

# Tactical Assault: Combat Cards™



## Rules Of Engagement







# Tactical Assault: Combat Cards™

## PART I: THE BASICS

### INTRODUCTION

#### OVERVIEW OF PLAY

Each player uses a pre-set deck of 72 cards to activate their tabletop units in simulated combat situations. No unit can perform any activity without first having a card played on the unit, though an activity can be imposed indirectly from a card being played elsewhere.

Each player will have as many as six cards in their hand at any time, and each card will have several possible uses. This forces players to make hard choices about which card to use, which function on the card to use and when to use it.

Players play cards and activate units in alternating turns. Some aspects of a card can only be played on the player's turn (*the Action*) while other parts (*the Situation*) can be played at any time - even on the player's turn. Players continue to alternate taking turns until one side meets the conditions needed to win the game.

#### WHAT THE CARDS ARE

The **Combat Cards** are an innovative way to replicate modern and futuristic combat with all of their diverse elements on the tabletop battlefield. The game stresses resource management and cost/benefit analysis for the choices available to each player. Luck and chance do play a part in the game, but ultimately winning or losing will almost always come down to the choices you make in utilizing your cards, and in turn, your resources.

#### WHAT THE CARDS ARE NOT

The cards are not intended to be an exact recreation of precise battlefield details. Specific reasons for why units aren't performing in the fashion and time frame desired is best left for after action reports and board inquiries. All the battlefield commander really needs to know in the heat of the moment, is what asset is available to perform a specific task at this time. This is exactly what the **Combat Cards** replicate best.

#### WHAT TO EXPECT

After you have had a chance to review the rules and familiarize yourself with the game's mechanics, just jump right in and give it a try. The learning curve is fairly short, and the challenge in coordinating the various elements of modern and futuristic combat can be most enjoyable.

### MATERIALS

A few basic materials are needed to enjoy a game of the Combat Cards, these items are:

#### THE COMBAT CARDS

Each player needs to have one standard 72 card **Combat Cards** deck exclusively for their use. The cards are numbered, and decks should only contain one of each card.

#### THE BATTLEFIELD

A place to fight out the battle is necessary. The battlefield can be of any size, though the bigger it is the more 'realistic' the battle will feel. In terms of terrain, any kind will suffice provided the type and role within the battle are understood and agreed upon by all players prior to the battle.

#### UNITS

Some sort of unit markers are needed to track the locations of various units during the game. Tokens, miniature models, even slips of paper can all serve in this role. If miniature models are used, it is often beneficial to mount the models on similarly shaped and sized bases, but it is not required (see **Part VIII: Miscellany**).

#### MARKERS

A method of marking units for their current status, combat results, etc. is also needed. Small glass beads, slips of paper or custom tokens all work for this purpose.

### GOLDEN RULES

There are a few basic rules to the game which are always in effect and cannot be modified. These are referred to collectively as the **Golden Rules**. They are:

#### NO ACTIVITY WITHOUT A CARD

No unit may take any action, or have any effect imposed on it, without a card first being played.

#### PLAYING & DISCARDING

During a player's turn, the player may utilize as many cards from their hand as they wish. In addition, they may discard any number of unused cards still remaining in their hand before replenishing their hand at the end of their turn.

#### SEQUENTIAL EVENTS

Effects or actions from cards are resolved in the order in which they are played; Effects or actions can only be interrupted or cancelled if specifically allowed by another card. Cards which **Interrupt** other cards take effect immediately upon their being played, while cards that **Cancel** take effect prior to the original card taking effect.

#### EXACTLY AS WRITTEN

When a card is played on a unit, execute the activities described on the card exactly as they are written, without interpretation, subject to the other **Golden Rules**.

#### ONE AT A TIME

Cards must be played one at a time; a series of cards cannot be played without giving the opponent a chance to play a card in between each play.

#### ONE ACTION PER TURN

Only one **Action** may be played on each friendly unit, on the player's turn, regardless of whether the **Action** is played directly or indirectly on the unit.

#### SITUATIONS - ANY NUMBER, ANY TIME

Any number of Situations can be played on any unit at any time, subject to the restrictions of the Situation.

#### PASSED EQUALS PLAYED

Units which have an Action or Situation "passed" to them indirectly are still considered to have had the Action or Situation played directly on them that turn.

#### MEASURING

Measuring is always done from the center of a unit to the center of a unit.





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## RECYCLING

When a player has gone through their entire deck, they simply reshuffle the used cards and reuse the deck.

## PRE-MEASURING

Pre-measuring distances is not allowed. If distance is found to be out of a unit's **Range Distance** after a card is played, the card is simply returned to the player's hand.

## STOP ONCE ELIMINATED

Whenever cards are being flipped from the deck to determine **Combat Results** on a unit, no more cards are flipped for the unit once the unit has been **Eliminated**.

## "MAY" IS OPTIONAL

Whenever a card states a unit "may" (or "can") do something, it means the player who controls the unit chooses whether the specified activity occurs.

## "AVAILABLE" PRESUMES ALL

Whenever a card states "all available units" it is presumed that all units that can participate, are participating - unless the player states otherwise when the card is played.

## ONLY IF USABLE

An **Action** or **Situation** can only be played on a unit if the unit can utilize all aspects of the **Action** or **Situation** at that time. Thus, only units actually on the battlefield can have cards granting any kind of battlefield movement played on them, only a unit with a viable target could have an attacking card played on it, and so forth.

*NOTE: The act of "passing along" a Situation or Action counts as being able to use an Action or Situation. For example, if a Command Unit has a Situation played on it which allows it to pass along an Action, any Action could be played on the Command Unit, even if the Command Unit cannot utilize that particular Action at that time.*

## PART II: PLAYING A GAME

### GETTING READY

#### CONFIRM THE DECKS

There are exactly 72 numbered cards in a **Combat Cards** deck. Prior to the start of the game, confirm that there is only one of each card in the deck.

#### REVIEW GOLDEN RULES

Remember that these rules always apply in all circumstances.

#### REVIEW THE SEQUENCE OF PLAY

Each player is responsible for making sure that every step in the Sequence is followed (see **Table 1: Sequence Of Play**).

