

# **Tactical Assault: Legendary Battles™**



## **Basic Game Rules**



# Tactical Assault: Legendary Battles™

## PART I: INTRODUCTION

Congratulations! You are about to embark on a new and exciting way to enjoy your **Tactical Assault: Combat** or **Fantasy Cards** in a board-game format.

Every **Legendary Battles** pack comes complete with all of the components needed to fight the battles being highlighted in the pack: game tokens, unit markers, maps and special rules. In addition, a brief summary of the backdrop against which the battle was fought as well as specifics about each particular battle is also included. Players simply need to provide the appropriate **Combat Card** or **Fantasy Card** decks for the game they are playing and the fight is on!

As an added bonus, all of the components have been designed so that once they are printed and cut-apart, everything fits neatly into a large plastic zip-bag or manila envelope for storage and travel. This means when you are craving a fight using your favorite **Cards** game, but may not have the all of the materials, space or time for a big miniatures battle, you can still satisfy your hunger by feasting on the **Legendary Battles**!

Now dive in and read on. Exciting battles lie ahead...

## PART II: GETTING STARTED

### READ THROUGH THE RULES

The first thing you will want to do to get started is read through all of the rules adjustments in this pack. These are designed to help convert the **Combat** and **Fantasy Cards** from a tabletop game to a map based game. Familiarize yourself with how the game will work on the map with the rules adjustments to movement, line of sight and so forth.

### READ THROUGH THE SCENARIO

Every **Legendary Battles** comes with a **Scenario Summary**. The **Summary** explains the background and history of the battle being fought, the forces involved, their initial deployments, unique units, and so on. The **Summary** also includes any special game rules to be used in the scenario, a breakdown of the different terrain types on the map, and the **End of Game** conditions. To get the most enjoyment out of a **Legendary Battles** pack, all players should be familiar and comfortable with the **Scenario Summary** to be played.

### PRINT OUT MAP & TOKENS

The next step is to print out all of the game components (*e.g. maps, tokens, units, etc.*). While regular paper works well for this, it is recommended that everything be printed on the heaviest paper or cardstock available. It will make the handling of the components much easier, and it will improve the durability of the game.

### TRIM & ASSEMBLE THE MAP

The next thing to do is to trim and assemble the map. On each edge of the map are **Cut-Lines** to follow when trimming. The map pieces should then be assembled using the visual guides on the map pieces (*numbering & lettering along the edges, overlapping roads, etc.*). It is highly recommended to secure together the map pieces in some fashion to save time in future set-up (*clear acid-*

*free tape works well for this*). If done carefully, most maps should be able to be folded down into something close to a normal sized sheet of paper for storage.

### CUT OUT TOKENS

Next, cut-out all of the game tokens and unit markers. You will notice that all of the tokens and markers are marked to be cut-out either in a square or circular shape. While the circular shapes tend to fit a little better on the map, the squares work just as well - it is simply a matter of personal preference.

### GET FAMILIAR WITH THE GAME COMPONENTS

All players should familiarize themselves with the entire map, game tokens and unit markers included in the set. Knowing how to identify **LOS Arcs**, recognizing the different terrain types on the map and knowing what each token represents will greatly speed up game play.

### GATHER THE NEEDED CARDS

At this point players should get their respective **Combat** or **Fantasy Cards** deck ready for play (*these are not included in the **Legendary Battles** packs*). Each player will need their own complete deck to fight a battle. This is also when any supplemental cards that are to be used (*e.g. **Personality Cards**, **Experience Cards**, etc.*) should be readied (*again, these are not included with the **Legendary Battles** packs*).

### SET UP THE BATTLE

Following the scenario instructions, each side's forces should be deployed on the map as appropriate. At this time any supplemental cards should be assigned to the applicable units as spelled out in the scenario.

