

# **TAC – Tactical Armoured Combat**

## **EXPANDED RULES**

### **1. Overview**

- 1.1. This game is set in the late-Cold War period. Players control a “Combat Team” of armour, infantry and support units, and attempt to eliminate other Combat Teams using various forms of attacks. The game can accommodate between two to five players.
- 1.2. Players attack and defend using Action Cards or organic abilities found on unit cards. There are five types of Action Cards – Red cards (Ground Attacks), Orange cards (Air Attacks), Black cards (Defences), Blue cards (HQ support cards), and Purple cards (Special Attacks) (see 5.4).

### **2. Game Flow**

- 2.1. **Setup.** Players are randomly dealt unit cards to form their Combat Teams. Tanks and Light Units are dealt separately. A standard game distribution is 2 Tanks and 5 Light Units per player. The remaining Tank and Light Units cards are placed in two reinforcement piles face up so that the top card of each pile is always visible for players to decide if they want to reinforce with that unit.
- 2.2. **Rows.** Players then arrange these units into up to 3 rows, called the “Frontline” (closest to other players), the “Reserve Line” (in the middle), and the “Rear Line” (closest to the player whose Combat Team this is). Note the Weapon Range rules (see 6.1) when deciding which of your units to place in each of the three rows. No matter how many rows a player has during a game (maximum 3), the row nearest his opponents is always called the “Frontline” and the next row (if any) is always called the “Reserve Line”.
- 2.3. **Tactical Mode.** All Combat Teams are in either one of two Tactical Modes at all times – “Static” or “Mobile” (see 7.1). This represents either the Combat Team being dug in behind defensive positions or on the move in an attempt to assault or outflank an enemy. The entire Combat Team can only be in one Tactical Mode at any one time. Either

the entire team is Static or the entire team is Mobile. A player can switch his Combat Team's Tactical Mode at the start of every turn, and the mode remains unchanged until the start of his next turn in the next Game Round. Players start the game in Static Mode by default.

- 2.4. **Action Cards.** Players are each dealt 7 Action Cards. The undealt cards are placed in a pile face down, and players draw constantly from this pile at the end of their turn to ensure that they always have 7 cards in hand after their turn.
- 2.5. **Game Rounds.** A Game Round is when every player gets a turn (see 4.1) to perform various actions. A standard game lasts 8 Game Rounds.
- 2.6. **Player Orders.** At the start of every odd-numbered game round, players randomly pick Player Order cards (which are kept face down during this process) and reveal which player order they have picked for this round. This player order remains unchanged during the next even-numbered game round. Players re-select Player Orders during odd numbered turns.
- 2.7. **Performing Actions.** Players take turns according to the player order cards, and play any number of Action Cards they want during their turn. Players have a default of 4 Action Points (APs) every round. Most cards or special abilities require APs to use. Players can only conduct as many attacks or special abilities as they have APs available. After completing all their attacks and resolving these attacks, players may "lay down" defence cards, which last until their next turn. Once all attacks have been resolved and all defence cards have been laid down, players draw as many cards as necessary to bring their hand back up to 7 Action Cards.
- 2.8. **End of Game Round.** Once all players have completed one turn each according to the player order, the Game Round ends. A new Game Round begins and the Round Count card is increased by 1. If the new round is an odd-numbered Game Round, the player order cards are collected and shuffled, face-down, and the drawing of player orders commences again. If the new round is an even-numbered Game Round, the existing player orders remain unchanged.

2.9. **Ending the Game.** The game ends after 8 Game Rounds (all players in Game Round 8 must have finished their turns). Advanced players may want to vary the number of Game Rounds they play before the game automatically ends. The game also ends when one player has lost all the units in his Combat Team.

2.10. **Winner.** See 11.1- Winning the Game.

### 3. Units

3.1. **Combat Team.** The units in a player's army in the game comprise Tanks and Light Units, and collectively make up a Combat Team. They are kept in separate reinforcement piles throughout the game, though they can be mixed in any formation within a Combat Team. Once a player loses all his units, the game ends.