#### SELECT THE UNITS

Each unit has a point value based on its relative potency and availability in battle. Before beginning a game, both sides should agree to a total point value for their forces. In the **Standard Game** each side is allowed 36 unit points for selecting their forces.

#### LAY OUT THE BATTLEFIELD

The battlefield can be set up in any fashion desired, with any terrain desired. Every terrain piece should then be identified as to

## TABLE 1: SEQUENCE OF PLAY

### START OF GAME

- Shuffle Deck
- Draw Hand (Six Cards)
- Play Any Situations

### START OF TURNS

#### Player 1

- Play Actions & Situations Or Discard
- Replenish Hand At End Of Player's Turn
- May Play Newly Acquired Situations
- Let Player 2 Know It Is Now Their Turn

#### Player 2

- Play Actions & Situations Or Discard
- Replenish Hand At End Of Player's Turn
- May Play Newly Acquired Situations
- Let Player 1 Know It Is Now Their Turn

Repeat alternating Player 1 and Player 2's turns until the Victory Conditions are met, or time runs out...

its **Shape** and **Effects** (see **Terrain**).

## DETERMINE BATTLEFIELD SCALE

All distances are measured on the tabletop by use of relative distances (e.g. **Short**, **Medium**, **Long**, etc). To determine what each distance corresponds to on the tabletop, use the shortest side of tabletop as the distance for **Very Long Distance**. Half of the **Very Long Distance** will be the maximum range for **Long Distance**; half of the Long Distance will be the maximum range for **Medium**

TABLE 2:  
BATTLEFIELD DISTANCES

RELATIVE DISTANCE	ACTUAL DISTANCE
Very Short	Half Short Distance
Short	Half Medium Distance
Medium	Half Long Distance
Long	Half Very Long Distance
Very Long	Length of the Shortest Edge Of The Battlefield

**Distance**, and so on (see **Table 2: Battlefield Distances**).

## DETERMINE VICTORY CONDITIONS

There are two standard conditions which trigger the end of a game and determine the winner:

- One Side Has Had Half Of Their Unit Points Eliminated
- One Side Has No Units Left on Battlefield (Not Counting Bunkers & Obstacles)

The side which meets either of the above conditions first is considered the loser of the game. If time is called prior to either of these conditions being met, then the player that has eliminated the most enemy units wins. Of course, players are free to set other Victory Conditions for the scenarios they devise as well.





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## SET THE MAXIMUM TIME LIMIT

It is recommended that players allow 30 minutes per 12 Unit Points to determine game length.

## DEPLOY FORCES

Each player draws one card from their deck at random. The player with the highest numbered card places first by selecting one of their units and place it anywhere on the battlefield. The other player now selects one of their units and places it anywhere on the battlefield, provided it is at least a **Medium Distance** away from any enemy units. They first player now selects one of their units and places it, subject to the same **Medium Distance** constraint. This continues until all units are placed on the battlefield - except for those units which do not start the game on the battlefield. Other deployment methods can be used, but only if a specific scenario calls for it.

## BEGIN PLAY

The player who did not place the first unit on the battlefield takes the first turn. Then, referring to the **Sequence Of Play** as needed, players may begin playing.

## PART III: THE UNITS

### UNIT CHARACTERISTICS

Every unit has certain aspects which are represented in the game by the unit's **Characteristics**. Each unit is described in terms of its:

#### NAME & DESCRIPTION

Each unit is classified by its role on the battlefield, which is summarized in each unit's general description along with any special rules concerning the unit which are not covered in the **Combat Cards** themselves.

#### FIREPOWER RATING

Every unit that can attack an enemy at range using a **Firepower Attack** will have a **Firepower** rating. The rating is based on a scale which goes from **Very Light** to **Very Heavy**, which factors in weapon size, rate of fire, etc.

#### RANGE DISTANCE

A unit's **Range Distance** rating represents the farthest distance the unit can attack an opponent using a **Firepower Attack**. If the unit does not have a **Firepower Attack**, there will not be a range distance either.

#### PROTECTION RATING

This represents a unit's sturdiness and defensive protections such as armor, energy shields, etc. It is also set on a scale from **Very Light** to **Very Heavy**.

#### CLOSE COMBAT RATING

Every unit has a **Close Combat** rating, which represents its ability to damage a foe in hand-to-hand assaults. This rating is also on a scale from **Very Light** to **Very Heavy**, and takes into account the unit's weaponry, training, tactics, etc.

#### POINT VALUE

Each unit has a **Unit Point Value** based on its relative potency and availability in battle.

## SPECIAL CHARACTERISTICS

Some units may also have unique abilities on the battlefield. These abilities are accessed through the use of the **Combat Cards** during game play, typically in the form of **Situations**.

## SPECIAL DEPLOYMENT

Some units may have special rules regarding their deployment on the battlefield, which will also be noted in each unit's description.

## UNIT DESCRIPTIONS

### AERIAL

These are units that fly, be it by flapping wings, jets, rotors or anti-gravity which specialize in circling the battlefield looking for targets of opportunity. They can also serve to defend against the other side's **Aerial** units.

*NOTE: Aerial units are not actually placed on the battlefield, instead they only move over the battlefield when participating in **Situations** affecting the battlefield. Any other usable **Actions** or **Situations** may be played on them while they are off of the battlefield.*

### AERIAL DEFENSE

These are units which specialize in defending against enemy **Aerial** units. These can include cannons, machine guns and missile launchers. In most instances this weaponry can be effect against ground forces as well.

### ANTI-ARMOR

These are units which are intended to hunt and destroy units equipped with armor protection. Typical **Anti-Armor** units are heavily armed but lightly protected, and include the requisite transportation need to move its weaponry and crews. Bazooka teams, anti-tank guns, and anti-tank missiles would all fall into this category.

### ARMORED

These are units which have a strong mix of protection, weaponry and mobility. Tanks, mecha and massive armored creatures would all fall in this category.

### ARTILLERY

These units are meant for long range bombardment with massive quantities of explosives. Alternately, these units can also be very valuable in laying down smoke screens to obscure movements from the enemy. Towed howitzers, self-propelled artillery and rail guns would all fall into this category.

