BATTLETECH: DOMINATION

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# of Players: 2

Playing Time: 30 minutes

Battletech: Domination is a fan-created, deck-building card game for 2 players set in the ***Battletech™*** universe. **Battletech: Domination** is inspired by the popular board game *Dominion*, designed by Donald X Vaccarino and distributed in the US by Rio Grande Games. Whether you are already familiar with *Dominion* or not, all players will find this game quick to learn and fun to play!

In **Battletech: Domination**, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. These cards represent military units (BattleMechs, vehicles, and infantry), support cards, and resource cards that the player will use to develop an economy, build an army, and battle his opponent… with the player's deck as the target of attack! Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to total domination over their opponent. The player with the biggest deck at the end of the game wins!

Battletech: Domination is not a customizable card game (CCG), but the play of the game is similar to the construction and play of a CCG deck. Each game, you select only 12 Supply card piles plus the 4 Base card piles to include in any given game – thus the cards available to the build your deck are different each game, leading to immense variety and replayability. No two games will be the same!

For players already familiar with "Dominion"

Battletech: Domination has a deck building concept and "ABC" turn mechanic that is very similar to *Dominion*, but introduces several changes that dramatically alter the play of the game:

- ➢ New turn phase (*Combat* phase) and new card type (*Unit* cards)
- ➢ No Victory or Curse cards, no Victory Points, and new victory condition
- ➢ Action cards are now called *Support* cards, Treasure cards are now called *Resource* cards
- ➢ Can perform 2 Actions per turn, and Actions may be used to either play Support cards or deploy Units
- ➢ Trashing is now called *Scrapping*, and the Trash is now called the *Scrapheap*
- ➢ Limited to two players only

Goal

Battletech: Domination is a game of building a deck of cards and using it to dominate your opponent. Your deck is your army and your economy. It contains all of your resources, military units, and special abilities. It starts out as a small, weak collection of Basic Factories and Infantry Platoons, but hopefully by the end of the game it will be brimming with BattleMechs, Advanced Factories, and powerful abilities.

The player with the most cards in his Deck at the end of the game wins!

Game Contents

Battletech: Domination includes over 450 cards (*and counting…*), but only a small subset of these cards is used in each game. As **Battletech: Domination** includes many more sets of cards than are used in a single game, each game can feature a different combination of cards and thus no two games will be alike.

CARD TYPES

There are five (5) basic types of cards: Resource, Unit, Support, Support-Attack, and Reaction.

- **Resource cards (yellow)**: can be played during the Buy phase to provide resources to buy new cards
- **Unit – Mech cards (red)**, **Unit – Vehicle cards (orange)**, **Unit – Infantry cards (green)**: form the army that will attack your opponent and defend against your opponent's attack during the Combat phase
- **Support cards (gray)**: can be played during the Action phase to provide some benefit to the player
- **Support-Attack cards (gray)**: can be played during the player's Action phase to hinder the opponent
- **Reaction cards (blue)**: can be played as an "interrupt" when the specified conditions are met
- *OPTIONAL* **Allegiance cards (black)**: allow the player to declare allegiance to one of the Great Houses or Clans of the Inner Sphere and gain a powerful bonus or ability for the duration of the game

BASE CARDS

Basic Factory, Munitions Factory, and Advanced Factory cards are the basic Resource cards. Infantry Platoon cards are the basic Unit cards. **These cards are used in every** game. Quantities of each of the **Base Cards** are as follows:

- 25 Basic Factory, 15 Munitions Factory, 10 Advanced Factory, 20 Infantry Platoon

SUPPLY CARDS

The remaining, non-Base cards are known as **Supply cards**. Most Supply cards are Units or Support cards, but there are other kinds as well. **There should be five (5) copies of each Supply card.** This set of five copies is known as a **Pile**. Only 12 Supply card piles (60 cards) plus the 4 Base cards piles (70 cards) will be used in a given game (130 cards total), thus each game can have a different set of cards for the players to build their decks from.

GAME CONTENTS

Base Cards

INFANTRY PLATOON — 20 Infantry Platoons
BASIC FACTORY — 25 Basic Factories
MUNITIONS FACTORY — 15 Munitions Factories
ADVANCED FACTORY — 10 Advanced Factories

- Name
- Value (3 industry, 1 LosTech)
- Card Type (resource, yellow)
- Cost (6 industry)

Unit Cards (5 of each)

BATTLE ARMOR SQUAD — Infantry
SCHREK PPC TANK — Vehicle
MAD CAT *TIMBERWOLF* — Mech

- Name
- Attack Value (3)
- Card Ability
- Defense Value (3)
- Card Type (unit – mech, red)
- Cost (7 industry, 1 LosTech)

Support Cards (5 of each)

CONVOY — Support
LONG TOM BATTERY — Support – Attack
DEFENSE SYSTEM — Reaction

- Name
- Card Ability
- Card Type (reaction, blue)
- Cost (2 industry)

Symbols

- △ Attack Value
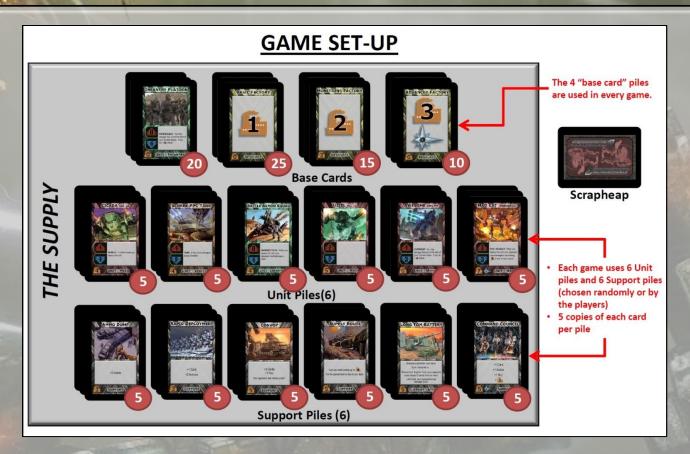- ▽ Defense Value
- 🏭 Industry
- ✴ LosTech

Game Set-Up

Each game of **Battletech: Domination** uses sixteen (16) piles of cards, which together are referred to as the **Supply**. All other cards are left in the box and will not be used in this game.

THE SUPPLY

The **Supply** is made up of the following:

- 4 piles of **Base Cards**: Basic Factory, Munitions Factory, Advanced Factory, and Infantry Platoon
  - *NOTE: These piles are used in every game.*
- 6 piles of **Unit** cards, chosen at random or by the players, with 5 copies of each card per pile
- 6 piles of **Support**, **Support-Attack**, **Reaction** and/or **Resource** cards, chosen at random or by the players, with 5 copies of each card per pile

Place these piles on the table as shown or in any other arrangement that is convenient for both players.

GAME SET-UP

The 4 "base card" piles are used in every game.