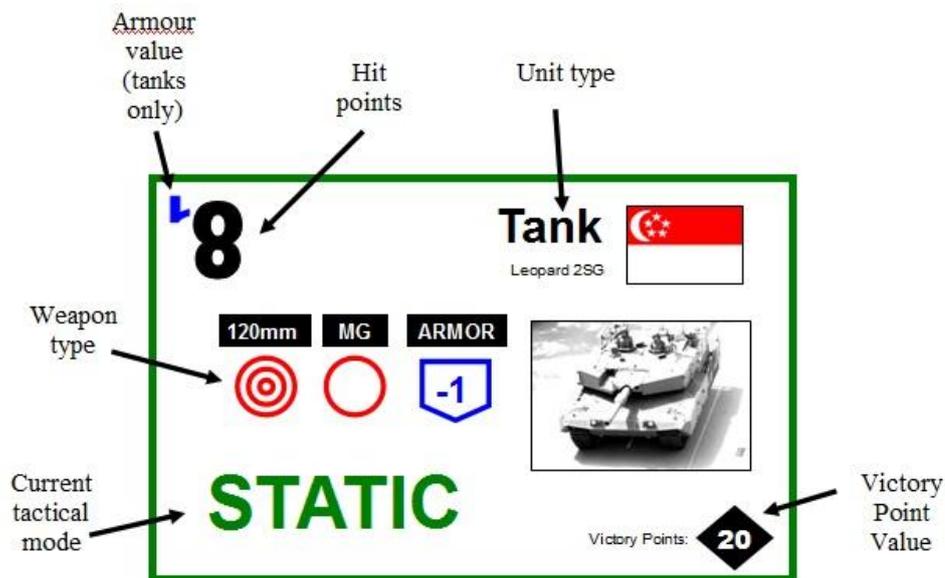


Figure 1: Unit Card

3.2. **Unit Card.** Unit cards display the various attributes of a combat unit. All units have a Hit Point value. Once this is reduced to zero, the unit is considered destroyed or eliminated, and is removed from gameplay. Units also have weapon types displayed, which indicates what kind of weapon cards a player can use as long as this unit is not eliminated. The Tactical Mode is displayed, as well as the Victory Point value of the unit used for determining the game winner.

3.3. **Tanks.** The heavy frontline fighting units of most armies are tanks. These combine firepower, mobility and armour into a lethal killing machine. Tanks are best used in Mobile Mode (see Tactical Modes, Section 7). Tanks are armed with a Heavy Gun and a Light Gun. In addition, Tanks have Armour, which reduces the damage taken from every Gun or Missile attack by 1. All attacks that only inflict 1 point of damage by default are deemed to cause no damage at all to Tanks.

*E.g. a player fires a Heavy Gun (-4), a Light Missile (-2) and a Light Gun (-1) at an enemy tank. Due to the Armour feature, the actual damage inflicted on the enemy tank is 3 from the Heavy Gun (4-1), 1 from the Light Missile (2-1) and none at all from the Light Gun (1-1).*

Tanks are also immune to Arty attacks.

3.4. **Light Units.** Light Units consist of Infantry, Light Vehicles, Air Defence Vehicles (also called “Air-Def units”), Anti-Tank Guided Missile (ATGM) vehicles, and Artillery Vehicles (also called “Arty”). Some Infantry come with Air-Defence values.

3.5. **Infantry in Static Mode.** Infantry are the bulk of most armies. They represent the soldiers who fight on foot. Infantry are armed with Light Guns, Light Missiles and a third weapon. This third weapon is sometimes a Heavy Missile, sometimes an Air-Defence weapon. Infantry also have a special feature – in Static Mode, they have a two hit points. However, all Gun, Missile and Air Attacks on Infantry only do 1 point of damage per Action Card, no matter the face value of the Action Card. In other words, Infantry units must be successfully hit by two or more Gun, Missile or Air Attack cards in order to eliminate them. However, Arty eliminates an Infantry unit in Static Mode with just a single successful hit.

3.6. **Infantry in Mobile Mode.** Infantry are slow moving, and require the use of vehicles to move from place to place quickly. However, infantry in vehicles are very vulnerable and cannot use their own weapons. Hence, “mobile” infantry are very weak and should be carefully protected while on the move. The unique hit point feature of Static Mode infantry does not apply in Mobile Mode, and Infantry in Mobile

Mode are deemed to be in normal vehicles which can be destroyed in the normal way by Gun, Missile or Air Attacks. Arty eliminates an Infantry unit in Mobile Mode if it successfully hits.

- 3.7. **Light Vehicles.** Light vehicles are basically military vehicles which are not as heavily armed or armoured as tanks. They function for all intents and purposes like tanks except they do not have Armour. Some units can fire missiles, but these can only be fired while in Static Mode.
- 3.8. **Arty.** Artillery units do not need Action Cards to execute attacks. Each Arty unit can carry out one arty attack per turn. This attack still requires an Action Point.
- 3.9. **Air-Defence.** Some vehicles and Infantry units have air-defence capabilities. This is denoted by the blue Air-Def symbol on the unit card. Each unit with air-def capability in a Combat Team reduces the to-hit chance of an air attack by 1. This effect is cumulative if there are multiple units in the same Combat Team with Air-Def capabilities.

