Tactical Assault: Combat Cards™
Summary of Game Features

Speed of Play

Because the entire game revolves around the Combat Cards deck and the cards you hold in your hand, the speed of play can move very rapidly...

All actions and reactions are derived from the cards you hold. All combat results and random drift effects are drawn from the unused portion of your deck. Even special rules are referenced in their entirety on the cards! Once you get the basic mechanics down, turns can go as quick as just a couple of minutes per player with almost no need to refer back to the core rules.

All Elements Represented

All of the unique aspects of modern warfare are seamlessly integrated into the Combat Cards...

Elements like aerial bombardments, artillery barrages, battlefield engineering, bunkers, fortified positions, smoke screens and more - all things that normally bog down a tabletop battle - are built into the regular smooth flow of the Combat Cards. In the time it takes to conduct a normal turn you can advance a platoon of tanks, fire upon enemy positions, drop an artillery barrage and still call in an airstrike - provided, of course, you have the appropriate cards available.

Fog of War

Even though units can do everything you would normally expect them to do, you are never completely sure of when they will be able to do it...

The timing of every unit's actions are dependent on the cards each player holds at any given time. This unknown variable creates a fast and effective means of simulating the fog of war for both players, as neither knows what the other is capable of at the moment. Now as players get more familiar with the deck, an educated guess can be made at the likelihood of a particular card being available to your opponent at any given time. But you can never know for sure. At least until you take an action and find out.

Flexibility

The Combat Cards are flexible enough to handle just about any science fiction genre or modern historical period...

The focus of the game is on the interplay between the various element of combined arms on the battlefield. Because of this, the specific model that is representing that unit is not as important as whether the unit's role is being fulfilled in your force and is available to you as the commander.

For example, if you are playing a WWII battle, you may determine that one of your armored car models will represent a Recon Unit for you. In a science fiction battle, you may assign the role of Recon Unit to an automated flying robot. It doesn't matter what models or piece represent a specific Unit, what matters is that you have that unit available to you in your force.

Scalability

The rules are designed in such a way as to allow any size battlefield and scale of miniature to be used...

As everything in the game is measured in relative distances (*e.g. "Short" distance, "Medium" distance, etc.*) - which is defined by the size of the playing area - any sized battlefield can be used. In turn, everything is measured from the center of a unit to the center of another unit allowing for any size miniatures, in just about any basing configuration, to be used.

This works because the relative game time elapsed during each turn adjusts with the scaling; bigger miniatures on a smaller battlefield will feel like they aren't moving very fast and have little time to see things - the equivalent of just a few seconds passing with each turn. Smaller miniatures on a larger battlefield will cover much greater distances, and will appear to have more time to see farther on the battlefield. This would represent a longer period of elapsed time during each turn - possibly several minutes or more. Since you control the size of the battlefield and the scale of miniatures to be used, you decide the scale that feels best for you.

Adaptability

The Combat Cards can be adapted to just about any style of play, from skirmish to full armies...

If you prefer skirmish style, then have one figure represent an Infantry Unit. If you prefer more army based combat, then an entire squad, section or platoon can represent an Infantry Unit. You can even mix the scales as needed - In a battle where Infantry Units are represented by a half-dozen figures, the Recon Units may be represented by a single armored robot. Its is your choice; whatever feels the most satisfying and aesthetically pleasing to you is OK as it doesn't affect game play.

Inclusiveness

Due to the uniquely balanced nature of the Combat Cards, it is possible to play games when players don't have the exact same type of miniatures...

Though the most satisfying games are when both sides are playing similarly sized miniatures that are an appropriate match for each other, the Combat Cards also make it easy to simply "*use what you got*" to play a game. Have Late War Germans and Early War French forces? You can still square off. Have 20mm WWI Germans and 15mm WWI Americans? Modern US Marines and Space Insectoids? Again, there is nothing to stop you from playing.

Endless Challenges

Because the Combat Cards operate on so many levels, there are endless strategies and tactics employable to challenge players...

From deciding what units to include in your forces, to how you should manage your hand. Or from learning how to recognize subtle opportunities with the cards you hold, to baiting your opponent to burn his important cards on feints and diversions, there is always different tactics to try out which keep games fresh and interesting.