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BATTLETECH[®]



Rulebook

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House Marik
(Free Worlds League)



House Davion
(Federated Suns)
(This logo corresponds to
the lower right section of
the Federated
Commonwealth)



House Kurita
(Draconis Combine)



St. Ives Compact

CLAN
JADE
FALCON

CLAN
WOLF

CLAN
GHOST
BEAR

CLAN
SMOKE
JAGUAR



House Lion
(Capellan Confederation)



House Steiner
(Lyran Commonwealth)
(This logo corresponds to the
upper left section of the Federated
Commonwealth)



Free Rasalhague Republic

BATTLETECH®

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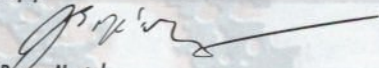
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Foreword

BattleTech isn't just a game; it's a vast universe of infinite complexity, populated by intriguing characters and their monstrous machines of war. The **BattleTech** board game gives you a look at this universe from the point of view of the individual MechWarrior, battling the enemies of your House or Clan at the controls of a massive **BattleMech**. Each player controls a small unit of 'Mechs, clashing in a deadly dance of alternating fire and maneuvering across various battlefields.

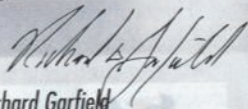
In this trading card game, you see the universe from a different view: that of a high-ranking general or House leader. You engage your opponent in a fast-paced battle of nerves, using BattleMechs, subterfuge, and sheer luck to win the campaign. This difference of scale, along with the very unique nature of trading card games, calls for certain kinds of game mechanics, many of which are completely different from the hex-based board game of **BattleTech**.

Throughout the design and development of this game, everyone at FASA worked hard to ensure that the overall flavor of combat in the **BattleTech** universe, as well as the specific BattleMechs, weapons, and famous characters, survived the transition from board game to card game. Hopefully, your favorite 'Mech made it through okay. Enjoy!


 Bryan Nystul
BattleTech Line Developer
 FASA Corporation

Georges Clemenceau once said "War is too important a matter to be left to the generals." That's where you come in—the **BattleTech** universe is vast and inviting, and we've tried to develop a trading card game based on it that does more than put you in command of a battle—it puts you in command of a war. Deciding how to commit your defensive resources, choosing the right time to attack, garnering political support versus deploying 'Mechs versus performing nefarious subterfuge—these are decisions of more than just a general. They're the decisions of a **BattleTech** player.

The mechanics of the **BattleTech** board game and the **BattleTech** trading card game are, for obvious reasons, very different. I believe, however, that hardcore **BattleTech** players, longtime trading card game players, and players who are experiencing both worlds for the first time will all find something exciting in the **BattleTech** TCG. This game is a testimony to Wizards of the Coast and FASA's mutual belief that there are always new ways to see the universe: if there is a Clan way, there is no doubt an Inner Sphere way as well.



Richard Garfield
BattleTech TCG Game Designer
Wizards of the Coast

Introduction

In the 31st century, vast empires battle for control of humankind. You command BattleMechs, the most powerful machines on the battlefield, fighting to take a planet—or lose an empire.

For almost a thousand years, humans journeyed into the far reaches of space, colonizing thousands of worlds and forming star-spanning alliances. From these grew the five vast star empires that make up the Inner Sphere.

But the Inner Sphere was divided. Its ruling dynasties warred constantly over colony worlds with valuable resources. These titanic struggles led to the development of BattleMechs: gigantic, humanoid battle machines bristling with lethal weapons. From the 25th century onward, these walking tanks ruled the battlefields. BattleMechs and their skilled pilots changed combat forever.

As the price of conflict grew, the Inner Sphere tired of war. In 2571, the five ruling Houses joined together in the Star League, a federation led by a First Lord and served by its own army. For nearly two hundred years, the Star League brought the Inner Sphere peace and prosperity.

In 2751, the sudden death of the First Lord left the Star League in the hands of a child and a council of regents. Young Richard Cameron ruled in name, but the real power lay with the five Council Lords. Ambitious and distrustful, they plotted against each other, while an evil genius named Stefan Amaris wormed his way into Richard's trusting heart. In 2766, Amaris assassinated Richard and

took control of the Star League in a bloody coup d'état.

The Star League Defense Forces, commanded by the brilliant General Aleksandr Kerensky, refused to accept Amaris's rule. For thirteen years, they fought him in a bitter civil war. Kerensky's forces won but at a terrible price. The Council Lords, each determined to rule the Star League, launched a devastating war that ripped the League asunder. With the army disbanded by the lords' orders, former Star League troops sold their services as mercenaries to different Houses.

Unable to halt the conflict, Kerensky appealed to his soldiers to join him in leaving the Inner Sphere. Nearly 80 percent of the Star League army heeded Kerensky's call to build a new Star League, somewhere far beyond the explored universe. In 2784, Kerensky and his followers abandoned their homes and headed into uncharted space, presumably never to return.

War followed war in the wake of Kerensky's dramatic departure. For almost three centuries the Houses of the Inner Sphere fought in vain for the right to rule the universe. These Succession Wars brought new alliances and cost the Inner Sphere precious, irreplaceable technology. Constantly maneuvering for position, the House Lords assumed that the greatest enemy they would ever face was each other.

They were wrong.

While the Inner Sphere sank into barbarism, Kerensky's followers built a new society in the harsh environs beyond known space. They developed a rigid caste system, designed to produce the ultimate warriors. For nearly three hundred years, the separate castes of Kerensky's Clans were unified by one burning ideal: that when the time was right, they would return home and conquer the Inner Sphere. They would become the "saviors" of humanity, rebuilding the Star League in their own image. In 3048, the warlords of the Clans decided the time had come to launch their invasion. With their powerful 'Mechs and MechWarriors, they drove straight toward Terra, the birth world of humanity.

Faced with a common enemy, the states of the Inner Sphere have united against the threat. But their trust is fragile, their fledgling alliances fraught with risk. The Clans also vie with each other for the honor of first reaching Terra. But these internal clashes are nothing compared to the all-out war that rages between the Clans and the Houses.

House against House, Clan against Clan, or House against Clan, war is everywhere. As commander of a BattleMech force, you deploy your soldiers, guard your resources while attacking your opponent's, and fight to conquer your enemy. Your 'Mechs are ready to take the field—are you ready to lead them?



Illus. by Thomas Millhorn

Object of the Game

The object of **BattleTech** is to run your opponent completely out of cards. You do this by outmaneuvering and outlasting your opponent, by making him or her use up supplies, and by destroying your opponent's war equipment before the same thing happens to you. There are a number of ways to do this, but the most basic is to use your '**Mechs** to **attack** your opponent's draw pile, or Stockpile. You win the game when your opponent is required to draw a card from his or her Stockpile and has no cards left in his or her Stockpile to draw, or when you damage your opponent's Stockpile and your opponent cannot scrap enough cards to equal the damage from your attack.

New Terms

Throughout the **BattleTech** rulebook, you will find some terms in bold. These terms have special meanings in the **BattleTech** TCG, and they appear in the glossary at the back of the book.