Base Cards

THE SUPPLY

Unit Piles(6)

- Each game uses 6 Unit piles and 6 Support piles (chosen randomly or by the players)
- 5 copies of each card per pile

Support Piles (6)

Scrapheap

RECOMMENDED SUPPLY PILES for 1st GAME

For the first game, I recommend using the following 12 Supply piles (in addition to the 4 Base Cards):

- 6 Units piles: Cicada, Schrek PPC Tank, Battle Armor Squad, Uziel, Awesome, Mad Cat
- 6 Support/Reaction piles: Ammo Dump, Rapid Deployment, Supply Route, Convoy, Artillery Support, Command Council

THE SCRAPHEAP

Designate a **Scrapheap** for cards that are **Scrapped** during the game (i.e., removed from play).

➢ The Scrapheap is not considered to be part of the Supply.
➢ Scrapped cards are not returned to the Supply and are not available for purchase.

STARTING DECKS

Each player is dealt 7 Basic Factories and 3 Infantry platoons from the Supply and shuffles these cards together to form his **Starting Draw Deck**.

Each player starts with the same 10 cards:

STARTING DECK:
7 Basic Factories &
3 Infantry Platoons

Each player shuffles these to form starting draw deck
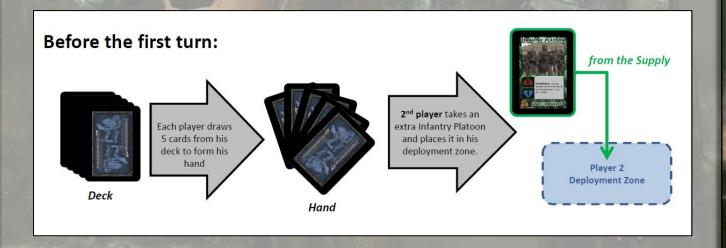
Deck

PLAYER'S DECK

Each player has his own deck, which he builds from cards in the Supply. During the course of the game, a player's cards are usually in three parts: his Deck (which he draws cards from), his hand, and his Discard pile. The player draws cards from his own Deck and discards cards into his own Discard pile. When his Deck is exhausted **and** the player needs to draw or reveal cards from his Deck, he shuffles his Discard pile to reform his Deck. He does not shuffle his discard pile until he needs to reveal or draw a card from his Deck and cannot. At any point in the game, if a player has to draw or reveal more cards than are remaining in his Deck, he must draw or reveal as many as he can and then shuffle his Discard pile to form a new Deck. Then, he draws or reveals the remaining number of cards from his newly shuffled Deck.

A player places cards he Buys, Gains, or otherwise acquires during the game on his Discard pile unless he is specifically directed to place them elsewhere.

Start of Game

Once the Supply has been set-up and player's Starting Decks have been dealt, the game begins as follows:

1) Randomly determine the starting player.
2) Each player then creates his starting hand by drawing five (5) cards from his draw deck.
3) The *player who plays second* then takes an Infantry Platoon from the Supply and immediately places it in his deployment zone. (This "bonus" unit is to offset the intrinsic disadvantage from playing second.)
4) The first player then plays his turn in the following sequence.

Before the first turn:

Deck → Each player draws 5 cards from his deck to form his hand → Hand → 2ⁿᵈ **player** takes an extra Infantry Platoon and places it in his deployment zone. → INFANTRY PLATOON *from the Supply* → Player 2 Deployment Zone

Turn Sequence

Each player's turn consists of four phases, which are performed in the following order:

1) **Combat Phase** – the player attacks his opponent with his deployed Units

2) **Action Phase** – the player may play Support cards and/or deploy Unit cards from his hand

3) **Buy Phase** – the player may buy a card from the Supply

4) **Clean-Up Phase** – the player must discard both played and unplayed cards, then draw five new cards
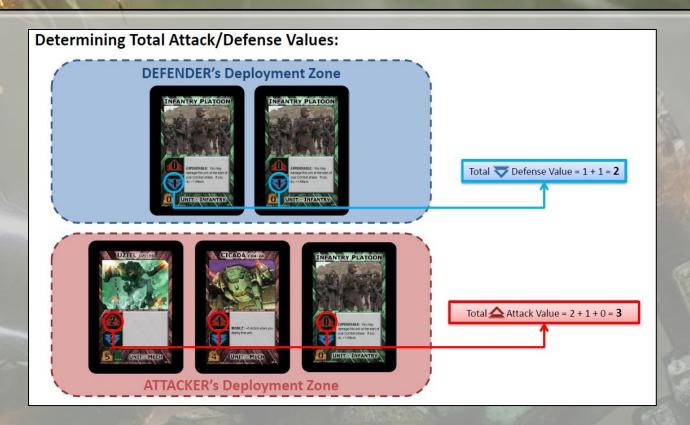
After a player completes all four phases, his turn ends and the next player begins his turn. The current player must always complete the current phase before moving on to the next phase. The player may not go back to a previous phase once he has moved on to a subsequent phase.

(Refer to the Appendix for a detailed example of a player's full turn.)
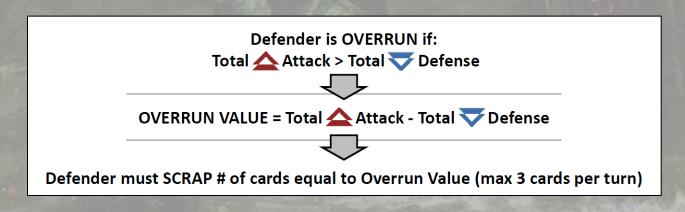
COMBAT PHASE

In the Combat phase, the current player automatically attacks his opponent with all of the Units in his deployment zone. **The current player is always the attacker, and the other player is always the defender.** The Combat phase is resolved in the following sequence:

a) Each player declares and resolves any special abilities of the Units in his deployment zone (the Attacker uses his abilities first, then the Defender).

- Each special ability must be completely resolved before moving on to the next ability or turn phase. If a player has more than one special ability to choose from, he may choose the order in which to use them.

- A player is not obligated to use a Unit's special ability unless otherwise specified on the card.

- Only the special abilities of Units in the player's deployment zone may be used. Special abilities of any Unit cards in the players hand, draw deck, or discard pile may not be used at this time.

b) Calculate the attacker's **Total ▲ Attack Value** and defender's **Total ▼ Defense Value** by summing the ▲Attack/▼Defense values of each Unit in his deployment zone, including any unit relevant bonuses and special abilities.

- The Attack Value of each Unit is indicated by the ▲ number on the card.

- The Defense Value of each Unit is indicated by the ▼ number on the card.

