BATTLETECH

CLAN

Rules of Engagement

Map of the Inner Sphere
Military and Political Subdivisions as of 3058

Clan Jade Falcon
Clan Wolf
Clan Ghost Bear
Clan Smoke Jaguar

ComStar

Draconis Combine
House Kurita

Free Rasalhague Republic

Lyran Alliance
House Steiner

Federated Commonwealth
House Davion

Free Worlds League
House Marik

St. Ives Compact

Capellan Confederation
House Liao

House Davion

House Kurita

House Marik

House Liao

House Steiner

ComStar

St. Ives Compact

Free Rasalhague Republic

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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 MechCommander™. 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 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 MechCommander.

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, long-time 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 the mutual belief of Wizards of the Coast and FASA 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

Illus. Sam Wood

The BattleTech Universe

Notes recorded by Anastasius Focht,
ComStar Precentor Martial, 3058

How do you measure centuries of war?

Do you count bodies, or empty ammunition shells? Can you quantify the screams of the dying in decibels? How many reservoirs would you need to hold the blood of men, women, and children alike?

For myself, the best measurement is the squandering of our own precious resources. So much has been devoted to the spilling of blood, so little to improving the lives of the survivors. My children's generation will lead lives less prosperous than those of their ancestors fifteen generations past.

The beginning of the end began with the colonization of deep space. The young states of the Inner Sphere—a collection of worlds centered around Terra, the birthplace of man—scrapped with and clawed at each other to secure rocks for colonization. Then, the armies of war numbered in the millions, and humanity clamored for a way to kill itself more efficiently.

Salvation came with the rise of the BattleMechs at the dawn of the 25th century. These ten-meter humanoid tanks crashed through the ranks of infantry, unloading lethal weapons faster than any artillery. An entire battalion of soldiers could be replaced by one pilot in a walking war machine.

As these colossi strode the battlefield like Titans from the dawn of time, the Inner Sphere wearied of war. They formed the Star League—an alliance of five Great Houses who surrendered rights of rulership to a single First Lord who had a standing army. For two centuries, peace and progress reigned over the Inner Sphere.

But just as Cronus, leader of the Titans, was betrayed, so was the Star League. The years of prosperity ended with an assassin's strike. In 2766, Richard Cameron, the young First Lord of the Star League, was murdered by a pretender to the throne, Stefan Amaris. This traitorous devil seized control of the Star League in a vicious palace coup. Hannah Boman, a poet of the era, wrote about the tragedy that "The stars reflect but dimly/In the blood of a broken peace."

But Amaris had not considered the will of the commander of the Star League Defense Forces, General Aleksandr Kerensky. Refusing to follow a murderer, Kerensky locked his forces into battle with Amaris. At the cost of billions of lives, the usurper was put down, but the Star League had been mortally wounded. Kerensky foresaw the League's descent into civil war and rather than be a tool of that conflict he chose to withdraw entirely.

In the largest exodus into the Periphery to date, Kerensky's war machine left the Star League to its own ruin. The Star League lords, crazed with ambition and greed, seized the opportunity to cut each others' throats, and in so doing, destroyed themselves.

In war after war, the Houses of the Inner Sphere sacrificed their youth upon the altar of greed. Far from making the Inner Sphere stronger, strife between Houses cost the Inner Sphere irreplaceable technology and generations of leaders. For almost 300 years, the guns were rarely quiet.

And then, in 3050, on a cold barren rock in the Periphery, everything changed. The descendants of Kerensky and his soldiers came roaring back to retake the Inner Sphere. They no longer called themselves *battalions* and *divisions*. Now they were called the *Clans*. They cloaked themselves with the names of fierce animals: Ghost Bear, Smoke Jaguar, Jade Falcon, Wolf. And they had everything the Inner Sphere had lost—technology, training, and unity of purpose.

Or so it seemed. In truth, the Clans were divided almost as bitterly as their Inner Sphere cousins. Some, like Clan Smoke Jaguar, were brutal aggressors. Others, like Clan Wolf, looked for a craftier solution than war. Nonetheless, all the Clans fought with fierce determination and success.

They might have won the war outright in their first foray if not for a brave sacrifice that nearly cost me my life. A young pilot, Tyra Miraborg, crashed her crippled Shilone aerofighter into the bridge of the Clan flagship, killing the leader of the Clans. Her valiant sacrifice was the bravest I have ever witnessed, and tears fall from my eyes even now as I think of her. I stood on the deck of that flagship, watched her action with agony, watched with awe the cream of the Clan leadership being sucked into the void. After Miraborg, the Clans halted their invasion to select a new leader—a process which gave us a full year of breathing space.

During this unexpected cease-fire, the Inner Sphere hardened itself for war. And when the Clans returned, they found a more powerful and more unified opponent. The battles raged from planet to planet, until the Clans announced their ultimate target: Terra.

The cradle of humanity. My home.

Until this time, we of ComStar claimed neutrality in this war, even though few of us truly felt neutral. But now the Clans were threatening our planet of Terra. We could claim neutrality no longer. We met the Clans with ComStar's fiercest forces, on the planet of Tukayyid. We lost many brave warriors in that engagement, but their deaths were not in vain. The battle went to us—the Inner Sphere.

So now we earned a brittle peace. For fifteen years, the Clans and the Inner Sphere have sworn to honor the truce of Tukayyid—fifteen years, so they say, but no one believes it will last that long. Certainly, I do not. The hunger for battle and destruction grows like a cancer inside humanity, in the hearts of Clan and House alike. Even I can

Illus. Dermot Power

feel it...the desire to crush the enemy who killed so many of our own. Brothers, sisters, mothers, sons. Our future dead on the battlefields of history.

Even now, House Kurita girds to retake the worlds it lost to the Smoke Jaguars, and House Steiner prepares to meet the Jade Falcons with no quarter given. Again, we are at war.

They say history is written by the victorious. Though some claim otherwise, I do not count myself among the victors. But I will write this history, in hopes that it outlives both the victorious and the defeated, and remains simply the truth.

Overview of BattleTech

Excerpt from Post-Combat Notes of Jerrin,
Night Falcon JumpShip,
June 14th, 3058

"The Falcon returns to defend her nest. Her claws are empty, but her wings yet beat with honor."

These were Khan Pryde's words to us as we withdrew from the planet of Coventry. A dirty world made even dirtier by the petty, freebirth masters of the Lyran Alliance. I have always been taught—have always known—that those unfortunate or foolish enough to be born to a human mother suffer any number of crippling flaws, but only on Coventry was I allowed to witness the reality of this truth.

Now I sit on our proud Night Falcon JumpShip, waiting for the first in a complex dance of jumps that will take us back to our homeworld while making it impossible for the Inner Sphere surats to follow us. How different we are from when we last sat in this JumpShip. How different am I!

It has been a number of years since our leaders have drawn back their talons and contemplated the many paths to victory. Our Khan, Marthe Pryde, although powerful has still been thrust suddenly into her position of honor. The past ten years have been difficult for us. The truce made between Inner Sphere and Clans after the debacle at Tukayyid has forced many young warriors such as myself to chafe at this unnatural peace. I imagine it is even worse for the solahma*—the elder warriors denied an honorable death in combat. But Khan Pryde's keen intellect and ferocious willpower once again lead the Falcon to glory as we once more swoop down upon our Inner Sphere prey. After all, why should we remain bound to a treaty made with barbarians?*

But it is weakness to write too much of that which is insubstantial. I wish to write now of Coventry, and my first blooding as a warrior.

About this Rulebook

There are two versions of this Rulebook—one that comes with Clan starter decks, and another that comes with Inner Sphere starter decks. While each version has its own flavor, the rules you find in each are identical.

While reading the rules and playing the game, keep in mind that cards often make specific exceptions to the rules.

Finally, you'll find special terms printed in *italic type* that we've defined in the Glossary.

Object of the Game

The object of **BattleTech** is to run an opponent's deck completely out of cards. There are many ways to do this, but the most basic is to use your 'Mechs to attack your opponent's draw pile, called the *Stockpile*. For each point of damage done to your opponent's Stockpile, your opponent discards, or *scraps*, a card from his or her Stockpile, which then goes to his or her discard pile, or *Scrapheap*. You win the game when there are no more cards left in your opponent's Stockpile, regardless of whether this is because you did sufficient damage to the Stockpile or because your opponent had to draw too many cards.

What Do Your Cards Do?

There are three major classes of cards in **BattleTech**: Units, Command cards, and Mission cards. Figures 1 through 3 show examples of some of these cards. Each figure points out the card's keyword line; the first keyword lists the card's type. You can send 'Mechs and other Units on missions to attack your opponent, or have them block attacks against you. You use Command cards to pay for your Units and otherwise advance your cause. You play Mission cards when attacking or being attacked, to affect the outcome of that attack.

Unit and Command cards have several subcategories, as indicated by the keywords on a card. 'Mechs are the most common type of Unit (Figure 1), and Artillery is a type of Command card. Cards sometimes have keywords beyond that. For example, the Sunder in Figure 1 has the Omni keyword, meaning it's an OmniMech, a special type of 'Mech that uses replaceable weapon pods that can be easily configured for special purposes. Some cards affect only Omni 'Mech cards, which are identified by the Omni keyword.

Unit Cards

Units are the combatants that you use to attack your opponent. 'Mechs are the only type of Unit that appears in *Commander's Edition,* but other expansions include Vehicles and Battle Armor as well.

Some Units are better armed than others, some are more difficult to destroy than others, and some are faster than others. The effectiveness of a Unit's weaponry is represented by its Attack value. The amount of punishment a Unit can take is represented by its Armor and Structure values. The speed of a Unit is indicated by the speed dial—Units can be slow, moderate, or fast.

'**Mech:** Short for BattleMech. 'Mechs are powerful war machines that are faster, more maneuverable, better armored, and more heavily armed than any other combat unit ever built. 'Mechs rule the battlefield in the **BattleTech** universe and are the dominant Unit type in the card game. 'Mechs also have secondary names which (in the **BattleTech**

story) have been assigned by the Inner Sphere, but these aren't used in the game and don't serve to uniquely identify a 'Mech.

