BattleTech Player's Guide

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The **BattleTech**® Player's Guide is meant to provide **BattleTech** trading card game players and tournament judges with a complete reference of rulings for the **BattleTech** TCG. This compilation of rulings, along with the DCI™ **BattleTech** Rules of Engagement and the ***BattleTech:*** *Commander's Edition™* rulebook, should answer any question that could possibly come up during a **BattleTech** game or tournament.

This compilation will be updated at regular intervals following the release of new **BattleTech** TCG expansions.

All information contained herein is official and must be used in sanctioned **BattleTech** TCG tournament play. Any questions or comments on the material should be directed to Wizards of the Coast at **(800) 324-6496 or** `<questions@wizards.com>`.

Table of Contents

General Rulings

Deck Construction Rules

Universe Rules

The Inner Sphere affiliations currently used in the **BattleTech** TCG are **Davion**, **Marik**, **Kurita**, **Liao**, **Rasalhague**, **Steiner**, **St. Ives**, and **ComStar**.

The Clan affiliations currently used in the **BattleTech** TCG are **Ghost Bear**, **Jade Falcon**, **Smoke Jaguar**, **Wolf**, and **Steel Viper**.

Mercenary, **Wolf's Dragoons**, and **Periphery** do not count as Houses and may be included in any Inner Sphere deck.

Victory Conditions

After the entire effect of a card or ability has been assessed, check each Stockpile to see whether it has run out of cards. This will typically happen because a Stockpile took too much damage, but might happen as a result of drawing cards, for example. Each player whose Stockpile took too much damage loses; if all Stockpiles took too much damage, the game is a draw.

Card Types

You have access to the most powerful tools of war humanity has ever seen. This means nothing if you don't know how to use these tools. Keep a keen eye, because every detail you miss puts your enemy one step closer to victory.

Units

The Inner Sphere was divided. Its ruling dynasties warred constantly over colony worlds having valuable resources. These titanic struggles led to the development of BattleMechs: gigantic 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.

Types of Units

As of the release of **BattleTech**: *Commander's Edition,* Unit types include 'Mechs, Vehicles, and Battle Armor. Other Unit types may be introduced in the future, but for now these are the only things that count as Units.

Abilities that apply to Units apply to 'Mechs, Vehicles, and Battle Armor.

Abilities that apply to Vehicles apply to Vehicles and Battle Armor but not 'Mechs.

Abilities that apply to 'Mechs apply only to 'Mechs and not to other types of Units. (Note that many cards printed prior to *Commander's Edition* have errata to replace the word 'Mech with Unit. See the *Commander's Edition* rulebook, pp. 40–43.)

'Mechs

'Mechs are the standard Unit in the **BattleTech** universe. Most older cards use the term 'Mech where the term Unit should be. See the *Commander's Edition* rulebook, pp. 40–43, for details.

Vehicles

When a Vehicle takes damage, roll a die. On a 5 or a 6 the Vehicle is scrapped. This is true even if the Vehicle says it is scrapped only on a 6.

The controller of the Vehicle rolls the die when it is damaged.

Battle Armor

Battle Armor may not be assigned to attack or block unless another Unit is also assigned to attack or block with it. This other Unit may be a Battle Armor Unit. Once a Battle Armor Unit is assigned as an attacker or a blocker, removing the other Units will not remove the Battle Armor Unit from the mission.

Unit Stats

Base attack, armor, and structure are the values a Unit has before any modifications from effects, options, or Enhancements are applied. Base attack, armor, and structure never change on a given Unit.

You may not play an Enhancement on (or activate an ability of) one of your Units if doing so would reduce that Unit's attack, armor, or structure below 0.

Your opponent may play an Enhancement on one of your Units that would reduce its attack, armor, or structure below 0. If any value is reduced to less than 0, it should be treated as 0 for all purposes except raising above 0 again.

You may play Mission cards that reduce your or your opponent's Units' stats to less than 0. If any value is reduced to less than 0, it should be treated as 0 for all purposes except raising above 0 again.

If an attack against a depleted Unit is blocked, you can still include that Unit in the battle. It won't deal damage but can use abilities and options, such as those provided by a Pilot's ability or ECM.

Attacking a Unit always results in battle, whether with the Unit under attack, with blocking Units, or both.

Unit Options

Deciding not to use an option that has no drawback (such as ECM, Anti-Missile, or NARC) takes place as an action when Mission cards would be played during a mission.

Alpha Strike

If a Unit has the Alpha Strike option more than once, it may use any, all, or none of the options during a mission or battle. If the Unit uses any of its Alpha Strike options it will be depleted. The use of multiple Alpha Strike options doesn't provide any additional penalty other than normal depletion.

