

Tactical Assault: Fantasy Cards™



Rules Of Battle





Tactical Assault: Fantasy 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 *Fantasy Cards* are an innovative way to replicate of battling with sword and shield, while still incorporating the unnerving effects of sorcery and fantastical creatures on the battlefield as well. 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 the chroniclers and a king's inquiry. 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 *Fantasy 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 sword and sorcery combat can be most enjoyable.

MATERIALS

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

THE FANTASY CARDS

Each player needs to have one standard 72 card Fantasy 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.



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MEASURING

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

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 **Fantasy 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.

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...

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

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

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



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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.

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 **Fantasy Cards** themselves.

RANGED RATING

Every unit that can attack an enemy at range using a **Ranged Attack** will have a **Ranged Attack** 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 **Ranged Attack**. If the unit does not have a **Ranged 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**.

MELEE RATING

Every unit has a **Melee Attack** rating, which represents its ability to damage a foe in hand-to-hand combats. 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 **Fantasy 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

Units which soar through the air and attack their foes in steep dives with talon, tooth and claw are considered **Aerial** units. Giant eagles, griffons and hippogriffs would all be examples of this unit type.

NOTE: Aerial 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.

ARCHER

Units which use missile weapons as their primary form of attack are all considered to be **Archer** units. These units usually have some secondary form of weaponry for melee defense as well. Bows, crossbows and slings are all examples of weaponry used by these units.

ARTILLERY

Units which hurl huge objects at their foes are considered **Artillery** units, regardless of whether the form of attack is either direct or indirect. Trebuchets, catapults and ballistae are all examples of these units.

CAVALRY

These are units which are trained to fight in a somewhat disciplined and coordinated fashion while mounted. Medieval knights and Roman cavalry are classic examples of this unit type.

CHARIOT

Any unit which utilizes some form of wheeled transport in battle would fall into this category. Egyptian and Hittite chariots as well as smaller armored wagons would all be examples of this unit.

CIVILIAN

These are units which have no special training and are not particularly disciplined, they are simply everyday people who have taken up arms with whatever they have at hand. Mobs and vigilantes are two examples of these units.

COMMAND

These units specialize in coordinating and directing the actions of units around them on the battlefield. Generals with their bodyguards, captains with their aides and warlords with their retainers are all examples of these units.

CREATURE

Animal units driven by instinct, and occasionally training, to attack their foes. War dogs, wolves and lions would all be examples of



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this unit type.

SKIRMISH

These are infantry units trained to fight in a loose or irregular formation which sacrifice protection for mobility. Roman Velites and Greek Peltasts would be examples of this unit type.

INFANTRY

These are trained infantry units which place a premium on disciplined formation tactics to defeat their foes. Greek Hoplites and Roman Legionaries would be examples of this type of unit.

INFILTRATOR

These are units that use stealth to get behind enemy lines and then emerge when the moment is right. While their striking power isn't tremendous, it is enhanced by the element of surprise. Spies, partisans and scouts are all examples of this type of unit.

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

LEGENDARY

These units are renowned for their combat prowess, their adaptability and their determination in battle. Their exploits are the stuff of legend. Adventurers, royal bodyguards and god kings are all examples of this unit type.

MILITIA

These are units which have received only limited training, and are usually poorly equipped. Village militias, city watches and raw conscripts would all be examples of this unit type.

MONSTROUS

These are the most fearsome of units with ranged attack capabilities, good protection and strong melee attacks. In addition, these units often have access to mystical powers and otherworldly abilities. Fire-breathing dragons, stinging wyverns and gazing medusae would all be examples of these units.

OBSTACLES

These are areas of **Impassable** terrain, often times artificially created. Examples of this unit type would be patches of quicksand, fields of sharpened poisonous stakes and flooded pastures.

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 a Sapper unit. Obstacles may not have any Actions or Situations played on them, they do not have an LOS Arc, nor may they be attacked.