Figure 1

- Card name
- Secondary name
- Construction costs
- Affiliation icons
- Unit data
- Keywords
- Unit options and other abilities
- Speed
- Base attack value
- Base armor and structure values

Vehicle: Vehicles include Attack Helicopters, Hover Tanks, Gunships, and so on. Vehicles behave like other types of Units, but are destroyed more easily, as explained in "Resolving Damage."
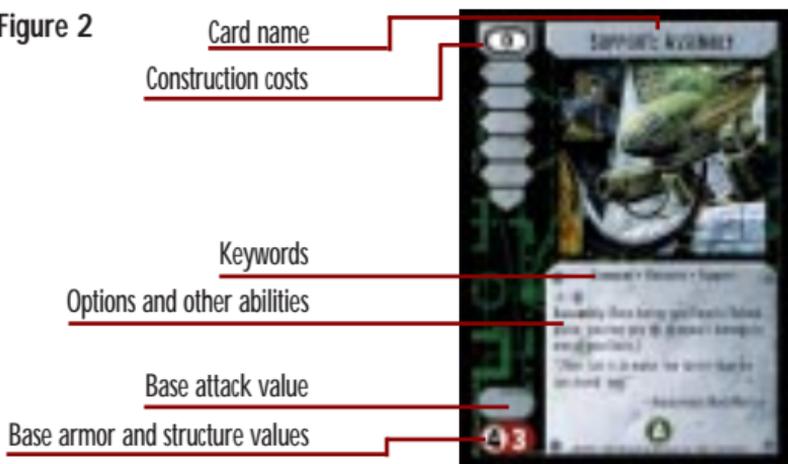
Battle Armor: Units consisting of ground troops that wear powered combat suits. Battle Armor Units behave like other types of Units, except that they can't attack or block on their own.

Command Cards

Command cards represent the resources you use to construct 'Mechs and other implements of warfare, strategic decisions, key personnel, and means-to-the-ends of battle that aid you in your campaign. There are many types of Command cards—here are a few of the most important.
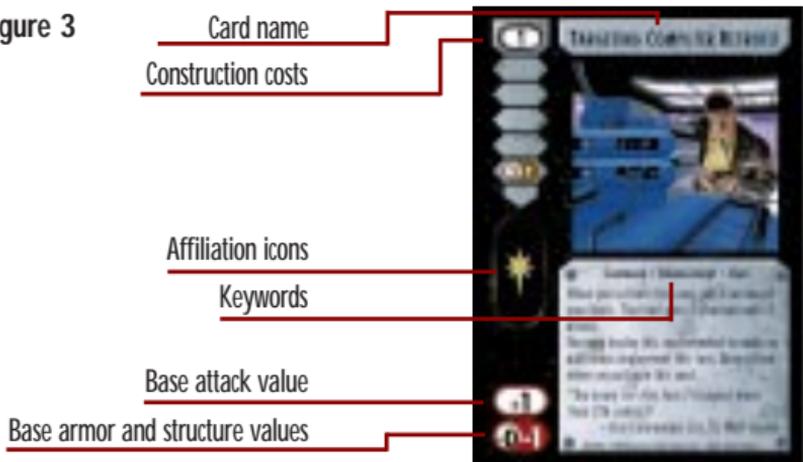
Resource: The most common Command cards provide resources, ℝ, which you use to construct Units and Command cards, for example. You tap cards for resources when you need pay a cost, and you can only spend those resources on that cost. Resource cards typically provide one or more assets, such as political influence or tactical know-how. Most costs are increased if you don't have the right assets available, and most assets provide a special ability as well.

Figure 2

Card name
Construction costs

Keywords
Options and other abilities

Base attack value
Base armor and structure values

Enhancement: Cards that you put on 'Mechs and other Units to make them more effective, or on your sites to make them more useful. Once you've put an Enhancement somewhere, you can't move it around. The only way to get rid of an Enhancement is to get rid of whatever it's on. Terrain cards are a special type of Enhancement that you play in a region (such as the one containing your Stockpile) and have an ability which affects attacks in that region.

Figure 3

Card name
Construction costs

Affiliation icons
Keywords

Base attack value
Base armor and structure values

Pilot: Highly-trained MechWarriors that you can put on 'Mechs to give them added abilities. The only way to get rid of a Pilot is to take out the 'Mech it's piloting. Pilots are a lot like Enhancements except that you can place them only on 'Mechs, you can place only one Pilot on a 'Mech at a time, and you can move Pilots between 'Mechs.

Mission Cards

While Command cards represent strategic decisions, personnel, and weapons that last between battles, Mission cards represent last-minute strategies pulled off in the heat of battle. As their name implies, they're played only during missions, and their effects last only until the end of that mission.

Unique Cards

Some Unit and Command cards also list the keyword Unique. You may have only one copy of a given Unique card in your deck. If you activate a copy of a Unique card when there's already a copy in play, your copy is scrapped. For example, Phelan Ward is Unique; if you activate a Phelan Ward card when your opponent already has one in play, your Phelan Ward is scrapped.

Unique cards that contain the text *counts as* are updated versions of previous Unique cards. They count as the original version for purposes of having more than one in play, but you can have a copy of each version in your deck. For example, the card Phelan Ward starts off with "Counts as Phelan while in play." This means that there's also a card called Phelan, which is also Unique. While you can have one Phelan card and one Phelan Ward card in your deck, they can't be active at the same time.

Assets

An asset represents a necessity for waging war, such as a factory, ammunition, strategy, supply, or political influence. There are five assets in **BattleTech** that are typically provided by Resource cards displaying one or more of the following symbols:

𝔸	Assembly represents state-of-the-art technology for construction and repair of 'Mechs and other military machinery.
𝕃	Logistics represents the most up-to-date methods of communication, transportation, and movement of equipment.
𝕄	Munitions represents the technical knowledge and equipment necessary to produce ammunition, missiles, and engines of destruction.
𝕋	Tactics represents skilled personnel and the most advanced military strategies for achieving victory.
ℙ	Politics represents the machinations required to cut through the red tape of government to improve the art of war.

At any given time, you'll typically have one or more assets available. The usual way to make an asset available to you is to have a Command card active that provides the asset, but some cards keep making assets available to you after they leave play.

Many costs include one or more asset costs, which appear as a number followed by one of the asset symbols. For example, the asset cost **3**𝔸 is an asset cost of 3 that specifies Assembly. If you have a given asset available, you ignore all asset costs specifying that asset. For more about this, see "Constructing Cards."

⊕ *All the assets other than Politics also provide a special ability that you can use in phases other than your Deploy phase. We'll discuss them in the relevant sections. However, it's important to note that you either have a particular asset in play or you don't. That is, the only value in having two sources for a particular asset is to have a backup in case an opponent scraps one.*

Playing Area

The playing area for each player is divided into the following four *regions:*

Your **Stockpile region** contains your face-down draw pile, which is also called your *Stockpile.*

Your **Construction region** is where you store Unit and Command cards while paying for them. You'll leave cards under construction between turns when you haven't finished paying for them yet, or you want to keep an ace up your sleeve.

Your **Command Post** is where your Command cards go once you've paid for and activated them. You can't use the abilities of a Command card until you've activated it.

Your **Patrol region** is where you keep your 'Mechs and other Units once you've paid for and activated them, other than those you've set to guard a particular target in another region.

In addition to these regions, you have your **hand** and your **Scrapheap**. The cards you draw are stored in your hand until you do something with them. Cards you own that are *scrapped*, or discarded, are put face up on your Scrapheap, whether they were scrapped from play, from your Stockpile, or elsewhere.

Most of your regions contain one or more *sites*. Your Stockpile is a site (contained in the Stockpile region). Each Command card in your Command Post is a site, and each card you have under construction is a site. Activated Units are never sites; neither are Enhancements or Pilots—even though they're Command cards, they're only played on other cards.

What's the significance of something being a site? Well, your Units can attack your opponent's sites!

Tapped Unit

Patrol Region

Your patrolling Units

Piloted 'Mech

Your side of the table

Units guarding your Stockpile

Your Scrapheap

Command Post

Construction Region

Card under construction

Stockpile Region

Your Stockpile

Starting a Game

BattleTech is a game for two or more players. Each player needs a deck of at most 60 cards. Players shuffle their decks, cut their opponent's decks, and then draw five cards to begin the game. Use a fair method to determine who goes first. Each player also needs counters for marking cards; glass beads, rivets, and small coins work best for this. Anyone whose deck contains cards requiring die rolls should also have a reasonable number of dice. If you're just learning to play the game, you can use a preconstructed deck straight out of the box.

Sequence of Play

Khan Marthe Pryde first led the warriors of Clan Jade Falcon onto Coventry in the month of March. Her attack plan was brilliant, far more brilliant and honorable than any of the Inner Sphere surat on that planet could ever comprehend. Or perhaps all but one. Three talons stretched forth that glorious day to take command of three vital sites of power and potential opposition to our taking the prize.

The warriors of the Eyrie Cluster, myself included, were given the honor of attacking the grounds of the so-called Coventry Military Academy. How the honorless freebirths can claim to have a military academy or to teach their mother-weakened, sibko-less children the meaning of battle and honor is beyond my comprehension. Perhaps they are merely deluded. Certainly I saw little to change my opinions on Coventry.

Illus. Dom!

As we dropped down upon our waiting foe, I felt a burning joy raging in my heart. It was as if my heart grew so full it cracked and burst, and from it my true heart emerged: the heart of a warrior. I think each of us knew that day that if we died we would die with honor fighting for the glory of our Clan. What thought in all the worlds could make us happier?

I only wished our enemy could have been more honorable. If my heart were this full approaching an honorless foe, how much more would I feel— would I become—facing a worthy enemy.

These were my thoughts as I moved my Stormcrow out onto the soil of our enemy.

To play a game of **BattleTech**, players take turns drawing cards from their Stockpiles, deploying cards from their hands, constructing and activating the cards they've deployed, and sending 'Mechs and other Units on missions to attack their opponents' Units or sites.

