BattleTech™: Domination

Deck-Building Game

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
# of Players: 2

Playing Time: 20-30 minutes

QUICK PLAY RULES

Contents – refer to card list on Page 2

1) **56 Base Cards**
2) **18 Overrun Cards**
3) **127 Supply Cards**

Objective

Players strive to build a deck that dominates their opponent with an army of powerful BattleMechs or via advanced technology. At the end of the game, the players score points for each ☀ *LosTech* card in their deck while subtracting points for any ⚱ *Overrun* cards in their deck.

Game Setup

Place each of the Base cards and Overrun cards in separate piles face-up on the table.

Shuffle the Supply Cards together. Deal **forty (40) Supply cards** to form the Supply Deck and place it face-down on the table. (Return the remaining Supply Cards to the box. They will not be used this game.)

Lay out the top six (6) cards from the Supply Deck face-up on the table in next to the Base Card piles. This is the Supply Row.

Start of Game

Each player is dealt **eight (8)** Basic Factories and two (2) Infantry Platoons and shuffles these cards together to form his starting Draw deck.

Choose a player to go first. The player who goes first draws a starting hand of three (3) cards from his Draw deck; the player who goes second draws a starting hand of five (5) cards from his Draw deck.

Play

The players alternate taking turns. Each turn has 4 phases:

1) **Combat Phase**
2) **Action Phase**
3) **Buy Phase**
4) **Clean-up Phase**

The current player must complete each phase in order before moving on to the next phase.

Combat Phase

The current player is the attacker and his opponent is the defender. The Combat Phase occurs in the following order.

1) Players may declare and resolve Unit special abilities (attacker first).
2) The current player sums the 🔺 *Attack* values of all Units in his deployment zone and the 🔽 *Defense* values of all Units in the opponent's deployment zone. If his total Attack is greater than his opponent's total Defense, his opponent is *overrun* and *gains* an **Overrun** card (placing it in his Discard pile).
   ➢ If his **total 🔺 Attack minus total 🔽 Defense equals**…
      • **0 or less** → defender does not gain an Overrun card
      • *1* → defender gains a Heavy Casualties [-1 ⚱] card
      • *2* → defender gains a Raided Supplies [-2 ⚱] card
      • *3* → defender gains a Critical Hit [-3 ⚱] card
      • *4 or more* → defender gains a Retreat! [-3 ⚱] card
3) If the current player has a total 🔺 Attack > 0, **his opponent must choose a unit in his deployment zone and *damage* (discard) it,** even if he was not overrun.

Action Phase

The current player may take up to **two (2)** *Actions* **per turn** to do the following, in any order or combination:

➢ Deploy a Unit card from his hand and place it face-up in his deployment zone (costs 1 Action); and/or

➢ Play a Support card from his hand face-up in front of him and follow the instructions on the card (costs 1 Action).

Abilities on a card are resolved from top to bottom. The player must fully resolve a card when it is played before taking another Action. Support cards that have been played remain face-up in front of the player until the Clean-up phase, at which point they are placed in his Discard pile.

Refer to the Glossary for an explanation of terms found in card abilities.

Buy Phase

The current player may play any or all Resource cards from his hand in any order and add the 🏭 *Industry* and ☀ *LosTech* value of the cards to his resource pool. He may then buy cards from the Supply Row or a Base card pile, subtracting the cost of each card he buys from his resource pool. The

cost of a card is indicated in its lower-left hand corner. **The player may buy as many cards as he can afford during his Buy phase.** (*Exception*: the player may only buy one Infantry Platoon per turn)**.**

Buying a card does not count as playing it, and all cards that are bought or gained are placed into the player's Discard pile unless otherwise specified.

The Supply Row should always have six (6) cards in it. Whenever a card is bought or gained from the Supply Row, immediately replace it with the next card from the Supply Deck.

Clean-up Phase

The current player does the following:

1) Loses unused Actions and 🏭 Industry/ ☀ LosTech in his resource pool
2) Discards all Support and Resource cards played this turn
3) Discards any cards remaining in his hand
4) **Draws a new hand of five (5) cards**, then his turn ends.

Units in the player's deployment zone are not discarded and remain in the deployment zone.

If, at any time, a player needs to draw a card and his Draw deck is empty, the player shuffles his Discard Pile and places it face-down as his new Draw deck. For example, if a player has to draw more cards than are remaining in his Draw deck, he draws as many as he can and then shuffles his Discard pile to form a new Draw deck and draws the remaining cards.

Game End

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

➢ The Supply Deck is empty, or
➢ Any one of the Overrun Card piles is empty.

Determining the Winner

Both players combine their Discard pile, Hand, and deployed units into their Draw deck. Each player **scores 1 point for each card with ☀ *LosTech* in its cost in his deck**, **then subtracts the ⚱ value of any Overrun cards in his deck.** The player with the most points wins the game!

NOTE: In the event of a tie, the player who had the most Units in his deployment zone shall be considered the winner.

Card Types

- **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)**: can be deployed during the Action phase to form the player's army that will attack the opponent and defend against the opponent's attacks during Combat phases
- **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
- **Support-Reaction cards (blue)**: after being played as a Support card, can be activated as an "interrupt" when the specified conditions are met
- **Overrun cards (purple)**: may be gained when attacked by the opponent and count negative towards the player's final score at the game end

If a card lists more than one card type, then for all purposes it is considered as both card types. For example, Heavy Casualties is both an Overrun card and a Support card at all times.

