



1. Overview

In **Storm War**, 2-4 Trainees compete to become the most successful Stormwater Defender by cleaning polluted Environments.

Build your Jobsite by applying Best Management Practices (BMPs), recruiting Mentors, equipping Tools, and adapting to changing conditions. Along the way, unexpected Chaos and Degraders will create new challenges that require careful planning and teamwork to overcome.

The first Trainee to clean the required number of Environments wins.

2. Objective

The objective of Storm War is to be the first Trainee to clean the agreed number of Environments.

For a standard game, the first Trainee to clean **3 Environments** wins.

For a longer game, Trainees may agree before the game begins to play to **5 or more Environments**.

3. Components

Storm War uses two decks of cards.

Adaptive Management Deck

The Adaptive Management Deck contains every playable card used throughout the game, including:

- BMP Cards
- Mentor Cards
- Tool Cards

- Permanent Chaos Cards (Possible Name Change)
- Degradation Cards
- One-Time Use Chaos Cards (Possible Name Change)

Environment Deck

The Environment Deck contains the Environments Trainees will attempt to clean.

Each Environment has three Risk Factors:

- Toxic Risk
- Erosion Risk
- Nutrient Risk

These values determine the Defense Points required to clean the Environment.

4. Setup

1. Shuffle the Adaptive Management Deck.
2. Shuffle the Environment Deck.
3. Each Trainee is dealt **7 cards** from the Adaptive Management Deck.
4. Reveal the top card of the Environment Deck and place it face up in the center of the play area. This becomes the **current Environment**.
5. Randomly choose the first Trainee.
6. Play proceeds clockwise.

5. Card Overview

All cards in Storm War belong to one of two categories: **Permanent Cards** or **One-Time Use Chaos Cards**.

Understanding the difference between these two card categories is essential to playing the game.

Permanent Cards

Permanent Cards remain in play after they are applied to your Jobsite and continue providing their effects until they are removed.

The five Permanent Card types are:

- BMP Cards
- Mentor Cards

- Tool Cards
- Permanent Chaos Cards
- Degrader Cards

Permanent Cards may only be **applied during your Management Phase** unless a card specifically states otherwise.

Degrader Cards are the only Permanent Cards that are applied to the **current Environment** instead of your Jobsite.

One-Time Use Chaos Cards

One-Time Use Chaos Cards represent unexpected events that can help or hinder Trainees.

Unlike Permanent Cards, their effect is resolved immediately, and they are then placed into the Adaptive Management discard pile.

One-Time Use Chaos Cards may be played:

- During your own turn.
- During another Trainee's turn.
- During an Environment Challenge, if applicable.

Apply

To **apply** a card is to place a Permanent Card onto your Jobsite or onto the current Environment, where it remains in play until removed.

Play

To **play** a card is to use a One-Time Use Chaos Card from your hand, resolve its effect, and discard it.

6. Your Jobsite

Your Jobsite is your personal play area where you apply Permanent Cards throughout the game.

As you build your Jobsite, your Defense Points increase, allowing you to clean more difficult Environments.

Each Jobsite is divided into four sections.

Section	Default Limit
BMPS	5
Permanent Chaos	2
Mentor	1
Tools	2 (1 equipped to yourself & 1 equipped to your mentor)

BMP Cards

BMP Cards are the foundation of your Jobsite.

They increase your Defense Points and may provide additional abilities that remain active while the card is applied.

A Jobsite may contain up to **5 BMPs**, unless another card increases that limit.

Mentor Cards

Mentors represent experienced Stormwater Defenders who provide additional Defense Points and special abilities.

You may have **1 Mentor** applied to your Jobsite.

Tool Cards

Tool Cards represent equipment used by you or your Mentor.

A Jobsite may contain up to **2 Tool Cards**:

- **1 Tool** equipped to yourself.
- **1 Tool** equipped to your Mentor.

A Tool may only be equipped if the appropriate recipient is present.

A Tool may only be equipped to **one** recipient at a time and cannot be moved to another recipient while it is applied.

If a Mentor leaves your Jobsite for any reason, any Tool equipped to that Mentor is immediately returned to your hand.

Permanent Chaos Cards

Permanent Chaos Cards represent changing conditions and unexpected events that become part of your strategy.

While applied to your Jobsite, they provide ongoing effects that can improve your Defense Points or grant other beneficial abilities.

A Jobsite may contain up to **2 Permanent Chaos Cards**, unless another card increases that limit.

Degrader Cards

Degrader Cards are the only Permanent Cards that are not applied to a Jobsite.

Instead, they are applied to the **current Environment** during your Management Phase.

Each Trainee may apply **one Degrader** to each Environment and each Environment may only have up to 1 Degrader. The First Trainee to

A Degrader increases the specified Risk Factor(s) for every Trainee except the Trainee who applied it.

Jobsite Limits

Some card effects increase the capacity of a section of your Jobsite.

Only one limit increase may apply to each Jobsite section at a time.

If multiple cards increase the same Jobsite limit, those effects do not stack. Use only the highest applicable limit unless a card specifically states otherwise.