Briefly, here are the six phases of a single player's turn:

Untap	Units and Command cards you've used since the start of your last turn will typically be tapped (turned sideways). During this phase, untap them (turn them upright) to show you can use them again.
Draw	Draw two cards from your Stockpile, one at a time.
Deploy	Deploy Units and Command cards from your hand (put them under construction), pay for them (add construction counters to them), and activate cards that you've fully constructed (make them ready for use).
Repair/Reload	Repair damaged Units and reload their ammunition.
Missions	Send your Units on missions to attack an opponents' Units or sites.
End of Turn	Put 'Mechs and other Units you activated this turn on patrol, and tell your opponent you've ended your turn.

Now let's go over this sequence in greater detail.

Untap Phase

Units and most Command cards are usually used only once each time you get a turn. Doing any of the following with a Unit or Command card taps the card, to show you can't do any of these things again until your next Untap phase:

- Sending a 'Mech or other Unit on a mission.

- Blocking an attack with a 'Mech or other Unit.

- Many Command-card abilities start off with the tap symbol ($\odot$). Using such an ability taps the card.

During your Untap phase, you untap all of your tapped cards, letting you use them again. The exception is that *depleted* cards don't untap; see "Repair/Reload Phase" for more about what it means to deplete a card.

Draw Phase

Draw two cards from your Stockpile. If it's your first turn and you're the first player to draw, draw only one card.

You draw the two cards one at a time. This is occasionally useful to know since you might have a card in play that has an ability you can use during your Draw phase, and which might be useful to use between draws.

Deploy Phase

During your Deploy phase, you deploy Unit and Command cards (make them available for construction), construct cards that are under construction (gradually pay for them), and activate cards that have been fully paid for (that have enough construction counters on them). You can also reassign Pilots between 'Mechs.

You can mix and match the things you can do during this phase in any way you choose. For example, during your Deploy phase you could deploy a card, construct it, construct another card, activate it, deploy a second card, activate the first, and then construct the second.

Deploying Cards

To *deploy* a card in your hand, you put it face down in your Construction region. Once you've deployed a card, it's *under construction,* and can be activated as soon as you've finished paying for it. You can *reveal* a card under construction to your opponents at any time, which turns it face-up, though usually there's no reason to reveal a card before activating it. Some cards require that you show a card to other players; while this lets them see the card, this action doesn't count as revealing the card.

The usual way of deploying a card is to use a *deployment.* You get two deployments each turn, during your Deploy phase, so usually you can only deploy cards during that phase. If it's your first turn and you're the first player to draw, you get only one deployment.

Some cards give you additional deployments, and some cards permit deploying a card without using up a deployment.

Base construction cost
Asset costs
- Assembly
- Logistics
- Munitions
- Politics
- Tactics

Constructing Cards

In order to activate a Unit or Command card, you have to put a number of construction counters on it that at least equals its construction cost. A card's *construction costs* appear in its upper left corner. Construction costs always include a *base construction cost,* and might include one or more *asset costs.* A card's total construction cost is equal to its base construction cost plus each asset cost specifying an asset that isn't available to you. If a card's total construction cost for you is 0, you can activate it without putting any construction counters on it.

For example, the Sunder's construction cost is **6+3**A**+3**M**+3**T. Its base construction cost is 6, so if you have each of the three assets (A, M, and T) available, you can activate it—if it has six construction counters on it for the base cost. If you don't have any of these assets available, its total cost for you is 15, so you'll need to put a total of 15 counters on it before you can activate it. If you have just some of them available, the cost will be somewhere between 9 and 15.

 Although resources are usually spent on construction counters, you can also spend them on other things as allowed by the rules and the cards. Whenever you have a reason to spend resources, the process is the same: you tap enough Command cards to get the required number of resources, and spend them appropriately.

 *Costs other than construction costs are listed in one of two ways. If an asset cost is specified you'll see a base cost followed by its asset costs, as in **1+2**P. However, if asset costs aren't specified, you'll see a series of resource symbols, as in* R R R.

During your Deploy phase, you can tap cards for resources to put construction counters on your cards under construction, distributed in any way you choose. For example, if you tap a card that provides R R, you can put two construction counters on one card, or one counter on each of two cards. While you can add construction counters to cards that are already fully paid for, the extra counters are ignored when you activate the card. You can't add construction counters to cards that you've already activated.

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You're allowed to leave your cards under construction from one turn to the next, so if you can't afford to deploy and activate a card in a single turn, you can leave it partially constructed, and finish it on a later turn.

Activating Cards

During your Deploy phase, you can activate any of your cards under construction that have enough construction counters on them. Doing this makes the cards available for use, or *active*. When you activate a card you also reveal it. If a card has too many construction counters, you can still activate it, but you ignore the extra counters unless the card says otherwise. A card's cost isn't verified until you want to activate it, which can be important if you gain access to a new asset while a card is under construction.

When you activate a Command card, you move it to your Command Post immediately. However, if you activate a Unit, you leave it in your Construction region until the end of your turn. This greatly limits the number of things a Unit can do in the turn in which it was activated.

> EXAMPLE: Brian starts his Deploy phase with 7 Resources in play and a 'Mech under construction that's 2 counters shy of being paid for. He uses one of his two deployments to deploy a 0-cost Resource card and then activates it. Since it's a Command card, he moves it to his Command Post right away, bringing the number of his available resources up to 8. Next he uses his other deployment to deploy a 'Mech that costs 9.

> The first thing Brian spends his resources on is finishing the 'Mech that is under construction. Since the 'Mech is a Unit, it sits in his Construction region until the end of his turn, when he moves it to his Patrol region. Two Resources go towards adding two counters to that 'Mech, which he then activates. His only other card under construction is the 'Mech he just deployed, so he uses his other six resources to put six construction counters on it. The other three will have to wait until a later turn.

Reassigning Pilots

During your Deploy phase, you can rearrange your Pilots in any way you choose, as often as you want, as long as no 'Mech winds up with more than one Pilot.

Repair/Reload Phase

During your Repair/Reload phase, you can *repair* damaged Units, and *reload* cards that have been depleted for whatever reason.

Your Units will sometimes have damage counters on them. Damage counters represent long-term damage resulting from a mission or a Command card. Once during this phase, if you have the Assembly asset Ⓐ available, you may spend Ⓡ to repair 1 damage to one of your Units. Note that this resource doesn't have to come from a card that provides Assembly. Because assets aren't cumulative, having more than one source of Assembly doesn't let you repair more than 1 damage in a single turn.

If any of your cards are depleted, you reload them during this phase. Depleted cards make very easy targets for attacks, can't fight back if they do get into a battle, and don't untap during your Untap phase. The most common way to deplete a card is to use a Unit's Alpha Strike option (see "Using Unit Options and Abilities"). Depleted cards are always face down; to reload a card, turn it face up, tapped.

Illus. Clint Langley
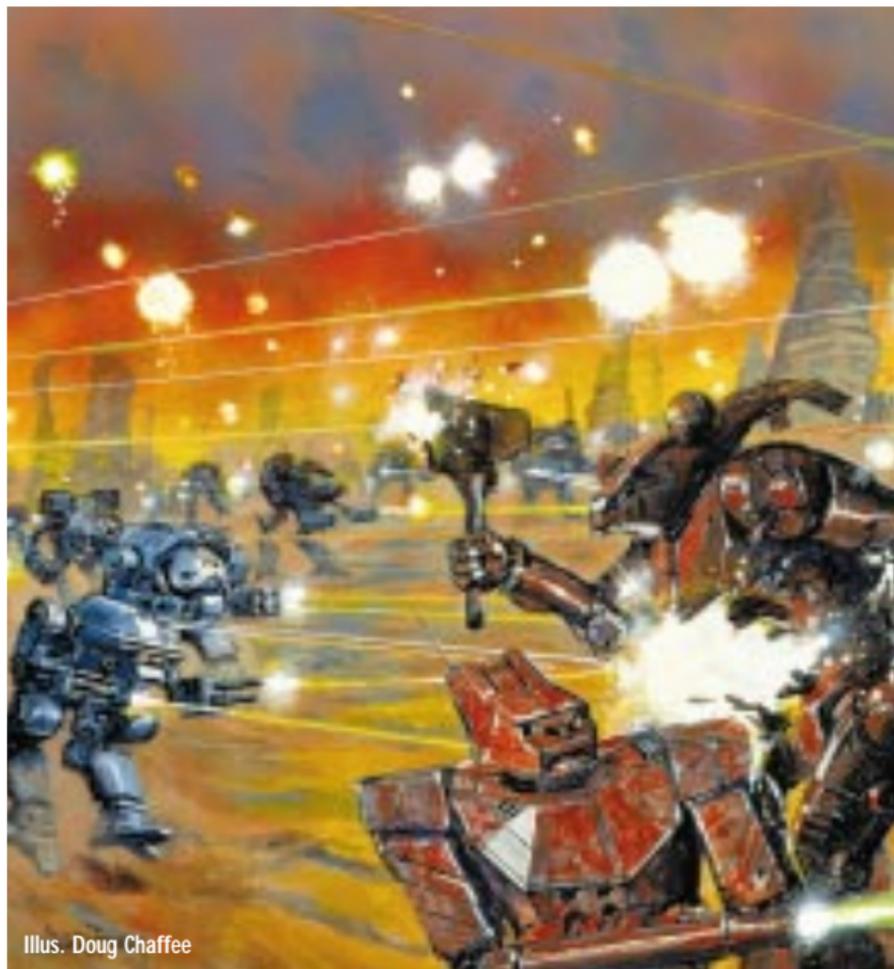
Illus. Doug Chaffee

Missions Phase

When our BattleMechs first moved from the ships toward the Academy, I was struck by the strange architecture of their buildings. No building fit with any other, each one competing for attention on its own. Even the places in which the Lyrans lived reflected the corruption of their way of life!

At first, we saw no sign of our enemy, although we knew they must be hiding like vipers, hoping for a chance to inflict injury without coming out to fight an honorable battle. But they could not hide forever. Within minutes we were engaged in running battles with small numbers of warriors, infantry and 'Mechs. And I must say, although they were honorless they fought with ferocious intensity—like dogs foaming at the mouth—knowing they were defeated but unwilling or unable to stop themselves from fighting.

At one point in the morning, I witnessed no fewer than three Inner Sphere BattleMechs tearing apart the crippled remains of a Kit Fox. They seemed to spend many minutes at it, for when I next saw that place again, they were still shooting and pummeling the Kit Fox. Perhaps they were too afraid to turn their attentions to a breathing foe?