Anti-Missile

Anti-Missile is cumulative.

Example   If you have two Units with Anti-Missile in a group, each missile fired at that group would deal -2 damage.

ECM

ECM is not cumulative.

Example   If you have two Units with ECM in a group, the bonus to the armor of each Unit is still only +1.

Jump

If you use the Jump option on more than one of your Units, the initiative bonus is cumulative.

Example   John and Marsha both have Tactics in play, so they both have a base initiative of 1. Marsha uses the Jump option on one of her Units, boosting her initiative to 2. John uses the Jump options on two of his Units, boosting his initiative to 3 (each Jump provides +1 initiative). Unless initiative is further modified, Marsha has lost initiative and must play Mission cards and assign damage first.

Missiles

When you use a Unit's Missile option, you can fire up to the number of missiles it has. You're not required to fire all of them. As with any other option, you can decide not to use Missile and thus fire no missiles.

A Unit's missiles are considered part of the damage it deals for purposes of Forged Mission Orders, Heroic Sacrifice, Topple, and so on.

NARC

NARC can combine with other abilities that modify die rolls. Cards such as Missile Spotter *(Limited, Unlimited),* NAIS *(Limited, Unlimited),* Targeting Ace *(Limited, Unlimited),* or Field Command Post *(Counterstrike™)* can apply more than one modification to a die roll in addition to the modification provided by NARC.

Overheat

Overheat damage is added to any damage suffered during a mission, and all that damage is applied at the same time. Remember that armor only applies once to that lump sum, not separately for each source of damage.

VTOL

VTOL Units may be attacked normally.

Guarding Units may block normally. Only non-VTOL patrolling Units can't block attacking VTOL Units.

If a VTOL Unit attacks in a group with other Units, if any of the Units can be blocked, the entire group will be blocked normally.

Command Cards

"We can always find a little something in reserve to throw at the enemy, no matter what the situation."

—Colonel Rhonda Snord, Rhonda's Irregulars
Camelot Command, 7 Sep 3051

Abilities

Cards with abilities that you play only during missions or battles, such as Contract with Kell's Hounds (CE) or Sandhurst Royal Military Academy (CE), only affect Units or targets involved in the mission or battle. Unless the card says otherwise, use these abilities only when Mission cards would be played.

During a mission or battle, if you play an ability that can only be played under certain conditions, the effect will apply even if the condition ceases to be true.

Example   Chaos March Veteran *(Arsenal™)* has an ability that gives its 'Mech +2 attack; this ability is playable only during battle. If you then remove the only opposing Unit, the +2 will still apply even though without any opposing Units there is no longer any battle.

Unit, Pilot, and Enhancement abilities that say "Play only during battle" can only be played if the relevant Unit is involved in the battle. For example, you can't use the ability of Phelan Ward *(MechWarrior®)* unless its 'Mech is involved in the battle. Cards such as Mobile Long Tom *(Counterstrike)* and Catapult CPLT-C3 (CE) have abilities that may be used while they aren't in battle, but the Unit or target chosen must be in a battle or mission.

You may play an ability that doesn't specify a time to be played:

a) Any time during your own turn except during a mission.

b) During a mission (on any player's turn) during your initiative.

Resources

Resources must be spent immediately upon being generated or they are lost.

Example Scrounger Crew *(Limited, Unlimited)* creates (R)(R) when it is activated. You can't activate it, spend (R), deploy a card, and then spend the other (R). The second (R) would be lost since it wasn't spent immediately.

Enhancements

You can play an unlimited number of Enhancement cards on a given Unit or site.

If an Enhancement gives a Unit an ability or option that it already has, it gets that ability or option twice. You're free to use either, both, or neither of the abilities or options when appropriate.

Example You play a Retrofitted Laser System *(Limited, Unlimited),* which says "Unit gains Overheat 2: 3," on a Unit that already has Overheat 2: 2. You may then use the Unit's normal Overheat option as well as that provided by the Retrofitted Laser System for a total of 4 overheat damage and +5 attack. You may also use one, the other, or neither of the Overheat options.

Sometimes a site Enhancement is played on a card under construction and that card is later activated. In this case, if the card is still a site the Enhancement remains, and if the card is not a site the Enhancement is scrapped.

Some Enhancement cards let a player redirect damage to those Enhancements in order to scrap them. A player can't redirect damage to such an Enhancement unless he or she redirects the exact amount needed to scrap it.

Example   To destroy a Point Defense System *(Limited, Unlimited),* the attacker may redirect 4 damage that would otherwise be dealt to the site it enhances. All 4 damage must be dealt during the same attack. Redirecting more or less than 4 damage is impossible (though if more than 4 damage is dealt, the attacker can of course redirect just 4 of it to the Point Defense System). Whenever damage is redirected to an Enhancement, the attacker has the option of assigning some, all, or none of the damage dealt to the target to the Enhancement instead.

