* Battleground is the table in front of you.
* Planetary Battlegrounds have 3 vantage zones: Ground, Air, and Orbit.
* Space Battlegrounds can have anywhere from 1 to X vantage zones, all of which count as orbital zones when determining where a unit can move or be deployed.
* some planetary battlegrounds may omit the ground or air zones, and/or add orbital zones (low orbit, high orbit, etc.)
* Any vantage zone in any battleground can have special effects. E.g. a planetary battleground with ion clouds in the atmosphere might have a restriction on its air zone: *Sensor Restriction 3 (Add +3 against the vision range of any unit trying to to see into, out of, or through this zone.)*
* Each player has 3 formation zones: Back line, Mid line, and Front line. There is also a no-man's-land zone (a.k.a the Middle Zone) between all players.
* Any unit (card) on the battlefield is in one vantage zone, and one formation zone. It might even be in an opposing player's formation zone.
* The distance of a zone from a unit, from nearest to farthest, is as follows:
  + If the unit is in the middle zone:
    - The middle zone = 0
    - Any player's front line = 1
    - Any player's mid line = 2
    - Any player's back line = 3
  + If the unit is in a player's line:
    - Line of unit's current position, in player lines of unit's position = 0
    - One line away from unit's position, in player lines of unit's position = 1
    - Two lines away from unit's position, in player lines of unit's position = 2
    - Middle zone = 1 + distance of front line of player lines of unit's position.
    - Front line of any other player's lines = 2 + distance of front line of player lines of unit's position.
    - Mid line of any other player's lines = 3 + distance of front line of player lines of unit's position.
    - Back line of any other player's lines = 4 + distance of front line of player lines of unit's position.
* Each unit has a deployment value. Each battle (round or single round game) has a deployment limit. Each players entire hand/deck cannot exceed this value for the round.
* Some units have carrier values, allowing them to bring a certain deployment cost of other units to the battle that do not count toward the initial deployment limit. Such units however start "inside" the carrier unit, and can only be deployed onto the battlefield according to that unit's deployment restrictions. They also die if that unit dies before it can deploy them. Carrier units also usually have a lower Power/Deploy-Value ratio than non-carrier units, although probably better than half the usual.
* Players do not have a "deck" or "library" per se, as they do in a game such as Magic the gathering. ALL unit cards begin on the battlefield (or in a carrier unit on the battlefield) where the player initially deploys them in their own formation zones during setup.
* Card types and pieces in the game are:
  + Unit cards. Essentially this game's equivalent of MTG creature cards.
  + Zone cards. Chosen randomly (or purposefully for a customized battle) during setup, and left on the table for reference. These determine what vantage zones the battleground has.
  + Status cards/Token cards. Similar to MTG enchantments or token creatures. If you don't have enough to keep track of stuff, feel free to rip up peices of paper and write out what they represent on them, or use beads or dice or anything else the you and other players can remember what it represents.
  + Hit counters. Small objects or dice placed over the component blocks of unit cards to show how much damage that component has taken.
  + Vantage zone markers. Smaller cards with "clip" slots cut into them. Places on the top edge of unit cards to mark what vantage zone they are in. Units in the lowest zone have none. Place a vantage marker on a unit for each zone higher that it is in.  
    - Alternate method of tracking current vantage zones: Stack the "Vantage Platform" game pieces under each unit or unit set to lift them off the table to the level of their current vantage zone. Also raise the zone cards for the battle in this manner during setup.  
    - Another alternate method: Use paper clips, or some other such object, if you run out of vantage zone markers. Or even make your own markers by cutting little paper squares, folding them in half, and cutting "L" shaped slots in them from the crease.  
    - Last but not least, if you want to use the platform piece method, but need more platform pieces, any stackable flat objects of sufficient size to keep the cards from falling off will do, as long as all units in the same zone are kept at a consistent height, and the height is sufficiently different from the heights of the zones above and below it so as to be easily distinguished from them. It also helps if the stacked platform objects are placed at or beyond the edges of the cards they are supporting, so that they can be easily counted at a glance.
  + Dice (standard D6)
* Unit cards have:
  + Unit Name
  + Unit description
  + Flavor text
  + Deployment Cost
  + Vision Range
  + Power (action points the unit gets each turn)
  + Unit Size
  + Valid Movement/Deployment Zones (Ground? Air? Orbit?)