As I write of our enemies, I feel honor-bound to mention the one exception I saw to their honorless behavior. When I and another MechWarrior heard fighting at one point we moved in closer to see if we could join the battle. At first, what we saw seemed entirely typical of the day—several shabby-looking 'Mechs pounding on the fallen hulks of two Kit Foxes. Wishing for a more worthy foe, I armed my weapons and prepared to lay waste to an older Chameleon just turning away from the remains of its Jade Falcon prey.

During your Missions phase, you can send your 'Mechs and other Units on missions to attack opposing Units and sites. There's no real limit to the number of missions you can have in a single turn, or the number of Units that can go on a mission. However, going on a mission requires a Unit to tap, so a Unit that's already tapped can't go on a mission.

During your Missions phase you can also assign Units to guard duty and use Command card abilities that you can use only during this phase. This works much like the Deploy phase in that you can intermingle actions as much as you like. For example, a Missions phase might consist of guarding a site, sending 'Mechs on a mission, using a card ability, using another card ability, sending untapped 'Mechs on another mission, and then guarding a site.

Sending Units on a Mission

During the Missions phase, you can send a *group* of one or more 'Mechs and other Units on a mission to scout out enemy territory and attack and destroy resources, personnel, or other war matériel. Valid *targets* of a mission include:

- Any opposing site—Stockpiles, cards under construction, or cards in an opponent's Command Post. Remember that Enhancements and Pilots aren't sites even though they're Command cards.

- Any opposing Unit, provided that each attacking Unit is faster than the target Unit. Fast Units can attack moderate or slow Units, and moderate Units can attack slow Units.

- Any opposing depleted Unit or Command card. Units of any speed can attack depleted Units of any speed. For example, slow Units can attack any depleted Unit, even though they aren't fast enough to attack Units that aren't depleted.

Only Units in your Patrol region can attack. Units in other regions, such as Units that are in your Construction region because you activated them that turn, can't attack. Tap the Units in the attacking group after announcing the target.

Battle Armors can't attack alone, but have to attack in groups including at least two Units.

Once a mission has been resolved, you can send Units on another mission, provided you have untapped Units to send. Since sending a Unit on a mission requires tapping it, a Unit can typically attack just once each turn, but a Unit that untaps through a card effect can go on another mission.

The word target *has a very specific meaning in* **BattleTech**—*when you send a group of Units to attack something, that something is the target of the mission. This is the only sense in which anything is ever a target.*

Blocking

Your opponent can decide to *block* your attacking group with his or her Units, preventing the group from reaching their intended target. Your opponent either blocks your entire attacking group, or doesn't block it at all. Which Units can block? Units on patrol, Units *guarding* the target you're attacking, or a combination of the two. Blocking with a Unit requires your opponent to tap that Unit, just as when attacking with a Unit.

A patrolling Unit can block only if it's at least as fast as the slowest member of the attacking group. A guarding Unit can block any attack against the site it's guarding, regardless of its speed, but it can't block an attack against any other site.

> **Example: Brian attacks Melissa's Arrow IV Battery with a fast 'Mech. Melissa has two moderate 'Mechs on patrol and no 'Mechs guarding the Arrow IV Battery. Because Melissa's 'Mechs can't match the speed of Brian's slowest attacker and since she has no Units guarding the Arrow IV Battery, she can't block the attack.**

> *It can be advantageous to attack with several small groups rather than one big group. If your opponent blocks your first mission, your opponent's blockers are tapped—and a tapped Unit can't block if you send Units on a second mission.*

If an attack is blocked, a battle occurs between the attacking group and the blocking group. Usually, the target is left out of the battle, since the whole point of blocking is usually to protect the target from the attack. However, your opponent can include the target if he or she wants it to fight back. If the target is a Unit, this makes it part of the blocking group. Including the target in the battle doesn't require tapping it.

> **Example: Melissa attacks one of Brian's untapped slow 'Mechs with a moderate 'Mech. Brian blocks the attack with a 'Mech on patrol, but includes the 'Mech that was attacked in the battle anyway, since they have enough combined attack to scrap Melissa's 'Mech. The blocking 'Mech is tapped, but the slow 'Mech is available to block later missions, assuming it survives this attack.**

If an attack in which a Unit is the target isn't blocked, a battle occurs between the attacking group and the target Unit, which is a group of one.

Battle Armors can't block alone, but have to block in groups including at least two Units.

If you attack a card under construction, and your opponent decides not to block, you reveal that card immediately. Certain Command cards are scrapped as soon as they are revealed, as indicated on the card.

> *If a mission in which a site is the target isn't blocked, follow the same steps as for a battle, even though no battle actually occurs. For example, you can still play Mission cards in general, but not ones stating "Play only during battle."*

Battle

The rules below sometimes refer to cards that can affect the battle. Besides Mission cards, cards that can affect the battle are restricted in various ways:

- Units can affect the battle only if they're attacking, blocking, or the target itself.

- The target can affect the battle if it was included, or if the mission wasn't blocked in the first place.

- Enhancements and Pilots on Units can affect the battle as long as they belong to a Unit that is involved.

- Enhancements on targets that are sites, and Terrain cards in the region containing the target, can both affect the battle.

- All Command cards can affect the battle, except for Enhancements and Pilots, as mentioned here.

A battle consists of four steps:

- Determine who wins initiative. Whoever wins initiative gets to respond to the actions of the other, and therefore has more information available when deciding what to do.

- One player goes first. At this time, whoever lost initiative enacts his or her part of the battle, such as using abilities (including Unit options), playing Mission cards, and assigning damage.

- The other player goes second. The player who won initiative has complete knowledge of the actions of the player who lost initiative.

- Resolve damage. All damage dealt by Units, Mission cards, and so on is delayed until this step. All the damage is assessed at the same time. This typically leads to scrapping one or more Units involved in the battle.

Determine Who Wins Initiative

During this step of the battle, you and the defending player determine who goes first, and who second. The player who ends this step with the higher initiative score wins initiative, and goes second. Ties always go to the attacking player. Your initiative score also determines how many Mission cards you can play, as discussed in the next section.

Your total initiative score is equal to your base initiative plus all initiative modifiers provided by all your cards that can affect the battle. Your base initiative is 1 if you have the Tactics asset available, and 0 otherwise. If your base initiative is 1, for example, and

you have three 'Mechs in the battle that each give you +1 initiative, your total initiative score is 4.

 Let's say you manage to play two Resource cards that both provide the Tactics asset $\mathbb{T}$. Your base initiative is now 2, right? Wrong! Assets are not cumulative. Even if you have, say, nine Resource cards in play that all provide the Tactics asset $\mathbb{T}$, your base initiative is still 1. The same idea is true for any card that provides an asset.

During this step, players can only use abilities, options, and Mission cards that change someone's total initiative. When this step starts, players compare their total initiative scores. Whoever has the lowest score is losing initiative, and has to decide whether to do anything. For the duration of this step, whoever is losing initiative at any given time is the player who gets to do things. If the player losing initiative concedes initiative, the step is over.

> **Example: Brian attacks with two 'Mechs that have Jump, an option which allows him to increase their initiative, and therefore his initiative score. Melissa blocks with a Sunder. Both of them have Tactics available, but don't have any other continuous sources of initiative, so their initiative scores are tied at 1 when this step begins. Since Brian is the attacking player, Melissa starts out losing initiative.**

> **The first thing Melissa does is play Tactical Superiority, which gives her +3 initiative. Since the initiative scores are now Melissa 4 and Brian 1, Brian is now losing initiative, so it's his turn to do things. While Brian could have both of his 'Mechs jump, this would only raise his initiative score to 3, and he'd still be losing initiative. Since he doesn't have any other sources of initiative available, he simply concedes initiative, and will have to go first.**

 During this step, players can only use Mission cards, options, and so forth that directly affect a player's initiative score. Other Mission cards, options, and so on can't be played, even if they would indirectly affect the players' initiative scores. For example, a Mission card that only removes a Unit from battle can't be played during this step, even if that Unit is a source of initiative.

One Player Goes First

The player who lost initiative does everything he or she is going to do in the battle first; the player who won goes second. If it's your turn to battle, you can do any of the following:

- Use Unit options that affect the battle, as described on p. 31.

- Use card abilities that can affect the battle. Each ability can be used only once each battle.

- Play Mission cards, as described in "Playing Mission Cards," below.

- Assign damage for your attacking or defending Units. If you're the defending player, and the target is included in the battle, you would also assign its damage. Assigning damage is the only thing you're really required to do when it's your turn to do battle.

Like the Deploy and Missions phases, you can do these in any order you want. For example, you might play a Mission card, assign damage from a 'Mech, play another Mission card, use a 'Mech option, and finally assign damage from another 'Mech. However, it's usually the best idea to wait as long as possible before you assign damage.

Base attack value

Base structure value

Base armor value
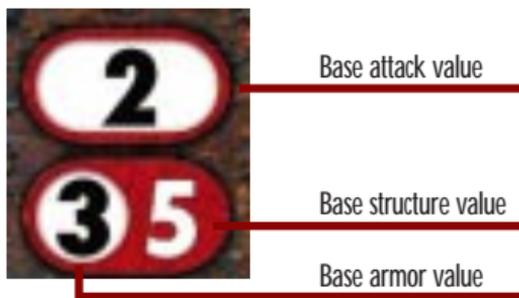
Each of your Units deals an amount of damage equal to its attack value, but you have to assign where its damage goes. A Unit's base attack value is listed in its lower-left corner, above its armor and structure. Attack values are often modified by Mission cards, using options, and so forth. When you assign a Unit's damage, you distribute that damage any way you choose among the Units on the other side.

If a Unit's attack value goes up after you've assigned its damage, you assign the new damage immediately. You can't reassign the old damage, but aren't limited to assigning the new damage to wherever the old damage went. If a Unit's attack value goes down after you've assigned its damage, you take back that much damage from wherever it was assigned.

Attacking Units can assign damage to the target, and vice versa, only if the target was included in the battle, or if the mission wasn't blocked at all.

