

FIELD MANUAL

Congratulations,

Laying your eyes upon these documents means only one thing. You have ascended through the military-political ranks to the prestigious title of Grafmarshall, the highest office in the city. Unfortunately, this is not a time of celebration. Our neighbors chose this moment to remind us why we must always stay true to our noble cause, be ever vigilant and hate them from the depths of our hearts. This is a time of major upheaval in our lands. Our enemies think us mere weaklings who would bow our heads while shaking in fear. Are we going to let them have their way? Are we going to let them think so scornfully of us? I say NO! I say we stand up with steely resolve! I say we strike hard! So hard, they will remember it for the rest of their miserable lives. Grafmarshalls, are you with me in this righteous fight? Can you lead our forces on a victorious march over their devastated egos? For when you leave this room, I want you to remember one thing and one thing only: THIS MEANS WAR!

-Don F Monroe
Grand Arbiter Marshall Exec Sovereign

PS. Victory: Your CITY value equals 50 points of more. You lose if your city is reduced to 0. Be the last Grafmarshall.



CONTENT INVENTORY



- 138 ORDER Cards:
 - 1 Deck of 100 OPERATION and 20 ESPIONAGE Cards.
- 20 BASE Cards:
 - 4 Sets of 5 cards each.
- 4 TURN REMINDER Cards:
 - One for each Grafmarshall.
- 140 Tokens:
 - Numbering 1, 3, 5, 10.
- 16 Dice:
 - 4 Dice for each Grafmarshall.
- 1 FIELD MANUAL:
 - 1 booklet with the game rules.

CHAPTER 1: GENERAL INFORMATION



1.1 Introduction

What if two neighboring cities declared war on each other? **THIS MEANS WAR!** is an exciting strategy card game for 2-4 players that take the role of Grafmarshalls, military commanders for warring cities, who either destroy the enemy or create an indestructible utopia.

CHAPTER 2: GAME SETUP



2.1 Pre-Deployment

2.1.1 Place the Tokens on the table within reach of all players.

2.1.2 Separate the BASE Cards and Turn Reminder Cards from OPERATION and ESPIONAGE Cards, then set them aside.

2.1.3 Shuffle all OPERATION and ESPIONAGE Cards together to assemble the ORDERS Deck, then place it on the table, face down, within reach of all players.