### NOTE ON SUPPLEMENTAL CARDS

Many of the **Legendary Battles** will utilize supplemental card sets (*like the **Personality Cards**, **Experience Cards**, etc.*) to further describe and enhance the character of participating units. In some cases use of the supplemental cards is purely optional. Players should agree before play starts as to which, if any, of the optional supplemental cards will be used.

## PART III: RULES FOR THE MAP

All **Legendary Battles** are based on either the normal **Combat Cards** or **Fantasy Cards** rules. These rules are the starting point for fighting out the battles included in the **Legendary Battles** packs, and play should be conducted as per the normal rules.

Because both the **Combat Cards** and the **Fantasy Cards** were originally designed as miniatures games to be played on the tabletop, some ambiguities may creep up from time-to-time when using the specialty maps included in the **Legendary Battles**. That is where the following rules apply:

### GENERAL

#### ZONES

In referring to the maps that come with each **Legendary Battles**, the generic term of "zone" is used in place of hexes, squares, etc. This is done to keep the rules as easy to apply as possible with any map type. The only requirement for an area to qualify as a zone is



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that it has to have a unique center point for units to align to, for drawing lines of sight, etc.

## PARTIAL ZONES

If any portion of a zone's center point can be seen on the map, the zone is considered to be a full zone and should be used, and counted, as such.

## ZONE CONTENTS

A zone may only contain a single unit, unless two units are in **Close Combat** (or **Melee**; see below) or the second unit is a **Bunker Unit**. Units which are larger than a single zone will occupy more than a single zone (see **Oversized units** below). Each additional zone containing a part of an oversized unit is treated as if it contains a full unit for purposes of sharing zones, lines of sight, etc.

## OVERSIZED (MULTI-ZONE) UNITS

The center of an oversized unit is placed in a single zone and aligned to the center point of the zone. That zone is then considered to be the center of the unit and all **LOS** determinations, movement, terrain effects, etc. are based on measurements to or from that zone. All other zones an oversized unit occupies are treated as part of the unit regardless of how much of the zone is occupied by the unit.

## VIEWING PIECES

Any and all pieces on the map (e.g. *game tokens, unit markers, etc.*) can be viewed at anytime by any player, unless explicitly forbidden in the specific scenario being played.

## DISTANCES

### ZONES FOR DISTANCES

In map based battles like those found in the **Legendary Battles**, "zones" become the unit of measurement rather than other customary forms of measurement (e.g. *inches, centimeters, etc.*).

### CALCULATING BATTLEFIELD DISTANCES

All distances (e.g. *Short, Medium, etc.*) are calculated in terms of zones as per the normal rules by counting zones along the shortest side of the full map. In cases where a distance includes a partial zone round up to the next whole number.

### MEASURING AN EFFECT RADIUS

The zone where an effect originates (e.g. *the Target Point, etc.*) is not counted as part of the radius distance.

## TERRAIN

### CLASSIFYING TERRAIN ZONES

A zone is considered to be of the terrain type that the zone's center point is covered by or sits directly in. Any other terrain pictured within the zone is ignored.

### TERRAIN TEMPLATES

All zones which share one or more zone sides and are of the same identical terrain type (**Covering, Hinderling, etc.**), are considered to be a single **Terrain Template** of that terrain type.

### LINEAR TERRAIN

A zone is considered to have **Linear Terrain** along one or more of its sides only if the entire zone side is covered with the terrain (i.e. *from one corner or seam to the next*). If the zone does not have any

corners or seams with other zones, then the **Linear Terrain** must be continuous around the zone. Any **LOS** which crosses a zone side covered with **Linear Terrain** is affected as per the normal rules for that type of **Linear Terrain**.

## MOVEMENT

### MOVING INTO HINDERING & COVERING TERRAIN

When a unit moves into a normal clear zone it costs the unit 1 zone of movement. When a unit moves into a **Hinderling** or **Covering Template Terrain** zone, it costs the unit 2 zones of movement.