Pilots

Pilots may be played only on 'Mechs, not on any other Unit types. Pilot abilities apply to non-'Mech Units normally.

See the "Phases of the Turn: Deploy Phase" section of the General Rulings for information on reassigning Pilots.

Unique Cards

Unique cards may not be put into play while another Unique card of the same title is in play. Unique cards may be placed in the Construction region while a Unique card of the same title is in play, but they may not be activated.

Any Unique card that enters play for any reason while a Unique card of the same title is in play is immediately scrapped.

Mission Cards

"So there I was, between a rock and a hard place, when suddenly I thought, 'What am I doing on this side of the rock?'"

—Star Commander Karra, Clan Ghost Bear
Constance, Apr 3050

If you're attacked, you can play Mission cards even if the mission doesn't result in a battle (that is, if you don't block and something other than a Unit was attacked). The number of Mission cards is still limited by your initiative.

Certain Mission cards must be played prior to the declaration of blockers in order to work properly. These Mission cards typically modify which Units can or can't block. Although they are played before initiative is calculated for both players, these cards still count against your initiative limit for that mission. This means that you can't play them if you don't have a base initiative of at least 1, for example.

Once a Mission card has been played, it remains in effect even if the game situation changes in a way that would make it illegal to play that Mission card.

Example   If you play a Mission card that says "Play only during battle," it remains in effect even if all of the blockers are removed from combat, thus ending the battle.

Regions

A good field command post doesn't guarantee your survival, but it does make your enemy pay for every inch of ground taken.

Stockpile

You may count the cards in any Stockpile at any time. You may not rearrange the cards' order.

Construction Region

A card under construction is in play and is considered a site but is not a specific Unit or Command card.

Example   You can use Death Commando Strike *(Limited, Unlimited)* to "Scrap one card in play other than a Unit." Since cards under construction don't count as Units (or anything else for that matter), you can use Death Commando Strike to scrap a card under construction, even if the card happens to be a Unit card.

Command Post

No rulings yet.

Patrol Region

If you put a Terrain card in your Patrol region, you can use its ability if a patrolling Unit is the target of a mission.

Phases of the Turn

"The old ways of war are dead, Father, and we must adapt, or die!"

—Kanrei Theodore Kurita, Luthien, 26 Dec 3051

Untap Phase

You can't decline to untap a card during your Untap phase unless a card gives you that option.

Draw Phase

You can't draw fewer than two cards during your Draw phase unless a card gives you that option. The first player's draw of a single card on the first turn is the only time a player may draw fewer than two cards.

Deploy Phase

You can activate a card under construction if you've paid its construction cost. Command cards move into your Command Post as soon as you activate them. Units don't move into your Patrol region until the End of Turn phase, so they can't attack or be assigned to guard that turn. You can use abilities of both Units and Command cards as soon as the cards are activated.

Example   The Catapult CPLT-C3 (CE) has the ability "(T): Choose any Unit or the target and deal 1 damage to it. Use this ability only during a mission." If you activate this Unit you may use its ability even while it's in the Construction region.

The Deploy phase is the only phase in which you can activate cards, unless the card states otherwise.

Example   Ambush! *(Unlimited)* states, "You may activate Ambush! when opponent attacks...." This is an exception to the usual rule. You may not activate Ambush! at any time other than when an opponent attacks.

You deploy cards one at a time and add construction counters one at a time. You can interweave these as much as you like.

Example   You could construct one card, deploy a card, construct that card, deploy another card, and construct that card.

Reassigning Pilots

If all of your 'Mechs are piloted, you can't reassign any Pilots. You must reassign Pilots one at a time rather than all at once, so you must have at least one unpiloted 'Mech. Having even one unpiloted 'Mech lets you rearrange all your Pilots as you like.

Repair/Reload Phase

Having the Assembly asset in play lets you repair 1 damage per turn, period, regardless of how many Assembly assets you have in play. Under no circumstances does having the Assembly asset in play permit you to repair more than one 'Mech.

Other cards may allow you to repair more than 1 damage during a single Repair/Reload phase.

Example: Having Repair Facility (CE) in play lets you repair more than 1 damage during your Repair/Reload phase. See "Repair Facility" in the Individual Card Rulings for details.

Missions Phase and Missions

Assigning Units to Guard

The Missions phase is the only phase in which you can assign a Unit to guard a site. As long as a Unit is untapped, you can assign it to guard a site or remove it from guarding and place it in the Patrol region. There's no limit to the number of times a Unit may be reassigned during a single Missions phase as long as it's untapped when you reassign it.

