



# Tactical Assault: Combat Cards™

## Anatomy of a Tactical Assault: Combat Card

### ACTIONS

Each of your units can have up to one **Action** played on it each turn, on your turn. These are typically the most basic of actions the unit would undertake (e.g. moving, shooting, etc.).

### SITUATIONS

Any number of **Situations** may be played on any unit (your's or your opponent's) at any time (your turn or your opponent's turn). They represent advantageous opportunities that come up at unpredictable times due to your opponent's actions, the unit's sudden availability, etc.

### COMBAT RESULTS

When an attack has been made, the next card in your deck is revealed for the **Combat Results**. Any modifiers for the attack (e.g. cover, attacking from behind, etc.) are then applied shifting the results up or down in severity. The final result is then applied to the unit being targeted in the attack.

### RANDOM DRIFT

Whenever **Random Drift** is called for in the game (such as during **Artillery** and **Aerial** unit attacks) the next card in your deck is revealed and the **Direction** and **Distance** shown is used to determine the final point on the battlefield.

#### ACTION

##### OPEN FIRE

Unit makes a single **FIREPOWER ATTACK** against a target within **RANGE DISTANCE** and **LOS**.

#### SITUATION

##### OPPORTUNITY FIRE

Friendly unit may interrupt and make a single **FIREPOWER ATTACK** against an enemy unit which is currently attempting to move; The target unit must be within **LOS** and **RANGE DISTANCE** of the attacking unit.

### COMBAT RESULTS

**No Effect**

### RANDOM DRIFT

**DIRECTION:** Dead On

**DISTANCE:** Dead On

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### CARD NUMBERS

There are 72 unique cards in each deck, each with its own number to easily make sure they are all there. The deck structure is fixed to give each player the same resource options during the game - though the timing of those options will be different depending on the shuffle of the deck. This variability is what creates such a challenging command situation, and such a fun and exciting game.

**Tactical Assault Games**

Games to Stimulate Your Mind

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