*NOTE: Artillery units are not actually placed on the battlefield, instead they are only utilized when participating in **Situations**, or having **Actions** or **Situations** played on them.*

### BEHEMOTHS

These are the most massive and fearsome of all units. Well appointed with armored protection, formidable firepower and reasonable mobility these units tend to dominate the battlefield. Massive or high-tech tanks, super huge creatures and colossal mecha would fall into this category.

### BUNKER

This unit type is simply any form of reinforced protection which





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allows its occupants to shoot out of it. Concrete pillboxes, log covered emplacements and sandbagged pits would all qualify as **Bunkers**.

**NOTE:** **Bunkers** are placed at the beginning of a battle as per any other unit. **Bunkers** cannot be moved, and may only be removed from the battlefield by **Engineer** units. When occupied, **Bunkers** match the size of the occupying unit if the occupying unit is larger. If unoccupied, **Bunkers** are simply another unit on the table represented by a model.

**NOTE:** **Bunkers** may not have any **Actions** or **Situations** played on them, nor may the Bunker itself be attacked. Units in the **Bunker** may be attacked however, and may have **Actions** and **Situations** played on them as per normal. Units attacked while in a **Bunker** use the **Bunker's Protection Characteristic** rather than their own.

**NOTE:** Only one unit at a time may occupy a **Bunker**, and its **LOS Arc** must be in alignment with the **Bunker's LOS Arc**; the **LOS Arc** of a **Bunker** may not be changed. Units may move freely in and out of a **Bunker**. If a unit moves out of a **Bunker**, it loses the benefit of the **Bunker's** protection. Any unit, friendly or enemy, may use any **Bunker** on the battlefield.

## CIVILIAN

These are untrained individuals who have taken up arms. Militias, vigilante mobs and panicked protesters would all be examples of this unit type.

## COMMAND

These are units which coordinate the actions of other units, to achieve more effective and efficient results. **Command** units can range from NCO's and field officers, to complete command staffs.

## CREATURE

These are units that consist of animal-like creatures which operate on raw instinct. Tigers, bears, police dogs, wolves, space critters and alien bugs are all examples of units that fit into this category.

## ENGINEER

These units specialize in the removal of **Obstacles** and enemy **Bunkers**, as well as bridging impassable terrain. They are also capable of carrying out limited combat operations of their own. Sappers, combat engineers and demolitions experts would all fit in this category.

## FIRE SUPPORT

These are units which are able to lob high explosives into enemy positions from fairly close range. Mortars and infantry guns are examples of units that fall into this category.

## HEAVY WEAPON

Units which can lay down deadly fire in support of other units. Light, medium and heavy machine guns, grenade launchers and snipers all fall in this category.

## INFANTRY

The backbone of every army, these are the units made up of the basic soldier with their weapon. Also included in this category would be marines, naval infantry, rangers and paramilitary units.

## INFILTRATORS

These are the units specialized in getting past the enemy's forward positions to strike deep in their rear areas. Guerillas, insurgents paratroopers and air-lifted troops would all fall into this category.

**NOTE:** **Infilitrators** do not start the battle on the battlefield. Instead they are brought on using the **Infiltration Situation** during the battle.

## MECHANIZED

These are infantry units which are augmented with enhanced mobility. Infantry with half-tracks or other APC's, powered armor equipped infantry and motorcycle troops would all be examples of these units.

## OBSTACLE

These are areas which do not allow for any kind of movement through them. Minefields, roadblocks and swamps would all be examples of **Obstacles**.

**NOTE:** **Obstacles** have an area of a **Short Distance** in diameter, and are placed at the start of a battle as per other units. They cannot be moved once placed and can only be removed by an **Engineer** unit. Obstacles may not have any **Actions** or **Situations** played on them, they do not have an **LOS Arc**, nor may they be attacked.

## RECON

These are units which specialize in scouting ahead of the main body. They are usually lightly equipped, but very mobile. Examples of **Recon** units would be half-tracks, armored cars, light tanks, jeeps, cavalry and Humvees.

**TABLE 3:  
UNIT TYPE & CHARACTERISTICS**

UNIT TYPE	FIRE-POWER	RANGE-DISTANCE	PROTEC-TION	CLOSE-COMBAT	POINT-VALUE
AERIAL	Heavy	-	Light	-	2
AERIAL DEFENSE	Moderate	Long	-	Light	3
ANTI-ARMOR	Heavy	Long	Very Light	Light	3
ARMORED	Heavy	Very Long	Heavy	Heavy	5
ARTILLERY	Very Heavy	-	-	-	3
BEHEMOTH	Very Heavy	Very Long	Very Heavy	Heavy	6
BUNKER	-	-	Very Heavy	-	2
CIVILIAN	Very Light	Medium	-	Very Light	1
COMMAND	Light	Medium	-	Light	2
CREATURE	-	-	Light	Light	1
ENGINEER	Moderate	Medium	-	Light	3
FIRE SUPPORT	Moderate	Very Long	-	Moderate	4
HEAVY WEAPON	Moderate	Long	-	Moderate	3
INFANTRY	Light	Medium	-	Very Heavy	2
INFILTRATOR	Light	Medium	-	Very Heavy	3
MECHANIZED	Moderate	Long	Moderate	Heavy	4
OBSTACLE	-	-	-	-	2
RECON	Moderate	Long	Moderate	Light	3
SWARM	-	-	-	Very Heavy	1





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## SWARM

These are units which consist of tightly packed, instinct driven creatures which are devastating to whatever they come in contact with. Zombie hordes, locust swarms and nano-virus clouds are all examples of this unit type.

## PART IV: MOVEMENT & TERRAIN

### MOVEMENT

#### WHEN TO MOVE

A unit may only move if a card has been played on the unit which allows it to move, or as a result of a card being played which indirectly forces the unit to move (e.g. the **Fall Back Combat Result**).

#### MEASURING MOVEMENT

Measuring for movement is always done from the center of the unit to the center of the unit in its new location. The path the unit is going to move along to its new location should be carefully laid out for all players to see. This is necessary to determine any possible opportunities the opponent may have to interact with the unit along the way (e.g. an **Opportunity Fire Situation**) and the effects of any terrain on the distance moved.

#### DISTANCE MOVED

The distance a unit moves will be determined by the card played (e.g. a **Cautious Advance Action**) which will give the distance allowed in relative terms (e.g. a **Short Distance**). The actual distance covered on the tabletop by the unit is determined by the scale being used (see **Determine Battlefield Scale** above). Remember that the actual distance moved may also be reduced by any intervening terrain along the unit's intended path (see **Terrain Effects** below).

