

1) Can I play with more than sixty cards?
Your deck size is limited to sixty cards—unless, of course, you and your opponent agree otherwise prior to playing a non-tournament game.

2) I've got a Dasher D Firemoth with a deployment cost of 4/2A/1M/1T. What does it cost me to play this card?
The total cost of playing any card is the total of all the numbers in its deployment cost. So the Dasher D costs 4 + 2 + 1 + 1, or 8 resources to put into play.

Remember that, in terms of cost, you can ignore numbers next to those with letters if you have the corresponding assets in play. For example, with Dasher D, if you have the Tactics asset in play, the total cost of the Dasher D is only 7. If you have Assembly, Munitions, and Tactics in play, the total cost is only 4. You don't have to have two Assembly assets in play: merely having the asset lets you completely ignore the number next to it. You also do not have to tap a card with an asset in order to use that asset.

3) How much damage can I repair on my 'Mechs each turn?
You may only repair 1 damage per turn, regardless of how many Assembly assets you have in play or how many resources you have available.

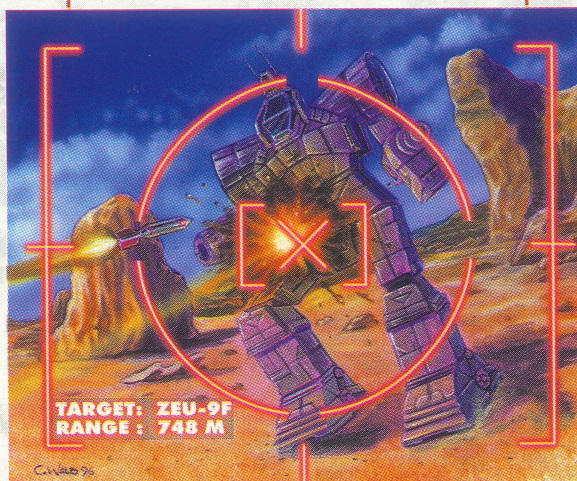
4) If I have two Support: Tactics cards in play, is my initiative +2?
Assets are not cumulative, so no matter how many Support: Tactics cards you have, your initiative is still just +1. If you want to raise your initiative, you will need to use cards that add to your initiative, as opposed to merely giving you Tactics.

5) Once I've paid for a card, when does it come into play?
Command cards come into play at any point during the Deploy phase if their deployment cost is paid. 'Mechs come into play during the End phase if their deployment cost has been paid.

6) Can I choose to leave a card unrevealed and build up more counters to bluff my opponent?
Yes.

7) Can I choose to reveal a card that isn't completely constructed?
Yes.

8) What happens with the excess damage done to a card under construction? Say



a card under construction has five construction counters on it. During a first attack, you do 3 damage to it, removing one counter. In the next attack you again do 3 damage. Does this destroy one or two construction counters?
The extra point is lost, even between attacks during the same turn. So you would destroy one construction counter.

9) Do I have to tap a 'Mech to block with it?
Yes. Blocking taps the blocking 'Mech.

10) When do we determine initiative during combat?
Right after the block or blocks have been declared. Then, if someone plays an effect that changes his or her initiative, you'll have to recalculate it.

11) If I attack a tapped 'Mech, does it get to deal damage?
A tapped 'Mech that is attacked still deals its damage, unless it is depleted. It is considered blocking for purposes of various Mission cards.

12) The Trebuchet TBT-7M has an attack of 2, and Missile 1. Does this mean that if I use the Missile, I can't use the attack to deal damage?

No, the 'Mech's options are in addition to any damage it normally deals.

13) The rules on the Turn Sequence say: "...and resolving each mission in turn." Does this mean I can only run one mission per turn?
No, they should say "...and resolving each mission in sequence."

14) Is Overheat damage separate from mission damage? That is, does armor apply separately to both mission damage and Overheat damage?
Overheat damage is added to any damage suffered during a mission, and all that damage is applied at the same time, so armor only applies once to that lump sum, not separately for each source of damage.

15) Is NARC cumulative? If my attacking group contains three 'Mechs with NARC, am I allowed to subtract up to three from a missile role?

NARC is not cumulative: "You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech."

CARD ERRATA

Combat Engineers is incorrectly listed as Infantry Support in its own card text.

Bjorn Jorgensson, the Ghost Bear pilot, should have the "unique" keyword on the card.

Victor Steiner-Davion should not have armor/structure.

SPECIFIC CARD RULINGS

Misrouted Command can be played against tapped 'Mechs. ®

See pgs. 72-73 for your official BattleTech Card List



©1996 Wizards of the Coast, Inc. BattleTech and 'Mech are registered trademarks of FASA Corporation. ©1996 FASA Corporation. All rights reserved. The BattleTech universe is owned by FASA Corporation and used under license.