- If a Unit was damaged during the special ability subphase, it's attack/defense value is *not* added to the player's Total ▲ Attack/ ▼Defense Value, as the unit was discarded prior to this subphase and is no longer in the player's deployment zone when Total Attack/Defense values were calculated.
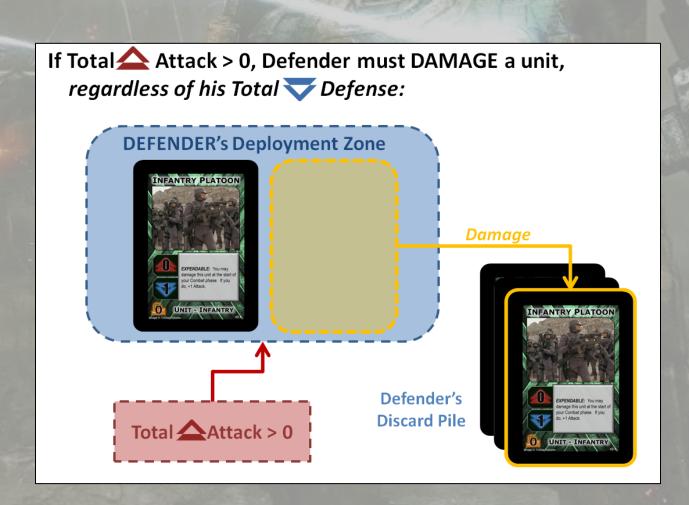
Determining Total Attack/Defense Values:

DEFENDER's Deployment Zone

Total ▽ Defense Value = 1 + 1 = **2**

ATTACKER's Deployment Zone

Total △ Attack Value = 2 + 1 + 0 = **3**

c) If the attacker's Total △ Attack Value is greater than the defender's Total ▽ Defense Value, then the defender is **Overrun**. The difference between the Total △ Attack Value and Total ▽ Defense Value is the **Overrun Value**. The defender must immediately **Scrap** a number of cards equal to the Overrun Value, *to a maximum of three (3) cards per turn*. The defender scraps these cards one at a time from his hand, the top of his draw deck, deployment zone, or a combination of the above (defender's choice).

- The Overrun Value can never be less than zero. In other words, if the defender's Total Defense Value is greater than the attacker's Total Attack Value, then the Overrun Value is zero.
- If the Overrun Value is zero (Total ▽ Defense ≥ Total △ Attack), then the defender is not Overrun and does not have to scrap any cards.
- Scrapped cards are placed in the Scrapheap (i.e., removed from play).
- In general, having an Overrun Value greater than three does not provide any additional benefit to the attacker, as the defender can never be forced to scrap more than three cards per turn.

Defender is OVERRUN if:

Total △ Attack > Total ▽ Defense

⬇

OVERRUN VALUE = Total △ Attack - Total ▽ Defense

⬇

Defender must SCRAP # of cards equal to Overrun Value (max 3 cards per turn)

d) Additionally, if the attacker's Total 🔺 Attack Value is greater than zero, the defender must **Damage** a Unit in his deployment zone.

- *NOTE: A defending Unit must be damaged when the Total 🔺 Attack Value > 0, even if the defender was not Overrun!*

- To "damage a unit" means to take a Unit card from the player's deployment zone and place it into his discard pile. Only deployed units can be damaged; discarding a Unit card from the player's hand is not considered to be "damaging" that unit.

- Whenever a card or ability states to "damage a unit", the owner of the Unit card to be damaged chooses which of his units to damage, unless otherwise specified.

- A player may not voluntarily choose to damage one of his units unless a card specifically allows him to do so (this is relevant toward the end of the game, as deployed units do not count as part of the player's deck for scoring purposes).

If Total 🔺 Attack > 0, Defender must DAMAGE a unit, *regardless of his Total 🔻 Defense:*

ACTION PHASE

In the Action phase, the current player may perform up to two (2) **Actions** per turn. Actions can be used to do either one or both of the following (in any order or combination):

- o **Play a Support card** from his hand and do what the card says (costs 1 action);
  - To play a Support Card, the player takes a Support or Support-Attack card from his hand and lays it face-up in his play area. He announces which card he is playing and follows the instructions written on that card from top to bottom.
  - The player must fully resolve a Support card when it is played before taking another Action.

- o **Deploy a Unit card** by taking it from his hand and placing it in his deployment zone (costs 1 action).
  - To deploy a Unit, the player takes a Unit card from his hand and lays it face-up in his deployment zone.
  - Some Unit cards have special abilities that are triggered when they are deployed; any such abilities must be fully resolved before taking another Action or moving on to the Buy phase.

Normally, a player may only perform 2 Actions per turn, but this number may be modified by the Support cards that he plays or by Unit abilities when he deploys a Unit. Since players do not start the game with any Support cards in their starting decks of 10 cards, a player will not have any Support cards to play during his first 2 turns.

The Action phase ends when the player cannot or chooses not to play any more Support cards or deploy any more Unit cards.

- ➢ Unused actions are not carried over from turn to turn and disappear at the end of the current Action phase. Use 'em or lose 'em!
- ➢ Generally, a player may only play Support cards and deploy Unit cards during the Action phase of his turn. However, Reaction cards are an exception to this rule as they can be used other times, as indicated on the card.
- ➢ Any Support cards played remain in the player's play area until the Clean-Up phase of the turn unless otherwise indicated on the card. Any Unit cards deployed remain in the player's deployment zone until the Unit is damaged unless otherwise indicated on the card.
- ➢ Resource cards are played during the Buy phase and cannot be played during the Action phase.
- ➢ Common terms used on Action and Unit cards:
  - o "+X Cards" – must draw X more cards immediately from the draw deck
  - o "+X Actions" – can play X more Actions in the Action phase (does not mean play another action immediately)
  - o "+X Buys" – can buy X more cards in this turn's Buy phase
  - o "+X 🏭" – can spend X more 🏭 Industry in this turn's Buy phase
  - o "Discard" – take card(s) from your hand and place it face-up in your Discard pile
  - o "Damage" – take a Unit card from your deployment zone and place it face-up in your Discard pile
  - o "Scrap" – put card(s) in the Scrapheap
  - o "Gain" – take a card from the Supply and put in your Discard pile (without paying its cost)
  - o "Reveal" – show card(s) to all players and return them to where they came from
  - o "Set Aside" – put card(s) aside until instructions indicate where they go

BUY PHASE

③ In the Buy phase, the player can gain one card from the Supply by paying its cost. Any card that is in the Supply may be purchased (Resource, Unit, Support, Reaction cards). The cost of a card is in its lower left corner. Normally a player may buy only one card per turn, but he may buy more if he played certain Support cards earlier in his Action phase.

The Buy phase occurs in the following sequence:

a) The current player may play some or all of the Resources cards from his hand into his play area and add their value (⛏, ✦) to any ⛏ Industry provided by Support cards played during the Action phase.

- When played, Basic Factories are with 1 ⛏ Industry, Munitions Factories are worth 2 ⛏ Industry, and Advanced Factories are worth 3 ⛏ Industry and 1 ✦ LosTech..

b) The current player may then **Buy** one (1) card from the Supply of equal or lesser value. He takes the purchased card from its Supply pile and places it face-up on his Discard pile.

- A player may not use the ability of the card when it is bought or gained, unless otherwise indicated on the card.
- If the player has additional Buys from Support or Unit cards ("+X Buys") that were played during this turn's Action phase, he combines his Resource cards and ⛏ Industry available from Support cards to pay for all of the purchases.
- The player is not required to use all of his available Buys or resources if he does not want to.

Resource cards remain in the play area until the Clean-Up phase. Resource cards will be used multiple times during the game. Although they are discarded during the Clean-up phase, the player will draw them again as his Discard pile is shuffled into a new Deck. Thus, Resource cards are a source of income, not a resource that is used up when played.

The Buy phase ends when the player cannot or chooses not to buy any more cards from the Supply.