### MOVING THROUGH LINEAR TERRAIN

If a unit moves across a zone side that has a **Hinderling** or **Covering Linear Terrain** running along it, it costs the unit 1 zone of movement in addition to the movement cost of the zone the unit is moving into.

### SPECIAL TERRAIN COSTS

In some scenarios there may be special or unique terrain that has different movement costs than those laid out above. In those cases where the movement costs differ from the normal rules, the movement costs laid out in the scenario take precedence.

### NOT ENOUGH MOVEMENT LEFT

If a unit does not have enough zones of movement left to enter a zone, then the unit may not move into the zone.

### MOVING THROUGH ZONES CONTAINING FRIENDLY UNITS

Units may move through a zone which contains a friendly unit using normal rules for moving into a zone, including terrain modifiers, with no additional cost for a unit already being in the zone.

### MOVING THROUGH ZONES CONTAINING ENEMY UNITS

No part of a unit may ever enter a zone containing any portion of an enemy unit, unless the moving unit is attempting to move into **Close Combat** or **Melee** with the enemy unit (see below).

## CLOSE COMBAT & MELEE

### ENTERING CLOSE COMBAT & MELEE

A unit engages another unit in **Close Combat** or **Melee** (i.e. *comes into physical contact with the target unit*) by moving into the target unit's zone. The units are now considered to be **Sharing a Zone** (see below).

### MOVING INTO AN ENEMY UNIT'S ZONE

Moving into an enemy unit's zone to initiate **Close Combat** or **Melee** may only be done by using the appropriate **Action** or **Situation** - one which allows one unit to come into physical contact with an enemy unit (see *the appropriate cards in the respective decks*). The actual movement into the enemy zone follows the normal rules for moving into a zone, including terrain modifiers, with no additional cost for a unit already being in the zone.

### SHARING A ZONE

Once a unit enters any part of an enemy unit's zone, all movement stops and the units are considered to be in physical contact and **Close Combat**. Both units remain in the shared zone until the **Close Combat** is resolved in the normal manner.

### SHARING A ZONE: UNIT POSITIONS

When two units share a zone, position the **Unit Markers** so the



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defending unit is in the center of the zone it originally occupied while the attacking unit is still partially in the zone it entered the defender's zone from. This will help to remind each side of any combat bonuses for attacks outside the defender's **LOS Arc** and for determining the direction of any **Fall Back** if necessary.

## SHARING A ZONE: UNSPECIFIED ENTRY DIRECTION

Certain units do not have a specified direction they enter a defender's zone from (e.g. **Aerial Units** in the **Fantasy Cards**, etc.). In these cases the side owning the attacking unit must place the unit partially in the defenders zone and partially in an adjacent zone of their choice (as described in **Sharing A Zone - Unit Positions** above).

## WINNING CLOSE COMBAT OR MELEE

The unit that wins the **Close Combat** in a zone (i.e. the unit which does not **Fall Back** or is not **Eliminated**) is now considered to be completely alone in the zone the combat occurred in. Taking possession of the zone does not count as movement in any way.

## MULTIPLE UNIT CLOSE COMBAT: MOVING INTO

If a unit is attempting to move into **Close Combat** or **Melee** with a unit already engaged in **Close Combat** (thus creating a **Multiple Unit Close Combat**), the attacking unit is moved into the zone the combatants are sharing and is positioned in contact with its target in such a manner as to represent the direction the attacking unit entered the zone from. All of the units involved in **Close Combat** in the shared zone are now considered to be sharing the same zone for the duration of each unit's **Close Combat** as per the normal rules for **Sharing A Zone**.

## MULTIPLE UNIT CLOSE COMBAT: LOSS OF ORIGINAL TARGET

If a unit involved in a **Multiple Unit Close Combat** is no longer in contact with its original target (e.g. the target has been **Eliminated**, **Fallen Back**, etc.) the unit must immediately move back into the zone from which it originally entered the shared zone of the **Close Combat**, or the nearest available adjacent zone.

