course, assuming that the player wins the head-to-head combat and opts to move (i.e. Victory Move) after the battle rather than cause a point of damage to the opponent's card, in which case the side-by-side battle(s) will be immediately fought next.

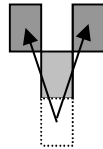
If a card that is already in head-to-head connection with an opponent's card, because of a previous tied battle, is activated, the player can again opt to fight or not. This same situation, however, cannot happen with two cards that are side-by-side, because the side-by-side battles are not allowed to end in a draw; all side-by-side battles must be fought to a conclusion, whether it is to damage/delete the other card, perform a victory move, or lose and relinquish the turn to the other player.

Note that when the turn is handed over after a lost side-by-side battle, the cards connected in such a way must fight again immediately. The only difference is that the attacker has an edge, because losing a battle as attacker only results in a change of the active player, and thus who can damage the opposing card or perform a Victory Move.

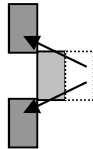
The combat process itself is straightforward: the attacker adds his AV (+ any other bonuses from features, upgrades, etc.) to a d6 roll, and the defender adds his DV (+ any other bonuses from features, upgrades, etc.) to his roll. The higher total number wins the battle, and a tie either ends the turn (head-to-head battle) or gets ignored and the rolls must be made again until one side is a winner (side-by-side battle).

After a victorious battle, there are two options for the active player: he either inflicts damage to his opponent's card or his card jumps on the other side of the card it was fighting with as a Victory Move. If the first option is chosen, one or more points are deducted from the HP total of the losing card. If the HP total goes to zero or below, the card is deleted and is immediately removed (placed on the discard pile) from the table. If the latter option is chosen, the next action depends on whether the situation was head-to-head or side-by-side combat.

In head-to-head battle, the card can hop (i.e. Victory Move) to either the rear corner of the losing card, as shown in the illustration below, given that the space is free. If both spaces are taken, then the winner must cause damage to the losing card and cannot execute a Victory Move:



If the battle was fought side-by-side, then the card can move to the other side of the losing card as shown in the diagram below. All the other rules apply to this case just as they would in a case of head-to-head contact:

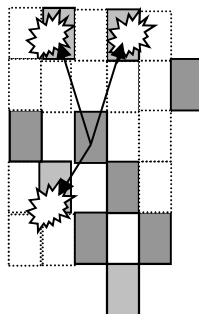


Special Cases for Features and Upgrades

Most of the Software Application Features and/or Upgrades will make the battles and the game even more interesting. For example, *Host Killer* allows the winning card to move over the losing card and still cause one point of damage to it or even two points, if the card also has a Brute Force feature or Upgrade. It also doesn't matter if the victim is deleted in the process; *Host Killer* allows the winning card to still make a victory move as though the victim would still be on the table. These is an optional move; the card does not have to move, if the player opts not to; or it can jump over a card after a battle without harming it, if the player so wishes.

Next, we'll go over the *Remote Attack* feature/Upgrade, as its usage requires some explanation.

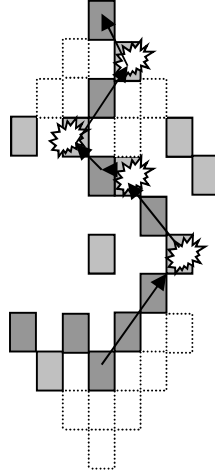
Consider the illustration below:



The card with arrows leaving from it has a *Remote Attack* feature/Upgrade. It may attack any of the shown three lighter cards that are two spaces or less away from it, including the space that the opposite card is occupying (straight or diagonally). The arrows are only pointing at the viable targets (i.e. lighter cards) in this case, but it is possible to attack to other spots, as well, as long as they are two or less spaces away from the attacking card. As we can see, the *Remote Attack* gives the card a wide area to conduct its attacks against the opponent's cards. For example, removing an opponent's card with *Intrusion Detection* by using *Remote Attack* is one effective way of taking advantage of this ability or to eliminate powerful Applications from afar.

