BTech:TCG Game Rules:

- **Turn Sequence**
  - Untap: You must Untap all cards except depleted units.
  - Draw: You must draw two cards.
  - Deploy: There are 4 steps to deployments.
    - **Deploy cards:** you get 2 per turn.
    - **Construct cards:** build as much you want you can only build as much as you have resources. Put one resource counter on the card for each card you tap unless you are using a special or unique resource card.
    - **Activate Cards:** Activate mission, command, and 'mechs now. Units that were constructed this round stay in the construction region for now.
    - **Reassign Pilots:** you may only do this with 'mechs (obviously).
  - Repair/Reload: There are two steps to this.
    - **Repair Units:** you may only repair using a assembly card, and only if you have one available to use.
    - **Reload Cards:** you must reload all your depleted units.
  - Missions: There are several things you need to do when attacking/guarding.
    - **Attacking:**1. Determine who wins initiative. 2. The player the lost initiative goes first, player that won goes second. 3. Resolve damage.
    - **Guarding:** Put untapped units on guard duty or back on patrol.
  - End Turn: Two things need to be done at the end of a turn.
    - **Move Out:** Move activated units from your construction region to your patrol region.
    - **Restock:** If you have logistics available.

- **Valid Targets**
  - **Your Opponent's Sites:**
    - Stockpile.
    - Any card under construction.
    - Any card in the Command Post, but not Enhancements or Pilots.
  - **Your Opponent's Units:**
    - Any depleted unit regardless of its speed.
    - Any other unit, if it's slower then every member of the attacking group.

- **Unit Speeds**
  - A unit can be one of three speeds: fast, moderate (medium), or slow. This affects its ability to attack or block as follows:
    - Fast: Units can attack slow or moderate. Fast units on patrol can block attacking groups of any speed.
    - Moderate: Units can attack slow ones. Moderate units on patrol can block only groups with any moderate and slow units.
    - Slow: Units can't attack other units. Slow units on patrol can block only groups with any slow units.