➢ Unused Resources and Buys do not carry over from turn to turn and disappear at the end of the current Buy phase. Use 'em or lose 'em!
➢ To buy a card with ✦ LosTech in the cost, a player needs to have played a Resource card that is worth ✦ . Buying cards using ✦ works just like buying cards with ⛏ Industry. He needs 1 ✦ per card he wants to buy that has ✦ in the cost.
➢ If a player has played resource cards worth 5⛏ and ✦, he could buy a card costing 5⛏✦, or a card costing 5⛏, and so on. If he also has an extra Buy, he could buy a card costing ✦ and a card costing 5⛏, or a card costing 3⛏✦ and a card costing 2⛏, and so on. He could not buy two cards costing 2⛏✦, because he has only one ✦ .
➢ References to cards costing "up to" some cost only include ✦ if ✦ is in the given cost. For example, if a player plays a Support card that allows the player to gain a card costing up to X⛏, he may not gain a card with ✦ in the cost.

CLEAN-UP PHASE

④ The Clean-up phase occurs as follows:

a) The player places all cards that are in his play area (Support cards that were played in the Action phase as well as Resource cards that were played in the Buy phase) onto his Discard pile.

- Units in the player's deployment zone are not discarded and remain in the deployment zone.
- Units are only removed from the player's deployment zone if they are "damaged" during the Combat phase, scrapped as a result of being Overrun, or due to a played Support or Unit card.

b) The player discards the remainder of his hand onto his Discard pile.

c) The current player then draws a new hand of five (5) cards from his Deck.

- If there are not enough cards in his Deck, he draws as many as he can, shuffles his Discard pile to form a new Deck, and then draws the rest of his new hand.

d) The next player begins his turn, starting with the Combat phase.

Units deployed during the Action phase are placed here, and remain here until they are "damaged".

Cards bought and gained from the Supply are placed here.

Support cards and Resource cards are placed here when they are played, and then discarded at the end of the player's turn.

End of Game

The game ends at the end of any player's turn when **either:**

    a)   A player has no cards in his deck (draw deck + discard pile + hand).

    b)   Any four (4) Supply piles are empty.

Each player puts all of his cards into his Deck (draw deck + hand + discard pile) and counts the total number of cards. *NOTE: Units in the player's deployment zone are not counted as part of the player's deck!*
The player with the most cards in his Deck wins! In the event of a tie, the player with the most units in his deployment zone shall be considered the winner. If both players also have the same number of units in their deployment zones, the game shall be considered a draw.

Rules for ALLEGIANCE Add-On (OPTIONAL)

Contents

There should be one (1) copy of each Allegiance card.

Set-Up

Before the start of the game, choose 5 Allegiances randomly and place them face up next to the Supply. Return the remaining Allegiances to the box; they will not be used this game.

During the Game

Each player may buy one (1) Allegiance per game. Allegiances may be bought during the Buy phase by paying the resource cost indicated on the card. Buying an Allegiance does not consume or require a "Buy"; the player may Buy another card from the Supply on the same turn that he buys an Allegiance, provided he has enough Resources remaining to do so. Once the Allegiance has been purchased, the player places the Allegiance card next to his draw deck and immediately gains the power or bonus indicated on the card for the remainder of the game.

➢   Allegiance cards are not shuffled into the player's draw deck.

➢   A player cannot discard or renounce an Allegiance once he has bought it.

➢   Although Allegiance cards are "bought" in a similar fashion to cards from the Supply, Allegiances are not considered to be part of the Supply (i.e., they cannot be "gained" by playing Support cards and do not count as Supply piles for triggering end-of-game conditions.)

End of Game

Normal end of game conditions apply. Allegiances are not counted as part of the player's deck for end of game scoring purposes.
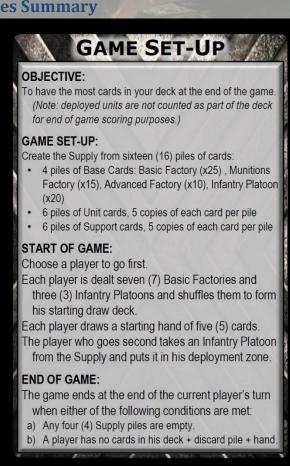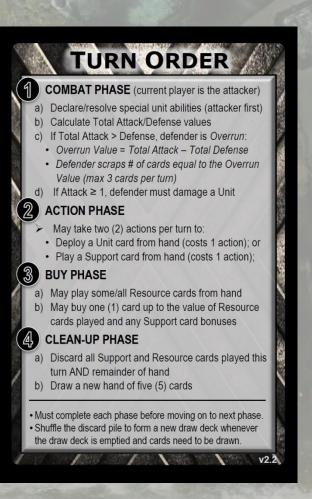
Appendix

Special Thanks

Rules Summary

GAME SET-UP

OBJECTIVE:
To have the most cards in your deck at the end of the game. *(Note: deployed units are not counted as part of the deck for end of game scoring purposes.)*

GAME SET-UP:
Create the Supply from sixteen (16) piles of cards:
• 4 piles of Base Cards: Basic Factory (x25) , Munitions Factory (x15), Advanced Factory (x10), Infantry Platoon (x20)
• 6 piles of Unit cards, 5 copies of each card per pile
• 6 piles of Support cards, 5 copies of each card per pile

START OF GAME:
Choose a player to go first.
Each player is dealt seven (7) Basic Factories and three (3) Infantry Platoons and shuffles them to form his starting draw deck.
Each player draws a starting hand of five (5) cards.
The player who goes second takes an Infantry Platoon from the Supply and puts it in his deployment zone.

END OF GAME:
The game ends at the end of the current player's turn when either of the following conditions are met:
a) Any four (4) Supply piles are empty.
b) A player has no cards in his deck + discard pile + hand.

TURN ORDER

① COMBAT PHASE (current player is the attacker)
a) Declare/resolve special unit abilities (attacker first)
b) Calculate Total Attack/Defense values
c) If Total Attack > Defense, defender is *Overrun*:
• *Overrun Value = Total Attack – Total Defense*
• *Defender scraps # of cards equal to the Overrun Value (max 3 cards per turn)*
d) If Attack ≥ 1, defender must damage a Unit

② ACTION PHASE
➤ May take two (2) actions per turn to:
• Deploy a Unit card from hand (costs 1 action); or
• Play a Support card from hand (costs 1 action);

③ BUY PHASE
a) May play some/all Resource cards from hand
b) May buy one (1) card up to the value of Resource cards played and any Support card bonuses

④ CLEAN-UP PHASE
a) Discard all Support and Resource cards played this turn AND remainder of hand
b) Draw a new hand of five (5) cards

• Must complete each phase before moving on to next phase.
• Shuffle the discard pile to form a new draw deck whenever the draw deck is emptied and cards need to be drawn.

v2.2

Detailed Turn Example

NOTE: This example represents a player's turn during a game in progress after a few turns have already been played.

START OF TURN

• Player A begins his turn with 5 cards in his hand plus 1 Uziel (mech) and 2 Infantry Platoons in his deployment zone.
• Player B finished his previous turn with 5 cards in his hand and 2 Infantry Platoons in his deployment zone.