***Note:** If the unit was originally in the shared zone when the **Close Combat** started (e.g. it was the first unit attacked), or if the unit is the last unit in the zone, it will remain in the zone. In cases where multiple friendly units (and no enemy units) are left in a zone, the side selects one unit to remain in the zone while the others move back out of the zone as above.*

## MULTIPLE UNIT CLOSE COMBAT: RE-ENTERING A ZONE

Units which move out of a shared zone due to the loss of its target may move back into the zone to attack another target using the normal means (e.g. **Actions** or **Situations**).

***Note:** In situations of complex **Multiple Unit Close Combats** it may be helpful to move unit markers off of the map and clearly lay out which units are attacking which, and from what directions. Just be sure to mark the zone on the map which all of the units are sharing!*

## PHYSICAL CONTACT

### SPECIAL SITUATIONS

In some instances, units must be in physical contact to perform a special **Action** or **Situation**. In these situations, a unit must move

into contact in the same fashion as noted above in **Close Combat & Melee**. The units are then considered to be in physical contact for purposes of the **Action** or **Situation**, and to be sharing a zone in terms of **LOS** and other rules.

## UNITS & LINE-OF-SIGHT ARCS

### LINE-OF-SIGHT ARCS

Every unit token must be oriented in a zone so that its **LOS Arc** touches only three sides of the zone it is in.

### UNITS NOT ORIENTED CORRECTLY

In cases where the **LOS Arc** of a unit touches four zone sides, the zone side which has the least amount of **LOS Arc** touching it is considered to be outside the **LOS Arc** of the unit.

### LOS & ZONE CORNERS

For determining **LOS Arc** of a unit, the corners of the zone adjacent to any zone sides that are within the unit's **LOS Arc** are also considered to be within the **LOS Arc**.

### UNABLE TO ORIENT LOS ARCS

In situations where it is not possible to orient a unit's **LOS Arc** to the sides of a single zone (e.g. **Oversized Units**, **irregularly shaped zones**, etc.) the actual position of the **LOS Arc** on the **Unit Marker** determines the orientation of the unit's **LOS Arc** (just as in the regular miniatures based version of the rules).

## LINE OF SIGHT

### DRAWING LOS

**LOS** is always drawn between the center point of zones not units.

### LOS & TERRAIN ZONES

If the **LOS** passes through any part of a zone which is considered to be a **Terrain Zone**, including running along the side of a zone considered to be a **Terrain Zone**, then the **LOS** is affected by the terrain as per the normal rules for that terrain type.

### LOS THROUGH UNITS

If the **LOS** passes through any part of a zone containing a friendly or enemy unit of any kind, then the **LOS** is blocked.

### LOS TO OTHER THAN CENTER POINT

If **LOS** cannot be drawn from the center point of the attacker's zone to the center point of the target unit's zone, but can be drawn to somewhere in the target's zone other than the center point, then the target is considered to be **Obscured** and may still be attacked.

### LOS & LINEAR TERRAIN

If the **LOS** passes through any part of a zone side which qualifies as having **Linear Terrain** running along it (including the adjacent corners), then the **LOS** is affected by the **Linear Terrain** as per the normal rules.

### LOS INTO A SHARED ZONE: TERRAIN EFFECTS

When **LOS** is drawn into a zone containing units sharing a zone (i.e. in **Close Combat**), the target unit is affected normally by any terrain and other effects in the zone.

### LOS INTO A SHARED ZONE: THE OTHER UNIT

The other unit sharing a zone with the target unit does not block **LOS** to the target in any way. If the other unit sharing the zone is an



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enemy to the target unit, then the target unit is also considered to be in **Close Combat**.

## LOS TO OVERSIZED UNITS: CENTER POINT ZONES

When drawing **LOS** to an oversized unit occupying more than a single zone, no part of the unit will block **LOS** to the unit's center point zone.

## LOS TO OVERSIZED UNITS: OTHER ZONES

If the **LOS** cannot be drawn to the zone containing an oversized unit's center point, but can be drawn to another zone containing any part of the unit, the unit is considered to be **Obscured** and may still be attacked.