Removing Units from Battle

Units removed from battle neither deal nor receive damage. Also, continuous abilities of these Units and their Enhancements and Pilots no longer apply.

Example   You play Forged Mission Orders *(Limited, Unlimited)* on a Unit with the ECM option. Since that Unit is removed from battle, the ECM bonus provided to the other Units no longer applies, so they don't get the armor bonus it would have given them.

Once an activated ability of a Unit is used, it still applies even if the Unit is removed from battle.

Example   You use a Unit's Jump option, providing +1 initiative. You then remove that Unit from the battle. You still get the +1 initiative.

Units removed from battle remain tapped, untapped, or depleted unless some additional effect modifies this.

Example   Forged Mission Orders *(Limited, Unlimited)* untaps a blocking Unit in addition to removing it from battle, so the Unit always becomes untapped.

Example   Bait and Switch *(Counterstrike)* also removes a Unit from battle, but in this case the Unit removed remains tapped unless some other effect untaps it.

If all of the blocking Units are removed, the attacking Units no longer count as being blocked and the target may deal damage to the attacking Units even if it wasn't previously included in the battle. If the defending player's initiative has already passed, any damage dealt by the target should be assigned immediately following the last blocker's removal.

Example   If your opponent attacks one of your Units and then removes all your blockers from battle, the attackers are now in battle with the target, even if you originally chose not to include the target in the battle.

The target will now deal its base attack in damage, but getting it into battle this way doesn't necessarily allow you to use its options or other abilities.

Increasing the Attack of a Unit That Has Assigned Its Damage

If you use an ability that increases the attack of one or more of your Units after you've already assigned their damage, assign that new damage

immediately. If you and your opponent both do this at the same time, start with the player who lost initiative.

Reducing the Attack of a Unit That Has Assigned Its Damage

When you assign damage in combat, you're supposed to say how each individual Unit's damage is assigned. As a shortcut, players usually lump together all the damage their Units deal and distribute that damage among the opposing Units, but it's important to know which Unit dealt which damage in case a Unit's attack gets reduced. If there's a reasonable chance your Unit's attack will be reduced after you've assigned damage (for example, if you know your opponent's deck contains one or more Heavy Fog cards), you should always say exactly how your Unit's damage is being assigned rather than simply distributing the lump sum.

Example   You attack with a Guillotine (4 attack) and an Albatross (6 attack after overheating), and they're blocked by a Koshi Prime (0/4) and a Pouncer Prime (1/5). Your Units have enough total attack to scrap both the blockers, but you should still say exactly how their damage is distributed.

Let's say you assign all the Guillotine's damage to the Koshi and all the Albatross's damage to the Pouncer. Then your opponent plays Heavy Fog, giving each of your Units -2 attack. That means neither of your opponent's Units is scrapped, since the Koshi takes only 2 damage and the Pouncer only 4. But if you assign 4 of the Albatross's damage to the Koshi and all the other damage to the Pouncer, then when your opponent plays Heavy Fog you can say that the Albatross's -2 attack is taken out of the damage it's dealing to the Pouncer. That way the Koshi still takes 4 damage and is scrapped.

End of Turn Phase

Units that were activated this turn and are in your Construction region are moved to the Patrol region. They may not be assigned to guard this turn, since that would have been done during the Missions phase.

Individual Card Rulings

Aerospace Fighter Mission *(Limited, Unlimited, Commander's Edition)*

Errata   (*Limited, Unlimited* versions only) The base cost of this card should be 4.

Ambush! *(Limited, Unlimited)*

All damage from all sources is resolved at the end of combat. Units destroyed by Ambush! still deal their damage as normal.

Ambush! is activated before blockers are assigned. If it's the target of a mission and is activated, there is no target for that mission, though it still takes place.

Anastasius Focht *(Mercenaries™, Commander's Edition)*

You must fulfill all the choice requirements before you can use Anastasius Focht's ability. You may not play its ability unless there are both Inner Sphere and Clan Units in play to tap and untap.

Assassination *(Counterstrike)*

Assassination may scrap any card listing the keyword **Unique**. This includes Unique Units.

Axeman *(Limited, Unlimited)*

Errata   Card text should read:

"Axeman has +1 attack, usable only against Units of the same speed or slower."

Bait and Switch *(Counterstrike, Commander's Edition)*

Errata   Card text should read:

"Play only during battle. Roll a die. 1–2: Draw a card after the mission. 3–6: Choose one of your engaged Units that has not dealt damage. *That Unit is removed from battle.* Tap one of your untapped Units that is not engaged in the battle; that Unit joins the battle."

See "Removing Units from Battle" in the General Rulings.

Batchall *(Mercenaries)*

The controllers of the Units choose which ones take the damage.