RIDER

Mounted warriors trained to fight from their mounts in a freewheeling fashion, by maintaining a fair degree of mobility at the expense of less protection. The Mongul hordes, Hun warriors and goblin wolf riders would all be examples of this unit type.

SAPPERS

These are the units that specialize in overcoming **Obstacles** on the battlefield through a variety of means at their disposal. Engineers, carpenters and woodsmen are examples of these types of units.

SORCEROUS

These are the units that have deep connections to worlds of the mystical, and they use their great spell casting powers to access them on the battlefield. Wizards, witches and shamans are all examples of these types of units.

SWARM

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

WAR MACHINE

These are units specifically tasked to breaching fortified defenses. Siege towers, massive rams and laddering teams are all examples of these units.

NOTE: If a War Machine unit is in contact with a linear terrain feature (such as a wall or gate), any friendly unit which crosses through the War Machine unit may ignore any movement penalty which would normally be incurred by the Linear Terrain - including if it was previously considered Impassable Terrain - provided the unit moves in the most direct route through the terrain.

**TABLE 3:
UNIT TYPE & CHARACTERISTICS**

UNIT TYPE	RANGED ATTACK	RANGED DISTANCE	PROTECTION	MELEE ATTACK	POINT VALUE
AERIAL	-	-	Light	Moderate	3
ARCHER	Moderate	Long	Light	Light	3
ARTILLERY	Very Heavy	Long	Very Light	Very Light	3
CAVALRY	-	-	Moderate	Heavy	4
CIVILIAN	Very Light	Medium	Very Light	Very Light	1
CHARIOT	Light	Medium	Moderate	Moderate	4
COMMAND	Light	Medium	Moderate	Moderate	3
CREATURE	-	-	Light	Moderate	2
INFANTRY	-	-	Moderate	Heavy	3
INFILTRATOR	Light	Medium	Light	Light	3
LEGENDARY	Moderate	Medium	Very Heavy	Heavy	6
MILITIA	Light	Medium	Light	Light	2
MONSTROUS	Heavy	Medium	Very Heavy	Heavy	6
OBSTACLE	-	-	-	-	2
RIDER	Light	Medium	Light	Light	3
SAPPER	-	-	Light	Light	2
SKIRMISH	Light	Short	Light	Moderate	3
SORCEROUS	Very Heavy	Very Long	Moderate	Very Light	6
SWARM	-	-	Very Light	Heavy	2
WAR MACHINE	-	-	Heavy	Moderate	3



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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 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.*



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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

RANGED 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). 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**.

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: Ranged 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.

**TABLE 4:
RANGED ATTACK MODIFIERS**

RANGED ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's Ranged Rating Higher Than Target's Protection Rating	Up One
Target's Protection Rating Higher Than Attacker's Ranged Rating	Down One
Extreme Range	Down One
LOS Drawn to Target Outside of Target's Line Of Sight Arc	Up One
Target is Obstructed or In Cover	Down One
Target's Elevation is Higher Than Attacker's or Target is an Aerial Unit	Down One
Target is in Close Combat	Down One

* NOTE: All shifts are cumulative.



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STEP 4: DETERMINE ATTACK MODIFIERS

Run down the list of attack modifiers and determine all that apply (see **Table 4: Ranged 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. This is the end of the attack.

MELEE ATTACKS

STEP 1: CONTACT THE ENEMY

To trigger **Melee** attacks, two opposing units must be in physical contact. When units are in physical contact they are considered to be in **Close Combat**. Units are considered to be in **Close Combat** until they are no longer in physical contact.

STEP 2: DETERMINE ATTACK MODIFIERS

Run down the list of attack modifiers and determine all that apply (see **Table 5: Melee 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 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 Result Scale** and note the final result.

STEP 4: APPLY FINAL COMBAT RESULTS

Apply the final calculated **Combat Results** to the respective unit. This is the end of the **Melee Attack**.