Player B

Draw Deck

Discard Pile

Player A's Hand

Player A

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① COMBAT PHASE

a) Declare and resolve special abilities:
Player A decides to use the Expendable ability of one of his Infantry Platoons, so he damages the unit (removes it from his deployment zone and places it in his discard pile) and gains a +1 bonus to his Total Attack Value. He could also use the Expendable ability of his second Infantry Platoon for a second +1 Attack bonus, but chooses not to. Player B has no units with special abilities that can be used during the opponent's turn, so he does nothing.

Discard Pile

Damage → +1 Attack

Player hands and draw decks not shown for clarity.

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b) Calculate total attack and defense values:
Player A adds the attack values of each of his units plus bonuses to determine his Total Attack Value:

Total Attack Value = [2 (Uziel) + 0 (Infantry Platoon) + 1 (Expendable bonus)] = 3

Player B adds the defense values of each of his units plus bonuses to determine his Total Defense Value:

Total Defense Value = [1 (Infantry Platoon #1) + 1 (Infantry Platoon #2) + 0 (no bonuses)] = 2

Total Defense Value = 2

+1   Total Attack Value = 3

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c) Determine if the defender is Overrun:
Since Player A's Attack Value (3) is greater than Player B's Defense Value (2), Player B is Overrun and must scrap a # of cards equal to the Overrun Value. The Overrun Value is calculated to be 1 (Attack – Defense = 3 – 2 = 1), so Player B must scrap 1 card from his hand, deployment zone, or top of his draw deck. He chooses to scrap a card from his hand, and places it in the scrapheap.

Player B's Hand

Player B is *Overrun!* → Scrap Cards

Player A's Total Attack Value = **3**
– Player B's Total Defense Value = **2**
Overrun Value = 1

Scrapheap

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d) Damage an opposing unit if Total Attack Value ≥ 1:
Since Player A's Attack Value was greater than 1, Player B must damage one of the units in his deployment zone. He chooses one of his Infantry Platoons and places it in his discard pile. Note that Player B would have had to damage a unit even if he was not Overrun.

Attack ≥ 1 → Damage

Discard Pile

Player B's deployment zone, hand, and decks not shown for clarity.

② ACTION PHASE

After completing his Combat phase, Player A begins his Action phase and has 2 actions with which to play Support cards and deploy Unit cards:

- He decides to use his first action to deploy the Fire Falcon, which he takes from his hand and places into his deployment zone.
- He then decides to use his second action to play Ammo Dump from his hand and draws 3 cards from his draw deck. Although Player A drew an Infantry Platoon as a result of playing the Ammo Dump, he cannot deploy it this turn because he has no more actions remaining.

Draw Deck

Action #1

Action #2

Play Area

Discard Pile

Player A's Hand

+3 Cards (Ammo Dump)

③ BUY PHASE

After completing his Action phase, Player A has 1 Buy and 5 Resource cards in his hand for the Buy phase (4 Basic Factories and 1 Munitions Factory). He plays all of his Resource cards, which gives him 6 industry to use to buy a card. He decides to buy another Uziel from the Supply (cost 5 Industry) and places it in his discard pile. Although Player A has 1 unspent Industry left, he has no more Buys remaining so he cannot buy any more cards this turn.

from the Supply

Buy #1

Draw Deck

Discard Pile

Player A

Player A's Hand

④ CLEAN-UP PHASE

After completing his Buy phase, Player A goes on to the Clean-Up phase:

- He places all of the cards he played this turn and all of the cards remaining in his hand into his discard pile. All of Player A's deployed units remain in his deployment zone and will defend against Player B on his turn.
- Finally, he draws 5 cards from his draw deck for his next turn. He gets 1 Infantry Platoon and 4 Basic Factories.

Player A's turn is now over and Player B begins his turn, starting with the Combat phase.

Draw Deck

Discard Pile

Play Area

Player A's New Hand

Player A's Hand

Glossary

+X Actions
The player gets X additional Actions that may be used during the current turn's Action phase. +X Action(s) adds to the number of Actions that can be performed in the Action phase. It does not mean play another Action immediately. The instructions on the current Support or Unit card must be completed before performing any additional actions.

+X ▲ Attack
The player increases his Total ▲ Attack Value by X during the current Combat phase.

+X Buys
The player gets X additional Buys that can be used during the current turn's Buy phase. +X Buys adds to a player's potential Buys, it does not allow the player to buy a card during the Action phase.

+X Cards
The player must immediately *draw* X cards. If there not enough cards in his Deck, he draws as many as many as he can, shuffles the Discard pile to form a new Deck, and then draws the rest. If he still does not have enough cards left after forming a new Deck, he just draws as many as he can.

+X ▽ Defense
The player increases his Total ▽ Defense Value by X during the current Combat phase.

+X 🏭
The player can spend X more 🏭 Industry during this turn's Buy phase. The player does not take additional Resource cards for these Industry.

Action
Actions may be used during the player's Action phase to play a Support cards and/or deploy Unit cards. Generally, a player may perform up to 2 Actions per turn, but may be entitled to more based on Support and Unit cards played.

Buy
To take a card from the *Supply* during the Buy phase by paying its cost. Unless otherwise specified, the bought card is placed into the player's Discard pile.

Damage
To take a Unit card from the player's *deployment zone* and put it in his Discard pile. Unless otherwise specified, the owner of the card being damaged chooses which of his units to damage.

Deploy
To take a Unit card from the player's hand and place it in his *deployment zone*. Unit cards may only be deployed during the player's Action phase. Each card that is deployed uses 1 Action.

Deployment Zone
The area in front of the player where Unit cards are placed when they are *deployed.*

Discard
To place a card into the player's discard pile. Unless otherwise specified, discarded cards are from the player's hand. When a player discards a card, he places the discarded card face-up onto his Discard pile. When discarding several cards at once, the player need not show all cards he is discarding to his opponent, but may need to show how many cards he is discarding.

Draw
To take a card from the top of the player's deck and put it into his hand.

Gain	To take a card from the *Supply* and place it in the player's Discard pile without paying its cost. When a card allows a player to gain a card costing "up to" a certain value, he may not add 🏭 Industry or ✴ LosTech from his hand or other cards to gain a higher-valued card.
Industry (🏭)	The base cost of a card. Industry is represented by a yellow factory 🏭 symbol.
LosTech (✴)	An additional cost of a card . LosTech is represented by a silver Star League ✴ symbol. To buy a card with ✴ in the cost, a player needs to have played a card that provides ✴. References to cards costing "up to" or "less than" some cost only include ✴ if ✴ is in the given cost.
Reaction	A card type that may be played when the conditions specified on the card are met. Playing a Reaction card does not require an *action*.
Resource	A card type that may be played during the player's Buy phase to provide resources (🏭 and/or ✴) to *buy* new cards.
Reveal	To show card(s) to all players and then return them to where they came from.
Scrap	To place a card into the *Scrapheap*. Scrapped cards are not returned to the Supply and are not available for purchase.
Scrapheap	A place set aside for cards that are *scrapped (*removed from play) during the game.
Set Aside	To put card(s) aside until instructions indicate where they go. A card that requires a player to set aside cards will instruct the player on what to do with these cards.
Supply	The sixteen (16) piles of cards that are being used in the current game (4 base card piles, 6 Unit piles, 6 Support/Reaction piles).
Support	A card type that can be played during the player's Action phase. Each Support card that is played uses 1 Action. Support cards generally provide some benefit to the player. The player must fully resolve a Support card before moving on to the next Action.
Support-Attack	A card type that can be played during the player's Action phase. Support-Attack cards generally hinder the opponent in some way. Support-Attack cards are considered to be a subset of the Support card type and are played just like Support cards.
Unit	A card type the represents an element of the player's army. The types of Unit cards are Mech, Infantry, and Vehicle. Every Unit card has an 🔺 Attack and 🔻 Defense value, and most have an additional special ability or bonus when deployed or in play. Unit cards may be *deployed* into the player's deployment zone during the player's Action phase.