#### TERRAIN EFFECTS

Movement through terrain that is **Covering**, **Obstructing** or **Hindering** will reduce a unit's movement by half for the distance the unit's center point passes through the terrain (e.g. six inches of movement through woods will result in three actual inches moved). Movement through **Impassable** terrain is not allowed for any reason.

#### CONTACTING ENEMY UNITS

Units may not end their move in physical contact with any enemy unit, unless the card that was played specifically allows it (e.g. the **Assault Action**). Units can, however, end their movement as close to an enemy as they would like.

#### CONTACTING FRIENDLY UNITS

Units may end their move in physical contact with friendly units at any time.

#### MOVING THROUGH ENEMY UNITS

Units cannot move through enemy units, or any part of enemy units, for any reason during their move.

#### MOVING THROUGH FRIENDLY UNITS

Units may move through friendly units, or any part of a friendly unit, at any time during the unit's move with no reduction to the distance moved.

## SHARING SPACE

Units may not occupy the same space, or portion thereof, as any other unit - in other words they cannot overlap one another, or end up on top of each other at the end of a unit's move.

## TERRAIN

### DEFINITION

Terrain is defined as anything which impedes movement, **Line of Sight** or both. This includes smoke and other temporary obscuring agents as well as man-made obstacles.

### TERRAIN SHAPE

There are two primary shapes of terrain: **Linear** and **Template**. Before the beginning of each battle, both sides must agree what type each terrain feature is and what the boundaries are for the feature - in other words, where the terrain effects begin and end.

#### LINEAR TERRAIN

*Linear terrain is defined as any terrain that a unit cannot stop inside the actual terrain itself for protection (e.g. a garden wall), but whose effects still impact **Line of Sight** or movement when they pass through it.*

#### TEMPLATE TERRAIN

*Template terrain is any terrain feature which allows a unit to enter it for protection (e.g. woods, wheat fields, etc.) The effects of the terrain (both positive and negative) affect units whose center point is in the terrain, but only for the time the center of the unit is in the terrain.*

### TERRAIN EFFECTS

There are five types of terrain effects: **Covering**, **Obstructing**, **Hindering**, **Impassable** and **Elevated**. Before the beginning of each battle, both sides must agree what the effects of each terrain feature will be. Note that terrain effects can be combined in any reasonable fashion (e.g. **Impassable Elevated** terrain, etc.).

#### COVERING TERRAIN

*Covering terrain blocks **Line of Sight** and impedes movement and would include terrain like woods, forests, jungles, brush, gullies, debris piles and buildings.*

#### OBSTRUCTING TERRAIN

*Terrain which is not big enough, or dense enough, to completely block **Line of Sight**, but which will still have an impact on it as well as movement. Terrain like scrub, wheat fields and almost all linear terrain (e.g. walls, hedges and fences) would be examples of this terrain.*

#### HINDERING TERRAIN

*Hindering terrain does not obstruct **Line of Sight**, but does impede movement. Examples of hindering terrain would be swamps, lakes, rivers and barbed wire.*

#### IMPASSABLE TERRAIN

*Impassable terrain is terrain that units may not move through for any reason. Examples would be cliffs, quicksand, fast moving rivers and lava flows.*

#### ELEVATED TERRAIN

*Elevated terrain is terrain which rises above the surrounding area, offering lines of sight which can pass*





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over other terrain. In turn, **Elevated** terrain blocks **Line of Sight** when the **Line of Sight** is drawn through the **Elevated** terrain and neither of two units is at a higher elevation than the blocking terrain. For more specifics see the **Elevated** terrain section. Examples of **Elevated** terrain would be rolling hills, spires, plateaus and buildings.

## ELEVATED TERRAIN

### LEVELS OF ELEVATION

There are five levels of elevation in the game: **Low**, **Medium**, **High**, **Very High** and **Extremely High**. Every piece of terrain has an elevation classification based on its maximum height, but for many types of terrain it won't often come into play.

#### LOW ELEVATION

**Low** elevation would roughly be the height of a man or less. Examples of this elevation would be walls, hedgerows, automobiles, most one story buildings as well as most fighting units.

#### MEDIUM ELEVATION

**Medium** elevation represents objects of a height around that of a large truck or two-story building. Other examples would be woods, telephone poles and jungles.

#### HIGH ELEVATION

**High** elevation represents about two to five story structure. Small city buildings would be good examples of this elevation.

#### VERY HIGH ELEVATION

**Very High** elevation represents up to a fifty story building. Very high hills and towering spires would be examples of this elevation.

#### EXTREMELY HIGH ELEVATION

This would be everything above a fifty story building that is still able to have an impact on the battlefield.

### ELEVATION CLASSIFICATION

In addition to its level, a terrain feature is classified as **Gradual**, **Steep** or **Stark** elevation. Before the beginning of each battle, both sides must agree what the level and class of elevation each terrain feature will be.

#### GRADUAL ELEVATION

A **Gradual** elevation classification means that there is gentle incline leading to the highest point on the terrain feature. Because of the slope, it is possible for units to easily traverse the elevated terrain. Any movement penalty for doing so would depend on any other terrain effects on the elevated terrain (e.g. **Covering** terrain on a hillside).

#### STEEP ELEVATION

The **Steep** elevation classification represents a very sharp upward slope to the terrain feature's highest point. While traversable, units have their movement cut in half while moving up the slope. Units may suffer a further reduction in movement if there are addition terrain effects on the slope (e.g. **Covering** terrain, etc.).

#### STARK ELEVATION

When something has a **Stark** elevation classification it

means that it has no slope or gradual rise to its maximum elevation. Examples of this would be buildings, poles, forests and walls. Units can ascend or traverse **Stark** terrain only if the unit has the same elevation level as the terrain, or there is a specific route available for the purpose (e.g. stairs in a building, or a rope ladder on a wall, etc.).

### MARKING ELEVATION

The highest point, as well as each proceeding level, should be clearly marked on all elevated terrain. As an example, a High Elevation hill would have to have the Medium Elevation marked as well as the Low Elevation that precedes it.