*E.g. a Combat Team has an Air-Def vehicle and an Infantry with Air-Def ability. Each of these reduces enemy air attacks to-hit rolls by 1, for a combined penalty of -2. Thus, an air attack which would normally succeed on a roll of "1", "2" or "3", will only succeed on a "1" if targeting a unit in this Combat Team.*

As all attacks in a turn are simultaneous, even if a unit with Air-Def ability is destroyed in a particular Resolution Phase, it continues to contribute its Air-Def penalty against air attacks within the same Resolution Phase.

#### 4. Game Turns

- 4.1. A player's turn is divided into five "Phases".
- 4.2. **Preparation Phase.** Defence cards laid down in the previous game turn by this player are removed and discarded. Player can change Tactical Mode. This will determine the Combat Team's current Tactical Mode until this player's next turn (in the next Game Round). Player can use blue cards to add reinforcements, repair units, or upgrade units. All reinforcements can be used immediately in this turn. If the Player's

Combat Team is now in “Static” mode, he gets to reposition up to three (3) of his Combat Team units, each moving either one row up or one row down. If a player has less than 3 rows, he can create a new row by moving a unit up or moving a unit down. If the Player’s Combat Team is now in “Mobile” mode, he gets to reposition any number of his Combat Team units into any number of rows, up to a maximum of 3 rows.

- 4.3. **Attack Phase.** Players get 4 Action Points (APs) per turn to use for actions. Most actions require APs to perform. All attacks on other players’ units must be declared here. Red, orange and purple cards can only be used in this phase. The player can attack multiple targets and multiple opponents, up to the number of APs he has for this turn. Players can only conduct Gun or Missile attacks if they have a Gun or Missile Action Card, as well as the correct type of weapon on one of their units to fire that type of weapon. E.g. a “Heavy Gun” card can only be used if one of the units in the player’s Combat Team has a Heavy Gun. To use multiple cards of the same type in the same turn, there must be at least an equal number of units that have that weapon. E.g. to use two “Heavy Gun” cards in the same turn, a player must have at least two units with Heavy Guns in his Combat Team.
- 4.4. **Defence Phase:** After all attacks are declared, defending players can choose to reveal defences that have already been laid face down. Defences that are already “open” are automatically triggered. Defensive penalties are applied here.
- 4.5. **Resolution Phase:** All attacks are resolved during this phase. All attacks are deemed to be simultaneous. Units which take damage up to and exceeding their Hit Points are deemed to be destroyed or eliminated and are returned to the bottom of the relevant Reinforcement Pile. Units which take damage but still have remaining Hit Points will remain in the game, but the Gun or Missile Action Cards played against them will be placed under the units to track how many points of damage have already been taken.

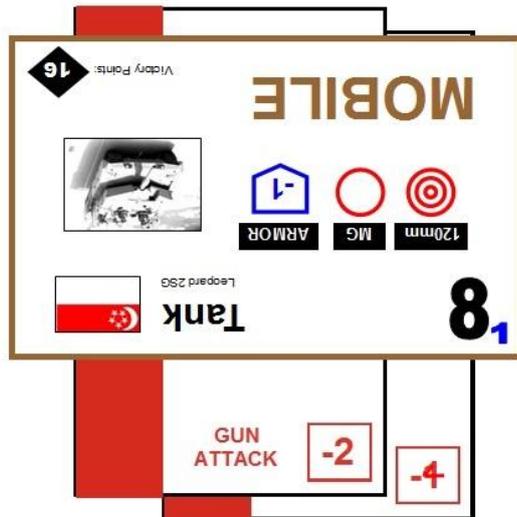


Figure 2: Attack Cards placed under Unit Cards

- 4.6. **Ending Phase.** The same player whose turn it is places any defence cards down (face up or down), and draws new Action Cards to bring his hand back up to 7 cards. Defences placed face-down cost 1 AP and defences placed face-up cost no APs. A player can only play as many defences face-down as he has APs left over after his attack phase.
- 4.7. Once a player finishes his turn, the next player takes his turn, until all players have had a turn. The game round ends and a new game round starts again.