Set Up

BattleTech is designed for two or more players, and each player needs a deck of no more than 60 cards. Each player shuffles, cuts his or her opponent's deck, and then draws five cards to begin the game. Randomly determine who goes first. Each player will also need counters available for marking cards—these counters can be rivets, pennies, or any other convenient markers. Each player will also need a standard six-sided die (provided in your starter set).

What Do Your Cards Do?

There are three different kinds of cards in **BattleTech** and each of them does different things: 'Mechs (which are the combatants of the game and what you'll use to attack your opponent), **Mission cards** (which are meant to aid your 'Mechs or hinder those of your opponent), and **Command cards** (which represent both the **resources** you use to build, or construct, your 'Mechs and the other projects that will assist you in your battles against your opponent).

Playing Area

The playing area is divided into the following regions:

The **Stockpile** is your face-down draw pile.

The **Under Construction** region is where 'Mechs and Command cards are placed when they are being constructed; when they're fully constructed, you can **reveal** 'Mechs (which **activates** them). If you do this, move them from here to the **Patrol** region at end of turn. When they're fully constructed, you can reveal Command cards (which **activates** them). If you do this, move them from here to the **Command Post** immediately.

The **Command Post** is where Command cards that are fully constructed are placed to indicate that they are in play and that you can use their abilities.

The **Patrol** region is where your 'Mechs (the giant tank-like machines that will fight your battles) are placed when you have activated them.

The **Scrapheap** is your face-up discard pile. A card that is **scrapped**, or discarded, goes here, whether it is scrapped from play, from a player's hand, or from a player's Stockpile.

Some cards in play are considered **sites**: the Scrapheap, the Stockpile, and each individual card in the Command Post are all **sites**.

Field Commander Report: *What's the significance of something being a site? Well, you can attack a site!*






Illus. by Doug Chaffee

Play

To play, players draw cards from their Stockpiles—these cards might be **'Mechs**, **Mission cards** (which are meant to aid your 'Mechs or hinder those of your opponent), and **Command cards** (which represent the **resources** you use to build, or construct, your 'Mechs, as well as other projects that will assist you in your battles against your opponent). Each turn, players add to their resources, construct 'Mechs, **repair** damaged 'Mechs, **reload** those 'Mechs that have used up their ammunition, activate 'Mechs and Command cards, and send 'Mechs on **missions** against their opponent.

Turn Sequence

The turn sequence is divided into six specific **phases** that come in order: Untap, Draw, Repair/Reload, Deploy, Missions, and End of Turn. These individual phases are described below.

- 1) **Untap:** Tapping a card means to turn it sideways. This indicates that a card has been used and is temporarily out of commission—so, in most cases, a card can only be used once per turn. Cards tap for a variety of reasons: 'Mechs usually tap to attack and to **block**, some cards tap to provide resources, other cards tap to deal special damage or to use special abilities. The symbol  on a card shows that it can be tapped. During the Untap phase, you

turn all of your cards upright, untapping them and readying them for use again.

- 2) **Draw:** Draw a card from your Stockpile. Do this two times during your Draw phase. (Note that on the first player's first turn, that player takes only one card.)
- 3) **Repair/Reload:** All repairing and reloading of 'Mechs occurs during this phase. Depleted 'Mechs (see *Alpha Strike*, below) are reloaded, turned face up again, but remain tapped.
- 4) **Deploy:** This phase is the only time you can pay for and play 'Mechs and Command cards. During his or her Deploy phase, a player may make two **deployments** (take a card from his or her hand and put it in the Under Construction region). On the first player's first turn, that player only gets one deployment.
- 5) **Missions:** You may send your 'Mechs on missions during this phase (see *Missions Phase*, below). You may send as many 'Mechs as you like on as many different missions as you like, declaring and resolving each mission in turn. The Missions phase, whether your opponent's or your own, is the only time that Mission cards can be played and only if 'Mechs are on a mission.
- 6) **End of Turn:** Tell your opponent you've ended your turn. There is no hands limit, so you do not need to discard. At the end of your turn, activated 'Mechs move from the Under Construction region to the Patrol region.

Card Types

As stated earlier, there are three types of cards. These cards are briefly described and labeled below; their specific abilities will be detailed later on.

- **'Mechs:** These cards are the combatants of the game; some 'Mechs are more powerful than others, some are more difficult to destroy than others, and some are faster than others (as indicated by the **speed** symbol on the card; see sample 'Mech below). 'Mechs are either **slow**, **moderate**, or **fast** speed.



Card Name

Construction Cost

Card Type/Keywords



Speed

'Mech Options/Keywords

Attack Value

Armor/Structure

'Mech card

- **Command cards:** These cards represent strategic decisions, implements of warfare, key personnel, and means-to-the-ends of battle. The most common Command cards are ones that provide resources, the cards you will use to construct your 'Mechs. Resources are indicated by the symbols  and .



Card Name

Construction Cost

Card Type/Keywords

Asset Provided (if any)

Attack Value (if any)

Armor/Structure (if any)

Command card

- **Mission cards:** Just as Command cards represent strategic decisions, Mission cards represent tactical moves. You will use Mission cards to give your 'Mechs the edge in combat. Mission cards can only be played during the Missions phase and only after a player has announced a mission. Unless otherwise noted, the effect of a Mission card only lasts until the end of the Mission.



Card Name

Effect

Mission card

Resources and Paying for Cards

In **BattleTech**, all Command cards and 'Mech cards have a cost—before you can actually use your cards' abilities, you have to pay this cost, which is represented by a number in the upper-lefthand corner. That cost can even be zero. That number tells you how many resources (or **R**) you will need to use to bring that particular card into play (that is, to activate it). Command cards and 'Mech cards can only be put into play during your Deploy phase.

There are some Command cards called **resources**, Command cards that, when activated, you put into the Command Post in front of you. Resources will indicate how many **R** a Command-Resource card provides when tapped (as in "⚙️: **R**"), and tapping a Command-Resource card will give you some of the resources you will need to pay the costs of your cards. You can only tap these cards for resources during your Repair/Reload and Deploy phases, unless the card notes otherwise.

Field Commander Report: Snap Inspection! Don't forget: ⚙️ means a card can tap for some effect and ⚙️: **R** means that a card can tap for a resource.

Besides Command cards, the other cards you will want to put into play sometimes have one or more lines of numbers and letters on them; these lines are directly below the cost in the upper-lefthand corner. These symbols represent **assets**; the numbers and letters together represent the **asset cost**. Assets provide cheaper means for you to use or put into play cards that benefit from those assets. To play a

card that indicates one or more assets in its cost, you need to pay the asset cost of that card one of two ways: either

- have the assets in play corresponding to those letters (and pay no extra resources); or
- pay additional resources equal to the number in the asset cost.

Assets appear on resource cards and are represented by a letter or series of letters centered at the bottom of the card. So, a card that has a cost of **③**, followed by an asset cost of **②T**, means that you need to have the ability to pay **③** resources (using your resources that say "⚙️: **R**") and you need to have a Command card in play that has a **T** centered at the bottom of the card. If you don't have the asset **T**, you need to pay an additional 2 resources.