Cards that were depleted at the start of the battle don't deal any damage. This is normally relevant only when a depleted Unit is attacked.

The Other Player Goes Second

After the player who lost initiative is done, the player who won initiative gets to battle. This step works exactly like the previous step did for the other player, but the player going second knows that the other player can't voluntarily do anything else.

Resolving Damage

All damage is resolved simultaneously at the end of the battle, regardless of the source of the damage. For example, you wait to resolve damage dealt by Mission cards until the end of the battle, just as with any other damage.

For each Unit or site that received damage, check to see whether any damage to that Unit or site was prevented through the use of Mission cards or other effects. Also, subtract the Unit's or site's armor value from the damage received by the Unit. Units and Command cards have a base armor value listed in their lower-left corner; other sites have base armor values of 0.

If damage prevention and armor gets rid of all the damage received by a Unit or site, there's no lasting effect—move on to the next Unit or site that received damage. But if any damage does get through, the result depends on what was damaged:

- If a Unit or Command card is damaged, it gets a number of damage counters equal to the amount of damage that got through its armor. If the total number of damage

counters on a Unit or Command card is at least equal to its structure, scrap the card.

- If your Stockpile is damaged, scrap a number of cards from it equal to the amount of damage that got through. If your Stockpile runs out of cards as a result of this, you lose.

- If a card under construction is damaged, every 2 points of damage that got through removes one construction counter from that card. If more damage got through than was needed to remove all the counters from the card (or if it didn't have any to start with), scrap it. Damaging a card under construction doesn't reveal it.

- Whenever one of your Vehicles receives damage that isn't prevented, even if none of the damage gets through its armor, roll a die. On a 5 or 6, scrap that Vehicle.

Because all damage is dealt simultaneously at the end of the battle, a Unit's or site's armor applies only once to the total damage dealt to it, rather than separately to each source of damage.

EXAMPLE: Melissa's Sunder gets into a battle with two of Brian's 'Mechs. After Brian and Melissa fight for initiative, play all their Mission cards and other card options, and assign their 'Mechs' damage, it's determined that each of Brian's 'Mechs deals 7 damage to Melissa's Sunder, for a total of 14 damage. The Sunder has 3 armor, but even though it's taking damage from two sources, its armor still only subtracts 3 from the damage, leaving 11 damage that gets through her armor, so Brian puts 11 damage counters on the Sunder. This is at least equal to its structure of 10, so Melissa scraps her Sunder.

However, suppose Melissa plays Move to Partial Cover on the Sunder, preventing 2 damage to it. Of the 14 damage received by the Sunder, 2 is prevented by the Mission card, and its armor subtracts another 3 damage. Only 9 damage gets through—the Sunder gets only 9 damage counters, less than its structure of 10, and therefore survives the battle.

If the Sunder gets into another battle later in the turn, its armor subtracts from the damage it receives during that battle. The reason its armor only subtracted 3 damage during this battle, even though two 'Mechs damaged it, is that all the damage resulting from the battle was dealt simultaneously. Another battle means that it's receiving damage at two different times, so its armor subtracts from the damage each time.

Using Unit Options and Abilities

Most Units have one or more options that you can use during missions that typically increase a Unit's attack value or provide some defensive ability. Option names are printed in bold on the card. When it's your turn to battle, you decide which of your Units' options, if any, you're going to use. You can't use a given Unit's options more than once in each mission.

As their name implies, the use of Unit options is optional. However, you should assume that a player is using all of his or her options that don't carry a drawback unless the player says otherwise.

The four most common options are listed below. All other options are described on the cards themselves.

- **Overheat** X: +Y attack—Most weapons generate heat when they're fired. Units that generate more heat than they can safely dissipate typically list the Overheat option to represent this. Using a Unit's Overheat option increases its attack value by Y, but it takes X Overheat damage. This damage resolves at the end of the battle, just like any other damage.

- **Alpha Strike:** +Y attack—This option represents completely exhausting a Unit's ammunition supply for an autocannon (AC). You can use a Unit's Alpha Strike option to increase its attack value by Y, thereby increasing the amount of damage it deals. However, in order to use a Unit's Alpha Strike option, you must deplete it: tap the card and turn it face down. Units that are already tapped can still Alpha Strike, but Units that are already depleted can't.

- **Missile** Y—A Unit's Missile option represents long-range missiles that you can fire directly at the target. The damage dealt by a Missile option is random and based on a die roll. When you assign a Unit's damage, decide whether to fire its missiles as well. If you do, assign each of its Y missiles to anything its normal damage could have been dealt to, though if your Unit is attacking, you may fire the missiles at the target even if blocked. When damage resolves at the end of the battle, roll a die for each missile your Units fired. On a 1 or a 2, that missile deals 1 or 2 points of damage to whatever it was fired at. On a 3, if you have the Munitions asset Ⓜ available, that missile deals 3 damage; if you don't have Munitions available, a roll of 3 deals no damage. Rolls of 4, 5, and 6 do not deal damage.

  EXAMPLE: Brian attacks Melissa's Stockpile with a 'Mech that has Missile 2. Melissa blocks, and chooses not to include the Stockpile in the battle. (Because Stockpiles usually have 0 attack value, they're usually left out of battles.) But blocking the attack doesn't stop Brian

from firing his 'Mech's missiles at the Stockpile. When damage resolves, Brian rolls the missile dice for the two missiles he fired at the 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 from it.

- **Jump** (-1 attack: +1 initiative)—Many Units are equipped with jump jets, which let the Unit move directly from point to point without having to traverse terrain. This greatly increases the Unit's flexibility, giving you a tactical advantage. Using a Unit's Jump option increases its initiative (and therefore your initiative score) by 1, but at the cost of reducing the Unit's attack by 1. If a Unit's total attack is already below 1, you can't use its Jump option.

Playing Mission Cards

Mission cards represent last-minute strategies pulled off in the heat of battle. Typically they increase your Units' attack or prevent damage to your Units.

You play Mission cards that affect initiative during the Initiative subphase of battle, and also when you assign damage. Damage from your Mission cards happens at the same time as all your other effects, unless the Mission card states otherwise.

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

- Mission cards can only affect attacking Units, blocking Units, or the target.

- You cannot use more than one of the same Mission card in one battle.

- The number of Mission cards you can play is limited by your current initiative score.

Some Mission cards scrap a Unit or otherwise remove a Unit from battle. This Unit drops out of the picture completely: its damage isn't dealt, but it doesn't receive any damage, either. Any damage already assigned to that Unit is wasted. That Unit, and any Enhancements or Pilot on it, can no longer affect the battle, and the effects of their options and abilities are lost. For example, if that Unit was contributing to your initiative score, your score drops by the appropriate amount.

Some Mission cards have a Unit join battle. That Unit deals damage, receives damage, can use Options, and so forth, just as if it had always been in the battle. If the player who won initiative has one of the other player's Units join the battle, the player who lost initiative assigns that Unit's damage immediately, but doesn't otherwise get to do anything. He or she can't use that Unit's options, for example.

Effects of Damage

Damage is sometimes dealt to Units or sites other than during a mission. For example, some Command cards damage Units and/or sites when activated. Receiving damage is always treated the same way as during the damage resolution step of a battle: check to see if any damage is prevented, subtract the Unit's or site's armor value from the damage, and apply any damage that gets through according to the chart under "Resolving Damage."

Guarding a Site

A guarding Unit can block attacks only against the site it's guarding, but can block any attack against that site regardless of its speed.

> **EXAMPLE: Let's say you've assigned one slow 'Mech and two moderate ones guarding your Stockpile, and your opponent attacks your slow 'Mech with a moderate one. Can the two moderate 'Mechs help out and block the attacking 'Mech? No—while they're fast enough to block the attack, they're guarding the Stockpile, and so can't block attacks against anything else. If your opponent's 'Mech had attacked your Stockpile, all three 'Mechs could have blocked it.**

During your Missions phase you can set untapped 'Mechs and other Units to guard your sites such as your Stockpile or cards in your Command Post. To do this, announce that you are putting that Unit on guard duty and which site it's guarding. A guarding Unit is in the same region as the site it's guarding and is not on patrol; move it next to the site that it's guarding. Units can only guard sites, not other Units.

If you want to attack with a guarding Unit, you have to take it off guard duty (and move it back to your Patrol region) first. Remember that you can take Units on or off guard duty only during your Missions phase.

End of Turn Phase

In the End of Turn phase, do the following:

- If you have any activated 'Mechs or other Units in your Construction region, move them to your Patrol region.
- If you have the Logistics asset Ⓛ available, you may restock (that is, put at the bottom of your Stockpile) a card from your hand.
- Tell your opponent you've ended your turn.

There is no limit to the number of cards you can have in your hand, so you do not need to discard any.

Illus. Joel Biske

Deck Construction

The Chameleon*'s warrior had not noticed my* Stormcrow *until it was too late to do anything except meditate on death. But then a light 'Mech dashed out in front of the* Chameleon *and began charging me! Of course, the 'Mech was no match for my* Stormcrow*'s power, as its warrior certainly knew.*

Focusing my lasers on the charging 'Mech, seeing my targeting system's lights glow red as they found their mark, I fired upon my enemy. My left-mounted lasers neatly severed the smaller 'Mech's right arm from its body. My right-mounted lasers cut just as surely into the 'Mech's central armament, slicing into the cadet's ammunition bays. In seconds, the 'Mech exploded. My enemy did not even have time to consider ejecting to safety or surrender. A great sacrifice and one that gave his fellows a chance to regroup and retreat with some semblance of honor.

This warrior's death was my first honorable kill and he will live on in my heart with respect.

After this kill, the rest of the "Academy" warriors proved depressingly predictable. Before the day was out we had won.

For the next two months we fought and waited, waited and fought, trying to root out a nest of warriors who harried our flanks by night and hid in caves by day. Those days and nights of battle were the proudest—and even the happiest—of my young life. Someday I hope to die in fiery combat, wrapped in a death embrace with a worthy enemy. If I could fight my way through the ranks to win a Bloodname and then become a worthy talon of the Falcon before dying in battle, then so much the better! Between battles, we scrapped with each other to keep our reflexes and instincts honed. What better way to live?