## 5. Ground Attacks

- 5.1. During the Attack Phase, players can attack enemy units with Guns, Missiles, Arty, or Air attacks. The first three are considered Ground Attacks.
- 5.2. Players conduct Gun or Missile attacks on enemy units by placing Gun or Missile Action Cards on the targeted enemy units. Each card used requires 1 AP (except for the free Gun attack in Mobile mode, see 7.4). Furthermore, Gun or Missile attacks can only be conducted if the player has Gun or Missile symbols on units in their Combat Team that correspond to the Action card(s) he intends to play. Each Action Card played requires its own unique symbol. Thus, a player with one Tank can only attack with one Heavy Gun attack in one turn, not two or three

attacks, as he has only one unit with a Heavy Gun. If the player has two Tanks, then he can conduct up to two Heavy Gun attacks per turn, if he has the relevant Action Cards.

5.3. After all attacks are declared by the player, the defending player(s) get to declare or use defence cards. Once all attacks have been resolved, the Gun or Missile attack cards are either placed below the unit they hit, or are discarded if the attack is repulsed or the unit is destroyed.

5.4. Purple Action Cards give modifiers to the damage value of Red Action Cards. These modifiers are applied BEFORE the Armour value of a Tank is applied to calculate the final damage taken by a Tank. Also, only one Purple Action Card can be used to modify the damage of a single Red Action Card.

E.g. A "x2" Purple card is used along with a -3 Light Missile card. The total damage of this combination is -6. When used against a Tank, this combination deals -5 damage to the Tank.

## **6. Weapon Ranges**

6.1. All heavy ground weapons can fire from the Frontline or Reserve Line (first two rows) and can hit enemy targets in the Frontline or Reserve Line (first two rows) of the enemy Combat Team. Heavy ground weapons refer to Heavy Cannon and Heavy Missiles.

6.2. All light ground weapons can only fire from the Frontline (first row) and can only hit enemy units in the Frontline of enemy combat teams.

6.3. Arty units can fire from any row and hit enemy units in any row. Likewise, Air Attacks can target units in any row.

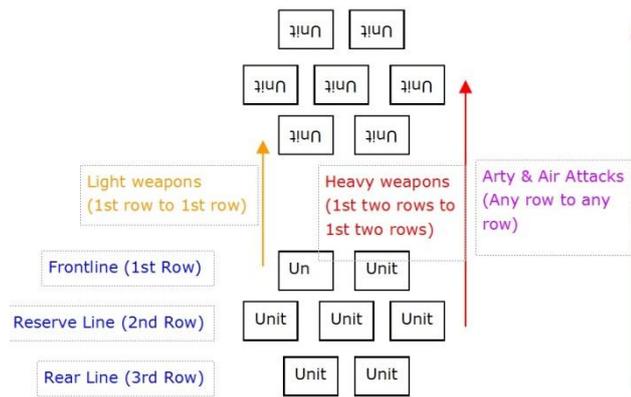


Figure 3: Weapon Ranges

## 7. Tactical Modes

- 7.1. Combat teams must be in one of two tactical modes – Static or Mobile. Players can change their tactical modes once per turn, at the start of the turn. The entire Combat Team must be in the same mode. Either all units are Static or all units are Mobile.
- 7.2. Static mode simulates a Combat Team in defensive position, with infantry in cover and dispersed. Static allows most units to use all their weapons. Units in Static mode are more vulnerable to Arty attacks – an Arty unit will hit a Static enemy unit (except Tanks) on a roll of 1 or 2.
- 7.3. Mobile mode simulates a Combat Team assaulting or conducting a flanking attack. Missile and Arty attacks cannot be conducted by a Combat Team in Mobile mode. Only guns can be fired. However, all guns fired by a Combat Team in Mobile mode gain a +1 in range. Thus, a Light Gun still fires from the attacker's first row but can now hit enemy targets in the first two rows. A Heavy Gun still fires from the attacker's first two rows only but can now hit enemy targets in all three rows.
- 7.4. Mobile mode units are also less vulnerable to Arty fire. Arty attacks against units in Mobile mode have a to-hit of only 1. Tanks cannot be targeted by Arty. A Combat Team in Mobile mode also gets one free Gun attack per turn. Thus, the first Gun attack declared by an attacking player in Mobile mode requires no APs.

## 8. Air Attacks

- 8.1. Players with Air Attack (Orange) cards can attack any unit in an enemy Combat Team, regardless of the row it is on. Air attacks cost APs.
- 8.2. An attacking player must roll the to-hit number on the card or lower for the attack to be successful. All Air Attack cards are affected by the presence of Air-Def units in the defender's Combat Team. For each unit with Air-Def, the to-hit roll is reduced by 1. This is to simulate the effect of air defences against air attacks, as pilots have to avoid anti-aircraft fire and evade surface-to-air missiles while on the attack run.