For example, the numbers below appear in the upper-lefthand corner of a card you want to play:



This card will cost you 3 resources to play, and you need the assets of Tactics (**T**) and Assembly (**A**) as well. If you don't have either of those assets in play, you can buy off the need for those assets by spending 2 resources each—2 for the Tactics asset cost and 2 for the Assembly asset cost. So if you have no assets, you could still play this card by spending 7 resources.

There are five basic assets in **BattleTech**; they are provided by having a card in play with an asset symbol on it centered at the bottom of the card. *No assets with the same ability work cumulatively.* Hence, if you have a card in play with the Munitions symbol, **M**, centered at the bottom of a card, then you have Munitions. If you have more **M**'s in play, you don't have more Munitions—you either have it or you don't. Assets give you a special power when you get them, as listed below. These special powers are noted on the card as a reminder.

Special Powers Provided by Assets

- **M** — **Munitions**: Munitions represents the technical knowledge and equipment necessary to produce ammunition, missiles, and engines of destruction. Munitions allows your **missiles** to do 3 damage each if you roll a 3 when using missiles (see *'Mech Options: Missiles*, below).
- **T** — **Tactics**: Tactics represents skilled personnel using the most advanced military philosophies to achieve ultimate victory. If you have Tactics in play, you get +1 **initiative**; initiative is a number that determines whether you or your opponent gets to play effects and **assign damage** first (see *Damage Declaration: Initiative*, below).
- **L** — **Logistics**: Logistics represents using the most up-to-date methods of communication, transportation, and moving equipment, the basics of any military campaign. Logistics allows you to **restock** (put at the bottom of your Stockpile) a card from your hand at the end of your turn.

- **A** — **Assembly**: Assembly represents state-of-the-art technology for construction and repair of 'Mechs and other military machinery. Assembly provides you the ability to repair 1 structure damage dealt to one 'Mech for **R** (for spending one resource) during your Repair/Reload phase (see *Repair/Reload Phase*, below).
- **P** — **Politics**: Politics represents the machinations required to cut through the redtape of government to improve the art of war. Politics makes certain cards notably less expensive, but it provides no special ability itself.

Field Commander Report: *So you manage to play two different resources that both provide you with Tactics (T). Good for you! You now add +2 to your initiative, right? Wrong! Remember that assets are not cumulative. Once you have made the breakthrough that allowed you to have Tactics, you can't get it again (just how many times do you think you get to make this breakthrough, soldier?). So even if you have nine resources in play, all of which have the asset T you still only add +1 to your initiative.*

Deploy Phase

Putting new 'Mechs, resources, and other Command cards into play is called **deploying** cards. The Deploy phase is the only time you can put these new cards into play. You may only deploy two cards per turn during your Deploy phase; each of these opportunities to deploy is

called, of course, a **deployment**. However, on the first player's first turn, that player only gets one deployment.

Field Commander Report: *That's all the special rules about the first player's first turn. You should remember from earlier that on the first player's first turn, that player only draws one card instead of the normal two. Same deal here—on the first player's first turn, that player only gets one deployment. After that, both players draw two cards and make two deployments per turn, unless something happens to improve or hinder that routine.*

To deploy a 'Mech or Command card, place it face down in the Under Construction region. It is now **under construction**. To activate that card, you must ultimately pay its cost in resources (in the upper-left-hand corner) and all additional asset costs—once you do so, you can choose to reveal the card. If you do this, move the card to either the Patrol region at the end of your turn ('Mechs) or to the Command Post immediately (Command cards).

To begin constructing a card in the Under Construction region, tap a resource and mark the card with one construction counter for each resource spent. You can tap and spend as many resources to construct that card as you wish. What if you wish to activate a card, but you do not have enough resources to activate that card this turn? In this case, you may place it face down in the Under Construction region, mark it with one counter for each resource that you have spent on it so far

(this number can be zero), and leave the card under construction through future turns.



Example: Brian has in his hand a 'Mech that requires 12 resources to activate. To begin constructing this 'Mech, Brian might choose to pay 4 resources for it each turn for three turns; on the third turn, he could choose to reveal the card, activating it, and move it into his Patrol region at the end of his turn.

Unless the card says otherwise, you can only reveal Command cards during your Deploy phase. You may keep a card under construction, adding more construction counters to it, as long as it is not revealed.

Of course, your opponent can see each counter that you place on a card under construction, so you may wish to maintain secrecy and intimidation by continuing to add construction counters to a card under construction long after you've put enough counters on it to activate it. These additional counters are referred to as "construction counters above the cost" of the card.

When you reveal a card that has too many resources spent on it in this way, you lose the excess construction counters—a card might reward you for these construction counters above the cost of the card, but otherwise they serve no purpose beyond the alleged threat they imposed. When you activate a card under construction, remove all construction counters (including these excess ones).



Example: On Brian's turn during his Deploy phase, he uses both of his deployments. The first one, a 0-cost resource, goes from his hand to the Under Construction region, where he reveals it immediately (because he has paid its full cost—0—and wants to use the resource now). The resource is then moved to the Command Post, ready for use. Next, Brian uses his second deployment to put a 'Mech with a construction cost of ⑨ face down in his Under Construction region. He uses 6 resources (including the 0-cost resource that he just activated) to pay for some of its cost, and he marks the 'Mech by placing six construction counters on it. He also uses 2 additional resources and finishes construction of a 'Mech that costs 11 resources to construct and that's been under construction the last few turns. He reveals that card (to show it's been paid for); this activates it. At the end of his turn, the 'Mech moves into Brian's Patrol region.

On his next turn, Brian uses 3 more resources, finishing construction of the remaining 'Mech under construction. At the end of his turn, he moves that 'Mech into his Patrol region.

Missions Phase

During the Missions phase, you may choose one or more 'Mechs to go on a mission—to scout out enemy territory and attack and destroy factories, soldiers, or headquarters. When you decide which 'Mechs

you plan to attack with, announce this and tap those 'Mechs. If more than one 'Mech attacks together with others, these 'Mechs function as a group, attacking as a team. One or more of your opponent's 'Mechs can **block** your 'Mech or 'Mechs, preventing them from reaching their intended **target**. If one 'Mech in a group is blocked, all the 'Mechs in the group are blocked. After the mission is resolved, you may choose to send other 'Mechs on other missions, and so forth. As long as you have untapped 'Mechs on patrol, you can choose to send them on missions. If a 'Mech manages to be untapped due to a card effect during or after a mission, you can choose to send it on another mission.

Your missions can be to attack

- any of your opponent's sites (Stockpile, Scrapheap, or cards in the Command Post—except **enhancements**)
- cards under construction
- any of your opponent's 'Mechs (provided all of your attacking 'Mechs are faster than the target 'Mech; compare the speed lines on the cards—fast 'Mechs can attack moderate or slow 'Mechs, and moderate 'Mechs can attack slow 'Mechs)
- your opponent's depleted 'Mechs, regardless of the depleted 'Mech's speed.