2.1.3.1 Next to it will be the DISCARD Pile where the played ORDERS cards are placed face up.

2.2 Deployment

2.2.1 Issue each Grafmarshall one set of BASE Cards face up in front of them and one Turn Reminder card.

2.2.2 Place a Die reflecting a value of 2 on each PRODUCTION Area.

2.2.3 Place 4 points worth of Tokens on each RESOURCE Area.

2.2.4 Place 20 points worth of Tokens on the WALL Area and 15 points worth of Tokens on the CITY Area.



DISCARD
Pile



BASE
Cards

ORDERS
Deck



Tokens

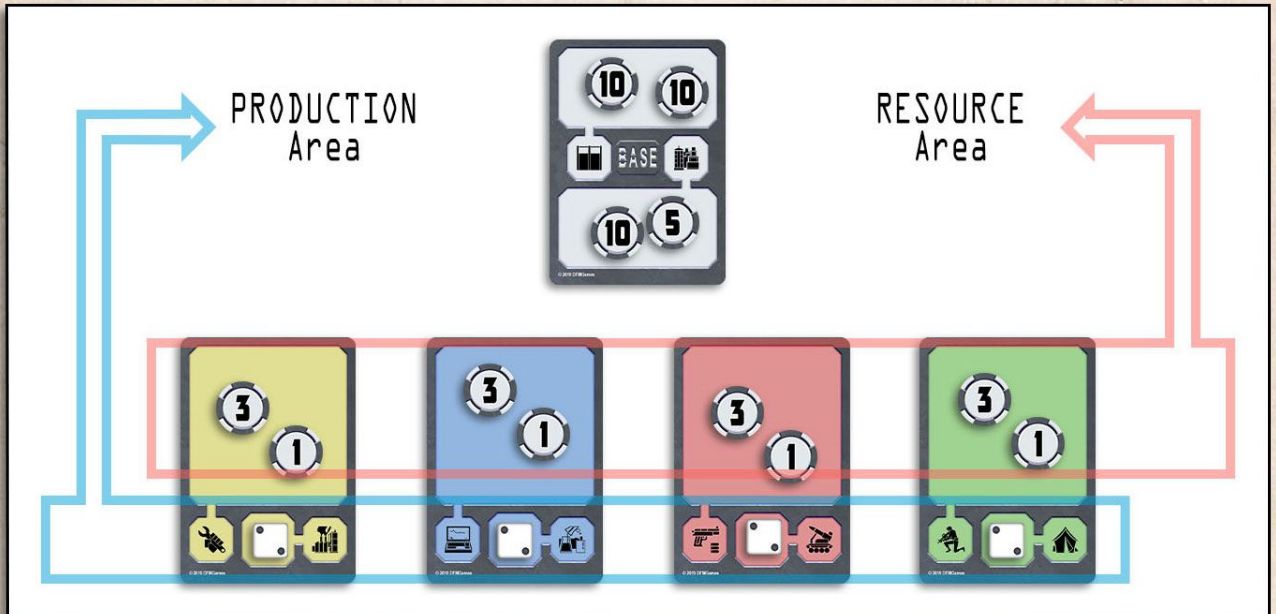
Turn
Reminder
Card





3.1 BASE Cards Clarification

3.1.1 Each BASE Card is divided into two Areas. The upper one indicates the RESOURCE and the lower indicates its respective PRODUCTION. When a Grafmarshall plays an ORDER Card, its respective RESOURCE cost must be paid by removing points from the corresponding BASE Card. If for any reason a RESOURCE value is insufficient to pay the cost of the Card, then it may not be played.



3.1.2 PRODUCTION/RESOURCE Cards: Each player's RESOURCE points are tracked with Tokens, and PRODUCTION is tracked with the dice. Throughout the game, the PRODUCTION value shall never go above 6 or below 1.

3.1.3 The WALL/CITY-BASE Card: This card represents each Grafmarshall's city. The upper Area is the WALL and at the start of the game, it has 20 points. The lower Area is the CITY whose value starts at 15 points. A Grafmarshall may not cause damage to an opponent's CITY, unless:

- A. That opponent has zero points on their WALL.
- B. An ORDER Card specifically says "DESTROY [x] CITY."

Example: Brandon targets Jake with 'STANDARD FORMATION' which says ASSAULT 7. Jake has 3 WALL and 15 CITY so Brandon reduces Jake's WALL to 0 and CITY to 11.

If a Grafmarshall's CITY points are reduced to 0, their CITY is destroyed and he is eliminated immediately.

3.2 ORDER CARDS

The game advances as each Grafmarshall plays ORDER Cards. These are divided into 2 sub-categories: OPERATION and ESPIONAGE Cards. The RESOURCE Cost of each ORDER Card is written in the lower right corner. This cost must be paid for the card to be played. The ORDER Cards a Grafmarshall has in their possession at any time comprises their Hand.

A. Title

The name of the Card's ORDER

B. Card Type

This may be either OPERATION or ESPIONAGE

C. RESOURCE Cost

The type and amount of RESOURCES value required for that Card to be played

D. Card Effect

The effect the ORDER has in game

E. Set Icon

The icon of the set this Card belongs to (No in-game effect)



3.2.1 The OPERATION ORDER Card

Each Grafmarshall may play only one OPERATION Card per turn, unless its effect states otherwise. The Card's effect(s) are always executed in the order listed.

3.2.2 The ESPIONAGE ORDER Card

ESPIONAGE Cards may only be played in response to an opponent's OPERATION Card or at the end of an opponent's turn. In other words, after a player has played an OPERATION Card, every other player has a chance to play an ESPIONAGE Card in response. There is a second chance to play an ESPIONAGE Card during the FOG of WAR phase of each player's turn, but you can only play ESPIONAGE once per turn.

Example: On her turn, Lori targets Sam with 'M107'. Sam plays the ESPIONAGE Card 'COUNTER STRIKE' in response, but targets Jake with it instead of Lori. Lori has two ESPIONAGE Cards in hand, but cannot play one because it is still her turn.