When using *Remote Attack*, the AV of the attacking card must be halved: e.g. if the AV is 3 then the effective AV is 2 for the *Remote Attack* ($3/2 = 1.5$; rounded up). If the attacking card loses or ties the battle, nothing happens, and the turn is over. If it wins, it causes one point of damage to the target card and then the turn is over, as the card cannot move after a ranged attack.

This next illustration is an example of a feature / upgrade called *Shield Extraction*:

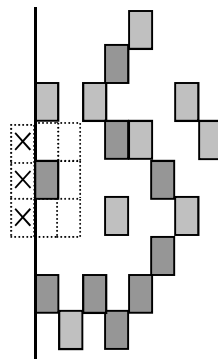


The darker card, that is closest to the player's end of the table, has a *Shield Extraction* feature/Upgrade. As we can see, along the route that there are "battles": these are fought in order to take control of the opposite cards and use them as a network tunnel or a hop. The "battles" are fought the normal way (AV vs. DV; no bonuses), but if the attacking card loses or ties any of the "battles" along the way, it cannot form a tunnel, and the turn is over. If it manages to form a tunnel all the way to the closest card to the opposite player, it will deduct one [1] point of Shield. This can only be done *once* per game per card that has this feature. Also, the card cannot move after—and it is *not* to be moved during or before—using its *Shield Extraction* feature/Upgrade, whether it was successful or not. Yes, it can still physically move closest to the opposite player and deduct another Shield point that way and it can still use the feature to turn cards face up for reconnaissance purposes, etc. *Be creative!*

We must also talk about the *Morphing Code* feature/Upgrade, and make sure its use is clearly understood: if a card without a *Morphing Code* feature/Upgrade is connected to a card with it, either corner-to-corner, head-to-head, or side-by-side, it can morph with, i.e. be placed on top of, this card as its move. The turn is over after this, but these two cards will now form a symbiosis where their AV, DV, and HP are averaged (round up) and used for both of the cards in a battle. It also allows the combo to have up to two Upgrade cards assigned to them, to combine their features, and if it penetrates the defenses all the way it will cause two points of damage to the Shield of the opposite player. While you cannot use a *Replicator* feature / upgrade if any other card is touching the card, it is perfectly legal to have a *Replicator* card perform a morphing action (if it is the only card connected to the *Morphing Code* card) and then start using the *Replicator* feature together, as it is now free of the restricting connections.

There is another limitation to the *Replicator* feature, called a *Boundary Rule*. You cannot move your *Replicator* card outside the scope of your opponent's cards, if using the Expert Mode of playing where the card grid board is not used. Similarly if a board is used, then it cannot move beyond the board's borders.

For example:



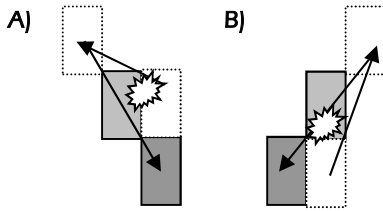
In this example we see the scope for the darker card that has the *Replicator* feature/Upgrade. The card in the example cannot "move" outside the scope that is set by the two outermost opposing cards (look at the lines). If you were to somehow end up with a card that is outside of the scope and your card has the feature/Upgrade and it is activated, it may only move towards the scope line directly, not diagonally, straight towards the scope line as an effort to return to the game. Other cards in the same situation and without this feature/Upgrade are dead in the water, and cannot naturally do anything except a Strategic Proxy Hop action.

Examples of Possible Moves & Strategic Proxy Hop

Next we are going to look at some moves that might not be obvious to be possible or even allowed in this game. What you will see on this page are suggestions upon which you can build your own personal tactics/strategy. It's to your benefit to read this section carefully and remember the basic ideas behind the moves.