Card List (v2.2)

Unit

Name	Card Type	Cost 🏭	Cost ✴	Att △	Def ▽	Card Ability
Battle Armor Squad	Unit - Infantry	4		0	1	SWARM ATTACK: When you deploy this unit, your opponent must damage a Mech.
Elementals	Unit - Infantry	4		1	1	ANTI-INFANTRY: When you deploy this unit, your opponent must damage an Infantry unit.
Infantry Platoon (*)	Unit - Infantry	0		0	1	EXPENDABLE: You may damage this unit at the start of your Combat phase. If you do, +1 Attack.
Mechanized Infantry	Unit - Infantry	2		0	1	MOBILE: +1 Action when you deploy this unit. EXPENDABLE: You may damage this unit at the start of your Combat phase. If you do, +1 Attack.
Special Ops Team	Unit - Infantry	4	1	0	0	SABOTAGE: When you deploy this unit, your opponent must damage a unit of your choice.
Veteran Infantry	Unit - Infantry	4		0	1	INSPRIRING: +1 Attack per Infantry Platoon in your deployment zone.
Atlas	Unit - Mech	8		3	4	HEAVY ARMOR: When this unit is damaged, you may place it on top of your draw deck instead of your discard pile.
Awesome	Unit - Mech	6		1	3	OVERHEAT: You may damage this unit at the start of your Combat phase. If you do, +4 Attack.
Behemoth (Stone Rhino)	Unit - Mech	8	1	4	4	GAUSS RIFLES: When you deploy this unit, your opponent must damage a Mech.
Catapult	Unit - Mech	5		0	2	HEAVY FIRE SUPPORT: Once per turn during your Action phase, you may discard two cards from your hand. If you do, your opponent must damage a unit.
Centurion	Unit - Mech	3		2	1	HIGH MAINTENANCE: Discard a card when you deploy this unit.
Cicada	Unit - Mech	4		1	1	MOBILE: +1 Action when you deploy this unit.
Commando	Unit - Mech	2		0	1	DURABLE: +1 Card when this unit is damaged. SCOUT: At the start of your Combat phase, your opponent reveals the top card of his deck and either puts it back or discards it, your choice.
Daishi (Dire Wolf)	Unit - Mech	10	1	5	4	"GREAT DEATH": When you Overrun your opponent, your opponent must damage an additional unit at the end of your Combat phase.
Fire Falcon	Unit - Mech	3		0	0	RAIDER: At the start of your Combat phase, your opponent reveals and discards the top card of his deck. If it is a Resource card, +1 Card.
Firestarter	Unit - Mech	4		0	1	FLAMERS: When you deploy this unit, your opponent must damage all Infantry Platoons in his deployment zone.
Gladiator (Executioner)	Unit - Mech	7	1	4	3	TOTEM MECH: This unit cannot be damaged if it is the only Mech in your deployment zone.
Grasshopper	Unit - Mech	5		1	2	HUNTER-KILLER: If your opponent has a Mech costing 4 Industry or less in his deployment zone, +1 Attack.
Hunchback	Unit - Mech	5		0	1	AC/20: Once per turn during your Action phase, you may reveal the top card of your deck. If it is a… Resource card, your opponent must damage a Mech; Support card, damage this unit; Unit card, no effect
Jenner	Unit - Mech	2		1	0	GUERRILLA FIGHTER: +1 Card when you overrun your opponent.
Kit Fox (Uller)	Unit - Mech	3	1	2	1	VERSATILE: When you deploy this unit, choose one: +1

Name	Type					Ability
						Card, +1 Action, +1 Industry QUICK TO DEPLOY: When you buy this unit, you may place it on top of your deck instead of your discard pile.
Loki (Hellbringer)	Unit - Mech	6	1	3	2	ECM: +1 Defense per Mech in your deployment zone (not including units with the ECM ability).
Mad Cat (Timberwolf)	Unit - Mech	7	1	3	3	FAST ASSAULT: When you deploy this unit, your opponent must damage a unit costing 5 Industry or less of your choice.
Mad Cat mk II	Unit – Mech	9	1	6	4	CHAMPION MECH: This unit can only be deployed if you have fewer units in your deployment zone than your opponent has in his.
Marauder	Unit - Mech	7		3	3	none
Masakari (Warhawk)	Unit - Mech	8	1	3	4	ER PPCs: You may discard two cards from your hand at the start of your Combat phase. If you do, your opponent is Overrun and add one to your Overrun Value.
Orion	Unit - Mech	6		2	2	HEROIC: If you have fewer Units in your deployment zone than your opponent has in his, +1 Attack and +1 Defense.
Quickdraw	Unit – Mech	5		1	2	VERSATILE: When you deploy this unit, choose one: +1 Card, +1 Action, +1 Industry
Raven	Unit - Mech	3		0	0	ECM: +1 Defense per Mech in your deployment zone (not including units with the ECM ability). ACTIVE PROBE: +1 Card when your opponent deploys a Mech or Vehicle unit.
Shadow Cat	Unit - Mech	4	1	2	1	JUMP JETS: When you deploy this unit, your opponent must damage a unit costing 6 Industry or more.
Stormcrow (Ryoken)	Unit – Mech	5	1	3	1	COUNTER ATTACK: When this unit is damaged, your opponent must damage the unit with the highest cost in his deployment zone.
Thor (Summoner)	Unit - Mech	6	1	3	2	DEATH FROM ABOVE: You may damage this unit at the start of your Combat Phase. If you do, choose an opposing unit costing 5 Industry or more for your opponent to damage.
Trebuchet	Unit - Mech	4		1	1	MOBILE FIRE SUPPORT: At the start of your Combat phase (or your opponent's), you may discard a card from your hand. If you do, +1 Attack (or +1 Defense).
Urbanmech	Unit - Mech	2		0	1	CITY FIGHTER: +1 Attack if your opponent has one or more Infantry units in his deployment zone.
Uziel	Unit - Mech	5		2	2	none
Vulture (Mad Dog)	Unit - Mech	5	1	2	2	LRM 20s: +1 Attack per Mech in your deployment zone (not including units with the LRM 20s ability).
Zeus	Unit - Mech	6		2	3	DURABLE: +1 Card when this unit is damaged.
Burke Heavy Tank	Unit - Vehicle	0		0	2	TANK: If this unit is damaged, scrap it instead.
LRM Carrier	Unit - Vehicle	3		0	0	LRM 20s: +1 Attack per Mech in your deployment zone (not including units with the LRM 20s ability). TANK: If this unit is damaged, scrap it instead.
Manticore Heavy Tank	Unit – Vehicle	3		1	1	TANK: If this unit is damaged, scrap it instead.
Schrek PPC Carrier	Unit - Vehicle	4		1	2	TANK: If this unit is damaged, scrap it instead.
SRM Carrier	Unit - Vehicle	4		2	0	TANK: If this unit is damaged, scrap it instead.