You cannot attack **pilots** or enhancements, but everything else is fair game. If it's slower than your attacking 'Mechs, it can be a target.

Whenever you declare an attack, your opponent can elect to block with one or more untapped 'Mechs. A patrolling 'Mech that blocks must be at least as fast as the slowest 'Mech in the attacking group. Blocking 'Mechs are tapped when your opponent declares them as blockers.

So which 'Mechs can block? Well, those 'Mechs on patrol, those 'Mechs **guarding** the specific target you're attacking, or a combination of 'Mechs guarding and on patrol. During your Missions phase, you can move any untapped 'Mech to **guard** your Stockpile, Scrapheap, a card under construction, or a card in the Command Post. Let your opponent know which 'Mechs are on guard duty and where. 'Mechs on guard duty cannot block any attacks against any target other than the one they guard, but they can block an attack against that target regardless of the speed of the attacking 'Mech. So it doesn't matter how fast a guarding 'Mech is—it can block anything that attacks the target it guards. If you attack with a guarding 'Mech, it is no longer considered to be guarding.

Field Commander Report: *So what guards what? Let's say you have three slow 'Mechs all guarding your Stockpile and your opponent decides to attack one of those 'Mechs with a fast 'Mech. Can the other two slow 'Mechs help out and block the attacking fast 'Mech? No. The reason? Because the slow 'Mechs are guarding the Stockpile, not each other. A 'Mech can't guard another 'Mech. Now if that fast 'Mech had been attacking the Stockpile, all three slow 'Mechs could've blocked!*



Example: Brian attacks Melissa's Radar Installation with a moderate 'Mech and a fast 'Mech. Melissa can block with any 'Mechs on patrol that are at least moderate speed (to match the slowest of the attacking 'Mechs). If she had a 'Mech guarding the Radar Installation in particular, she could block with that, too, even if hers was a slow 'Mech.



Example: Brian attacks Melissa's Radar Installation with a fast 'Mech. Melissa has two moderate 'Mechs on patrol and no 'Mech guarding the Radar Installation. Because Melissa's 'Mechs can't match the speed of Brian's slowest attacker and since she has no 'Mech guarding the Radar Installation, Brian's attack succeeds.

Field Commander Report: *Multiple missions can be to your advantage. Remember that a 'Mech that you send on a mission is tapped and can't be sent on another mission unless you somehow manage to untap it. But when your opponent announces which 'Mechs are blocking your first mission, those blockers are also tapped—and a tapped blocker can't block if you send 'Mechs on a second mission.*

Battle

If a mission is blocked, **battle** occurs. This battle takes place between attacking and blocking 'Mechs. During a battle, cards on both sides might deal damage to the other side, and this may have a variety of results. It's important to note that the defending player can include the target of a mission in the battle even if the mission was blocked.



Example: Melissa attacks Brian's Marik Arms Trade (a Command-Resource card) with a moderate 'Mech. Brian blocks with a fast 'Mech on patrol but decides to Include Marik Arms Trade in the battle because it is a card capable of dealing damage to Melissa's attacker.

When an opposing 'Mech blocks a 'Mech on a mission, the defending 'Mech is tapped. However, if a 'Mech goes on a mission that specifically attacks an untapped 'Mech, the defending 'Mech is not tapped as a result of the battle but can still join the battle. If any other 'Mechs blocked that targeted 'Mech, those blockers would be tapped as normal.



Example: Melissa attacks Brian's untapped slow 'Mech with three fast 'Mechs. She taps her attacking 'Mechs. Brian blocks with one fast 'Mech (and taps it) and decides to Include the slow 'Mech being attacked in the battle. At this point in the battle, Melissa has three tapped fast 'Mechs (all three attackers) and Brian has one tapped fast 'Mech (the blocker) and one untapped slow 'Mech (the target of Melissa's attack). If Melissa attacks



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with a slow 'Mech later during her Missions phase, Brian will still be able to block with his own slow 'Mech (provided that it survived this first battle).

Attack Value of 'Mechs (How Much Damage Do They Deal?)

Of course, 'Mechs are king of the hill when it comes to meting out punishment to the enemy: they inflict damage based on the number, called an **attack value** (a 'Mech's **base attack**), in the card's lower-righthand corner. If the number ④ appears in the lower-righthand corner of a 'Mech's card, for example, that 'Mech is able to deal 4 damage when it engages in battle. 'Mechs can deal additional damage in other ways (see *'Mech Options*, below).

Dealing Damage

So where does that damage go and what does it do to the 'Mechs? Well, if an attacking 'Mech is unblocked, it deals damage equal to its attack value to the target being attacked. This damage can be modified by other effects (see *'Mech Options*, below). For every 1 damage a 'Mech deals to an opponent's Stockpile, one card is scrapped (see *Effects of Damage*, below, for more results of 'Mech damage).

But if an attacking 'Mech is blocked by another 'Mech, the 'Mechs deal their damage to each other, and the attacker doesn't deal damage to the original target. In the lower-left hand corner of each 'Mech are two numbers, represented by */*, where * is a number. The first number is called the **armor**—this is how much damage the 'Mech can take without suffering any long-term damage. The second number is called the **structure**—this is the number that keeps a 'Mech from being scrapped.

When two 'Mechs deal damage to each other, the damage is first applied to the armor. Was the amount of damage dealt less than or equal to the armor of the 'Mech? If so, then the 'Mech is essentially unharmed. Thus, if an attacking 'Mech has an attack value of 3 (the amount of damage it deals), and a 'Mech blocking it has an armor of 3 or higher, the attacker's damage is absorbed by the blocker's armor and no permanent damage is dealt to the 'Mech.

But if the attacking 'Mech has a bigger attack value than the blocking 'Mech's armor, that blocker will take some real damage—to its structure value. For every 1 damage beyond the armor value that

an attacking 'Mech deals to a blocker, that blocker's structure suffers 1 damage. Once a 'Mech has taken damage equal to or greater than its structure, it is scrapped (sent to the discard pile). Each 1 damage dealt to a 'Mech's structure is marked on the 'Mech card with a counter. That 'Mech can be repaired, but only by certain other cards that specify such. Thus, a 'Mech with a structure of 8 that has two counters on it will be scrapped if its structure takes 6 or more additional damage.

Damage dealt to armor is absorbed every mission and thus goes away; damage dealt to structure has to be repaired to be removed. Damage dealt to armor by Command Cards, at any time other than during the Missions phase, is treated the same way. So a 'Mech that manages to engage in two battles in the same turn (remember that going on a mission or blocking taps a 'Mech; you would have to somehow get that 'Mech untapped again during your turn to send it on a second mission) could engage in a battle, suffer armor damage, and then go on its next mission—its armor would absorb damage just as well during the second mission as it did during the first.



Example: Brian attacks Melissa's Stockpile with a moderate 'Mech with a 2/7 armor/structure and an attack of 4. He taps his 'Mech. Melissa blocks with a fast 'Mech that was on patrol; it has armor/structure of 1/3 and an attack of 3. She taps her 'Mech. The two battle. Brian's 'Mech deals 4 damage (its attack value) to Melissa's 'Mech; Melissa's 'Mech deals 3 damage (its attack value) to Brian's 'Mech.