E.g. A player using an A-10 strike card would normally hit on a roll of 3 or lower. But if he attacks a player with two Air-Def units in his Combat Team, the to-hit roll becomes 1.
- 8.3. Air Attack cards are discarded after use, whether the attack was successful or not.

## 9. Arty Attacks.

- 9.1. Each Arty unit in a Combat Team can carry out one Arty attack per turn. This costs 1 AP per attack, but does not require Action Cards.
- 9.2. For each Arty attack, the attacking player targets an enemy unit and during the Resolution Phase rolls one die. To hit an enemy unit in Static Mode, the attacker must roll a "1" or "2". To hit an enemy unit in Mobile Mode, the attacker must roll a "1".
- 9.3. A successful Arty hit destroys or eliminates the enemy unit targeted, unless the defending player has a relevant defence laid down or plays a Blue "Damage Control / Repair" card immediately from his hand.
- 9.4. Tanks cannot be targeted by Arty units.

## 10. Defence Cards

- 10.1. Players can defend their Combat Teams using Defence (Black) Cards. There are five types of Defence Cards – Air Superiority, Air Supremacy, High Cover, Evasive Maneuvers, and Tactical Smoke. Each

can defend only against certain specific types of attacks, which are listed on the side of the card.

- 10.2. Defence cards must have already been laid down by a defending player in order for them to be effective against attacks. Defence cards laid face down (hidden) cost 1 AP each from the defender at the turn the cards were laid down. Defence cards laid down face-up cost 0 AP.
- 10.3. Defence cards last until the defending player's next turn, or until they are used up. A defence card is used up if it absorbed at least one attack during any particular Resolution Phase.
- 10.4. Defence cards protect all units in one row of a defending player's Combat Team. Which row a card is intended to protect must be clearly indicated by placing the Defence card on top on a unit on that row. Defence cards do not offer protection to other rows except the one they are placed on.
- 10.5. When an enemy attack takes place against a unit, the Defender can elect to use a laid-down defence card to absorb the attack. A Defence card can absorb multiple attacks against units in the same row, as long as all these attacks take place in the same Resolution Phase. As long as at least one attack is absorbed, the Defence card is considered used up and is discarded at the end of that Resolution Phase.
- 10.6. Defending players can choose not to use the Defence card to absorb the attack. In such a case, the damage from the attack is applied normally against the unit being targeted, and the Defence card is not used up and remains until the defending player's next turn.
- 10.7. If a face-down Defence card is used to absorb any attacks, at the end of the Resolution Phase the Defence card is turned face-up. It continues to function as a normal face-up Defence card until the defending player's next turn. Thus, Defence card initially laid face-down can absorb two Resolution Phases worth of attacks in total, whereas a Defence card initially laid face-up can only absorb one Resolution Phase worth of attacks.
- 10.8. Players can "bluff" by laying Defence cards face-down even though the card in question has no effect. For example, High Cover can

only be used by units in Static Mode, but a player whose Combat Team is in Mobile Mode can bluff by placing the Defence card face down at the end of his turn. If an attack occurs, the Defence card has no effect in absorbing the attack. However, the Defending player does not need to reveal the card, and he can simply say that he chooses not to absorb the attack.

10.9. Air Superiority can only be used against enemy Air Attacks (Orange cards). It automatically negates Close Air Support cards and can stop the others on a roll of 1-3. It can stop multiple attacks in the same Resolution Phase, but the defending player has to roll separately against each attack card. Air Superiority protects against Air Attacks against any row in the entire Combat Team, not just the row it is laid on top of. If an Air Attack is successfully stopped or a Close Air Support card is negated, the Air Superiority card is deemed to be used up, unless it was face-down, in which case it is now turned face-up.

10.10. Air Supremacy stops all Air Attacks against the defending player until his next turn. It does not run out until the next turn and no Air Attacks can be declared against this player while the card is active.

10.11. High Cover absorbs Gun and Missile attacks and can only be used by a Combat Team in Static Mode. Evasive Maneuvers absorbs Gun and Arty attacks and can only be used by a Combat Team in Mobile Mode. Tactical Smoke absorbs Gun, Missile, Arty and Air Attacks against one row of units. It can be used in either Static or Mobile Mode.

## 11. Winning the Game

11.1. Players tally up their victory totals based on the victory points found on the units left “alive” in their Combat Team. Units destroyed or eliminated during the course of the game are worth zero points during the victory calculation phase.

11.2. The player with the highest number of victory points is the winner. In the case of a tie, the player with the highest number of victory points with the largest number of undamaged units left in the Combat Team is the winner.