We already know the basic moves: diagonal normal hops and the Victory Move after a victorious battle. But what more can be done during a Victory Move? Here are a couple of examples to give you an idea how to conduct your hops.

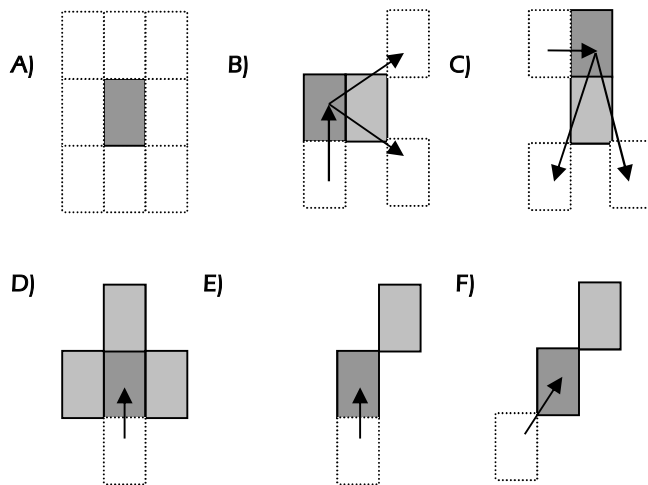
This first example covers moves after a victorious battle and Victory Move:



In example A) we have a situation in which the active player has won a side-by-side battle against his opponent. He makes the Victory Move, and immediately hops back over the defeated card diagonally. The same thing is happening in example B), but for a head-to-head battle. After these hops, it is possible to keep going for another hop, battle, or any combination of the latter in order to finish a move, which will end when there is nowhere to hop, no more cards to battle, player loses a battle, or opts to let go of the card.

Let's consider the *Strategic Proxy Hop* a bit more: this move is one of the most powerful tools for the player to affect the outcome of a game. Each player has three of these moves per game; each time the player wants to use one, he announces it in the beginning of his turn, and rolls a d6. If the roll turns up a 4 or higher, he is allowed to move one of his cards to an empty space right next to it, whether it means moving diagonally, vertically, or horizontally; immediately after that, the turn ends. If the roll turns up less than 4, the turn is over without an action of any kind.

Let's look at the options for a legal Strategic Proxy Hop:



In the case of example A), we can see that it is possible to move into any empty space around the card that the player wants to move after a successful SPH roll (i.e. 4+ on a d6).

Example B) shows us how it is possible to move to side-by-side contact, fight, win, and keep moving (Victory Move) just as you would after any normally induced battle. However, keep in mind that you cannot harm your opponent's Shield during the same turn in which you used a Strategic Proxy Hop. Note: you can also move next to a friendly card and perform a free Victory Move immediately.

Example C) shows us basically the same case as Example B), but with head-to-head contact. Note: you can also move next to a friendly card and perform a free Victory Move immediately.

Example D) shows us how it is possible to slide in between two opposing cards and engage in head-to-head combat with a third opposing card. Should the attack fail, the player who used the move must fight at least one of the side-by-side battles after the lost fight—or both, if the player cannot win and move away before that. Note: you can also move next to a friendly card and perform a free Victory Move immediately.

Example E) shows us simply how it is possible to move into corner contact with an opposing (or your own) card, but in this case it is not possible to continue moving during that same turn.

Example F) shows the same situation as Example E), but as a diagonal move rather than vertical—same conditions apply as above.

Once more for the road: *the other player's Shield cannot be harmed in the same turn Strategic Proxy Hop was used, whether it is a direct SPH move or hops that were created first using an SPH move.*

Also remember that you're not allowed to make the diagonal hop over the card that you came into contact with during the same turn you use SPH, unless you came to that corner contact as a result of a normal hop or a hop following a Victory Move.

All that said, armed with this information, you should have the necessary tools to wage a successful campaign against your opponents in a game of ... *NetWar!*