If more than one ESPIONAGE Card is played in a turn, those Cards are resolved clockwise from the first opponent targeted on that turn and after the OPERATION Card played. If no opponent is targeted by an OPERATION Card, then the ESPIONAGE Cards are resolved clockwise from the Grafmarshall playing the OPERATION Card.

Example: Sam, on his turn, plays 'EUREKA'. Since it does not target anything, Jake, on Sam's left, may play an ESPIONAGE Card first, then Lori may play one.

CHAPTER 4: GAME SEQUENCE

4.1 Game Start

Each Grafmarshall rolls 2 dice. The highest roll goes first with play moving clockwise. Starting with the first Grafmarshall, each draws 6 Cards from the top of the ORDER Deck to make their Hand. One may not show, trade, pass or give Cards from their Hand to other Grafmarshalls. The first round then begins and each Grafmarshall takes their turn. If no Cards are in the ORDER Deck, then all Cards from the DISCARD Pile are shuffled into a new ORDER Deck.

4.2 GAME TURN

On their turn, each Grafmarshall must perform all of the following actions in the order listed:

- Collect RESOURCES
- Execute an ORDER
- FOG of WAR
- End Turn

4.2.1 Collect RESOURCES

The Grafmarshall reviews the die on each PRODUCTION Area and adds that many points' worth of Tokens to each related RESOURCES Area. RESOURCES are cumulative and will only subtract when spent or destroyed.

Example: If a player has 3 FACTORY 4 LAB, 2 SILO, and 1 BARRACK, these produce 3 LABOR, 4 RESEARCH, 2 AMMO, and 1 ARMY, respectively.

4.2.2. Execute an ORDER

The current Grafmarshall chooses one of three options:

1. Play an ORDER Card
2. Recycle an ORDER Card
3. Mulligan the Hand

4.2.2.1 Play an ORDER Card from your Hand by revealing it to all other Grafmarshalls AND declaring its target. Only one target may be declared for a single ORDER Card.

4.2.2.1.1 Pay the Card's associated RESOURCE cost and resolve the Card's effects.

Example: In order to play 'FIRE BOMBING' from his Hand, Jake must reveal the card, declare his target, and pay 5 AMMO. Regardless of any Cards played in response, Jake must still pay the resource cost.

4.2.2.1.2 All other Grafmarshalls have an opportunity to play an ESPIONAGE Card in response.

4.2.2.1.3 First, declare your response, the Card you are playing and the target, then pay the RESOURCE Cost for the Card.

4.2.2.1.4 Resolution begins with the active player's OPERATION Card. He checks for any ESPIONAGE Cards affecting thier Card. If not, then he resolves the effects listed on it.

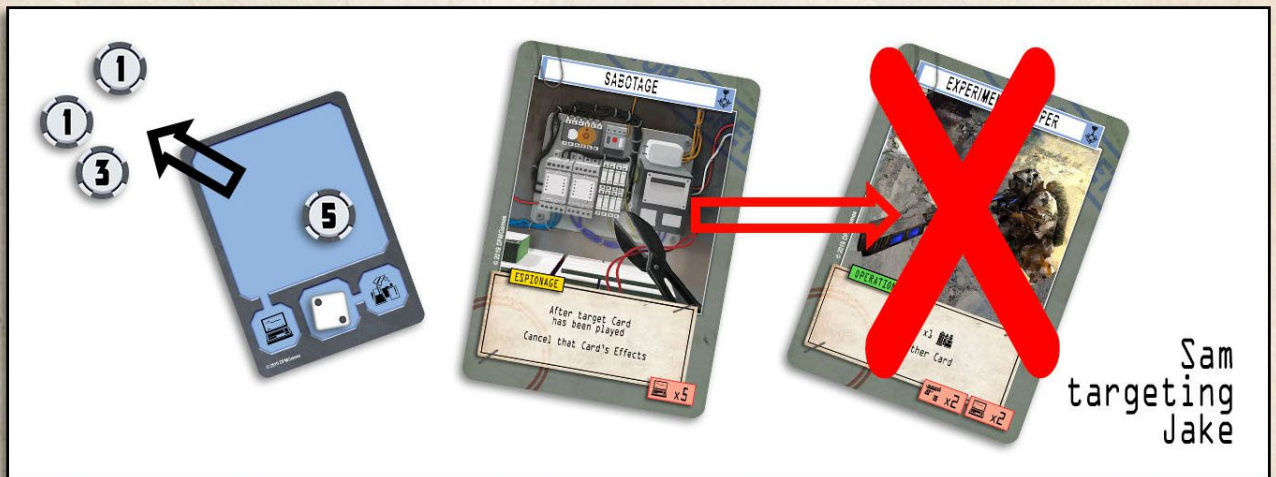
4.2.2.1.5 The next Grafmarshall checks for any ESPIONAGE Cards affecting his. If not, he resolves their Card's effects. This continues clockwise, until all Cards are resolved.