  + Special unit rules (E.g. "Must be deployed in open space." or "Owner may place up to [X] extra deployment value in reserve-units off the battlefield at setup.")
  + Components. A unit is destroyed by destroying all its components.
  + Each Component has:
    - Component Name (e.g. "Engines", "Shield Generator", "Fuel Cells", etc.)
    - Toughness (how much damage it can take before being destroyed)
    - Action (what that component allows the unit to do)
    - Repeat limit (how many times it can be used per turn)
    - Power Drain (cost in action points to use)
    - Component Type. Signified by the background color of the component's block on the card. (E.g. weapons are usually red.)
  + Some components also have other stats such as:
    - Minimum Range
    - Maximum Range
    - Min/Max Damage or Effectiveness (for weapons, Repair abilities, etc.)
    - Target Tracking Roll Ranges (Usually for weapons. e.g. "<0=Miss; 0-4=Hit; 5+=Crit;")
    - [Size, Ammo, Deploy-Val, etc.] Capacity (for carrier bays, ammo limited weapons, etc.)
  + Some components are made up of sub-components that each have their own action and stats, but share the toughness and current health of the parent component. (E.g. a Carrier Bay with "Load/Unload Unit" and "Repair Loaded Unit" sub-components.)
* Zone cards have:
  + Name ("Open Space", "Ion Clouds", "Mountains", "City", "Plains", "Asteroid Field", "Starship Graveyard", "Cloud Cover" etc.)
  + Type(s) (e.g. Ground, Air, Space, Nebulae, etc.)
  + Usable Level Positions. Represented as numerical indices. 0 is always the lowest, counting up. For example, Ground zones have "0". Air zones have "0, 1". Open Space zones would have "0, 1, Not below air type zones.".
* How movement actions are handled:
  + The unit is allowed to move through any formation lines or vantage zones that are valid for it.
  + Power Cost of each use is specified by the Power Drain of the movement component that enables it. Some movement components have different costs for lateral (formation line) or vertical (vantage zone) movement. Some zones increase power cost of movement into, out of, and/or through them.
  + Each use moves the unit EXACTLY as far as the component's Range. Some zone types reduce this range if the unit moves into, out of, and/or through them.
  + Movement can of course only be performed as many times per turn as its Repeat Limit.
* How attack actions are handled:
  + The unit may only attack a target that is both in valid range of the weapon component being used, and that is in vision range of an allied unit.
  + If the weapon specifies "Roll for Tracking", do so to determine what happens. If no Target Tracking is specified, assume a guaranteed standard hit. If any target(s) have Evasion rolls or values, it is your tracking vs. their evasion. Attack ranges are relative to their evasion, 0 being a tie. Their evasion is assumed to be 0 if not specified. For example, suppose your tracking stat says "Tracking: 3 - Target range + D6 Roll. <0=Miss. 0-4=Hit. 5+=Crit.", your opponent is at a range of 4, and your target's evasion says "Evasion: D6 Roll - 2.".
    - You roll a 3 for 3 - 4 + 3 = 2; Target rolls a 5 for 5 - 2 = 3; Outcome is -1, since you got 1 less than them. the attack missed, since <0=Miss.
    - You roll a 5 for 3 - 4 + 5 = 4; Target rolls a 3 for 3 - 2 = 1; Outcome is 3, since you got 3 more than them. This is a normal hit, since 0-4=Hit.
    - You roll a 5 for 3 - 4 + 5 = 4; Target rolls a 1 for 1 - 2 = -1; Outcome is 5, since you got 5 more than them. This is a critical hit, since 5+=Crit. Watch dem burrrn!
  + If the weapon specifies "Roll for Damage" or "Roll for [hit-type] Damage" (e.g. [hit-type] = "Crit", and you rolled a crit from the accuracy roll), do so, and refer to the damage ranges to determine the effectiveness of the attack. Otherwise, use the static damage value specified.
  + Apply any resulting damage to the target component(s) of the target unit(s), modifying the damage as necessary by any rules of those units (e.g. a unit with a shield component stating "Negate 5 damage dealt to this unit per round.")
  + Note that target(s) must be chosen BEFORE accuracy or damage calculation unless a card rule says otherwise.
  + If an attack has more power than necessary to destroy its targeted component, excess damage is applied first to the component listed above it (if available), then the one below it, then the one 2 above it, then the one 2 below, then 3 above, etc. Unless the weapon has the keyword "surgical", in which case its excess damage is wasted.