

ULTRA WAR

DECK BUILDING GAME



*Order of the
Round*



*Legion of
Maximus*

CORE SET



ULTRA WAR

DECK BUILDING GAME

Ultra War and Ultra Comics created by Chris Gaizat, Eric Gaizat and Brian Harley
317 Games is a subsidiary of 317 Entertainment LLC.

WHAT IS A DECK BUILDING GAME?

If you're new to the Deck Building Game scene, we welcome you to your first encounter and delighted to make your acquaintance! Hopefully this description can help you understand how the game is played so that you can be on your way!

A deck building game is a card game in which all players build a deck of cards by purchasing or defeating cards in order to take them and build a more powerful deck to overcome another Opponent. In THIS particular game, two or more Factions face off against each other in a Co-operative or Versus format to defeat the opposing General or Player(s) to win in a scenario. (Though the game has flexibility to play as a dueling card game.)

GAME BOX CONTENTS

2 Faction Decks	15 Drain Cards	4 10-sided Dice
10 General/Player Cards (5 per Faction)	10 Indignation Cards	3 Quick Reference Cards
50 Character Cards (25 per Faction)	10 Attack Cards	
25 Enhancement Cards (12/13 per Faction)	15 Power Source (Crystal) cards	
25 Equipment Cards (12/13 per Faction)	21 Token Cards	
28 Attrition Cards	6 Battleground Cards	
12 Suffuse Cards	2 Six-Sided Dice	



THE STORY

Before now, the world was as we know it, but all that changed when after a nuclear bomb went off destroying most of the Washington D.C. area. The world had changed and though many people believe it was caused by domestic terrorism, everything was in question as to homeland security and the government's ability to protect its own citizens. A few yeras later this led to what we refer to now as, 'the Uprising,' the country's citizens rising up and tearing what we called the United States into a fractured remnant of its former unity. Thousands of 'sub-cities' grew from the ashes and each one ruled by either savior or tyrant.

Whispers in the dark began mirmiring; Monument City was becoming the focus of world powers as it grew to notoriety, holding the first Mayoral election since 'the Uprising.' Major strides in energy and weapon development began turning heads of the world, but all this was a foreshadowing of terrible events to come. Believe it is no coincedense that factions have begun forming; even powers not of this world have taken root in the city, even to their own ignorance of why these powers converge where they do.

A much deeper meaning of the story has yet to reveal itself, but until that time, the warring factions battle in the streets of Monument City and beyond; all playing intricate roles in how the future for not just the city, but the fate of all inhabitants on the planet will end up unified or completely annihilated. To those watching the unfolding events, this clash of armies has become known as the **Ultra War!**

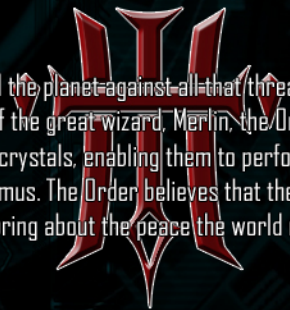
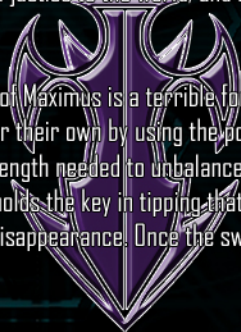
The Factions

Order of the Round – Power Source: Crystals

Descendants of the Knights of the Round Table, the Order of the Round defend the planet against all that threaten the survival of mankind, even if it's from themselves. Under the supervision of the great wizard, Merlin, the Order use the legendary sword of Camelot, Excalibur, and the power of the magical crystals, enabling them to perform miraculous feats to gain leverage over their arch-nemesis the Legion of Maximus. The Order believes that the Order will one day, rise to be the true advocates of justice to the world, and bring about the peace the world needs.

Legion of Maximus – Power Source: Crystals

An alien race from the planet Maximus, the Legion of Maximus is a terrible force to be reckoned with. The Legion wish to enslave the human race and claim Earth for their own by using the power of the crystals (which some believe originated on Maximus) to leverage the strength needed to unbalance the powers in play. Vegron, the Legion's leader believes that the sword Excalibur holds the key in tipping that balance as well, as it was promised to him by Arthur's half-sister Morgan before her disappearance. Once the sword is in hand, the Legion may be truly unstoppable.