### MULTIPLE ELEVATIONS STACKED

If two or more elevations are stacked on top on one another (e.g. a Low house on a High hill), only use the highest elevation for determining the elevation of the terrain. The secondary terrain (e.g. the Low house) will still block LOS between units on the same level as normal.

## PART V: ATTACKING

### FIREPOWER ATTACKS

#### STEP 1: DETERMINE LINE OF SIGHT

Before any attack can be made, determine if the attacking unit has Line-of-Sight to the target unit (see **Line Of Sight** below). In the case of attacks which utilize a **Target Point** (e.g. **Aerial**, **Artillery**, etc.) deter mine **Line of Sight** from the final **Target Point** rather than the firing unit (see **Target Points & LOS**). If the attacking unit has **Line of Sight**, then proceed to **Step 2**.

#### STEP 2: DETERMINE RANGE

Measure the distance from the center point of the attacking unit to the center point target unit. If this distance is less than, or equal to, the attacking unit's **Range Characteristic** then proceed to **Step 4**. Otherwise proceed to **Step 3**.

TABLE 4:  
FIREPOWER ATTACK MODIFIERS

FIREPOWER ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's <b>Firepower</b> Rating Higher Than Target's <b>Protection</b> Rating	Up One
Target's <b>Protection</b> Rating Higher Than Attacker's <b>Firepower</b> Rating	Down One
<b>Extreme</b> Range	Down One
LOS Drawn to Target Outside of Target's <b>Line Of Sight Arc</b>	Up One
Target is <b>Obstructed</b> or <b>In Cover</b>	Down One
Target's <b>Elevation</b> is Higher Than Attacker's	Down One

\* NOTE: All shifts are cumulative.





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## STEP 3: EXTREME RANGE

If the center-to-center distance is beyond the unit's maximum range, but the unit's maximum range will reach from the attacking unit's center point to somewhere on the target unit, proceed to **Step 4** but with the **Extreme Range** modifier (see **Table 4: Firepower Attack Modifiers**). If the target unit cannot be reached by either of the above methods, the attack does not happen and the card which triggered the attack is returned to the player's hand.

## STEP 4: DETERMINE ATTACK MODIFIERS

Run down the list of attack modifiers and determine all that apply (see **Table 4: Firepower Attack Modifiers**). Note the net "shift" in the **Combat Results**, remembering that all shifts are cumulative.

## STEP 5: REVEAL COMBAT RESULTS & APPLY MODIFIERS

Reveal the top card on the attacking player's deck and note the **Combat Results** (this card then goes into the discard pile). Apply any modifier shifts up or down to the **Combat Results** and apply the final **Combat Results** to the target unit. In the case of attacks which utilize a **Target Point**, all attacks associated with the **Target Point** are resolved and applied simultaneously and cumulatively.

## CLOSE COMBAT ATTACKS

### STEP 1: CONTACT THE ENEMY

To trigger **Close Combat** attacks, two opposing units must be in physical contact. As soon as the units come in to contact the **Close Combat** attacks begin immediately. Unlike **Firepower Attacks** however, both units will get to make simultaneous **Close Combat** attacks against one another.

### STEP 2: DETERMINE ATTACK MODIFIERS FOR THE FRIENDLY UNIT

Run down the list of attack modifiers and determine all that apply (see **Table 5: Close Combat Attack Modifiers**). Note the net "shift" in the **Combat Results**, remembering that all shifts are cumulative.

### STEP 3: REVEAL COMBAT RESULTS & APPLY MODIFIERS

Reveal the top card on the player's deck and note the **Combat Results** (this card then goes into the discard pile). Apply any modifier shifts up or down to the **Combat Result Scale** and note the final result. DO NOT apply the final results until the enemy unit conducts its attack.

**TABLE 5:  
CLOSE COMBAT ATTACK MODIFIERS**

CLOSE COMBAT ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's <b>Close Combat</b> Rating Higher Than Target's <b>Protection</b> Rating	Up One
Target's <b>Protection</b> Rating Higher Than Attacker's <b>Close Combat</b> Rating	Down One
Target is <b>Shaken</b> or <b>Out Of Action</b>	Up One
Attacker Contacts Target Outside of Target's <b>Line Of Sight Arc</b>	Up One
Target is <b>In Cover</b>	Down One

\* NOTE: All shifts are cumulative.

## STEP 4: DETERMINE ATTACK MODIFIERS FOR THE ENEMY UNIT

Run down the list of **Close Combat Attack Modifiers** and determine all that apply. Note the net "shift" in the **Combat Results**, remembering that all shifts are cumulative.

## STEP 5: REVEAL COMBAT RESULTS & APPLY MODIFIERS

Reveal the top card in the player's deck and note the **Combat Results** (this card then goes into the discard pile). Apply any modifier shifts up or down to the **Combat Result Scale** and note the final result.

## STEP 6: APPLY ALL FINAL COMBAT RESULTS

Apply the final calculated **Combat Results** to the respective units. If neither unit has been **Eliminated**, and both units are still in physical contact, then proceed to **Step 7**. Otherwise this is the end of the Close Combat.

## STEP 7: REPEAT STARTING AT STEP 2

Begin the attack process over again starting at **Step 2** until one, or both, units have been eliminated or the units are no longer in physical contact.

## COMBAT RESULTS

### COMBAT RESULTS

When a unit is attacked it may end up having a **Combat Result** imposed on it. These effects take effect immediately, exactly as described, and last until they are removed by the appropriate **Action** or **Situation**. A summary of all **Combat Results** is found in **Table 6: Combat Results Scale**.

NOTE: For **Aerial** and **Artillery** units, **Combat Results** stay with the unit even when they are off of the battlefield.

### NO EFFECT

The attack has no effect on the unit, and does not in any way affect the unit's current activities.

### FALL BACK

The unit immediately ceases its current activity. The unit is forced to move a **Short Distance** directly away from either the attacking unit along the same path the attack originated from, or from the **Target Point** of an attack.

NOTE: If the **Target Point** of the attack is situated **Dead On** the unit, use the **Direction** indicated on the **Random Drift** portion of the card which yielded the **Fall Back** Combat Result, to determine the direction the unit will fall back in. If this result is also **Dead On**, then the unit does not move.