4.2.2.1.6 After resolution, place your Card in the DISCARD Pile and draw a Card from the top of the ORDERS Deck. This completes your Execute an ORDER action for this turn.

Sample Turn: Jake, Sam, Lori, and Brandon are sitting clockwise around the table. It is now Jake's turn; he has already collected his RESOURCES and is on the Execute an ORDER action. He chooses to Play an ORDER and plays 'EXPERIMENTAL SNIPER', targeting Lori.



After paying the Card's cost, Jake must give each Grafmarshall a chance to respond with an ESPIONAGE Card. Sam, next in line, plays 'SABOTAGE', targeting Jake's 'EXPERIMENTAL SNIPER'. Lori and Brandon choose not to respond. Back to Jake's action; he checks if his ORDER is affected. It is affected by Sam's 'SABOTAGE' Card, so Jake's Card has no effects.



Jake will then draw a Card, after placing 'EXPERIMENTAL SNIPER' in the DISCARD Pile. Sam will also draw a Card after 'SABOTAGE' is placed in the DISCARD Pile.

4.2.2.2 Recycle an ORDER Card

You may choose to discard an ORDER Card from your Hand, then draw a new one from the top of the ORDERS Deck. This completes your Execute an ORDER action for this turn.

4.2.2.3 Mulligan the Hand

You may choose to discard their entire Hand, then draw a number of Cards from the top of the ORDERS Deck, but one less than you had. This completes your Execute an ORDER action for this turn.

Example: On his turn, Brandon dislikes his Hand, so he takes the 'Mulligan the Hand' option. He discards all six Cards in his Hand and draws five Cards from the top of the ORDER Deck. Several turns later, he dislikes his Hand again, so he takes the 'Mulligan the Hand' option. He discards all five Cards and draws four from the top of the ORDER Deck.

4.2.3 Fog of War:

All other Grafmarshalls get an opportunity to Play an ESPIONAGE Card, but only if they have not already done so.

Example: After Jake's 'EXPERIMENTAL SNIPER' was neutralized, he enters Fog of War. The other players may now play an ESPIONAGE Card. Sam cannot play one because he already did. Lori declines to play a Card. Finally, Brandon plays 'NETWORK HACK' on Lori; he looks at her Hand and chooses a Card to Discard. Lori draws a Card immediately after Discarding the one Brandon selected. He then draws a Card after placing 'NETWORK HACK' in the DISCARD Pile.



4.2.4 End of Turn

When the FOG of WAR action is done, each Grafmarshall checks Victory Conditions. A Grafmarshall achieves Victory through either of these two Conditions:

1. Your CITY value equals 50 points or more.
2. All of the opponent Grafmarshalls are eliminated.

If no Victory Conditions are met, the next Grafmarshall begins their turn.



- Add [X] [Area] - Increase the number of points in target Area you control.
- ASSAULT [X] - A CITY is protected by WALLS which must be reduced to 0 in order for the CITY to start getting damage. ASSAULT is a direct attack on the WALLS and then CITY Areas.
- Choose One - You select and resolve only one of the listed Card Effects.
- Destroy [X] [Area] - You target an opponent's designated Area with the ORDER Card and reduce the amount of points in it by the listed number.
If the targeted Area has fewer points than listed, it is reduced to zero and the remainder is ignored. You may not target your own Areas.
- Discard a Card - Select a Card from your Hand and place it in the Discard Pile, then draw a new one from the top of the ORDERS Deck.
- Play Another Card - Repeat the 'Execute an ORDER' Action. Choose one of the three options listed in 4.2.2.
- Sacrifice [X] [Area] - This is an adverse side effect of certain Cards you may play, but is not part of the RESOURCES cost of the Card. The Card specifies an Area under your command and you must reduce the points in that Area by the value listed. If there are fewer points than the amount listed, the Area value is reduced to 0 and the remainder is ignored.