Then, one day, one of the great leaders of the Lyran Alliance came to Coventry. This Steiner-Davion somehow knew the ways of honor and he met with our Khan, Marthe Pryde, to finish this battle. I was certain the two leaders would choose individual combat, but instead the Steiner-Davion offered our Khan hegira, the right to withdraw from the battlefield with honor and troops intact.

Khan Pryde accepted this offer, which surprised me at first. But, later, in her speech to us, Khan Pryde told us of the growing danger to our homeworlds from our enemies, the Wolves. Of course it made more sense to return to defend our homeworlds—if we could do so with honor. What was one Lyran ball of mud compared to our homeworlds? And whom would we rather fight? A Clan with honor, of course.

So now we journey back, and I hold dear to me the memory of my first honorable kill, and the foe who gave it to me.

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 characters. 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. The Universe Deck Construction rules reflect the cultural differences between the Clans and Houses, and you should use them whenever you build a **BattleTech** deck.

Most cards in the **BattleTech** trading card game bear the keyword Clan or Inner Sphere, indicating that they are aligned with that particular side.

Each side is divided into various affiliations for the ruling Houses of the Inner Sphere or the individual Clans that oppose them. If a card has a specific affiliation, the appropriate Houses' or Clans' icons are printed on the left-hand side of the card. The icons and affiliations in *Commander's Edition* are listed in the table below.

CLAN

Ghost Bear

Jade Falcon

Smoke Jaguar

Wolf

INNER SPHERE

ComStar

Davion

Kurita

Liao

Marik

Rasalhague

Steiner

St. Ives

When you build a deck under the Universe Deck Construction rules, you must choose an affiliation for it. Your deck can't contain any cards aligned with the other side, and all the cards that list affiliations must include the affiliation you chose. For example, if you choose Jade Falcon as your deck's affiliation, it can include any of the following:

- Cards that aren't aligned with either side.
- Any cards aligned with the Clan.
- Any Clan card affiliated with just Jade Falcon.

    and

- Cards including the Clan and Jade Falcon icons, as well as the Smoke Jaguar, Wolf, or Ghost Bear icons.

Finally, you can't include more than 10 Units that aren't 'Mechs in a deck. While Units such as Vehicles and Battle Armor play an important support role, 'Mechs dominate the battlefield.

Box Powers

The boxes for each of the *Commander's Edition* preconstructed decks come with a box power that you can use when playing that House or Clan. Each box power lets you trade useless cards in your hand for a minor impact on the game. Your box power isn't considered to be in play, or even a card, and the box isn't something that can be attacked or scrapped. You simply go through the game with that box power available to you.

For more information about box powers, and the "box powers" for Clans and Houses that don't have preconstructed decks, contact Product Support by any of the means listed at the end of the Rulebook.

Tuning Your Deck

Part of the fun of trading card games such as **BattleTech** is building decks having various themes, and trying to win the game in different ways. For example, you might try a deck that relies on running past your opponent with fast 'Mechs, or one that relies on a swarm of cheap 'Mechs that overwhelm your opponent through sheer numbers.

The best way to understand **BattleTech** deck building is by taking a starter deck and "tuning" it–taking out the cards that you don't think work very well and replacing them with better ones. Take a starter deck and two booster packs. You'll be constructing a 60-card deck from the 90 cards this gives you. Make sure you have a general idea of what the cards do before starting.

Also, to play seriously, you must follow the Universe Deck Construction rules described above, but since the cards in boosters are random, relatively few cards of those cards will be legal in your deck. Therefore, you might want to find a friend (and opponent!) and give yourselves one starter deck and two boosters each, and give each other the cards that don't fit in your decks. This works best if one of you chooses an Inner Sphere starter deck and the other takes a deck affiliated with one of the Clans.

Finally, this description assumes you're only playing with *Commander's Edition* cards, and so only discusses 'Mechs. If you're playing with expansion boosters that contain Vehicles or Battle Armor, treat them as 'Mechs while building your deck.

1. Separate your cards into four piles by type: Unit cards, Resource cards, other Command cards, and Mission cards.

2. Count the number of 'Mechs you have. You'll typically start with somewhere between 25 and 30 'Mechs, but you'll want to get this total down to 24 so you can have a good variety of Missions and Command cards. Simple strategies for getting rid of excess 'Mechs include removing duplicate copies of 'Mechs, removing all your 'Mechs with Missile if you only have a few of them (say, 5 or less), and removing some of the more expensive 'Mechs (say, cost 6 and above).

3. Choose your Missions and other Command cards. You want to have a total of 12 cards from these two categories, leaning heavily towards Mission cards, since part of their advantage is that you don't have to spend time deploying and constructing them. First, read through all your Mission cards and choose the ones that seem the most interesting and effective to you. Missions that increase your 'Mechs' attack or prevent damage are usually solid choices. Then flesh out these 12 cards with interesting Command cards such as the High Command card that came in your starter deck.

4. Choose your Command • Resource cards. Twenty-four Resources is a good starting point for a deck. If you have trouble deciding which resources to get rid of, skim through the cards you've chosen already, and see what kinds of asset costs they tend to have. For example, if you don't have any cards with asset costs specifying Politics, you can cut back on the cards that provide Politics.

5. Count your deck again. Remember, you can have a maximum of 60 cards in your deck. By this point you should have chosen 24 'Mechs, 24 Resources, and 12 other cards, but it's easy to miscount when building a deck.

6. Check the cards you didn't include in your deck. If you decide something looks interesting enough to include after all, check the cards you did include to see if there are any cards you can swap out for the new card.

Congratulations! You have just built your first **BattleTech** deck, and are ready for combat! After playing a few games it will become clearer how to support certain strategies by "fine-tuning" your deck. You may want to try out some new 'Mechs, or adjust the number of Resource cards, or fiddle with the ratio of 'Mechs to Mission cards. When you have the whole arsenal of **BattleTech** cards at your disposal, the strategy behind building a deck becomes challenging and rewarding. Good luck!

Illus. Clint Langley

Playing with Older Card Printings

Most of the cards in *Commander's Edition* have changed from their original versions. In most cases, we simply clarified the text printed on the cards, but in other cases we have significantly changed the text. Some of these changes also affect cards not included in *Commander's Edition*, or apply to earlier versions.

Unit Revision

Commander's Edition introduces the term *Unit*—most cards that previously referred to 'Mechs now refer to Units. When playing with cards printed before *Commander's Edition*, treat all cards that refer to 'Mechs as if they referred to Units except for those listed here.

Pilots

Unless otherwise noted, none of the references to *'Mech* change to *Unit*. For Pilots, only references to the piloted 'Mech do not change—any other reference to *'Mech* changes to *Unit*.

Card Name	Expansion	Alignment and Affiliation
Aletha Kabrinski	Mercenaries	Clan • Ghost Bear
Bearer of McKensy Hammer	First Edition	Inner Sphere • Steiner
Berserker Warrior	Counterstrike	none
First reference changes to Unit.		
Bjorn Jorgensson	First Edition	Clan • Ghost Bear
Second reference changes to Unit.		
Chaos March Veteran	Arsenal	Inner Sphere • Liao • Marik
Dan Allard	Arsenal	Inner Sphere
DEST Pilot	First Edition	Inner Sphere • Kurita
Elite MechWarrior	First Edition	none
Second reference changes to Unit.		
Fanatical Leader	Counterstrike	Inner Sphere
First reference changes to Unit.		
Galen Cox	First Edition	Inner Sphere • Steiner
Second reference changes to Unit; first and third do not.		
Gearhead	MechWarrior	Inner Sphere
Gray Death Pilot	First Edition	Inner Sphere
Headhunter	MechWarrior	none
Second reference changes to Unit.		
Jaime Wolf	First Edition	Inner Sphere
Second and fourth references change to Unit; first and third do not.		

Kai, Champion of Solaris	MechWarrior	Inner Sphere • Davion • St.Ives
First reference changes to Unit.		
Kamikaze MechWarrior	First Edition	Inner Sphere • Steiner
Second and fourth references change to Unit; first and third do not.		
Lance Commander	First Edition	Inner Sphere
First reference changes to Unit.		
Maneuvering Ace	First Edition	none
Last reference changes to Unit.		
Maverick Mechjock	First Edition	none
MechWarrior Peter	Arsenal	Clan • Wolf
Morgan Kell	First Edition	Inner Sphere
Natasha Kerensky	First Edition	Clan • Wolf
Phelan Ward	First Edition	Clan • Wolf
Prince Victor Steiner-Davion	MechWarrior	Inner Sphere • Davion
First reference changes to Unit.		
Reassigned Pilot	First Edition	none
Recon Pilot	Counterstrike	none
Redline Pilot	MechWarrior	none
Rhonda Snord	Mercenaries	Inner Sphere
First reference changes to Unit.		
Ristar MechWarrior	MechWarrior	Clan
Rookie Pilot	First Edition	none
Sharpshooter	MechWarrior	none
Shin Yodama	MechWarrior	Inner Sphere • Kurita
Silver Sunburst Pilot	First Edition	Inner Sphere • Davion
Veteran MechWarrior	First Edition	none
Vlad of the Wards	Counterstrike	Clan • Wolf
Second and third references change to Unit.		

Other Cards

For these cards, do not change 'Mech to Unit.

Card Name	Expansion	Alignment and Affiliation
Assault 'Mech Specialists	Mercenaries	Inner Sphere
Bribed Pilot	Counterstrike	none
Brutal Punch	MechWarrior	Inner Sphere
Defection	MechWarrior	none
Earthwerks Limited	Counterstrike	Inner Sphere · Liao
Elemental Point	First Edition	Clan
Evantha Fetladral	First Edition	Clan · Wolf
Front Loaded Supply Lines	Arsenal	none
Head Shot	First Edition	none
Hip Shattered	Counterstrike	none
Improvised Weapon	First Edition	Inner Sphere
Intimidating Paint Job	Mercenaries	none
Khan Natasha Kerensky	MechWarrior	Clan · Wolf
'Mech Rotation	Mercenaries	none
'Mech Trap	Mercenaries	none
Omni'Mech Pod Cache	MechWarrior	none
Pryde's Pride	First Edition	Clan · Jade Falcon
Reactor Breach	Mercenaries	none
Retrieve Lost 'Mech	First Edition	none
Sabotage 'Mech	First Edition	none
Sibko Allegiance	MechWarrior	Clan
Solaris Contacts	MechWarrior	Inner Sphere
Solaris Games Veteran	MechWarrior	Inner Sphere
Steal 'Mech	First Edition	Inner Sphere
Vicious Kick	Counterstrike	Inner Sphere
Wolfgang Hansen	MechWarrior	Inner Sphere

Errors in Original Versions

The following 'Mechs are revised in *Commander's Edition* because there were serious errors in their original versions. In most of the cases for the Inner Sphere, revisions were necessary because pulse lasers weren't being modeled properly for Inner Sphere 'Mechs.