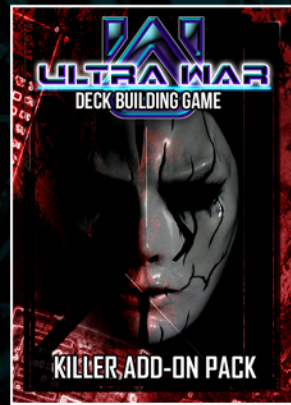


THE OBJECTIVE

The way to defeat a General (or Player) is to do enough damage in a single Attack that meets or exceeds their Defense Score. If the damage done to either a Player or a General does NOT meet the number to defeat them, then the damage is removed at the beginning of the next Player/General's turn.

Other Ultra War Card Sets/Expansions

Other card sets belonging to the Ultra War Deck Building Game universe can be combined (Add-On Packs) or swapped out with other Factions (Expansions or Core Sets) to make an even larger card set to draw from or diversify from. (Swapping out Legion of Maximus cards for Stone Corp. or W.O.L.F. cards from the other core set for example.) All of these help tell the story of an expanding universe and extended conflict with other groups vying for control in Monument City!



Card Types (Basic Cards)



Attrition Cards : Attrition cards are universal in nature; you can use it for $+1$ Attack point, $+1$ Defense point (added to your current Defense score), for $+1$ to your Crystal reserve or $+1$ Energy point, if you discard an extra Attrition card to attain it. You may discard the card at any time for one of the Abilities, however you can only use the Attack point on your turn. (The Attrition Attack is made by YDU, the Player) Attrition cards cannot be used to Support another Player (Note: Energy Points are not kept in a reserve for Order or Legion Players)



Suffuse Cards : Discarding a Suffuse card grants the Player $+2$ Crystal points or $+2$ Energy points. The Crystal points may be kept in Crystal reserve for Order and Legion Players, but Energy points are lost at the end of the turn.

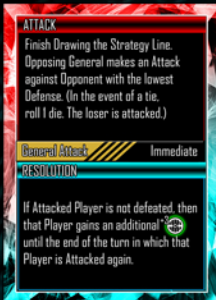


Indignation Cards : A Player may purchase an Indignation card at any time during their turn for 3 points (Crystal or Energy, in any denomination). Once bought, the card is placed into the buyer's discard pile. When drawn, the Indignation card grants a $+2$ Attack made by the Player. Indignation cards cannot be used to Support another Player. Unused Indignation cards are kept in a stack next to the play area for Players to purchase. Once all the Indignation cards are used, no more can be purchased.



Drain Cards : When a Player receives a Drain card (usually as a penalty), it is sent to their discard pile. When played, the player must choose 1 of the penalties: $+1$ Crystal reserve, $+1$ Energy point, or they must discard an Attrition card during the Player's turn (whichever is available). The Drain card MUST be played on the turn it was drawn, and cannot be held on to by the Player, however if a card allows you to discard a card or send a card in hand to the Void, you may choose the Drain card for that purpose. Drain cards are kept in a stack next to the play area for Players to draw when instructed. Once all Drain cards have been depleted, no other Drain cards may be assigned.

Card Types (Non-Strategy Deck Cards)



Attack Cards : Attack Cards are used ONLY in co-operative games, against a non-Player General. When one of these cards are drawn or revealed, the General in play makes an Attack to whomever the card dictates, immediately. If the Player is not defeated after the Attack, then the bottom portion of the card has a resolution that grants the surviving Player an bonus in some way. After these cards are played they go into the Strategy Deck's discard pile.



Power Source Cards : The Legion and Order Players/Generals each draw a Power Source card (Crystal) for their deck before the game starts. The Players shuffle it into their starting Draw deck (7 Attrition, 3 Suffuse and 1 Crystal card) The General starts with the Crystal in play. The card denotes 2 different play Abilities, the top (gold) one is played by the General, and the bottom (purple) is the Ability for the Player. A Crystal may or may not have Retain, (Retained cards stay in play until an effect forces its discard.)



General / Player Cards : These cards have 2 sides, denoted General (side with the gold ring) or Player (side with the silver ring). These cards stay in play while the Player/General is in the game. Player cards can be chosen randomly or not, and each have an Ability that can be played during the game. The General cards can be random or chosen by the Scenario/Battleground, and are broken down into 3 parts. Defense Score (total damage needed to be done to take the General out of the game at one time), the Ability Box (black box that grants an Ability to the General that is always in play) and the Attack Ability (That gives special instructions when Attacking).