Brian's 'Mech has an armor value of 2, and it takes 3 damage from Melissa's 'Mech. The first 2 damage are absorbed by his 'Mech's armor; the last 1 damage carries over to his structure, dealing 1 damage to it. He marks his 'Mech with a counter to keep track of this damage. Now his 'Mech can only take 6 more damage to its structure before it is scrapped.

Melissa's 'Mech has an armor of 1, and it takes 4 damage from Brian's 'Mech. The first 1 damage is absorbed by her 'Mech's armor; the next 3 damage thus affect her structure, which is also 3. Her 'Mech's structure takes the remaining 3 damage, which is all it can take. Her 'Mech is scrapped.

Brian then manages to untap his 'Mech and send it on another mission. Its armor returns to normal (2), but it took damage to its structure during the battle in the last mission, so its structure can now only take 6 more damage. If it later takes 6 more structure damage (8 more total—2 to its armor, 6 to its structure) it will be scrapped.

Dealing Damage when There Are More than Two Attackers or Defenders

Damage dealt by the attacking 'Mechs can be divided as the attacker sees fit among the blockers—thus, if an attacking 'Mech is blocked

by three defending 'Mechs, the attacking 'Mech can choose to deal damage to one, two, or all three of the defending 'Mechs (provided the attacking 'Mech is able to deal at least 3 damage, 1 to each blocker). The defender divides any damage done by blocking cards (or by the site under attack, where applicable) among the attacking 'Mechs. If an attacking 'Mech is blocked and the defending player chooses not to include the target in the battle, the attacking 'Mech deals no damage to the target.



Example: Melissa attacks Brian's unguarded Stockpile with three moderate 'Mechs. She taps them to show that they are attacking.

Brian has two fast 'Mechs on patrol, so he tells Melissa that both of them are blocking her attackers. (Remember that even though Melissa has three attackers and Brian only has two defenders, Melissa's attackers were on a mission together, attacking as a group—if Brian blocks one of them, he blocks all of them.) Melissa's three 'Mechs all have attacks of 2; Brian's two 'Mechs each have attacks of 4. Melissa can decide to deal the damage from each of her 'Mechs any way she chooses between Brian's 'Mechs, and Brian can do the same with the damage his 'Mechs are dealing to Melissa's attackers. And because Brian blocked Melissa's attack against his Stockpile, no damage is dealt to his Stockpile.

Effects of Damage

- Each 1 damage dealt to the Stockpile results in one card being scrapped from the top of the deck.
- Each 1 damage dealt to a 'Mech's structure or to the structure of a card in the Command Post (except pilots and enhancements) results in a damage counter being put on it. If any card has the same number of damage counters as it has structure, it is scrapped.
- Every 2 damage dealt to a card under construction results in a construction counter being removed. Note that if this damage is dealt by an unblocked 'Mech, the card under construction is revealed. If a card under construction has no construction counters on it *and* then takes at least 1 damage, it is scrapped.
- Unless a card specifies otherwise, nothing occurs when you attack your opponent's Scrapheap.

'Mech Options

Options will be noted on certain 'Mechs—they allow a 'Mech to do additional damage, usually at a cost to itself. Whether or not these options are going to be used and where the resulting damage is going to be applied must be determined and assigned when damage declaration is being done (see *Damage Declaration: Initiative*, below). You can only use each option on a 'Mech once per mission.

- **Overheat X: +Y attack**—A 'Mech can take X Overheat damage voluntarily to itself to do Y extra damage. (This damage may be absorbed by the 'Mech's armor but it may also do structure damage.)
- **Alpha Strike: +Y attack**—A 'Mech can declare Alpha Strike (i.e., opening fire with every available weapon, undaunted by overheating), which will do Y extra damage and deplete it (tap it and turn it face down). If your 'Mech has Alpha Strike *and* Overheat options and you wish to use the Alpha Strike option, you must first use the Overheat option.
- **Missile Y**—Some 'Mechs can fire missiles, which is represented by the designation "Missile Y." For each missile volley (you have Y missile volleys), assign where that missile volley will go. When damage is resolved, roll a die for each missile volley. If you roll a 1 or a 2, that missile volley deals that much missile damage to its target. If you roll a 3 and you have Munitions in play, that missile volley deals 3 damage to its target; if you don't have Munitions in play, nothing happens when you roll a 3. If you roll 4, 5, or 6, nothing happens. If the 'Mech with Missiles is part of an attacking mission, the missile volleys can be assigned to the intended target, even if the attacking 'Mech was blocked.



Example: Brian attacks Melissa's Stockpile with a moderate 'Mech that has attack value of 3 and "Missile 2." Melissa blocks with a moderate 'Mech on patrol that has attack value of 4, "Overheat 2: +1 attack," and "Alpha

Strike: +3 attack.” Melissa decides to use Alpha Strike, but this means she must also use her ‘Mech’s Overheat option. This will result in a total of 8 damage to Brian’s ‘Mech when damage resolves (her ‘Mech’s attack 4, 1 from Overheat, and 3 from Alpha Strike). Brian assigns his ‘Mech’s damage to Melissa’s ‘Mech and his ‘Mech’s two missiles to her Stockpile. Now damage and missiles resolve—Brian’s ‘Mech takes 7 damage, Melissa’s ‘Mech takes 5 damage (2 from her own Overheat), and Brian makes two missiles rolls against Melissa’s Stockpile. The first roll is a 6—nothing happens. The second roll is a 2, so the second missile deals 2 damage to Melissa’s Stockpile, scrapping two cards.

Damage Declaration: Initiative

All damage in battle is resolved simultaneously at the end of the battle. But *when* damage and missiles are being dealt, cards are played, effects of cards in play are used, and ‘Mech options are used (doing any of these things is considered playing an effect) is determined by **initiative**. The player with the higher initiative in battle gets to see everything his or her opponent is doing before deciding which cards to play, which ‘Mech options to use, where his or her own damage and missiles will be assigned, and which effects of cards in play to use. Initiative is a number used to determine who has this advantage in a battle. Some cards indicate that they do something “during battle.” Initiative decides when these things happen.

All players have a base initiative of 0, but a player’s initiative goes up by 1 if he or she has Tactics (T) in play. (This initiative may be further increased by other cards in play.) If both players have the same initiative, the defender plays effects first.



Example: Melissa declares that she is using two ‘Mechs to attack Brian’s Stockpile. If Melissa has Tactics (T) in play and a Pilot (see *Improving Your ‘Mechs and Sites*, below)

with +2 Initiative on one of her ‘Mechs in the current battle, then she has 3 Initiative. She is attacking Brian, who only has 2 Initiative. The higher number goes last, so Melissa will get to see what Brian does first before she has to play any effects. Then, after Brian is finished, Melissa plays all her effects, all with the advantage of having seen Brian play first.