Base Cost *(7 industry)*
LosTech Cost
Name
Card Type (unit – mech, red)
Attack/Defense Value (4/3)
Card Ability

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

Base Cost *(4 industry)*
Name
Card Type (support, gray)
Card Ability

Card List

Base Cards (56)
12 Infantry Platoon
16 Basic Factory
12 Supply Drops
10 Munitions Factory
6 Advanced Factory

Overrun Cards (18)
6 Heavy Casualties [-1 ⚒]
5 Raided Supplies [-2 ⚒]
4 Critical Hit [-3 ⚒]
3 Retreat! [-3 ⚒]

Supply Cards (131)
1 Civilian Settlement
1 Close Formation
1 Combat Drop
1 Combined Arms
1 Counterattack
1 Fortified Palace
1 Heavy Manufacturing
1 Hidden Route
1 HPG Uplink
1 Jumpship
1 Laborer Caste
1 Mech Bay
1 Merchant Caste
1 Quartermaster
2 Rapid Deployment
1 Redeployment
1 Refinery
2 Reinforcements
1 Repair Facility
1 Salvage Team
1 Scientist Caste
1 Scrap for Parts
1 Staging Ground
1 Supply Run
1 Technician Caste
1 UAV
1 Warrior Caste
1 Zellbringen
1 Artillery Strike
1 Behind Enemy Lines
1 Close Air Support
1 Heavy Bombard.
1 Night Assault
1 Tactical Nuke
1 Targeting Computer
1 Urban Assault

2 Elementals
2 Elite Elementals
2 Heavy Infantry
1 Mech. Infantry

2 Adder (Puma)
1 Argus
1 Atlas
1 Awesome
1 Blackhawk
1 Blackjack
1 Catapult
2 Centurion
2 Cicada
2 Commando
1 Crab
1 Daishi (Dire Wolf)
1 Dragon
1 Fenris (Ice Ferret)
2 Firestarter
1 Gladiator (Executioner)
2 Griffin
1 Highlander
2 Hunchback
1 JagerMech
2 Jenner
1 King Crab
2 Kit Fox (Uller)
1 Kodiak
1 Loki (Hellbringer)
1 Mad Cat (TimberWolf)
1 Man O' War (Gargoyle)
1 Marauder
1 Masakari (Warhawk)

1 NovaCat
1 Orion
1 Quickdraw
1 Raven
1 Ryoken (Stormcrow)
2 Shadow Cat
1 Shadow Hawk
1 Spider
1 Stalker
1 Thor (Summoner)
1 Thunderbolt
2 Trebuchet
2 Urbanmech
1 Victor
1 Vulture (Mad Dog)
1 Warhammer
1 Wolverine
1 Zeus

2 Aggressor Heavy Tank
2 Cheetah
2 Manticore Heavy Tank
1 Mobile HQ
2 Partisan Heavy Tank
1 Schrek PPC Carrier
2 Slayer
1 Stuka
1 SturmFeur LRM C.
2 Transit

2 Banking Sector
2 Dropship
1 Strip Mining

1 Ambush!
1 Expert Mech Techs
1 Forward Base

Glossary

+X Actions	The player gets X additional *Actions* that may be used during the current turn's Action phase. It does not mean take another Action immediately.
+X 🔺 Attack	The player increases his total 🔺 *Attack* by X during the current Combat phase.
+X Cards	The player immediately *draws* X cards from his Draw deck.
+X 🔻 Defense	The player increases his total 🔻 *Defense* by X during the current Combat phase.
+X 🏭	The player adds X more 🏭 Industry to his *Resource Pool* to use during this turn's Buy phase. It does not mean gain a Resource card.
Action	Actions may be used during the player's Action phase to play a Support card or *deploy* a Unit card. Generally, a player may perform up to 2 Actions per turn, but may be entitled to more Actions based on Support and Unit cards played. A player is not required to use all his actions if he chooses not to.
Buy	To take a card from the *Supply* during the Buy phase and subtract the 🏭 Industry and ✳ LosTech cost of the card from his *resource pool*. Unless otherwise specified, the bought card is placed into the player's Discard pile. The player may buy as many cards during his Buy phase as he can afford.
Damage	To take a Unit card from the player's *Deployment Zone* and put it in his Discard pile
Deploy	To take a Unit card from the player's hand and place it face-up in his *Deployment Zone*
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. When a player must discard a card, it is discarded from the player's hand unless otherwise specified.
Draw	To take a card from the top of the player's Draw deck and put it into his hand
Industry (🏭)	The base cost of a card
LosTech (✳)	An additional cost of a card. References to cards costing "up to" or "less than" some cost only include LosTech if LosTech is in the given cost. Cards with LosTech in their cost are worth 1 point at the end of the game.
Gain	To take a card from the Supply and place it in the player's Discard pile without paying its cost
Overrun	When the attacker's total 🔺 Attack is greater than the defender's total 🔻 Defense, the defender is Overrun.
Overrun Points (⚒)	Overrun Points from Overrun cards in the player's deck are subtracted from the player's score at the end of the game.
Resource Pool	The total value of 🏭 Industry and ✳ LosTech from Resource cards (and possibly Action/Unit cards) played this turn
Reveal	To show a card to all players and then return it to where it came from, unless otherwise instructed
Scrap	To place a card into the Scrapheap (remove it from play)
Set Aside	To put a card aside until instructions indicate where it goes
Supply	The 6 cards in the Supply Row plus the 4 Base card piles