Example

If two cards each state, "**You may have a 6th BMP,**" your BMP limit becomes **6**, not **7**.

7. Turn Structure

Each Trainee's turn consists of **three phases**.

Complete each phase in order before moving to the next.

Phase 1 — Draw Phase

Draw **1 card** from the Adaptive Management Deck.

After drawing, continue to the Management Phase.

Phase 2 — Management Phase

During the Management Phase, you may perform any of the following actions in any order:

- Apply Permanent Cards to your Jobsite.
- Equip Tool Cards.
- Apply Permanent Chaos Cards.
- Apply one Degradar to the current Environment.
- Perform one Upgrade.
- Sue one defeated Degradar.
- Play One-Time Use Chaos Cards, if applicable.

A Permanent Card may only be applied during your own Management Phase.

You may perform **only one Upgrade** during your turn.

Once you begin the Environment Challenge Phase, you may not apply additional Permanent Cards or perform an Upgrade.

Upgrade

During your Management Phase, you may perform **one Upgrade**.

An Upgrade allows you to replace one Permanent Card on your Jobsite with another Permanent Card of the same type from your hand.

To perform an Upgrade:

1. Return one Permanent Card from your Jobsite to your hand.
2. Immediately apply one Permanent Card of the same type from your hand.

An Upgrade must be completed as a one-for-one exchange.

The returned card may not be applied again during the same turn.

You may only Upgrade a section of your Jobsite that is currently filled to its maximum capacity, including any limit increases provided by card effects.

Phase 3 — Environment Challenge

During the Environment Challenge Phase, choose one of the following:

- Challenge the current Environment.
- Skip your challenge.

If you skip your challenge, draw **1 card** from the Adaptive Management Deck. Your turn then ends.

If you choose to challenge the current Environment, proceed to the **Environment Challenge** section.

8. Environment Challenge

During your Environment Challenge Phase, you may attempt to clean the current Environment.

If you choose not to challenge the current Environment, draw **1 card** from the Adaptive Management Deck and end your turn.

Challenging an Environment

To challenge the current Environment:

1. Choose a Risk Factor.

Select one of the Environment's three Risk Factors:

- Toxic
- Erosion
- Nutrient

Once selected, that Risk Factor cannot be changed for the remainder of the challenge.

2. Determine Your Defense Points.

Compare your matching Defense Points to the chosen Risk Factor, including all applicable modifiers. If your Defense Points are equal to or greater than the Risk Factor, you successfully clean the Environment.

Include all applicable modifiers from:

- BMP Cards
- Mentor Cards
- Tool Cards
- Permanent Chaos Cards
- Degraded Cards
- One-Time Use Chaos Cards

Your Defense Points must be **equal to or greater than** the chosen Risk Factor to successfully clean the Environment.

3. Resolve One-Time Use Chaos Cards.

Before the challenge is resolved, any Trainee may play eligible One-Time Use Chaos Cards.

Resolve all effects before determining the final Defense and Risk values.

4. Resolve the Challenge.

If your Defense Points meet or exceed the chosen Risk Factor, you successfully clean the current Environment.

If your Defense Points are lower than the chosen Risk Factor, the challenge fails and your turn immediately ends.

Cleaning an Environment

When you successfully clean the current Environment:

1. Place the Environment card in front of you.
2. Claim all Degradation Cards attached to that Environment.
3. Draw cards based on the Risk Factor you challenged.
4. Discard all Permanent Cards from your Jobsite unless a card states otherwise.
5. Reveal the top card of the Environment Deck. This becomes the new **current Environment**.
6. End your turn.

The newly revealed Environment remains in play for the next Trainee's turn.

Environment Rewards

Draw cards from the Adaptive Management Deck according to the Risk Factor you successfully challenged.

Risk Factor Challenged	Reward
Lowest Risk	Draw 2 Cards
Middle Risk	Draw 3 Cards
Highest Risk	Draw 4 Cards
Tied Risk Factors	Draw 3 Cards

Donating BMPs

During another Trainee's Environment Challenge, each Trainee may donate **one BMP Card** from their Jobsite to help clean the current Environment.

To donate a BMP:

1. Choose one BMP from your Jobsite.
2. Apply it to the challenging Trainee's Jobsite for the duration of the Environment Challenge.
3. Immediately draw **2 cards** from the Adaptive Management Deck.

If the Environment is successfully cleaned, the donated BMP is discarded with the challenging Trainee's Jobsite during cleanup.

If the challenge fails, return the donated BMP to its owner's Jobsite.

A Trainee may donate only **one BMP** during each Environment Challenge.

Suing Degraders

During your Management Phase, you may **Sue** one defeated Degrader.

To Sue a Degrader:

1. Discard one defeated Degrader from your collection.
2. Draw **2 cards** from the Adaptive Management Deck.

9. Winning the Game

The first Trainee to clean the agreed number of Environments wins the game immediately.

A standard game is played to **3 cleaned Environments**.

For a longer game, Trainees may agree before the game begins to play to **5 or more cleaned Environments**.

When a Trainee cleans the final required Environment, the game ends immediately and that Trainee is declared the winner.