Battle Armor Squad *(Arsenal)*

Errata   The speed of the Unit was accidentally omitted. It's slow.

Bearer of McKennsy Hammer *(Limited, Unlimited, Commander's Edition)*

There's no rule stopping a Unit from attacking more than once during a Missions phase. If the Unit untaps as a result of the die roll, it may attack again.

Black Hawk D Nova *(Limited, Unlimited, Commander's Edition)*

Because you can't lower a Unit's attack below 0 to pay the cost for an effect, the Black Hawk D must somehow get an extra attack bonus before you can use its Jump option.

Black Market Connections *(Counterstrike, Commander's Edition)*

You choose the cards in your hand and the card in the Scrapheap at the same time, so you can't retrieve one of the two cards you're discarding.

Blitzkrieg *(Counterstrike, Commander's Edition)*

Errata   Card text should read:

"**Play only when attacking.** *Remove from battle each blocking Unit that is not guarding and untap it.* **If no blocking Units remain, deal damage to the target as if unblocked.**"

As a result of this errata, Unit abilities such as NARC and Anti-Missile are removed along with the Units. See "Removing Units from Battle" in the General Rulings.

Bribed Pilot *(Counterstrike)*

The unpiloted Unit doesn't have to be tapped to be affected by this card.

Brutal Punch *(MechWarrior, Commander's Edition)*

If a Unit's armor is increased by a card like Ferro-Fibrous Armor, that increase doesn't affect the damage bonus from Brutal Punch. The base armor value of a Unit can't be changed by any means.

Candace Liao *(Limited, Unlimited, Commander's Edition)*

Candace Liao scraps all Subterfuge cards that are revealed *after* it comes into play, not all Subterfuge cards that are revealed *when* it comes into play.

Cataphract (Limited, Unlimited)

Errata   (*Unlimited* version only) Cataphract is listed as a Davion Unit. It should be a Liao Unit. The *Limited* version is correct.

Com Guard Response Team *(Mercenaries, Commander's Edition)*

You can use Com Guard Response Team to have the Stockpile inflict +4 damage on any attack, but keep in mind that if you involve the target in the attack, the attackers can assign damage to it even if the attack is blocked.

Combat Engineers *(Limited, Unlimited)*

Errata   (*Limited* version only) Combat Engineers is incorrectly listed as Infantry Support in its own card text.

ComStar News Bureau *(Mercenaries)*

Scrapping Think Tank for (P) doesn't count toward ComStar News Bureau.

Communications Failure *(Limited, Unlimited, Commander's Edition)*

Errata   (*Limited, Unlimited* editions only) Text should read:

"4–6: Remove all static counters from that Unit and untap it."

Contract with Hansen's Roughriders (MechWarrior)

If you use Contract with Hansen's Roughriders on a Spider (0 armor, 3 structure) and that Spider takes 3 damage during the battle, the card goes to the Scrapheap. If a card leaves play in the middle of an effect, it "forgets" everything it was doing when it was scrapped.

Let's say an opponent attacks your Contract with Hansen's Roughriders and you block, using Contract with Hansen's Roughriders to put a Big Honkin' Unit into play. If you include Contract with Hansen's Roughriders in the battle and your opponent scraps it, the Big Honkin' Unit goes back to your hand at the end of the mission. Destroying the source of an effect doesn't counter that effect.

Dan Allard *(Arsenal)*

Dan Allard may reassign itself.

Like all abilities, Dan Allard's ability may be used only once per mission. That means only one Pilot may be reassigned.

Death Commando Strike *(Limited, Unlimited, Commander's Edition)*

You can use this card against cards under construction regardless of whether or not they're Units. See "Construction Region" in the General Rulings.

Deploy Reinforcements *(Limited, Unlimited, Commander's Edition)*

Speed, guarding another site, being in the Construction region (but still activated), and so on don't prohibit a Unit from entering battle. They only prevent a Unit from blocking the attack, which is the normal way a defending Unit gets involved in a battle.

Difficult Terrain *(Mercenaries, Commander's Edition)*

Errata   (*Mercenaries* version only) Add the keyword **Terrain**.

The speed of a slow Unit attacking the site would still be slow. Slow is as slow as it gets.

Disguised Coordinates *(Mercenaries, Commander's Edition)*

Errata   (*Mercenaries* only) Text should read:

"…choose any site that is a legal target for that attack and redirect it to that site."

Effective Groundwork *(Limited, Unlimited)*

The effect of this card is cumulative, so a second Effective Groundwork causes damage to be multiplied by 4, a third by 8, and so on.

Tournament Ruling: Effective Groundwork is banned from tournament play as of April 15, 1997.

Elemental Point *(Limited, Unlimited)*

Elemental Point must tap to attack or block.