Token Cards : Token cards are placed in a stack outside of the play area. When cards dictate a Token or Minion card be played, choose from the Token cards and play as instructed. Token cards may be Scenario Objectives or Base Defense cards that help defend a Player/General.

Card Types (Strategy Deck Cards)

In a Deck Building Game, each Player attempts to build a formidable deck, the cards that make up the Strategy Deck (below) when purchased or defeated, at the discretion of the Player purchasing or Attacking, may place the card into their discard pile for their deck construction or discard the card to the Strategy Discard pile if unwanted. A Player might do this to stop another player from gaining a card or because they need to clear a card from the Strategy Line (like a character from the Opposing Faction).



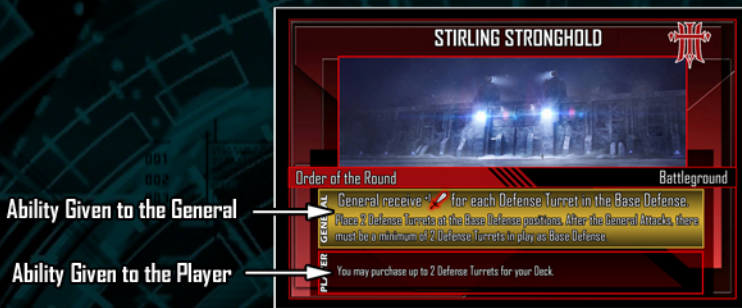
Enhancement Cards: Enhancement cards are cards that can be played to change up game play during your turn. Enhancement cards may have 2 Ability boxes. The top black box is the standard Ability that ANY Player can play. The bottom box (gold box) is special instructions for the General to play that card. (Since the non-Player General has no mind of its own to make these decisions, the gold box makes those decisions for them.) An Enhancement may have a symbol which means that it can be played in response to a situation; an Attack, or another card being played, etc. Enhancement cards can be bought with either Crystal or Energy points.



Equipment Cards: Equipment cards are broken down into three categories: Standard Equipment, Weapon Equipment, and Armor Equipment. Standard Equipment in most circumstances need not be equipped to perform an Ability. Armor Equipment is a card that usually grants the Player a bonus to their Defense score and an Ability that can be given if Discarded or Equipped to a Character for a reason. Only one Armor Equipment can be Retained by a Player at a time. Weapon Equipment generally give a +X bonus to an Attack, which can be played regardless if is Equipped or not, BUT can grant an extra bonus if Equipped to a Character. (Weapons with Equip Bonuses have the icon in the Standard Ability box.) Characters can only be Equipped with one Weapon during a turn. Some Weapons have Exclusive Abilities (purple box for Legion Players and red box for Order Players) that can be played by a Player/General of the corresponding Faction. (Reference the card to the left for an example.) Equipment cards can be bought with either Crystal or Energy points.




Character Cards: Character cards are obtained 2 ways. If the Character belongs to YOUR Faction, it **must be bought** with corresponding Crystal or Energy Points, or . Characters NOT belonging to your Faction **must be defeated**, by inflicting damage points to them (enough to meet their Defense score notated by the number next to the). When Characters are played they immediately play their standard Ability(s) found in the black box, and then they may play their Exclusive Ability if they share a Faction with their Player/General (found in the red box for Order Player/Generals or purple box for the Legion Player/Generals). And finally when played (whether belonging to your faction or not) they may inflict their base Attack score (notated by the number next to the). Once the Character Attacks, they cannot Attack again. Characters with Attack Support can only Support if they haven't Attacked during their owner's turn. Gold boxes indicate special instructions when played by a General. (Reference the card to the left.)




Battleground Cards : Each Player and General has a Battleground card they draw before the game starts randomly or not. These usually grant an Ability or bonus to you or your team. There is a General box (gold) and a Player box (red for Order and purple for Legion) that go into effect for that Player or General. These Abilities are always in effect. Base Defense cards are played next to the Battleground card and serve as an immediate defense to the Player or General. Base Defense cards must be defeated before a General/Player can be Attacked.