(*) – Base Card

Support, Support-Attack, Reaction, Resource

Name	Card Type	Cost 🏭	✦	Ability
Assassination	Reaction	3		You may reveal then discard this card from your hand when your opponent plays a Support card. If you do, that Support card is played with no effect and your opponent gets +1 Card and +1 Action.
Defense System	Reaction	2		You may reveal this card from your hand during your opponent's Combat phase. If you do, your opponent's Overrun Value is reduced to zero for the current turn; then return this card to the Supply.
Expert Mech Techs	Reaction	3		You may reveal this card from your hand when one of your units is damaged. If you do, put that unit into your hand instead of your discard pile.
Headshot!	Reaction	4		You may reveal this card from your hand when your opponent damages a Mech. If you do, your opponent must scrap the damaged Mech.
Advanced Factory (*)	Resource	6		+3 Industry, +1 LosTech
Basic Factory (*)	Resource	0		+1 Industry
Black Market	Resource	6		+2 Industry, +1 Buy. When you play this, your opponent names a card. You cannot buy that card this turn.
Munitions Factory (*)	Resource	3		+2 Industry
All-Out Assault	Support	6		Discard your hand. If you discarded any cards in this way, draw no cards during this turn's Clean-up phase and take an extra turn after this one. This can't cause you to take more than two consecutive turns.
Ammo Dump	Support	3		+3 Cards
Battlefield Salvage	Support	4	1	+2 Cards, +1 Action. Until the start of your next turn, gain a random card from the Scrapheap whenever a Mech or Vehicle unit is damaged (including your opponent's).
Command Council	Support	5	1	+1 Card, +1 Action, +1 Buy, +1 Industry
ComStar Engineers	Support	5	1	Choose two (must be different): +2 Cards; +2 Actions, +1 Buy, +3 Industry
Convoy	Support	5		+3 Cards, +1 Buy. Your opponent also draws a card.
Espionage	Support	4	1	Your opponent reveals then discards the top 2 cards of his deck. For each differently named card revealed, if it is a… Support Card, +2 Actions. Resource Card, +1 Buy. Unit Card, +2 Cards.
Fanatical Leader	Support	5	1	+1 Card, +2 Actions. If there are two or more empty Supply piles, +1 Card. If there are three or more, +1 Buy.
Heavy Industry	Support	5	1	+2 Actions, +1 Buy, +2 Industry
Hidden Base	Support	2		+1 Card, +1 Action. Set aside a card from your hand face down. At the start of your next turn, put the card into your hand.
High Command	Support	4		Reveal the top five cards of your deck. Your opponent chooses one of those cards to discard. Place the other cards into your hand.
Invasion Fleet	Support	4		+2 Actions. Reveal your hand. If you do not have any Unit or Support cards in your hand, +2 Cards.
Logistics Office	Support	4		+1 Buy, +1 Industry
LosTech Cache	Support	4	1	+3 Cards. Gain a Support or Resource card costing 6 Industry or less.

Maintenance Facility	Support	2		Reveal cards from your deck until you reveal a Mech or Vehicle unit. Place that unit in your deployment zone. (This does is not considered a deployment.) Discard the other revealed cards.
Martial Law	Support	5		+2 Cards, +2 Actions. Discard a card.
Mobilization	Support	4		Draw cards from your deck until you have 6 cards in your hand. If you have fewer units in your deployment zone than your opponent, +1 Action.
Propaganda	Support	3		+1 Card. Gain an Infantry Platoon and place it in your deployment zone.
Rapid Deployment	Support	3		+1 Card, +2 Actions
Reinforcements	Support	3		+1 Action. Reveal the top 4 cards of your deck. Put the revealed Unit cards into your hand. Put the other cards on top of your deck in any order.
Scrap for Parts	Support	3		+2 Industry. Discard a Unit card from your hand. Gain a Unit card from the Supply up to the cost of the card you discarded.
Scrap Yard	Support	4		Gain 2 random cards from the Scrapheap.
Social Generals	Support	5		+1 Buy. Until the end of your turn, when you buy or gain a card, you may put it on top of your deck.
Staging Ground	Support	2		+3 Cards, +1 Action. Discard 3 cards.
Stolen Technology	Support	4		Scrap a Resource card from your hand. Gain a Resource card costing up to 3 Industry more than the card you scrapped. Put the gained card into your hand.
Supply Route	Support	5		Gain any card costing up to 4 Industry. Put the gained card on top of your deck.
Tactical Redeployment	Support	2		+1 Card, +1 Action. You may take a unit from your deployment zone and put it in your hand.
Forced Negotiations	Support - Attack	5		Discard a card. Gain a Munitions Factory. Your opponent must place a Unit card from his hand on top of his draw deck or reveal a hand with no Unit cards.
Guerrilla Warfare	Support - Attack	4		Reveal the top card of your deck. If the Industry cost of the card is equal to or greater than the number of units in your deployment zone, your opponent must damage a unit.
Long Tom Battery	Support - Attack	5		Discard a card. If you discarded a... Resource or Support Card, your opponent must discard 2 cards from his hand. Unit Card, your opponent must damage a unit.
Master Spy	Support - Attack	8		Your opponent reveals the top 2 cards of his deck. Choose one of the cards and gain a copy of it. Scrap the other card.
Strategic Bombing	Support - Attack	5		Discard a card. Your opponent reveals the top 3 cards of his deck. Choose two of them to discard. Put the other card on top of his deck.
Tactical Nuke	Support - Attack	5		Reveal then discard the top card of your deck. Your opponent must damage X units, where X equals the Industry cost of the card divided by two (rounded down). If the revealed card costs 0 Industry, damage one of your units.
Trial of Possession	Support - Attack	6	1	Choose a Mech in your deployment zone. Your opponent may then choose to damage a Mech in his deployment zone. If he doesn't, gain a card from the Supply without paying its cost. If the Mech your opponent damaged has an Attack Value greater than the Mech you chose, damage the Mech you chose.

(*) – Base Card

Detailed Card Descriptions
TBD

General Strategies

Paths to Victory
Since the objective of the game is to have more cards in your deck at the end of the game than your opponent, there are two basic paths to victory: 1) buy and/or gain more cards than him (economic path), or 2) make your opponent scrap cards by Overrunning him (military path). Most successful strategies will employ some combination of both, depending on the cards available in the Supply. This makes Support cards that allow you to buy/gain more cards than just the 1 Buy per turn and Unit cards with high attack values especially valuable, since they directly impact the total number of cards in your and your opponent's decks.

Develop a Strategy Around the Cards Available in the Supply
Since every game will likely have a different set of cards in the Supply, the strategy that won your last game may not be the winning strategy in your next game. Carefully study the cards in the Supply before the game starts before deciding upon your strategy for that game. For example, trying to win with a purely militaristic strategy may not be a wise idea if there are no Units in the Supply that have high attack values.