You can play a site Enhancement card on Elemental Point.

Cards that state that they apply to Units don't apply to Elemental Point.

Elite MechWarrior *(Limited, Unlimited)*

Elite MechWarrior and Maneuvering Ace *(Limited, Unlimited)* have a special ability unrelated to speed that lets them be blocked only by *guarding* Units. Thus they can effectively ignore Perimeter Alarm *(Limited, Unlimited)*.

Tournament Ruling: Elite MechWarrior is banned from tournament play as of July 1, 1997.

Expert Negotiation Team (Mercenaries)

This card may untap only cards listing the keyword **Mercenary**.

Expert Timing *(MechWarrior)*

The attack bonus is locked in when the card is played. After that, changes to either player's initiative have no effect on the Expert Timing bonus.

Extra Armor Plating *(Limited, Unlimited)*

Errata   (*Unlimited* version only) Add the phrase:

"Draw a card when you activate Extra Armor Plating."

Errata   (*Limited* version only) Card text should read:

"You may deploy Extra Armor Plating revealed to make an additional deployment this turn. Draw a card when you activate Extra Armor Plating."

Ferro-Fibrous Armor *(Limited, Unlimited)*

Errata   Card text should read:

"You may deploy Ferro-Fibrous Armor revealed to make an additional deployment this turn. Draw a card when you activate Ferro-Fibrous Armor."

Ferro-Fibrous Upgrade *(Arsenal)*

Ferro-Fibrous Upgrade's ability happens automatically when the Unit takes damage. As a result it's not a choice, but it's also not required that the controller announce the use of the ability during his or her initiative.

Final Push *(Arsenal)*

Final Push allows Units to deal up to 2 of their damage to the target even when blocked. This ability is cumulative with other abilities that allow a blocked Unit to deal damage to the target.

First Circuit Summons *(Counterstrike, Commander's Edition)*

Errata   (*Counterstrike* version only) Add the phrase "other than a Unit" to the first sentence of the card's ability.

Forged Mission Orders *(Limited, Unlimited)*

Errata   Card text should read:

"Play only when blocked. *Choose any blocking Unit. Remove that Unit from battle and untap it.*"

As a result of this errata, Unit abilities such as NARC and Anti-Missile are removed along with the Unit. See "Removing Units from Battle" in the General Rulings.

Grayson Death Carlyle *(Limited, Unlimited)*

Grayson Death Carlyle works much the same as Perimeter Alarm—it lets your Units ignore the speed of the attacking Units. Elite MechWarrior and Maneuvering Ace still get around this.

Guerrilla Support *(Limited, Unlimited)*

Errata   Card text should read: "...opponent scraps a card from his or her Stockpile at the beginning of his or her turn until the end of the game."

Hatchetman *(Limited, Unlimited)*

Errata   Card text should read:

"Hatchetman has +1 attack, usable only against Units of the same speed or slower."

Headhunter *(MechWarrior, Commander's Edition)*

You roll for all damage dealt by Headhunter, not just structure damage.

Heavy Fog *(Limited, Unlimited, Commander's Edition)*

See "Reducing the Attack of a Unit That's Already Assigned Its Damage" under "Missions Phase and Missions" in the General Rulings.

Heavy Fog prevents 2 damage to each attacking Unit. Like any other kind of damage prevention, this can prevent Overheat damage, Missile damage, and so on.

Heroic Sacrifice *(Limited, Unlimited, Commander's Edition)*

Errata   (*Limited* version only) Card text should read:

"Play only if you have Tactics in play and only when blocked."

Intimidating Paint Job *(Mercenaries, Commander's Edition)*

You may put more than one Intimidating Paint Job on a Unit. The effects of these are cumulative if you do.

If Intimidating Paint Job is played on a Unit that already has an ability that reduces the attack of opposing Units, the total effect will be cumulative. Many Unique 'Mechs have such an ability.

Inside Job *(Limited, Unlimited, Commander's Edition)*

Errata   (*Limited* and *Unlimited* versions only) Card text should read:

"Scrap this card when it is revealed.

You may activate this card only when one of your Units attacks alone.

This mission cannot be blocked."

Laser System Retrofit *(Commander's Edition)*

If the Unit already has an Overheat option, this Enhancement gives it another Overheat option rather than changing the numbers on the original. Using one Overheat ability does not force you to use the other.

Long-Range Targeting System *(Limited, Unlimited, Commander's Edition)*

Errata   (*Limited* version only) Long-Range Targeting System lets you redirect *up to* half the Unit's attack to the target.

This Enhancement is cumulative with other abilities that let the Unit deal damage to the target even if blocked.