NOTE: Any unit which exits the battlefield either voluntarily or because of a **Fall Back** result, other than an **Aerial** or **Artillery** unit, is removed from the game and is considered **Eliminated** for victory condition purposes.

NOTE: If a unit must fall back, but its final location would place it on top of another unit or **Impassable** terrain, the unit will move around the obstruction as closely as possible. If going around the obstruction is not possible, then the unit falling back will stop just short of the obstruction.

NOTE: A **Fall Back** result on an **Artillery** unit has no real effect on the unit, except to force the removal of any status lost due to movement - e.g. **Dug In**, etc.





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**NOTE:** If an **Aerial Unit** is required to fall back, it is simply withdrawn from the battlefield and is available for use again later.

## SHAKEN

The unit immediately ceases its current activity. The unit may not have any **Actions** or **Situations** played on it, nor may it participate in any **Situations**, until a **Recover** is played on it first.

**NOTE:** In the case of a **Shaken** status and an **Out Of Action** status needing to be removed from a unit, either status may be removed before the other using the appropriate **Action**.

## OUT OF ACTION

The unit immediately ceases its current activity. The unit may not have any **Actions** or **Situations** played on it, nor may it participate in any **Situations**, until a **Back In Action** is played on it first.

**NOTE:** In the case of a **Shaken** status and an **Out Of Action** status needing to be removed from a unit, either status may be removed before the other using the appropriate **Action**.

## ELIMINATED

The unit becomes non-functional and cannot be used for the duration of the battle. There is no way to remove this status from a unit.

## MULTIPLE COMBAT RESULTS

A unit may only have one of each different **Combat Result** status imposed on it at any given time - i.e. at most, a unit could only have a single **Shaken** and **Out Of Action** status placed on it. If a Combat Result comes up which the unit is already affected by, the second result is simply ignored as the unit is already suffering from the effects (e.g. if a **Shaken** unit is attacked and another **Shaken** result

comes up, it is ignored). **Fall Back** is not a "status" and so therefore can be imposed more than one time with subsequent effects being imposed at the point it is incurred.

## LINE OF SIGHT

### LINE OF SIGHT ARCS

Every unit has an arc through which the unit can attempt to draw **Line of Sight** ("LOS"). For all units, the **LOS Arc** is the unit's front 180° arc as drawn directly through the center of the unit (i.e. the front half-circle of a unit).

### DETERMINING LINE OF SIGHT

To determine if an LOS exists between two units, draw a straight line from the center of one unit to the center of the other unit. If this line does not cross any terrain, **Line of Sight** exists. If the line crosses anything else, see below.

### LOS CROSSES THROUGH ANY UNIT

LOS is always blocked by intervening units.

### LOS CROSSES OBSTRUCTING TERRAIN

LOS exists, but target is considered to be **Obstructed** if it is attacked along the LOS.

### LOS CROSSES COVERING TERRAIN

LOS is blocked and does not exist. No **Firepower Attacks** may be conducted along it.

### LOS ENTERS COVERING TERRAIN TEMPLATE

LOS is blocked unless the target unit overlaps the edge of the terrain feature (i.e. the LOS passes through the unit itself to its center point, never through the terrain). In this case the LOS exists and **Firepower Attacks** can be conducted along it, however the target unit is considered to be **In Cover** in terms of **Firepower Attack** modifiers if it's center point is within the **Covering** terrain template.

### LOS IS DRAWN WITHIN COVERING TERRAIN TEMPLATE

LOS is blocked unless both units are within the template, or overlap the edge of the template, and are within a **Short Distance** of each other. In this case, the target unit is considered to be **In Cover** in terms of **Firepower Attack** modifiers.

### LOS EXITS COVERING TERRAIN TEMPLATE

LOS is blocked, unless the originating unit overlaps the edge of the template (i.e. the LOS passes through the unit itself from its center point, never through the terrain). In this case LOS exists and **Firepower Attacks** can be conducted along it.

### LOS IS DRAWN TO OR FROM ELEVATED TERRAIN

LOS is not blocked, unless any intervening terrain has an elevation equal to or greater than the elevation of the highest unit. Any additional terrain effects on the elevated terrain must still be considered (e.g. **Covering** terrain, other units, etc.).

### LOS CROSSES ANY HINDERING TERRAIN

LOS is not blocked and **Firepower Attacks** may be conducted along the LOS with no penalty.

### LOS IS DRAWN THROUGH AN OBSTACLE

LOS is not blocked, but the target unit is considered to be **Obstructed** if a **Firepower Attack** is made along the LOS.

**TABLE 6:  
COMBAT RESULTS SCALE**

### ELIMINATED

Unit becomes non-functional and cannot be used for the duration of the battle.

### OUT OF ACTION

The unit immediately ceases its current activity. The unit may not have any **Actions** or **Situations** played on it, nor may it participate in any **Situations**, until a **Back In Action** is played on it first.

### SHAKEN

The unit immediately ceases its current activity. The unit may not have any **Actions** or **Situations** played on it, nor may it participate in any **Situations**, until a **Recover** is played on it first.

### FALL BACK

The unit immediately ceases its current activity. The unit is forced to move a **Short Distance** directly away from either the attacking unit along the same path the attack originated from, or from the **Target Point** of an attack.

### NO EFFECT

The attack has no effect on the target unit.





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## LOS IS DRAWN THROUGH A BUNKER

LOS is blocked as it would be by any other unit, unless other terrain considerations affect the LOS (e.g. **Elevated** terrain).

## LOS CANNOT BE DRAWN TO TARGET UNIT'S CENTER POINT

If the LOS cannot be drawn to the target unit's center point due to intervening terrain or units, but can be drawn to some point of the unit, **Firepower Attacks** can be conducted along the LOS but the target is considered to be **Obstructed**.

## TARGET POINTS & LOS

When conducting attacks using a **Target Point**, LOS always exists from the Target Point to all units within the affected area regardless of any pre-existing unit condition, status, intervening terrain, etc. All **Firepower Attack Modifiers** still apply as normal.

## UNITS NOT ON BATTLEFIELD & LOS

All friendly identical unit types not currently on the battlefield (e.g. *all Aerial Units* or *all Infiltrators Units*, etc.) are considered to only have LOS to each other while off of the battlefield.