- COUNTER STRIKE - You may only play this card in response to an ORDER Card with the ASSAULT Effect and only when you are targeted. If no ASSAULT Effect is listed, you may not play this ESPIONAGE Card.

- EMP DISCHARGE - Whenever this ORDER Card is played, it affects ALL Grafmarshalls and requires each to Discard their entire Hand. Regardless of the Hand size they have at the time, they all draw 6 Cards from the top of the ORDERS Deck starting with the current active player and continuing clockwise.

- ESPIONAGE - When played, this Card copies the targeted ORDER Card's Effects for you to use. If the copied Card's Effects include ASSAULT or DESTROY values, those are changed to 0, but you must still declare targets for them. All other Effects are unchanged.

Additionally, if you copy a card with the effect, Play another Card, you will be able to perform the action Play an Order even though it isn't currently your turn.

- FINAL STAND - From the time this Card resolves until your next Collect RESOURCES action, no ASSAULT or DESTROY Effects can reduce your CITY value below 1 point. Your CITY Area can be targeted normally.

- LATEST INTEL - When resolving this Card's Effect, you perform the Recycle an ORDER action immediately.

- NETWORK HACK - Target Grafmarshall reveals their Hand only to you. You then select a Card from her Hand to discard. He immediately draws a Card from the top of the ORDERS Deck. You may not target yourself with this Card, nor can you select a Card revealed as part of another player's Execute an ORDER action.

- SABOTAGE - When played, this Card nullifies all of the target ORDER Card's Effects but all RESOURCE costs of it are still paid.

- TRIED AND TRUE - When you play this ORDER Card, select a Card from the DISCARD Pile instead of drawing normally. If no Cards are in the DISCARD Pile, you get no card and your hand size goes down.

- Add - See CARD EFFECTS Attachment 1.
- Area - A designated section on a BASE Card where Tokens or Dice representing its value are placed.
- ASSAULT - See CARD EFFECTS, Attachment 1.
- BASE Card - The Card showing the RESOURCES and PRODUCTION Areas. See BASE Cards Clarification, Chapter 3.1.
- BARRACKS - The PRODUCTION Area of the ARMY / BARRACKS BASE Card.
- CITY - The lower Area of the WALL / CITY BASE Card. See The WALL/CITY BASE Card 3.1.2.
- Collect RESOURCES - The first action of a turn. See Collect RESOURCES 4.2.1.
- DESTROY - See CARD EFFECTS, Attachment 1.
- Discard - Place a Card in the Discard Pile, face up.
- ESPIONAGE - A Card Type. See The ESPIONAGE ORDER Card, 3.2.2. Also, an ESPIONAGE ORDER Card Name.
- Execute an ORDER- The second of the 3 actions a Grafmarshall takes on their turn. See GAME TURN, 4.2.
- FACTORY - The name of the PRODUCTION Area of the MAN POWER / FACTORY BASE Card.
- Grafmarshall - The highest ranking officer in the city, one rank above Mollmarshall. AKA the player.
- LAB - The name of the PRODUCTION Area of the RESEARCH / LAB BASE Card.
- OPERATION - A Card Type. See ORDER Cards Clarification, 3.2.1.
- ORDER Card - A Card played from a Grafmarshall's Hand.
See ORDER Cards Clarification, 3.2.1.
- ORDERS Deck - A shuffled combination of OPERATION and ESPIONAGE Cards, shared by all Grafmarshalls.
- Play another Card - See CARD EFFECTS, Attachment 1.

- PRODUCTION Area - The lower part of all BASE Cards, whose points determine how many RESOURCES you gain each turn.
- RESOURCE Area - The upper part of all BASE Cards, whose point values increase each turn based on their respective PRODUCTION.
- SACRIFICE - See CARD EFFECTS.
- SILO - The name of PRODUCTION Area of the AMMO / SILO BASE Card.

THIS MEANS WAR! is an original game designed by Matthew Zerbe and illustrated by Panagiotis Vlamis.

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