BTTCG Quick Reference Guide

UNTAP PHASE

Untap all 'Mechs (except those that are depleted) and any other tapped cards (like resources).

DRAW PHASE

Draw two cards from your Stockpile. On the first player's first turn, that player only draws one card.

REPAIR/RELOAD PHASE

'Mechs that have suffered structure damage cn be repaired now. 'Mechs that have used Alpha Strike (which depletes and taps them) are automatically reloaded now. 'Mechs that are reloaded are turned face up and placed in the Patrol region tapped.

DEPLOY PHASE

You can:

- make up to two deployments (take a card from your hand and put it face down in the Under Construction region). On the first player's first turn, that player only makes one deployment.
- tap resources to pay for 'Mechs and Command cards that are under construction and mark those cards with construction counters. Having certain assets in play can make some cards less expensive to construct.

MISSIONS PHASE

You can:

- move any of your 'Mechs on patrol to guard any of your sites.
- send one or a group of your 'Mechs on a mission to attack an opponent's card (any card in play except pilots, enhancements, or same speed or faster 'Mechs). This taps attacking 'Mechs.
- play Mission cards if you have 'Mechs on a mission.

Your opponent can:

- play Mission cards, if you have 'Mechs on a mission.
- block your attacking 'Mech(s). Blockers can be:
  - o 'Mechs on patrol that are the same speed or faster than the slowest attacking 'Mech; and/or
  - o guarding the site being attacked. When the 'Mechs are announced as blockers, tap them.
- elect to include the target of the mission in the battle.

If your opponent has decided to block: Battle occurs.

- Each player figures his or her initiative - base initiative is 0. Some cards increase this number. The player with the lowest initiative plays effects and assigns damage and missiles first. If both players have the same initiative, the defending player playe effect and assigns damage and missiles first. The number of Mission cards a player uses must be equal to or less than a player's initiative. A player also cannot use more than one of a specific mission card per mission. If initiative changes in the middle of

battle, the player with the new lowest initiative playes effects and assigns damage first.

- Damage is dealt. 'Mechs take damage to their armor first, then to their structure (both numbers in the lower-lefthand corner, divided by a slash mark) if the 'Mechs taken more damage than they have armor. Armor damage disappears at the end of the current mission; structure damage remains until repaired, and is marked by a counter on the 'Mech.

- 'Mechs or sites that take damage equal to or greater than their structure are scrapped (discarded). If the Stockpile is damaged, scrap cards equal to the amount of damage it takes.

If your opponent has decided not to block:

- Determine initiative as above.

- Play effects as above.

- Deal damage as above.

After the first mission:

- Remember: you can send your remaining untapped 'Mechs a second, third, fourth, or more missions. If you do this, repeat the mission process above.

END OF TURN

- Move revealed 'Mechs that are fully constructed from the Under Construction region into the Patrol Region.