## RANDOM DRIFT

### STEP 1: MARK ORIGINAL TARGET POINT

Carefully mark the original **Target Point** as outlined by the specific **Action** or **Situation** which calls for it.

### STEP 2: DETERMINE DRIFT DIRECTION

Reveal the next card on the attacker's deck (and then place in the discard pile after) and reference the **Random Drift** section. First note the **Direction** of the drift, and layout the path for the target point in the direction described on the card.

### STEP 3: DETERMINE DISTANCE

Move the **Target Point** along the determined path the distance stated on the card. This is the new location for the **Target Point** and all attacking determinations should be made off of this new point.

## PART VI: THE STANDARD GAME

### BATTLEFIELD SIZE

The **Standard Game** battlefield is always a square battlefield, with distances being scaled accordingly per the rules (see **Determine Battlefield Scale**).

### FORCE SIZE

Each player is afforded **36 Units Points** to build their force with.

### DEPLOY FORCES

Each player draws one card from their deck at random. The player with the highest number card places first by selecting one of their units and placing it anywhere on the battlefield. The other player now selects one of their units and places it anywhere on the battlefield, provided it is at least a **Medium Distance** away from any enemy units. The first player now selects one of their units and places it, subject to the same **Medium Distance** constraint. This continues until all units are placed on the battlefield - except for those units which do not start the game on the battlefield.

### VICTORY CONDITIONS

The Victory Conditions for the Standard Game are as per the

normal game:

- One Side Has Had 18 Unit Points Eliminated
- One Side Has No Units Left on the Battlefield (Not Counting Bunkers & Obstacles)

The side which meets either of the above conditions is the loser of the game. If time is called prior to either of these conditions being met, the player that has eliminated the most enemy units wins.

### BEGIN PLAY

The player who did not place the first unit on the battlefield takes the first turn, referring to the **Sequence Of Play** as needed.

### GAME DURATION

The Standard Game goes for 90 minutes, or until one of the Victory Conditions are met.

## PART VII: CAMPAIGNS

### WHAT ARE CAMPAIGNS

Campaigns are a way of connecting together a series of games to challenge players in different scenarios and battlefields, and test their strategic resource management abilities.

### STEP 1: DESIGN THE BATTLEFIELDS

Players should agree on a series of battlefields for the campaign to be played out on. Loose descriptions should suffice for the start of the campaign (e.g. *a river crossing, a wooded road, a ridgeline, etc.*). These should be recorded in such a way as to allow them to be randomly selected as the campaign progresses.

### STEP 2: DESIGN THE SCENARIOS

Most campaigns simply utilize the **Standard Game** as the basic scenario, however it is possible to use other scenarios or to design custom ones (e.g. *one player is defending, both sides move onto the battlefield together, etc.*). If custom scenarios are being used it should be decided in advance if they will be randomly chosen each game, or if certain scenarios will be played for the next game based on the result of the previous battle.

### STEP 3: SET THE NUMBER OF BATTLES (GAMES)

Determine the number of games that each player must play to complete the campaign. All players must play the same number of games over the course of the campaign.

### STEP 4: SELECT FORCES

Each player selects the force they are going to use for the duration of the campaign, subject to the **Unit Point** totals allowed by the scenarios being used. Any units lost during the course of a game will be replaced by identical replacement units (i.e. *the player will use the same full strength force*) at the start of the next game.

### STEP 5: START PLAYING GAMES

All players in the campaign must play the same number of games. For each game randomly determine the opponent, the battlefield and the scenario (if necessary).

### CAMPAIGN POINTS

At the conclusion of every game each player will receive **Campaign Points**. Players use these points to either move closer to winning the campaign, to replace losses or some combination of both. **Campaign Points** are awarded as follows: **Game's Winner 9 Points**,





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the **Game's Loser 6 Points** and in the case of a **Draw** each player receives **3 Points**.

## USING CAMPAIGN POINTS

At the end of each game players must immediately allocate their earned Campaign Points. Players can either spend three **Campaign Points** to receive a **Promotion Award** (*used to win the campaign*), or they swap units out of their force list by spending one **Campaign Point** for each **Unit Point** being swapped. After any swapping, the total **Unit Points** for the force must still match the total allowed for the campaign.

## WINNING THE CAMPAIGN

When all of the players have completed all of their campaign games, whoever has the highest number of **Promotion Awards** wins the campaign.

## ALTERNATE CAMPAIGNS

As an alternative, a campaign can be designed as a specific sequence of battlefields, scenarios or both. Players simply play through the prescribed battles until the end is reached and a winner determined as normal.

## PART VIII: MISCELLANY

### ARMIES OR SKIRMISH

The revised **Combat Cards** can really be played as either, or even both. All that really matters is knowing what a unit represents - a single figure is an **Infantry** unit or that five tanks on the same base represent an **Armored** unit. The ground scale takes care of itself, and the activity cycles are determined by the cards. For aesthetic purposes, players agreeing on the same scale and scope of the units will provide a more enjoyable game for all, but is by no means a requirement.

### REPRESENTING UNITS

All units must somehow be represented on the tabletop - either with tokens, miniatures or whatever - no matter if they are actually on the battlefield during the game or not (*e.g. Aerial and Artillery units*). This is to facilitate tracking the numbers available to each player, and the current status of each unit (*e.g. Confusion, Shaken, etc.*).

### BASING CONVENTIONS

There is no proscribed basing conventions regarding how many models to mount on a single base for a unit. The recommendation is to place as many models as is pleasing to the eye based on the scale of miniatures - or to possibly not even use a base at all! Note though, that when considering a "Unit" for a based model, the unit includes both the base and the model.

### BASE SIZES

Again, there is no set base size that must be used for the **Combat Cards**. There are both advantages and disadvantages for using bigger or smaller sized bases in the game given the effects of **Random Drift**, **LOS** and movement through terrain. The choice is really up to the player.

## PART IX: THE REVISION

### WHY

To improve the ease of play by streamlining the rules, and yet still deliver the same fast paced, challenging game that folks had grown to love.

### BASIS FOR CHANGE

The changes are based on years of playing in and running games at game stores, shows and conventions. Almost every player who has taken up the game has offered a thought or two on what would make the game just that much better. Those ideas were heard, and have hopefully been successfully incorporated into this new edition.