Terminology




Retain : Retain cards are cards that stay in play until an effect or Ability calls for it to be discarded from play.

Attack Score: This is the total number of damage points (# ) done by a cards during an Attack.

Defense Score: This is the total number of damage a card, Player or General can take before it is defeated. (# )

Provoke: Any Player that plays a card that Provokes an Attack from the General is immediately Attacked by the General following the Ability played.

Equipped: Characters that use Equipment are played as though it were one card. Cards that can be Equipped have the  icon.

Value / Cost : This is the number of Crystal / Energy / Purchase Points associated to a card; usually shown on the card as #  , #  , or #  .

Revoke - If a General plays or reveals a Revoke card it immediately goes to the Strategy Discard Pile.

The Void : This is a specific pile of cards that are considered "outside of the game."

Abilities: Effects generated by a card.

Exclusive Abilities: Effects generated by cards only to Players/Generals that share a Faction type with the card.

Game Setup

For Order of the Round and Legion of Maximus Players

1. Choose a Faction Player Card and a Battleground card of the Faction you want to play. You can choose randomly or not.
2. Take 7 Attrition Cards, 3 Suffuse Cards and randomly, one Crystal Power Source Card. (This is your starting deck.) Shuffle them together and draw 5 cards.
3. Choose a Battleground for the Opposing General (Battleground should correspond to the Faction the General belongs to), then choose a Crystal Power Source card for the General at random. Generals vary in difficulty, and any number of them can be played against, however if multiple are chosen, the Red-Ringed General (Vegron or Phoenix) is considered the final (or the Faction leader) General to battle against.
4. Shuffle the Equipment, Enhancement and Character cards together from each Faction. Draw 10 cards for the General (5 for the General's Hand and 5 for the General's Draw Deck). With the remaining 90 cards separate them into piles of 9 card stacks. (10 stacks of 9 cards) Shuffle into each stack 1 Attack card; once each stack (now of 10 cards with the Attack card) is shuffled, place each stack on top of another to make the 100 card Strategy Deck.
5. Lay out 5 cards for the Strategy Line from the top of the Strategy Deck (It is possible the General may Attack at this point, indicating that the General goes first) The first round starts after the Attack OR if the 5 non-Attack cards are revealed.
6. You may take turns in any order, but a new round starts **AFTER** the General's turn.

Please see the next page for a diagram on how the game should look when it is set up.

How the Game is Set Up (Using the Game Mats)

The General is dealt 10 cards for their Draw deck. (Plus any Tokens that are shuffled in.) Place 5 cards faced down from this Draw deck to the General's hand spaces.

Any cards that are Retained by the General will need to be placed off of the Mat. (Unfortunately there isn't enough room on the Mat.) This included Base Defense cards.



The General's Playmat

The General, the General's Power Source and Battleground are played Face-Up at the start of the game. (General is the Gold Circled side)

The General's Hand is Played Face-Down Here. During an Attack, all of the General's hand is revealed and Played in order from Left to Right.



Indignation Card Stack

Drain Card Stack

Token Card Stack is Placed to the side

Opposing Faction Characters in the Strategy Line must be defeated before the General can be Attacked.



The Strategy Line Playmat

The Strategy Deck (remaining 90 cards) is separated into ten, 9-card stacks. Each stack shuffles in 1 Attack card per stack. Place each stack one on top of the other, creating a 100 card Strategy Deck. (Each Attack is revealed ~10 cards from each other)

Cards Revealed from the Strategy Draw Deck are Played Face-Up here.

Place cards played from your hand here. At the beginning of your turn, if any cards are here, discard them to your Discard Pile. (Unless they are Retain cards. Those stay in play.)



The Player's Playmat

Each Player starts with a Player card (Silver circled side), and a Battleground card in play.





Their Draw Deck consists of 7 Attrition cards, 3 Suffuse cards and 1 Power Source (Crystal) card. Shuffle these together and draw 5 cards.

Keep track of your Magic Power Reserve points here.

This is how the game should look when set up. The example set up above is a Legion Player and the General is an Order of the Round General (top). Each mat has the Opposing Faction on the other side.