Card Name	Expansion	Alignment and Affiliation
Albatross ALB-3U	Mercenaries	Inner Sphere • Marik
Anvil ANV-3M	Mercenaries	Inner Sphere • Marik
Atlas AS7-K	First Edition	Inner Sphere • Kurita
Awesome AWS-9M	First Edition	Inner Sphere • Marik
Berserker BRZ-A3	Mercenaries	Inner Sphere • Davion • Steiner
Black Hawk C	Counterstrike	Clan
Caesar CES-3R	First Edition	Inner Sphere • Davion • Steiner
Charger CGR-3K	Counterstrike	Inner Sphere • Kurita
Clint CLNT-2-3U	First Edition	Inner Sphere • Liao
Grand Titan T-IT-N10M	Mercenaries	Inner Sphere • ComStar
Hatchetman HCT-5S	First Edition	Inner Sphere • Davion • Steiner
Hunchback HBK-5M	Counterstrike	Inner Sphere
Imp IMP-3E	First Edition	Inner Sphere
Nightsky NGS-4S	Mercenaries	Inner Sphere • Davion • Steiner
Owens OW-1	MechWarrior	Inner Sphere
Owens OW-1D	MechWarrior	Inner Sphere • Kurita
Penetrator PTR-4D	Mercenaries	Inner Sphere • Davion • Steiner
Spider SDR-7M	Counterstrike	Inner Sphere
Tempest TMP-3M	Mercenaries	Inner Sphere • Marik
Thor B	First Edition	Clan • Jade Falcon
Venom SDR-9K	Mercenaries	Inner Sphere • Kurita
Vindicator VND-3L	Counterstrike	Inner Sphere • Liao

Cards Having Functional Changes

The following Command and Mission cards have major functional changes. Play older versions of these cards according to the updated wordings.

Card Name	Expansion	Alignment and Affiliation
Aerospace Fighter Mission	First Edition	none
Communications Failure	First Edition	none
Difficult Terrain	Mercenaries	none
Disguised Coordinates	Mercenaries	none
First Circuit Summons	Mercenaries	Inner Sphere · ComStar
Heroic Sacrifice	First Edition	none
Inside Job	First Edition	none
Pryde's Pride	First Edition	Clan · Jade Falcon
Sacrifice for the Dragon	First Edition	Inner Sphere · Kurita
Single Combat	MechWarrior	none
Strafing Run	Counterstrike	none
Sun-Tzu Liao	Mercenaries	Inner Sphere · Liao
Teachings of the Unfinished Book	First Edition	Inner Sphere · Davion

For more information about specific updated wordings, contact Product Support by any of the means listed at the end of the Rulebook.

Clan and House

Older printings of cards list their Clan and House affiliations at the end of their keyword lines, rather than as icons along the left edge of the card. The two methods for listing affiliations are equivalent in the game.

ComStar and Wolf's Dragoons

Older printings of cards that list the ComStar keyword now use the ComStar icon. These and other cards that now have the ComStar icon can only be used in decks affiliated with ComStar. For example, you can now use older versions of the Mongoose and Black Knight cards only in ComStar decks. Also, Wolf's Dragoons is no longer considered an affiliation, so Wolf's Dragoons cards can now be included in any Inner Sphere deck.

Illus. Kevin McCann

Glossary & Index

Activate: To make a card available for use. You must deploy cards and generally spend time and resources constructing them before you can activate them.
◗ 20

Affiliation: The association of a card with one or more Houses or Clans. This limits the cards you can include in a deck under the Universe Deck Construction rules, but rarely has an effect during play.
◗ 11, 36

Alpha Strike: Using a Unit's Alpha Strike option (if it has one) empties its guns, which does extra damage. That 'Mech becomes *depleted*—you both tap it and flip it over.
◗ 31

Armor: When a Unit or site is damaged, its armor diminishes some of that damage; only damage that gets through the armor has any lasting effect. Armor is represented by the first number in the pair of numbers in the lower-left corner on a Unit card. See also *structure, base armor.*
◗ 29

Assembly: An asset that provides the ability to repair 1 structure damage on one Unit for 1 resource once during your Repair/Reload phase. See also *asset, repair.*
◗ 14, 21

Asset: Assets represent the strategic necessities for waging war, such as factories, ammunition, strategy, supplies, and political influence. Asset symbols are printed on cards that provide the asset; there are five assets in **BattleTech**: Assembly 𝔸, Munitions 𝕄, Tactics 𝕋, Logistics 𝕃, and Politics ℙ. Having an asset available also causes you to ignore all *asset costs* specifying that asset. See *Munitions, Tactics, Logistics, Assembly,* and *Politics.*
◗ 14, 19, 21, 26, 31, 33

Asset cost: Most construction costs, and some other costs, include one or more asset costs. An asset cost is represented by a number followed by one of the asset symbols, for example, **3**𝔸. If you don't have a given asset available, you have to pay all asset costs specifying it.
◗ 19

Assign damage: One of the things you do during a battle—you assign damage for your Units and sites that can deal damage. You can assign damage to any opposing Unit. Damage can be assigned to and by the target only if it's included in the battle.
◗ 27–28

Attack: To send one or more of your Units on a mission, with the intent of damaging or scrapping one of an opponent's Units or sites.
  ▶ 23–32

Attack value: The amount of damage that a Unit deals in a battle. See *base attack value*.
  ▶ 28–29

Base armor: The armor value of a Unit or site before using a card or card option to increase or decrease that value. The base armor value of a Unit or Command card is located in the lower-left corner of the card. See also *armor*.
  ▶ 28

Base attack value: The attack value of a Unit before using a card or card option to increase or decrease that value. Some Command cards also have base attack values. The base attack value of a Unit or Command card is located in the lower-left corner of the card, above its armor and structure.
  ▶ 28

Base construction cost: A card's construction cost always includes a base construction cost, and most construction costs include one or more asset costs as well. You always have to pay at least the base construction cost.
  ▶ 19

Base structure: The structure value of a Unit or Command card before using a card or card option to increase or decrease that value. The base structure value of a Unit or Command card is the second of the two numbers located in the lower-left corner of the card.
  ▶ 28

Battle: If a mission is blocked, or if the target of an unblocked mission is a Unit, battle occurs between the attacking Unit(s) and the opponent's Unit(s). The defending player can include the target of a mission in the battle even if blocking the attack. The rules for battles also apply to unblocked missions against sites, even though this doesn't result in an actual battle.
  ▶ 26

Battle Armor: A type of Unit in which ground troops wear powered combat suits. Battle Armors act like other types of Units except that they cannot attack or block alone.
  ▶ 11, 24, 25

Block: To send one or more Units to defend against an attack against one of your Units or sites. Usually blocking an attack keeps the target out of the battle, but sometimes you'll want to include it anyway.

◗ 24–25

Box power: A special ability offered to the user of a deck through its affiliation with a Clan or House. This special ability is printed on the outside of the preconstructed *Commander's Edition* deck for that Clan or House.

◗ 37

Clan: The name that Nicholas Kerensky gave each of the twenty units formed from the remnants of the Star League army that escaped the Inner Sphere with his father, Aleksandr Kerensky. The four strongest, most aggressive of these–Wolf, Jade Falcon, Ghost Bear, and Smoke Jaguar–invaded the Inner Sphere in the year 3050 in an attempt to reestablish the lost glory of the Star League. In the **BattleTech** TCG, *Clan* is a keyword that identifies cards for the purpose of constructing decks according to the Universe Deck Construction rules. Cards affiliated with individual Clans note this by listing those Clans' icons on their middle left-hand side; these logos are also important for Universe Deck Construction rules.

◗ 36

Command cards: Cards that represent many of the necessities of battle: strategic decisions, Resources, personnel, and so on.

◗ 12

Command Post: All of your Command cards that aren't played on Units (Enhancements and Pilots) or in Regions (Terrain cards) are stored in your Command Post. Each of those cards is a site that can be attacked.

◗ 15

Construction cost: The number of construction counters you have to put on a card before you can activate it. A card's construction cost is listed in its upper-left corner, and includes at least a base construction cost, and possibly one or more asset costs. The total construction cost for you is the base cost plus all asset costs for which you don't have the asset available.

◗ 11–13, 19

Construction counter: During your Deploy phase, you can use resources to put construction counters on cards under construction. When a card has enough construction counters on it, you may activate it.

◗ 19

Construction region: Cards that you deploy are stored here until you can activate them. You can add construction counters to these cards by spending resources.
  ◗ 14

Counter: A marker, such as a glass bead, penny, or rivet, used to keep track of quantities such as how much damage a Unit or Command card has taken or how close a card under construction is to being paid for.
  ◗ 19

Deplete: A card that is depleted is tapped and turned face down. A card that becomes depleted will need two turns to untap: one turn to be reloaded, and other to actually untap. A depleted card is basically just a target that can't fire back.
  ◗ 21, 31

Deploy: To place a card from your hand in the Construction region, face down. After you've deployed a card, you can pay its construction costs and activate the card.
  ◗ 18

Deploy phase: During this phase, you deploy cards from your hand, put construction counters on cards, and activate cards that have enough construction counters. You can also reassign your Pilots among your 'Mechs.
  ◗ 18

Deployment: During your Deploy phase, you get two deployments, and cards might give you more. The first player gets only one deployment on his or her first turn. You can use each deployment to deploy one card from your hand.
  ◗ 18

Discard pile: See *Scrapheap.*

Draw phase: During this phase, each player draws two cards from his or her Stockpile. The first player draws only one card on his or her first turn.
  ◗ 18

Draw pile: See *Stockpile.*

Engaged: Units involved in a battle are said to be engaged in that battle. Sites are never considered engaged in battle (even in cases where the target is included in the battle).
  ◗ 26

End of Turn phase: During this phase, you move any Units sitting in your Construction region to your Patrol region. If you have Logistics available, you can also use its ability to restock a card from your hand.
  ◗ 33

Enhancement: Modifications such as lasers, additional armor, heat sinks, or targeting computers. Enhancements are played on Units or sites to make them more powerful in battle, to give them defensive abilities, or to otherwise improve them. See also *Terrain*.
▶ 12

Fast speed: The fastest of the three allowable speeds for Units. See *Speed*.