Remember that if an attacking ‘Mech is blocked and the defender chooses not to include the target in the battle, the attacking ‘Mech deals no damage to the target. So a ‘Mech attacking an opponent’s Stockpile that suddenly finds itself blocked by another ‘Mech deals no damage to the Stockpile. There are some exceptions to this rule: some ‘Mechs have missiles and others have long-range damage-dealing ability. Additionally, the defender might elect to include the target in the battle first, before you need to do missile or long-range damage. Under any of these circumstances, being blocked won’t necessarily prevent the attacker from dealing damage to the intended target.



Example: Melissa is attacking Brian's slow 'Mech with her moderate 'Mech (remember that you can target an opposing 'Mech only if it is slower than all the 'Mechs attacking it).

Brian chooses to block this attack with his patrolling fast 'Mech. Brian can choose to keep the original slow 'Mech out of the combat or have it fire upon Melissa's attacking 'Mech. If he chooses the latter, then Melissa can also fire on the slow 'Mech even though her 'Mech was blocked.

Sometimes a battle will occur where one player's initiative increases during the battle. As soon as the card is played that changes the initiative, whoever has the lower initiative must start declaring his or her effects.



Example: Melissa and Brian both have Tactics (1) in play for +1 Initiative. Brian attacks Melissa with one 'Mech and Melissa blocks with one 'Mech. Melissa will have to declare

her effects first (since they both still have the same initiative at this time, and in such a case, the defending player declares first), so she plays "Deploy Reinforcements." This card brings in another 'Mech to defend for her, and it happens to have a Pilot (an enhancement card) that has +2 Initiative. This means that her initiative is now higher than Brian's, so Brian now has to play his effects before Melissa finishes hers.

Field Commander Report: *You and your opponent have already assigned all damage and now you're actually dealing that damage. You have in your hand Evasive Maneuvers, a card that prevents damage, and you want to play it now. Can you? No! Remember: all of your Mission cards and other options have to be played at the same time—when damage was assigned. This is why you want a better initiative than your opponent: because damage prevention works better when you know exactly where the damage is being dealt. Otherwise, you just have to guess and hope you played your damage prevention cards in the right places!*

Mission Cards

Mission cards are played when you are assigning your damage. Damage from Mission cards does not take effect until all effects have been played, unless otherwise noted.



There are three important restrictions to remember when playing Mission cards:

- Mission cards can only affect attacking or blocking 'Mechs unless otherwise indicated.
- You cannot use more than one of a specific Mission card in the same battle.
- You can only play a number of Mission cards equal to or less than your current initiative.

If you play a card that increases the damage already dealt by your opponent, you assign it to a target to which he or she assigned damage.



Example: Brian and Melissa's 'Mechs are engaged in battle. Melissa's Initiative was higher, so Brian had to assign his damage first. He assigned 3 damage to each of Melissa's two 'Mechs. Now Melissa plays her Mission cards, and one of them adds +2 to damage dealt by all 'Mechs. Since Brian has already assigned his damage, Melissa chooses where to assign the new damage—and she assigns the extra 4 damage to either or both of her Mechs to which Brian assigned his damage.

Repair/Reload Phase

Sometimes your opponent will get lucky and actually deal damage to one of your 'Mechs' structure. Not to worry—this damage can be repaired during your Repair/Reload phase. To repair damage, you need to have the asset Assembly (A) in play: this allows you to repair 1 structure damage (remove a damage counter) each turn if you spend one resource. Remember that assets are not cumulative, so if you have multiple Assembly assets in play, you can still only repair 1 structure damage each turn. Remember, too, that you don't need to use the resource with the Assembly asset. Any old resource will do—you just have to have the Assembly asset in play.

Also during the Repair/Reload phase, reload your depleted 'Mechs. This occurs automatically at this time each turn. Remember that if a

'Mech has used an Alpha Strike ability, it is considered depleted, turned face down, tapped, and must be reloaded before it can return to play. Depleted 'Mechs can be attacked but deal no damage in return. 'Mechs that are reloaded are turned face up and placed in the Patrol region tapped.

Improving Your 'Mechs and Sites

Some cards are played on your 'Mechs to make them more efficient in battle, while other cards are played on your sites to make them more useful. These cards are either enhancements or pilots; pilots can only be played on activated 'Mechs. Neither pilots nor enhancements can be attacked separately, as they are considered to be "part of" the 'Mech or site they pilot or enhance. A pilot is played on a 'Mech to "drive" that 'Mech and to give it some special ability. If the 'Mech is destroyed, the pilot is scrapped. Your pilots can switch from one 'Mech to another during your Deploy phase, but a 'Mech can have only one pilot at a time.

Some cards modify your 'Mech's base attack—that is, your 'Mech's attack value before you have played any effects to change it. A 'Mech's base attack can never be reduced below zero.



Example: Melissa has a 'Mech with the number ② in the lower-right-hand corner. Thus, its current attack is 2 and its base attack is 2. If Melissa decides to use the option on this 'Mech "Overheat 2: +2 attack," then the Mech's current attack would be 4 but its base attack would still

be 2. Now if Melissa plays an enhancement that gives the 'Mech Missile 3 but -2 attack, its base attack would now be 0. So Melissa cannot use any further options or play any other effects on this 'Mech that would reduce its attack any further (since it's already at 0).

Keywords

Some cards affect other cards based on those other cards' **keywords**. Keywords are words that appear either above the rules text on a card or as bold text in the rules text and indicate special powers, abilities, or functions of the card. For example, some 'Mechs contain the keyword "Jump," which reduces a 'Mech's attack value while increasing initiative, and some cards affect only those 'Mechs containing the keyword Jump. Keyword rules and effects appear on the individual cards.

Unique Cards

If a card contains the keyword "**unique**," you may only have one copy of that card in your deck. If an opponent already has that card in his or her Command Post or Patrol region and you complete construction of your unique card and it is revealed, you cannot move it to your Command Post or Patrol region. If you do so, scrap it. For example, Theodore Kurita contains the keyword "unique," which means that if you have it in play, your opponent may not play his or her own Theodore Kurita.

Universe Deck Construction

The **BattleTech** universe is more than just 'Mechs battling for superiority on the field of combat—it has a rich history and set of charac-

ters. The Inner Sphere has long been a hotbed of political schemes, temporary allegiances, and civil war among the Houses; the Clans, too, have spent many years fighting among themselves, maneuvering for military and political power. And from each Clan and each House of the Inner Sphere have emerged legendary heroes and villains, figures who have changed the direction of history forever. To reflect the exciting alliances and personalities that make **BattleTech** so unique, you may wish to use the Universe Deck Construction rules to more accurately reflect the cultural differences between Clans and Houses.

Many cards in the **BattleTech** Trading Card Game bear a keyword indicating the card's Inner Sphere or Clan affiliation; under the Universe Deck Construction rules, all cards in your deck that bear an Inner Sphere or Clan keyword must share a common keyword.