### STREAMLINING

Many of the mechanics in the original version were at times inconsistent in how and when they were applied in any given situation. This new version places an emphasis on being able to consistently apply the same rules in the same fashion without exception. This allows for a faster, and more intuitive, game play and less emphasis on remembering the important exceptions.

### STANDARDIZED UNITS

Units have been standardized in this edition to reduce the unnecessary complexity of innumerable units with essentially little variation in their capabilities. The real distinction between units lies in their role on the battlefield, and by how their foe regards them, rather than on their slim advantage in armor or firepower when compared to their identical counterpart.

### BALANCING GAMES

The standardizing of units also allows for a much better means of balancing games through point costing. Special rules and rule exceptions for units are nearly impossible to accurately point cost, as their relative value can vary significantly depending on the situation.

### COMPETITIVE PLAY

Some folks expressed a desire to be able to play the combat cards in a competitive fashion such as tournaments or campaign leagues. With the streamlining of the rules and standardization of the units, this possibility becomes a reality. The **Standard Game** format only serves to further facilitate the competitive possibilities.

### CAMPAIGNS

Again, players expressed a desire to be able to more effectively run extended Combat Cards campaigns. With the addition of standardized campaign rules, it is now easier to start, run and even customize campaigns.

## PART X: CREDITS

### Designed, Developed & Written By

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### Dedicated To

Mary, Alex and Connor  
They support me in everything I do...

### On The Web

[www.CombatCards.info](http://www.CombatCards.info)  
[www.TacticalAssaultGames.com](http://www.TacticalAssaultGames.com)

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## QUICK REFERENCE SHEET

**TABLE 3:  
UNIT TYPE & CHARACTERISTICS**

UNIT TYPE	FIRE-POWER	RANGE DISTANCE	PROTECTION	CLOSE COMBAT	POINT VALUE
AERIAL	Heavy	-	Light	-	2
AERIAL DEFENSE	Moderate	Long	-	Light	3
ANTI-ARMOR	Heavy	Long	Very Light	Light	3
ARMORED	Heavy	Very Long	Heavy	Heavy	5
ARTILLERY	Very Heavy	-	-	-	3
BEHEMOTH	Very Heavy	Very Long	Very Heavy	Heavy	6
BUNKER	-	-	Very Heavy	-	2
CIVILIAN	Very Light	Medium	-	Very Light	1
COMMAND	Light	Medium	-	Light	2
CREATURE	-	-	Light	Light	1
ENGINEER	Moderate	Medium	-	Light	3
FIRE SUPPORT	Moderate	Very Long	-	Moderate	4
HEAVY WEAPON	Moderate	Long	-	Moderate	3
INFANTRY	Light	Medium	-	Very Heavy	2
INFILTRATOR	Light	Medium	-	Very Heavy	3
MECHANIZED	Moderate	Long	Moderate	Heavy	4
OBSTACLE	-	-	-	-	2
RECON	Moderate	Long	Moderate	Light	3
SWARM	-	-	-	Very Heavy	1

**TABLE 4:  
FIREPOWER ATTACK MODIFIERS**

FIREPOWER ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's <b>Firepower</b> Rating Higher Than Target's <b>Protection</b> Rating	Up One
Target's <b>Protection</b> Rating Higher Than Attacker's <b>Firepower</b> Rating	Down One
<b>Extreme</b> Range	Down One
LOS Drawn to Target Outside of Target's <b>Line Of Sight Arc</b>	Up One
Target is <b>Obstructed</b> or <b>In Cover</b>	Down One
Target's <b>Elevation</b> is Higher Than Attacker's	Down One

\* NOTE: All shifts are cumulative.

**TABLE 5:  
CLOSE COMBAT ATTACK MODIFIERS**

CLOSE COMBAT ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's <b>Close Combat</b> Rating Higher Than Target's <b>Protection</b> Rating	Up One
Target's <b>Protection</b> Rating Higher Than Attacker's <b>Close Combat</b> Rating	Down One
Target is <b>Shaken</b> or <b>Out Of Action</b>	Up One
Attacker Contacts Target Outside of Target's <b>Line Of Sight Arc</b>	Up One
Target is <b>In Cover</b>	Down One

\* NOTE: All shifts are cumulative.

**TABLE 6:  
COMBAT RESULTS SCALE**

**ELIMINATED**

Unit becomes non-functional and cannot be used for the duration of the battle.

**OUT OF ACTION**

The unit immediately ceases its current activity. The unit may not have any **Actions** or **Situations** played on it, nor may it participate in any **Situations**, until a **Back In Action** is played on it first.

**SHAKEN**

The unit immediately ceases its current activity. The unit may not have any **Actions** or **Situations** played on it, nor may it participate in any **Situations**, until a **Recover** is played on it first.

**FALL BACK**

The unit immediately ceases its current activity. The unit is forced to move a **Short Distance** directly away from either the attacking unit along the same path the attack originated from, or from the **Target Point** of an attack.

**NO EFFECT**

The attack has no effect on the target unit.

**RULES BY SECTION**

SECTION	PAGE
THE BASICS	2
PLAYING A GAME	3
THE UNITS	4
MOVEMENT & TERRAIN	6
ATTACKING	7
THE STANDARD GAME	10

**TABLE 2:  
BATTLEFIELD DISTANCES**

RELATIVE DISTANCE	ACTUAL DISTANCE
Very Short	Half Short Distance
Short	Half Medium Distance
Medium	Half Long Distance
Long	Half Very Long Distance
Very Long	Length of the Shortest Edge Of The Battlefield

**TABLE 1: SEQUENCE OF PLAY**

**START OF GAME**

- Shuffle Deck
- Draw Hand (Six Cards)
- Play Any Situations

**START OF TURNS**

**Player 1**

- Play Actions & Situations Or Discard
- Replenish Hand At End Of Player's Turn
- May Play Newly Acquired Situations
- Let Player 2 Know It Is Now Their Turn

**Player 2**

- Play Actions & Situations Or Discard
- Replenish Hand At End Of Player's Turn
- May Play Newly Acquired Situations
- Let Player 1 Know It Is Now Their Turn

Repeat alternating Player 1 and Player 2's turns until the Victory Conditions are met, or time runs out...

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