Don't forget to buy/upgrade your Resources
Since your deck starts with only Basic Factories, the most expensive card you can possibly buy at the beginning of the game is 5 Industry. If you want to buy more expensive cards, the easiest way is to add some better Resources to your deck (i.e., Munitions Factories) as soon as you can. Having cards in your deck that allow you to draw more cards can also help you draw a hand with more Resource cards.

The Power of LosTech
Cards with LosTech in their cost represent the most powerful cards in the game and are significantly stronger than cards the cost the same Industry without . Because of this, adding at least one Advanced Factory to your deck can often be crucial to winning the game since it is the only card that provides and without it you cannot buy these powerful cards.

More Deployed Units = Stronger Economy
Because Unit cards in your hand take up space in your hand and do not typically provide any resources, deploying them can help increase the buying power of your deck because it essentially removes them from your deck (until they are damaged, at least) and gives you a better chance of drawing hands with more Resource cards.

A Little Attack Can Go a Long Ways
Because the defender must always damage a unit whenever the Attack > 0, having at least one unit in your deployment zone with an Attack value of at least 1 is often crucial, as it forces your opponent to damage a unit each turn and keeps him from being able to deploy all of the units from his deck.

The Role of Infantry Platoons

Infantry Platoons may seem like a very weak unit at first, but they typically play a key role in every game. Since you must damage a unit in each of your opponent's Combat phases as soon as he has an Attack value of at least 1, Infantry Platoons are very useful as a "shield" so to protect your more powerful Units like Mechs and vehicles.

A Little Early Scrapping Can be a Good Thing

Although it may seem that being Overrun and having to scrap cards would always be a bad thing because it reduces the size of your deck (and thus your score at the end of the game), being forced to scrap some cards early in the game can sometimes be very beneficial. Since all cards in the Supply are arguable better than the cards in your starting deck, if you are Overrun and can scrap some Basic Factories and Infantry Platoons, then your deck will become more powerful overall and your chance of drawing stronger hands is increased. However, this comes at the cost of having lost some cards from your deck, so you will have some ground to make up if you are going to win the game.

FAQ

Set-Up FAQ

How are Reaction cards incorporated into the Supply?
   If selected for used in the game, Resource cards should be used as one of the six Support card piles.

How are Resource cards *other than* Basic Factory, Munitions Factory, and Advanced Factory, such as Black Market incorporated into the Supply? Are all Resource cards considered to be base cards?
   If selected for use in the game, non-base Resource cards such as Black Market should be used as one of the six Support card piles. Basic Factory, Munitions Factory, and Advanced Factory are the only Resource cards that are base cards (i.e., used in every game).

Are Support-Attack cards considered to be Support cards?
   Yes. Support-Attack cards are considered to be a subset of the Support card type.

Combat Phase FAQ

If I am defending and have a Defense value greater than my opponent's Attack value, do I still have to damage a unit at the end of my opponent's Combat phase?
   Yes. You must damage a unit if his Attack > 0, regardless of your Defense value.

Can I voluntarily damage or discard a unit in my deployment zone? This would be helpful towards the end of the game in order to increase the size of my Deck for scoring purposes.
   No. Units can only be damaged at the end of your opponent's Combat phase (if he has an Attack > 1) or if a card is played that requires you to damage a unit.

Some cards have a special ability that can be used "once per turn" (e.g., Hunchback, Catapult). If I have more than one copy of such a card in my deployment zone, can I use the special ability a single time per turn or one time per turn per unit?
   One time per turn only, regardless of how many copies of that unit you have in your deployment zone.

Action Phase FAQ

If I play a card that gives +X Actions, do I play another Action card immediately?

No. You must always resolve the current card before moving on to the next Action.

If I currently have 2 actions and play a card that gives +2 Actions, how many actions do I have left?

3 Actions, since it took 1 Action to play the card before it granted you with 2 more actions.

If I have no actions remaining but have a card in my hand that gives +X Actions, can I play the card to get more actions and continue my Action phase?

No. You must have an unused Action before you can play the card.

I just drew the most powerful Unit in my deck but I have no Actions left. Does this mean that I don't get to deploy the Unit this turn? ☹

Yes. The Unit will be discarded during the Clean-Up phase along with the rest of your hand, so you will have to wait until you draw it again to deploy it (hopefully you'll have an unused action next time!).

If I play a card that gives +X 🏭Industry, do I take Resource cards from the Supply equal to X?

No. +X 🏭Industry is essentially "virtual money" to be used only during the current turn's Buy phase.

If I play a card that says "gain a card costing up to X🏭" or "gain a card costing less than X🏭", can I gain a card with ✦ LosTech in its cost?

No. References to cards costing "up to" or "less than" some cost only include ✦ if ✦ is in the given cost.

When I gain a card as the result of playing a Support card or deploying a Unit card, where do I put the gained card?

All cards that are gained are placed in your Discard pile, unless otherwise specified.

If a card says to "place" or "put" a unit in my deployment zone, does this count as a deploying the unit?

No. Therefore, placing or putting a unit in your deployment zone does not cost an Action and will not activate any unit abilities that are triggered when the unit is deployed.

Buy Phase FAQ

I can only buy ONE card per turn? Really?!

Yup. This is why cards that provide +X Buys are so powerful.

When I buy a card from the Supply, where do I put the card?

All cards that are bought are placed in your Discard pile, unless otherwise specified.

If a card costs 0 Industry, does it still require a Buy to purchase it?

Yes. You can only buy as many cards during your Buy phase as you have Buys, regardless of the cost of the card(s) being bought.

Can I play more Resource cards in a turn after I have bought a card?

No. In the Buy phase, Resource cards are played before cards are bought. Once you have bought a card, you cannot play any more Resource cards in that turn.

If a Munitions Factory is only worth 2 Industry, why does it cost 3 Industry to buy it?

Resource cards will be used multiple times during the game. Although they are discarded during the Clean-up phase, the player will draw them again as his Discard pile is shuffled into a new Deck. Thus, Resource cards are a source of income, not a resource that is used up when played.

Can I buy cards from the Scrapheap?
No. Cards can only be bought or gained from the Scrapheap if you play a card that specifically allows you to do so.

Clean-Up Phase FAQ

What do I do when I need to draw my new hand of 5 cards but I have fewer than 5 cards in my draw deck?
Draw as many cards from your deck as you can, then shuffle your Discard pile to form a new deck, and draw the remaining cards.

I know that I discard all played Support cards and the remainder of my hand during the Clean-Up phase, but what do I do with Units in my deployment zone?
Units in your deployment zone remain in your deployment zone indefinitely unless they are damaged during your opponent's Combat phase, or by a Support card or Unit's special ability.

End of Game FAQ

If one of the base card piles runs out, does it count as one of the four empty piles for triggering the end of the game?
Yes. Base cards are considered to be a Supply pile just like the 6 Unit and 6 Support piles.

Do units in my deployment zone count as part of my Deck for end-of-game scoring purposes?
No. However, they do count as a tiebreaker in the event of a tie.