



# Tactical Assault: Fantasy Cards™

## Anatomy of a Tactical Assault: Fantasy 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.

<b>ACTION</b>	<b>CHARGE</b> May not be played on a unit in CLOSE COMBAT; Unit moves up to a SHORT DISTANCE and may end its move in contact with any enemy unit; The unit may also conduct a single MELEE ATTACK against the unit it ends in contact with.
	<b>SITUATION</b> <b>PARTING BLOW</b> Friendly unit makes a single MELEE ATTACK against an enemy unit attempting to move out of CLOSE COMBAT with the friendly unit; This attack interrupts and precedes any movement by the enemy unit.
<b>COMBAT RESULTS</b> <b>Fall Back</b> 20	
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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.



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