Group: During a mission, the attacking Unit(s) are one group, and the blocking Unit(s) are another group. If the target is a Unit, including it in the mission makes it part of the defending group; if a mission against a Unit isn't blocked, the Unit is in a group by itself.
▶ 24

Guard, guarding Unit: During your Missions phase, you can assign any untapped Unit to any of your *sites*. A Unit guarding a site can block any attack in which that site is the target, regardless of speed, but can't block any other attacks.
▶ 33

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. Other empires, such as Rasalhague and St. Ives, are considered Houses for purposes of deck construction. ComStar, who controls the Inner Sphere's communication lines and the remnants of Star League technology, is also considered a House. Cards affiliated with one or more Houses list icons on the middle left-hand side of a card; these are important for the Universe Deck Construction rules.
▶ 36

Inner Sphere: Collectively, all the combined Houses, from which Aleksandr Kerensky's forces escaped in the year 2784. In the **BattleTech** TCG, *Inner Sphere* is a keyword that identifies cards for the purpose of constructing decks according to the Universe Deck Construction rules.
▶ 36

Initiative score: During a mission, your initiative score is equal to your base initiative plus the initiative modifiers of all your cards that can affect the battle–typically just your Units and their Pilots. Your initiative score is used in determining who wins initiative, and limits the number of Mission cards you can play.
▶ 26–27

Initiative, winning: The first step of a battle determines who wins initiative. This is typically determined by comparing the players' initiative scores; whoever has the

higher score wins initiative, with ties going to the attacking player. Whoever wins initiative gets to go second, after the player who lost initiative has finished his or her part in the battle.

◆ 26–27

Jump: An option representing the ability of some Units to become airborne through the use of jump jets for short periods of time. Using a Unit's Jump option decreases its attack value by 1 and increases its initiative by 1, which in turn increases your initiative score by 1.

◆ 32

Keyword: Words that appear on all **BattleTech** cards that specify the card's type (such as '*Mech*, *Command*, and *Mission*) and alignment (such as *Clan* or *Inner Sphere*). The special keyword *Unique* means that you can have only one copy of the card in your deck, and that there can be only one copy of the card in play on either side.

◆ 11–13, 36

Logistics: An asset that lets you *restock* (put at the bottom of your Stockpile) a card from your hand at the end of your turn. See *asset*.

◆ 14, 33

'Mechs: Short for *BattleMech*–powerful war machines that are faster, more maneuverable, better armored, and more heavily armed than any other combat unit ever built. 'Mechs are the most common type of Unit. See *Unit*.

◆ 10

Missile: Some Units have the Missile option, which gives them a certain number of missiles they can fire during battle. Missiles do random amounts of damage, and attacking Units can fire missiles at the target even when blocked.

◆ 31

Mission card: Cards that you play to affect the outcome of a battle, typically by increasing your Unit's attacks or preventing damage to them. The number of Mission cards you can play in a given mission is limited by your initiative score, but you can't play more than one of the same Mission card during a mission, regardless.

◆ 13, 29

Missions phase: A phase within your turn, during which you may send your untapped Units to attack your opponent's Units and sites. You may send as many 'Mechs as you like, either singly or in groups, on as many different missions as you like, as long as you still have untapped Units.

◆ 23–33

Moderate speed: The middle of the three speeds a Unit can have. See *speed*.

Munitions: An asset that gives you an advantage when using a Unit's Missile option. If you have the Munitions asset in play and you make a missile roll of 3, that missile deals 3 damage. See *asset*.
◆ 14, 31

Opposing: Terms such as "Opposing Unit" or "opposing Command card" refer to Units or Command cards (for example) that are controlled by an opponent.

Overheat X: +Y attack: A Unit option that represents the overuse of weapons so that the resulting heat buildup causes damage to the Unit itself. Using a Unit's Overheat option gives it Y extra attack, but it takes X Overheat damage as a result.
◆ 31

Patrol region: The region from which you can launch attacks on opposing Units and sites, and from which you can move to block incoming attacks or to guard one of your sites. Patrolling Units can block any attacking group, as long as they're at least as fast as the slowest member of the attacking group. See *speed*.
◆ 15

Phases: The parts of one player's turn. See *Untap, Draw, Deploy, Repair/Reload, Missions,* and *End of Turn*.
◆ 17

Pilot: A specially-trained MechWarrior that you can play on a 'Mech to give it an added ability or effect. You can reassign your Pilots among your 'Mechs during your Deploy phase, but each 'Mech can have only one Pilot at a time.
◆ 13

Politics: An asset that represents political influence. Unlike the other five assets, having the Politics asset in play provides no special ability, but asset costs specifying Politics are much higher than other asset costs tend to be. See *asset*.
◆ 14

Region: An area of the playing field. The playing area for each player contains four regions: *Stockpile, Construction, Command Post,* and *Patrol*.
◆ 14

Reload: During your Repair/Reload phase, you reload all of your depleted cards. Turn those cards face up, tapped. Once a depleted card has reloaded, it starts behaving like a normal card again; for example, it can fight back if attacked.
◆ 21

Repair: Repairing a point of damage to a Unit removes 1 damage counter from it. The usual way to repair Units is to take advantage of the Assembly asset's ability.
◆ 21

Repair/Reload phase: During this phase, you *reload* all of your *depleted* cards, and you can *repair* your Units.
▶ 21

Resources: Command cards that provide resources, which are used to put construction counters on cards, and to pay other kinds of costs. Resources are represented by the symbol ®. Most abilities that provide resources provide only one at a time, but some provide more. Resource cards also tend to make one or more assets available.
▶ 19

Restock: To place a card on the bottom of your Stockpile. The usual way to restock cards is to take advantage of the *Logistics* asset's ability.
▶ 33

Reveal: To turn a card face up so that everyone can see it. If a card under construction is revealed, it's left face up so people don't have to remember what it is. You may reveal cards under construction at any time, but usually it's a bad idea to reveal them before activating them. If you attack a card under construction, and that attack isn't blocked, the card is revealed immediately. Compare *show*.
▶ 20

Scrapheap: Your face-up discard pile. A card that you *scrap*, or remove from play, goes here.
▶ 15

Scrap: To put into the Scrapheap. Cards can be scrapped from anywhere, though most often from play or from someone's Stockpile.
▶ 15

Show: To turn a card face up so that everyone can see it. Showing a card is less dangerous than revealing it, since certain cards say they're scrapped when revealed, but this doesn't apply to showing them to others. Compare *reveal*.
▶ 20

Site: A single location within a region, such as a card under construction in the Construction region, a single card in the Command Post, or your Stockpile. All sites can be attacked.
▶ 15

Slow speed: The slowest speed a Unit can have.

Speed: The speed at which a Unit attacks or blocks, indicated by the speed dial in its lower-left corner. Units can be slow, moderate, or fast. Units can attack ones that are slower. Patrolling Units can't block a group if they're slower than every member in that group. See *guard*.
▶ 11, 25

Stockpile: A player's draw pile. You have a Stockpile region that contains your Stockpile, which is a site. If you damage someone's Stockpile, scrap that many cards from it. You win the game if your opponent's Stockpile ever runs out of cards.
◆ 14, 30

Structure: Serious damage to a Unit or Command card is represented by damage counters. If the total number of damage counters on a card is at least equal to its structure, scrap it. Some cards, and the Assembly asset, can repair damage to your Units during your Repair/Reload phase. See *armor*.
◆ 28, 30

Tactics: If you have this asset available, your base initiative is 1 instead of 0. See *initiative*.
◆ 26

Tap, tapping: To turn a card sideways, indicating that you've used the card. You tap Units to attack or block, or a card having the tap symbol [⟳] to use its special ability. A tapped card can't do anything that would require tapping it. See *deplete*.
◆ 17

Target: When you send Units on a mission to attack a Unit or site, that Unit or site is called the *target* of the mission.
◆ 24

Terrain: Terrain cards are a kind of Enhancement that you play in regions rather than on cards. A Terrain can affect any mission whose target is in the region it enhances.
◆ 12

Tonnage: Certain cards are usable only on Units which weigh a minimum number of tons, or have a variable effect depending on a Unit's tonnage. A Unit's tonnage is listed in its Unit data line.
◆ 11

Turn Sequence:
◆ 17

Under construction: Once a card is deployed, it's under construction until you decide to activate it (and have enough construction counters on it to do so). Damage dealt to a card under construction removes construction counters from it; if more damage is dealt to such a card at once than needed to remove all the counters from it, the card is scrapped. If you don't block an attack against one of your cards under construction, you have to reveal that card to everyone else.
◆ 19

Unique: A keyword that means you may have only one copy of that card in your deck. If you activate a Unique card when there's already a copy of that card in play, your copy is scrapped.

▶ 13

Unit: The combatants of the **BattleTech** game, presently consisting of 'Mechs, Vehicles, and Battle Armor.

▶ 10

Untap: Once a card is tapped, you can't do anything that would require tapping it until it untaps again. See also *tap*.

▶ 17

Untap phase: The phase at the beginning of a turn, during which you turn all your cards upright again, except those which are depleted. See *deplete*.

▶ 17

Vehicle: Non-'Mech Units such as Attack Helicopters, Tanks, and Hovercraft. Vehicles behave like other Units, but if one of your Vehicles is damaged, roll a die; on a 5 or 6, scrap the Vehicle.

▶ 11, 30

Winning:

▶ 10, 30

Credits

BattleTech: Trading card game of armored combat in the 31st century

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