Example   Thor D *(Limited, Unlimited)* has a base attack of 6 and the ability to deal 2 damage to the target even if blocked. If you enhance this Unit with Long-Range Targeting System, it can do a total of 5 damage to the target even if blocked.

Lured into Bog *(Limited, Unlimited)*

Lured into Bog works like Perimeter Alarm—it lets you ignore only the attacking Unit's speed.

Massive Battlefield Confusion *(Counterstrike, Commander's Edition)*

The phrase "damage from Units that have already dealt damage is redirected" means that if your opponent lost initiative and has already assigned damage from his or her Units, this card randomly reassigns that damage.

There is no set means to decide how the damage is reassigned. Any random method the players agree upon is fine.

Master Spy *(Limited, Unlimited)*

Errata   Replace the word "reveal" with "show."

Mislabeled Drop Boxes *(Limited, Unlimited)*

The counters that were on the original card under construction remain, meaning that the new Unit might be completely paid for.

Missile Rack Retrofit *(Commander's Edition)*

If the Unit already has a Missile option, this Enhancement gives it another rather than changing the numbers on the original. This is not particularly meaningful since you are already permitted to fire fewer than the maximum number of missiles.

Misrouted Command *(Limited, Unlimited, Commander's Edition)*

You can play this card against tapped Units.

You can remove a diversion counter whenever the Unit would untap, not just during the Untap phase.

If two or more Misrouted Command cards are played on the same Unit, remove one counter from it every time that Unit would normally untap.

Navigation Computer *(Limited, Unlimited)*

Navigation Computer lets the Unit ignore the normal rules that determine whether it can be blocked based on its speed, so Perimeter Alarm renders Navigation Computer moot.

No Quarter *(Counterstrike)*

The second battle is still part of the same mission, so the effects of Mission cards, options, and other abilities are still in effect, and you can't play a Mission card, option, or other ability a second time.

Attacking Units in the second battle deal damage to the target only if they were able to do so in the first battle, no matter how many or how few blocking Units remain.

Omi Kurita *(Mercenaries, Commander's Edition)*

You may get cards only from play. You can't retrieve cards in your hand, in your Scrapheap, in your Stockpile, or from outside the game.

Like all abilities played during a mission, use this ability when you would play Mission cards.

OmniMech-Pod Cache *(MechWarrior, Commander's Edition)*

You can't scrap an Omni 'Mech you control to retrieve a non-Omni 'Mech of the same type.

Example   You can't trade a Blackjack BJ2-08 for a Blackjack BJ2.

Overrun *(Counterstrike, Commander's Edition)*

In order for this card to work, at least one opposing Unit must be scrapped. If you simply remove all the opposing Units from the battle with cards like Steel Talons and Forged Mission Orders, Overrun doesn't untap your Units.

Perimeter Alarm *(Limited, Unlimited, Commander's Edition)*

Perimeter Alarm only lets patrolling Units ignore the speed of attackers when trying to block. They still must obey other restrictions, such as the effect of Elite MechWarrior, which permits only Units guarding the target to block.

Pryde's Pride *(Limited, Unlimited, Commander's Edition)*

Errata   (*Limited, Unlimited* editions only) Ignore all references to the die roll. The 3–6 ability happens automatically.

Quick Salvage Operation *(Counterstrike, Commander's Edition)*

Errata   (*Counterstrike* version only) Remove the phrase "and tap it."

The Unit is put into play under the control of the person who plays Quick Salvage Operation.

Reactor Breach *(Mercenaries, Commander's Edition)*

Errata   (*Mercenaries* version only) Card text should read: "Choose one of your Units. When damage is resolved, if that Unit is still in the battle, scrap it and roll a die for each other Unit in the battle."

Repair Facility *(Mercenaries, Commander's Edition)*

Using Repair Facility's ability allows the repair of 1 damage in addition to the 1 damage that can be repaired with the Assembly asset.

Resource Broker *(Arsenal)*

All references to "Resource Broker" on this card are self-references. You can't use one Resource Broker to put counters on other Resource Broker cards. Having counters on a second Resource Broker will not add construction counters when the first Resource Broker's ability is activated.

Retrofitted Laser System *(Limited, Unlimited)*

See "Laser System Retrofit."

Retrofitted Missile Rack *(Limited, Unlimited)*

See "Missile Rack Retrofit."

Rhonda Snord *(Mercenaries, Commander's Edition)*

If you make an opposing Unit overheat using Rhonda Snord's ability, it still takes damage.

Rhonda Snord's ability is used when its Unit blocks or is blocked, prior to abilities played in normal initiative order.

Sacrifice for the Dragon (*Limited, Unlimited, Commander's Edition*)

Errata: (*Limited, Unlimited* versions only) Card text should read:

"Choose one of your Units. Roll a die:

1–2: Draw a card after the mission.