**TABLE 5:
MELEE ATTACK MODIFIERS**

MELEE ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's Melee Rating Higher Than Target's Protection Rating	Up One
Target's Protection Rating Higher Than Attacker's Melee Rating	Down One
Target is Shaken or Out Of Action	Up One
Attacker is Aerial Unit or Contacts Target Outside of Target's LOS Arc	Up One
Target is In Cover	Down One

* NOTE: All shifts are cumulative.

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** 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.

NOTE: Any unit which exits the battlefield either voluntarily or because of a **Fall Back** result, other than an **Aerial** 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: 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



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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 **Ranged 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 **Ranged Attacks** can be conducted along it, however the target unit is considered to be **In Cover** in terms of **Ranged 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 **Ranged 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 **Ranged 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 **Ranged 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 **Ranged Attack** is made along the LOS.

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, **Ranged 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 should be drawn to each unit caught within the affected area from the final **Target Point**. This LOS is subject to all of the restrictions and effects noted above (and includes the **Extreme Range** effect - see **Ranged Attacks** for more information).

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.

**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.

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 places 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



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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 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 ridge line, 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, 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**, 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 **Fantasy 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 horsemen on the same base represent a **Cavalry** 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 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 **Fantasy Cards**. There are both advantages and disadvantages for using bigger or smaller sized bases in the game given the effects of **LOS**, movement through terrain, etc. The choice is really up to the player.



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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 ranges 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 Fantasy 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 Fantasy Cards campaigns. With the addition of standardized campaign rules, it is now easier to start, run and even customize campaigns.

PART X: CREDITS

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Dedicated To

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

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QUICK REFERENCE SHEET

TABLE 3:
UNIT TYPE & CHARACTERISTICS

UNIT TYPE	RANGED ATTACK	RANGED DISTANCE	PROTECTION	MELEE ATTACK	POINT VALUE
AERIAL	-	-	Light	Moderate	3
ARCHER	Moderate	Long	Light	Light	3
ARTILLERY	Very Heavy	Long	Very Light	Very Light	3
CAVALRY	-	-	Moderate	Heavy	4
CIVILIAN	Very Light	Medium	Very Light	Very Light	1
CHARIOT	Light	Medium	Moderate	Moderate	4
COMMAND	Light	Medium	Moderate	Moderate	3
CREATURE	-	-	Light	Moderate	2
INFANTRY	-	-	Moderate	Heavy	3
INFILTRATOR	Light	Medium	Light	Light	3
LEGENDARY	Moderate	Medium	Very Heavy	Heavy	6
MILITIA	Light	Medium	Light	Light	2
MONSTROUS	Heavy	Medium	Very Heavy	Heavy	6
OBSTACLE	-	-	-	-	2
RIDER	Light	Medium	Light	Light	3
SAPPER	-	-	Light	Light	2
SKIRMISH	Light	Short	Light	Moderate	3
SORCEROUS	Very Heavy	Very Long	Moderate	Very Light	6
SWARM	-	-	Very Light	Heavy	2
WAR MACHINE	-	-	Heavy	Moderate	3

TABLE 4:
RANGED ATTACK MODIFIERS

RANGED ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's Ranged Rating Higher Than Target's Protection Rating	Up One
Target's Protection Rating Higher Than Attacker's Ranged Rating	Down One
Extreme Range	Down One
LOS Drawn to Target Outside of Target's Line Of Sight Arc	Up One
Target is Obstructed or In Cover	Down One
Target's Elevation is Higher Than Attacker's or Target is an Aerial Unit	Down One
Target is in Close Combat	Down One

* NOTE: All shifts are cumulative.

TABLE 5:
MELEE ATTACK MODIFIERS

MELEE ATTACK MODIFIERS	COMBAT RESULTS SHIFT*
Attacker's Melee Rating Higher Than Target's Protection Rating	Up One
Target's Protection Rating Higher Than Attacker's Melee Rating	Down One
Target is Shaken or Out Of Action	Up One
Attacker is Aerial Unit or Contacts Target Outside of Target's LOS Arc	Up One
Target is In Cover	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.

Step Up

Step Down

RULES BY SECTION

SECTION	PAGE
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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...