Salvage Wars

1. Rules
   1. Setup
      1. Starting Decks and Collection
         1. Each player shuffles 10 Junk cards into their deck.
         2. Each player begins the game by drawing three cards plus one for each tier that player has.
         3. All cards in that player’s deck, hand, and bin, as well as any cards that player has in play, make up that player’s collection.
      2. Center Deck & Junkyard
         1. At the beginning of the game, all cards that aren’t a Junk or base card are shuffled into the center deck, which is face down on the table.
         2. All base cards are placed in separate piles and set off to the side.
         3. 10 Junk cards are placed into the Junk pile.
         4. The top three cards of the center deck are placed face up on the table. These three cards are the Junkyard.
         5. If the center deck is ever empty, all cards from the Trash pile are shuffled into the center deck.
   2. Playing Salvage Wars
      1. Playing Cards
         1. All cards in Salvage Wars have a Scrap cost. This is the amount of Scrap that player must pay to play that card from their hand and use its ability.
         2. At any time during their turn, a player may discard a card from their hand to the bin to gain 1 Scrap. This can be done any number of times in a turn.
         3. When a player has enough Scrap to play a card, they lose an amount of Scrap equal to that card’s cost and play the card from their hand. The card remains in play until the end of that player’s turn.
         4. At the end of the turn, all cards in play (except permanents) are put into the active player’s bin.
         5. Permanents
            1. Certain cards remain in play between turns. These cards are called permanents.
            2. Permanent cards come into play with counters on them. If a permanent loses all of its counters, it is destroyed and goes to its controller’s bin at the end of the turn along with any cards played that turn.
            3. Unless a permanent’s effect specifies a time at which it can be Activated, the player who controls it may Activate once during their Active Phase.
            4. To Activate a permanent, remove a counter from it.
      2. Gaining Cards
         1. Any time during their turn, a player may gain a card from the Junkyard or one of the base card piles by paying its Junk cost. That player puts that card into their bin. This can be done any number of times.
         2. Gaining a card through a card’s ability still counts as gaining it, and will trigger the same effects.
         3. If one of the base card piles or the Junk pile is empty, players cannot gain cards from that pile.
      3. The Junkyard
         1. Unless stated otherwise, there are always 3 cards in the Junkyard. When one card leaves the Junkyard, another is placed face-up in the Junkyard in its place.
      4. Tiers
         1. A player’s tier is equal to 0 plus 1 for every 5 cards in their collection.
         2. A player can change tiers during the course of their turn, and any card played after the change that refers to that player’s tier will base its ability on the new tier.
      5. Anatomy of a Turn
         1. Setup: Any effects that refer to the beginning of the turn take place in this phase. If an order is not specified for the effects, the active player chooses the order in which these effects take place.
         2. Active Phase: During the Active Phase of a player’s turn, that player can discard cards for Scrap, play cards from their hand, and Activate permanents. At any time during this phase, they may gain cards from the Junkyard or one of the base piles.
         3. Cleanup: All non-permanent cards in play are put into their controller’s bin. All abilities that refer to the end of the turn end now, and the player loses any Scrap they had not used. The active player puts all cards still in their hand into the bin, then draws 3 cards plus a number of cards equal to that player’s tier. Then that player wins the game if they have 5 or fewer cards in their collection.
         4. When each player has taken 20 turns, the game ends, and whoever has the lowest number of cards in their collection wins. If two or more are tied, then whoever has the highest total Scrap cost among all cards in their deck wins.
      6. Card Draw and the Bin
         1. If a player would draw a card at any time while they have no cards in their deck, that player first shuffles all cards in their bin into their deck and then continues drawing.
      7. Trash
         1. When an effect instructs a player to Trash X, that player must Trash X cards from their hand. Some cards, however, allow players to Trash cards from other places.
         2. When a card from the center deck is Trashed, it is placed in the Trash pile.
         3. When a Junk or token card is Trashed, it is removed from the game and placed in its respective pile.
         4. When a base card is Trashed, it is placed on top of the corresponding base card pile.
      8. Special Cards
         1. Junk
            1. Junk cards that are not given to players at the beginning of the game are kept in their own pile.
            2. When a player gains one or more Junk cards, they are taken from the Junk Pile.
            3. Players cannot gain Junk unless a card’s effect causes them to.
            4. Junk cards have a Scrap cost of 0 and have no effect when played.
            5. If a player would gain Junk while there are no more cards in the Junk pile, they do not gain Junk.
         2. Tokens
            1. Some cards, such as Workbenches, are token cards. These cards do not count towards a player’s collection.
            2. Workbenches

Workbenches are placed in a separate pile similarly to Junk.

When a card creates a Workbench, that Workbench is put into play under the control of the card’s controller.

Workbenches are permanents that enter play with 1 counter and have “Activate: Gain 1 Scrap.”

When a Workbench would be destroyed, instead it is placed in the Workbench pile.