3–6: That Unit gets +(3–6) attack but receives 2 damage."

Secured Drop Site *(Counterstrike)*

If the card isn't a Unit, you don't get the extra deployment.

Sharilar Mori *(Mercenaries)*

Sharilar Mori's ability is continuous. The only way to get around it is to scrap it.

If you don't have Tactics and your opponent has Sharilar Mori, you have negative initiative, which counts as 0 for all purposes *except* bringing your initiative back above 0.

Single Combat *(MechWarrior, Commander's Edition)*

Errata   (*MechWarrior* version only) Text should read:

(T): Choose one of your 'Mechs and one 'Mech an opponent controls. Tap these 'Mechs and engage them in battle. Treat this battle as if it occurred during a mission, but Mission cards may not be played. If that opponent controls no Clan or Kurita cards, he or she may avoid this battle by untapping your 'Mech. Use this ability only during the Missions phase but not during a mission.

This battle takes place in no region for the purpose of using Terrain cards. Terrain pertains only to the region in which the target of an attack is placed. Since there is no target when you use Single Combat, Terrain has no effect.

Unit options, abilities of Enhancements, Command cards, and Pilots may be used during the Single Combat battle.

Tapped 'Mechs may be chosen for Single Combat's ability.

Solaris Contacts *(MechWarrior)*

When using Solaris Contacts, you don't also have to pay the cost of the Pilot when you bring it into play.

Steal 'Mech *(Limited, Unlimited, Commander's Edition)*

If you and your opponent reveal an equal number of counters, Steal 'Mech has no effect at all.

Steel Talons *(Arsenal)*

Removing the 'Mech from battle means it's no longer considered attacking or blocking. See "Removing Units from Battle" in the General Rulings.

Strafing Run *(Counterstrike, Commander's Edition)*

Errata   (*Counterstrike* version only) The base cost of this card should be 4.

Suicide Troops *(Arsenal)*

If the Suicide Troops card is scrapped, its counters become useless. Other Suicide Troops cards don't cause them to deal damage.

A Suicide Troops card deals damage based on the number of counters it has created. It ignores guerrilla counters created by other Suicide Troops cards.

All the damage dealt by a Suicide Troops card is dealt at once. That means that multiple counters on a site can get through armor.

Sun-Tzu Liao *(Mercenaries, Commander's Edition)*

Errata   (*Mercenaries* version only) You may retrieve a Subterfuge card from anywhere in your Scrapheap, not just the top.

Tactical Nuke *(Limited, Unlimited, Commander's Edition)*

See "Victory Conditions" in the General Rulings.

Tactical Superiority *(MechWarrior)*

If you play Tactical Superiority against Kai, Champion of Solaris, the Mission card counts as the most recently played effect and overrides Kai's ability.

If both players play Tactical Superiority, whoever plays the last one wins.

Takashi Kurita *(Limited, Unlimited)*

If Takashi Kurita is in play when Treachery! is played, only one Unit is considered "able to attack your Stockpile." Once the first Unit (or group of Units) has attacked, the others are not forced to do anything. They may attack Takashi if they wish, but if Takashi is scrapped, then the others are now able to attack the Stockpile and so must do so.

Taking the Hit *(Mercenaries, Commander's Edition)*

The Unit receiving the damage must be in the battle.

Teachings of the Unfinished Book *(Limited, Unlimited, Commander's Edition)*

Errata   (*Limited, Unlimited* versions only) Add the sentences: "You may make an additional deployment the turn that you activate this card. Draw a card when you activate this card."

Temporary Cease-Fire *(Limited, Unlimited)*

Temporary Cease-Fire affects only damage dealt by Units. It doesn't affect damage dealt by cards other than Units, including Mission cards that just say something receives damage rather than giving a Unit extra attack.

Tracking System Failure *(Mercenaries, Commander's Edition)*

Errata   (*Mercenaries* version only) Add the text:

"When you activate this card, put it on any opposing Unit."

Treachery! *(Limited, Unlimited, Commander's Edition)*

"Able to attack your Stockpile" means that the Unit is untapped and not prevented from attacking by some other effect. Guarding Units must move to the Patrol region and attack.

Underworld Connections *(Mercenaries, Commander's Edition)*

You may replace any kind of counter—construction counters, pinned counters, operation counters, even damage counters.

You may replace counters only on cards. Counters not played on cards aren't affected.

Unopposed *(Mercenaries, Commander's Edition)*

Base attack is just the number in the lower right corner. Base attack itself is never altered—it merely serves as the starting point for other cards.

Victor Steiner-Davion *(Limited, Unlimited)*

Errata   (*Limited* version only) This card should not have armor and structure ratings.