Additionally, some Inner Sphere and Clan cards bear a keyword indicating their specific House or Clan loyalty. Under the Universe Deck Construction rules and using these keywords, you cannot put more than one specific House or Clan in your deck. For example, if you decide to build a deck for Clan Wolf, you cannot use cards that bear the Clan Smoke Jaguar keyword, though you could still use cards that have no specific Clan keyword (but do have the more general Clan keyword) or that have no keywords at all.

Additionally, different House or Clan keywords cannot appear in the same deck unless each card has no keyword on it, the common keyword and no specific House or Clan keyword, the common keyword and a specific House or Clan keyword, or the common keyword and a

specific House or Clan keyword when that keyword is one of many. For example, if you wanted to build a House Davion deck, your deck could include:

- cards with no keyword on them
 - cards with the keyword Inner Sphere and no specific House keyword on them
 - cards with the keyword Inner Sphere and the Davion keyword on them
- or
- cards with the keyword Inner Sphere and the Davion keyword on them when the Davion keyword is one of numerous specific House keywords.

Of course, some cards have no keywords on them at all, and these cards can be played in any deck. But if your deck contains a Clan Jade Falcon card, it cannot also contain a House Steiner card. After all, these two groups are enemies—why should they cooperate in your deck? In other words, House and Clan cards never mix in the same constructed deck.




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Glossary of Terms

Activate: When you have paid the construction cost of a card that has been deployed and you have revealed that card, it has been activated.

Alpha Strike: **+Y attack:** A 'Mech with Alpha Strike can empty its guns, which will do Y extra damage (where Y is the 'Mech's Alpha Strike number) and that 'Mech is depleted, tapped (if it survives any counterattack). If your 'Mech has Alpha Strike and Overheat options and you wish to use the Alpha Strike option, you must first use the Overheat option.

Armor: A 'Mech's ability to absorb a certain amount of damage without suffering any permanent damage is based on its armor. Armor is represented by the first number in the pair of numbers in the lower-left hand corner on a 'Mech card.

Assembly: Assembly is an asset that provides you the ability to repair 1 structure damage dealt to one 'Mech for  (for spending one resource) during your Repair/Reload phase.

Asset cost: Sometimes cards have one or more lines with numbers and symbols directly below the numerical cost in the upper-left hand corner. These letters represent assets; the numbers and letters together represent the asset cost.

Assets: Assets represent all those battlefield necessities of waging war: supply lines, influence, and information. There are five basic assets in **BattleTech**; they are provided by having a card in play with an asset letter on it in the lower-middle of the card. Having assets in

play that correspond to asset requirements on a card you wish to put into play keep you from having to pay additional costs on that card. See *Munitions, Tactics, Logistics, Assembly, and Politics*.

Assign damage: After playing all effects, each player calculates the amount of damage he or she is dealing and assigns it to opposing 'Mechs and/or the target (if possible). When both players have played all effects and assigned all damage, damage is actually dealt.

Attack: A player declares an attack against an opponent's slower 'Mechs, cards under construction, Stockpile, Scrapheap, or depleted 'Mechs.

Attack (value): All 'Mechs have an attack value—this is the amount of damage that 'Mech deals when it engages in battle against another 'Mech or when it attacks a site. The unmodified attack value is located in the lower-righthand corner of the 'Mech card. Attack values are, in essence, a numerical representation of just how much firepower a 'Mech is packing.

Base attack: A 'Mech's base attack is its attack value before playing an effects or using any options to change that number. The base attack value is located in the lower-righthand corner of the 'Mech card. A 'Mech's base attack may never be reduced below zero.

Battle: Battles may take place between 'Mechs or between 'Mechs and a site. During a battle, cards on both sides might deal damage to the other side, and this may have a variety of results. It's important to note that the defending player can include the target of a mission in the battle even if the mission was blocked.

Block, blocked: When an attacking 'Mech is prevented from attacking its target by an opposing 'Mech, it is considered blocked.

Clan: Nicholas Kerensky divided the remnants of the Star League army into twenty units, which he named the Clans. The four strongest, most aggressive Clans—Wolf, Jade Falcon, Ghost Bear, and Smoke Jaguar—invaded the Inner Sphere in an attempt to reestablish the lost glory of the Star League.

Clan/House (keywords): See *House/Clan (keywords)*.

Command cards: These cards represent many of the battlefield necessities: strategic decisions you will make as commander of a 'Mech force, the tools of your trade, and the personnel that will aid you in combat. The most common Command cards are ones that provide resources, the cards you will use to construct your 'Mechs.

Command Post: All Command cards that stay in play once activated go to the Command Post. Each card in the Command Post is a site and can be attacked.

Depleted: 'Mechs that use Alpha Strike are depleted and are tapped until they are reloaded and returned to play. Depleted 'Mechs can be attacked.

Deploy: To put a card from your hand to the Under Construction region is to deploy that card.

Deploy phase: This phase is the only time you can deploy 'Mechs and Command cards from your hand to the Under Construction region and add construction counters to cards in the Under Construction region.

Deployment: During your Deploy phase, you have two deployments—the opportunity to put a 'Mech, resource, or other Command card into play from your hand. (Note that on the first player's first turn, that player only gets one deployment.)

Draw phase: During this phase, each player draws two cards from his or her Stockpile. (Note that on the first player's first turn, that player takes only one card.)

Effect, playing an: Playing a Mission card, using a 'Mech's option, assigning damage or missiles, and using the effects of a card in play are each considered playing an effect.

Engaged: Blocking and attacking 'Mechs are referred to collectively as engaged 'Mechs.

End of Turn: Tell your opponent you've ended your turn. There is no handsized limit, so you do not need to discard. At the end of your turn, you can move 'Mechs that are constructed from the Under Construction region to the Patrol region.

Enhancement: Additions to a 'Mech (like lasers, additional armor, heat sinks, targeting computers) that make the 'Mech more effective in combat are called enhancements. Other enhancements are played only on sites and provide different kinds of benefits.

Fast speed: See *Speed*.

Guard, guarding 'Mech: During your Missions phase, you can assign any untapped 'Mech to guard any of the following on your own side—your Stockpile, your Scrapheap, a card under construction, or a card in the Command Post. 'Mechs on guard duty cannot block any attacks against any target other than the one they guard, but they can block an attack against that target regardless of the speed of the attacking 'Mech.

House: The Inner Sphere consists of five vast star empires known as the Successor States—the Lyran Commonwealth, the Federated Suns, the Draconis Combine, the Free Worlds League, and the Capellan Confederation—each ruled by a family whose House has guided the destiny of its nation for centuries.

House/Clan (keywords): Under the Universe Rules, all cards in your deck that bear a specific House or Clan must share a common keyword; some cards may have additional keyword, but the common keyword must appear on all cards that bear a specific House or Clan keyword.

Initiative: Initiative is a number used to determine who has the advantage in a battle. All players begin with a base initiative of 0, but various cards can increase a player's initiative. The player with the highest initiative goes last (thus, getting to see everything his or her opponent does before having to decide which cards to play or where to assign damage). If both you and your opponent have the same initiative, the defending player has to play all of his or her

cards and assign his or her damage first. Remember that the number of Mission cards a player uses must be equal to or less than that player's initiative.

