



# Tactical Assault: Combat Cards™

## Scenario 6: Armored Assault

"Our unit had been tasked with stopping the center of the enemy attack. We knew that the attack would involve enemy armor, but we had no idea how much. Or how powerful the armored assault would be.

We had nothing in the way of our own armored units. All we had been assigned, above our own equipment, was a handful of short-range anti-tank guns. The lieutenant had everyone pool their grenades so we could fashion a few anti-tank bundles, but they would only be useful at an even shorter range. Hopefully it would never come to that, as it may be much too late for us at that point.

The terrain worked somewhat to our advantage, providing us with a nice wooded area on the edge of the fields from which to anchor our fire. Unfortunately, our weapons did not have the range to take full advantage of the long lines of sight. We would have to wait until the enemy had gotten very close. This fight was going to be up-front and personal - and brutal.

At first light we heard the distant rumble of approaching armor. As the sun crested the forest behind us we could see the dull grey of the Panzers moving through the tall grass. Their turrets were rotating from side to side searching for targets. We would not give them any until it was too late...

*From the WWII letters of a Russian soldier in the Ukraine*

### SETTING

A ragtag group of defenders find themselves facing an armored onslaught. Can they hold back the sea of machines, or will it catch them and grind the defenders into dust? Only you can decide...

### THE BATTLEFIELD

The key elements of battlefield set-up are: a large area of **Covering Template Terrain** along one edge of the battlefield and very few additional small pieces of **Covering Template Terrain** scattered on the remainder of the battlefield.

### FORCES

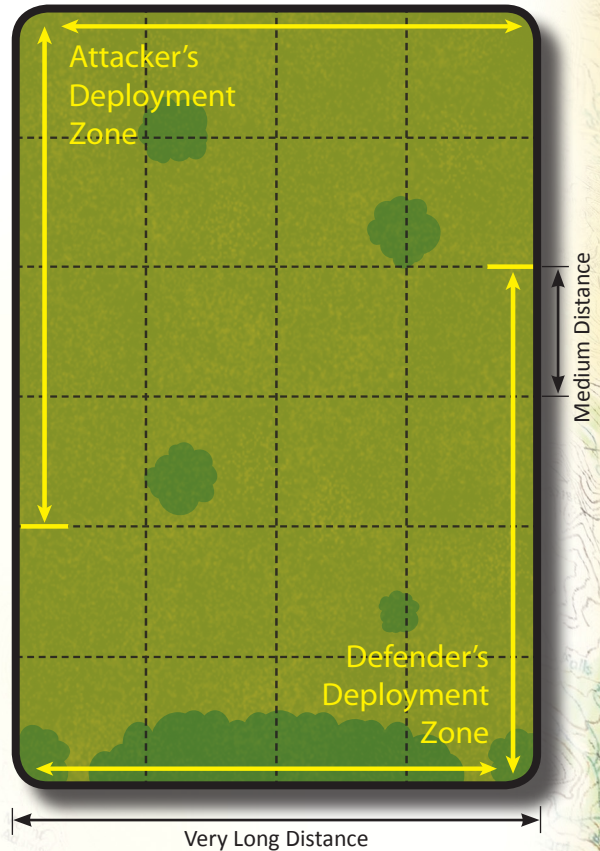
For this scenario the force attempting to survive the armored assault is considered to be the **Defending Force**. The oncoming armored force is considered to be the **Attacking Force**. Both sides should have forces of equal size, subject to the following constraints:

- **Attackers:** May only choose from **Aerial, Armored, Artillery, Behemoth, Command, Engineer, Infiltrator, Mechanized and Recon Units**.
- **Defenders:** May **not** select **Armored, Behemoth or Mechanized Units**.

### SET UP

Set-up is as per the **Standard Game** set-up, with the exception of the **Defending Force** placing the first unit on the battlefield. Each side must place their units within their respective **Deployment Zones** (see map).

### MAP



### SPECIAL RULES

**FIRST TURN:** The **Attacking Force** takes the first turn.

### VICTORY CONDITIONS

**VICTORY CONDITIONS:** The first side to **Eliminate** half of the enemy force in terms of total starting unit points, or to **Eliminate** all enemy units on the battlefield, wins.

**TIME LIMIT:** Allow 30 minutes for every 12 points in each player's force to complete the battle (e.g. 36 pts. per player equals a 90 minute game). If there is no clear victor at the end of the allotted time, then the player who has **Eliminated** the most enemy unit points by that time is the winner.