## FALL BACK MOVEMENT

### DETERMINING THE ROUTE

When determining the route of an involuntary movement (e.g. **Fall Back**, etc.) a line should be drawn from the center point of the attacker's zone to the center point of the target's zone and beyond.

### DETERMINING THE ROUTE - SHARED ZONE

When two units share the same zone (e.g. in **Close Combat**, etc.), the route is determined by drawing a line from the center point of the zone both units currently share through the center point of the zone the attacking unit originally came from (as indicated by its position - see **Sharing a Zone: Unit Positions**) and beyond.

### MOVING THE UNIT

The moving unit will move into to each zone the line touches (even if it only touches a portion of the zone) until the unit's total **Fall Back** movement is exhausted, or the unit does not have enough movement left to enter the next zone along the route.

### MAKING DECISIONS

If at any point during the **Fall Back** a decision has to be made between exactly equal options, the side owning the unit being moved makes the choice.

## RANDOM DRIFT MOVEMENT

### DETERMINING THE ROUTE

When determining **Random Drift** movement involving a **Target Point** (e.g. an **artillery attack**, etc.), a line should be drawn from the center point of the initial target zone through the center point of the zone for the unit being referenced for the drift determination.

### MOVING THE TARGET POINT

Move the **Target Point** into to each zone the line touches (even if it only touches a portion of the zone) until the **Target Point** has been moved the required distance.

### MAKING DECISIONS

If at any point during the determination of **Random Drift** a decision has to be made between exactly equal options, the side owning the unit being used as a reference for the drift makes the choice.

## PART IV: GAME PIECES

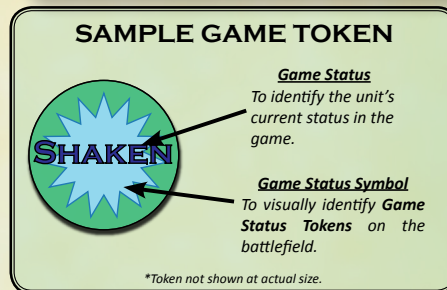
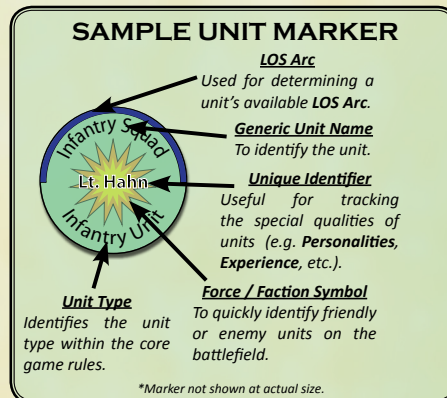
### UNIT MARKERS

**Unit Markers** are tokens which represent the various units participating in a battle. Each **Marker** contains several helpful

pieces of information for use during the battle. Below is a sample **Unit Marker** with its component parts explained.

## GAME TOKENS

**Game Tokens** are tokens which can be used to show a unit's current status in game terms due to combat, confusion and so on. **Game Tokens** are also often included to help mark some of the more commonly used game functions such as smoke, target points, etc. as well as any special scenario specific functions. Below is a sample game token with its component parts identified.



## MAPS & TERRAIN SYMBOLS

Every **Legendary Battles** pack comes with a unique map to fight the battle on. The map will usually be broken down into smaller maps to be printed out and put together. When assembling map components, make sure the appropriate edges of each map are correctly lined up.

In addition, on each **Scenario Summary** there will be a terrain key which will explain the terrain types in use on the map and their classification in game terms. The effect of the terrain can then be determined using the normal rules.

## PART V: END & CREDITS

Now that you have read through all of the rules for the **Legendary Battles**, the only thing left to do is to have all of the players familiarize themselves with the **Scenario Summary** you are going to play, and then get started!

Designed, Developed & Written By  
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