Keyword: Keywords appear on 'Mechs and Command cards and are affected by certain other cards. For example, some 'Mechs have the keyword "Jump." Some Mission cards only affect 'Mechs with Jump.

Logistics: Logistics allows you to restock (put at the bottom of your Stockpile) a card from your hand at the end of your turn.

'Mechs: The powerful war machines known as BattleMechs are huge, vaguely humanoid vehicles that are faster, more maneuverable, better armored, and more heavily armed than any other combat unit ever built. All 'Mechs, whether under construction, on patrol, guarding, or depleted, can be attacked.

Missile Y: For each missile volley (you have Y missiles), assign where that missile volley will go. When damage is resolved, roll a die for each missile volley. If you roll a 1 or a 2, that missile volley deals that much missile damage to its target. If you roll a 3 and you have Munitions in play, that missile volley deals 3 damage to its target; if you don't have Munitions in play, nothing happens when you roll a 3. If you roll 4, 5, or 6, nothing happens. If the 'Mech with Missiles is part of an attacking mission, the missile volley can be assigned to the intended target, even if the attacking 'Mech was blocked.

Mission card: Mission cards are played when you are assigning your damage only during Missions phases, either yours or your opponent's.

The number of Mission cards a player uses must be equal to or less than that player's initiative. Damage from Mission cards does not take effect until all damage assignments have been made, unless otherwise noted. Mission cards can only be played during the Missions phase.

Missions: You may send your untapped 'Mechs on missions during the Missions phase. You may send as many 'Mechs as you like on as many different missions as you like, declaring and resolving each mission in turn.

Moderate speed: See *Speed*.

Munitions: When Munitions are in play and you roll a missile roll of 3, that missile volley deals 3 damage.

Opposing 'Mech: Any 'Mech that your 'Mech(s) engages in battle.

Overheat X: +Y attack: A 'Mech can take X overhear damage voluntarily to itself to do Y extra damage. (This damage may be negated by the 'Mech's armor but it may also do structure damage.)

Patrol, patrolling 'Mech: At the end of the turn in which it is finished being constructed, a 'Mech moves from the Under Construction region into the Patrol region. Your 'Mech on patrol can attempt to block an attacking 'Mech (if your 'Mech on patrol is fast enough; see *Speed*), can attack, or can be moved to guard one of your sites.

Phases: See *Untap*, *Draw*, *Deploy*, *Repair/Reload*, *Missions*, and *End of Turn*.

Pilot: Pilots are played only on 'Mechs to "drive" that 'Mech and give it some special ability. If the 'Mech is destroyed, the pilot is scrapped. Your pilots can switch from one 'Mech to another during your Deploy phase, but a 'Mech can have only one pilot at a time.



Politics: Politics makes certain cards notably less expensive, but it provides no special ability in and of itself.

Region: An area of the playing field.

Reload: A 'Mech that has used an Alpha Strike ability is considered depleted and must be reloaded before it can return to play. Reloading your 'Mechs only occurs during your Repair/Reload phase. 'Mechs to be reloaded are tapped, turned face down, and can be attacked. 'Mechs that are reloaded are turned face up and placed in the Patrol region tapped.

Repair: Some cards allow you to repair damage done to the structure of your damaged 'Mech(s). These effects can only be used during your Repair/Reload phase.

Repair/Reload phase: During your Repair/Reload phase, you can repair 1 structure damage to one of your damaged 'Mechs and/or reload your depleted 'Mechs.

Resources: Resources are Command cards that provide you with the ability to construct 'Mechs or use other effects. Cards with the ability to provide resources indicate so with the symbol . Some cards provide more than one  when used.

Restock: Some cards instruct you to restock them—this means to place them on the bottom of your Stockpile.

Reveal: During your Deploy phase, you may turn over a card that is under construction, showing all players that its construction cost is paid for so that you can use it in the future. Some cards will specifically indicate when they are to be revealed and what the effect of revealing them is. If your opponent attacks any of your cards under construction and is not blocked, then that card is revealed (even if you don't want it to be!).

Scrapheap: Your face-up discard pile. A card that is scrapped, or removed from play, goes here.

Scrapped: Put into the Scrapheap. Cards can be scrapped from play, from a Stockpile, or from a player's hand.

Site: A site includes any card in the Command Post (except enhancements), your Stockpile, and your Scrapheap.

Slow speed: See *Speed*.

Speed: All 'Mechs have a speed (indicated on the card). These are used to determine whether or not one 'Mech can attack or block another 'Mech. A faster 'Mech can attack or block a slower 'Mech and 'Mechs of the same speed can block each other, but a slower 'Mech cannot block a faster 'Mech. (Exception: A slower 'Mech can block a faster 'Mech if the slower 'Mech is guarding a site that the faster

'Mech is attacking.) There are three speeds of 'Mechs: Slow, Moderate, and Fast. If 'Mechs attack as a group, they move at the speed of the slowest 'Mech in the group and can be blocked by a 'Mech with a comparable speed.

Stockpile: A Stockpile is a player's draw pile and counts as a site. A successful attack against a player's Stockpile scraps one card for each 1 damage dealt to it. You win the game when your opponent is required to draw a card from his or her Stockpile and has no cards left in his or her Stockpile to draw, or when you attack your opponent's Stockpile and your opponent cannot scrap enough cards to equal the damage from your attack.

Structure: All 'Mechs and some Command cards have two numbers in the lower-lefthand corner. The first number represents armor; the second represents structure. Structure is how much "real" damage a card can take before it is scrapped. For every 1 damage a card takes beyond its armor number, that card suffers 1 structure damage (which is marked with a counter). Structure damage must be repaired—otherwise, the card retains the counters indicating damage. When a card has suffered its maximum structure damage, it is scrapped.

Tactics: Tactics is an asset that gives a player +1 to your initiative, the number that determines whether you or your opponent gets to play effects and assign damage first.

Tap, tapping: Tapping a card means to turn it sideways. This indicates that a card has been used and is temporarily out of commission.

Target: The original card being attacked.

Under construction: A card under construction is being "built" to enter play and usually has construction counters on it to indicate how many resources have been spent on its construction so far. A card under construction can be attacked. For every 2 damage dealt to a card under construction, one construction counter is removed. And if a card under construction has no construction counters on it and takes at least 1 damage, it is scrapped. Note that if damage to a card under construction is dealt by an unblocked source, the card under construction is revealed.

Under Construction region: Cards go from your hand to the Under Construction region when deployed. When cards are in the Under Construction region, you can add construction counters to them (by spending resources).

Unique: If a card contains the keyword "unique," you may only have one copy of that card in your deck. If an opponent has that card in his or her Command Post or Patrol region, you cannot move your constructed unique card into your Command Post or Patrol Region.

Untap phase: During the Untap phase, you turn all of your cards except those in the depleted area upright again, untapping them and readying them for use again.

Quick Reference

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 can 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 some 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 a) 'Mechs on patrol that are the same speed as or faster than the slowest attacking 'Mech; and/or

b) 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 plays effects 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 plays 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.

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