During a Player's Turn

Events of a Player's Turn:

- A Player may gather points for their Power Reserve through Suffuse and Attrition Cards or other cards with the  icon.
- A Player may play any cards in his hand (or keep any in their hand. i.e.  Defense Cards)
- Character Cards that share your Faction must be bought with  points.
- Opposing Character Cards belonging to another Faction must be fought using cards that Attack. (These have  symbols in their stats or abilities).
- Once a card has been removed from the Strategy Line, it must be immediately replaced.
- If at any time an Attack card is revealed, it is made **immediately** against the Opponent specified.
- All Characters and Equipment played **STAY** in play until the Player's NEXT turn. All other cards are discarded after playing them.
- At the beginning of your next turn, discard any cards in hand and all non-retain cards you control in play then draw a new hand of 5 cards.
- When Attacking a Player or General, see "Rules on Attacking" later in this manual.

During a General's Turn

A General's Ability text box is ALWAYS in effect. Read this carefully for rules that may apply. Also read the text on the Battleground card as effects and gameplay may result in game mechanics that change.

Events of a General's Turn:

- Discard any non-Retain cards the General has in play. (Cards not in their hand)
- If the General has less than 5 cards in their hand, draw from their draw deck until they get to 5 cards.
- Take the top card of the Strategy Deck and place it in the General's discard pile. (If it is an Attack card, an Attack is immediately made. Afterwards discard the Attack card to the Strategy Deck's discard pile.)
- If an Attack **IS** made, follow any instructions in the General's Attack text box. (Below the Ability box)
- Any cards the General plays stays in play until the General's next turn or if another Attack is made; in which the General's played cards are discarded and a new hand is drawn/played.
- Follow any effects generated by the General's Power Source Ability text box.
- A General may play Exclusive abilities of character cards belonging to their Faction. (Gold boxes indicate special playing instructions for the General.)
- If no Attack is made, the round then resolves.

Rules on Attacking

- All of your Attacking cards may be played before the damage is assigned. Attacking Characters don't have to Attack when they are played.
- Damage is assigned per card to an intended target. (Attacking cards' damage score does not spill over to other defending cards, Players or Generals)
- Supporting cards may be played by other Players on your team if there is a red Support symbol. (🛡️) If the Character that has the Supporting ability has already Attacked, it cannot do so again, thus nullifying its Support Ability.
- Attrition Attack points are made by the Player and cannot be used for Supporting other Players.
- You cannot Attack a General or Player if there are Characters in the Strategy Line that share the Faction of the General or Player (first line of defense) or if they have Base Defense cards (2nd line of defense).

When a General is defeated:

- Turn over the General's hand. If there are any Defense cards that apply, then they are played. If the General is successful, draw them a new hand. If not...
- Set that General aside as defeated.
- The Player that defeated him gains his Power Source. Place it in the discard pile of the Player that defeated it.
- Draw a new General and Power Source at random until the Last General is defeated. (If playing multiple Generals)
- As soon as a General is defeated, a new round begins immediately starting with the next Player.

Understanding Symbols



Attack: This is the number of Attack damage a card can do. This can be found in the Stats or Abilities box. Some cards may add to this score.



Defense: Cards with this symbol in its Abilities text box allow this to be played in defense of an Attack or Ability effect. This symbol in the Stats of a Character card require this many Attack points to be made against it before it is defeated.



Crystal Points: This symbol in the Stats of a Character card indicate its value and points that must be spent in order to acquire for purchase. Abilities may require these points to be spent in order to be activated. These points are kept in a reserve. (Max 10 per Player)



Energy Points: This symbol in the Stats of a Character card indicate its value and points that must be spend in order ot acquire for purchase. Abilities may require these points to be spent in order to be activated. Energy points are not kept in reserve and are lost at the end of turn.



Support Icon: This indicates if a card's Ability can support a Player or Character (as indicated on the Support card.) Red Support icons indicate the card can support an Attack. Green Support icons indicate the card can Support in Defense of an Attack. If the Support icon is Red AND Green, the card can Support in either instance.



Fire Damage: Any card that does Fire damage does its normal damage, and then the Player Attacking rolls 1 six-sided die. It deals half of the number rolled (rounded up) in addition damage to an Attack score.



Equip Icon: Equipment with this symbol must be equipped to a Character to use its Ability. A Character can only be equipped with one Weapon, Armor and/or Standard Equipment. Un-Equipped Equipment is considered played by Players/Generals.

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min
age **12+**

 **30-60**
minutes

 **2-4**
players