



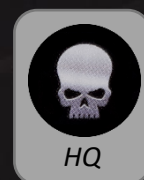
# Combat Cards: Dawn Raid

*Unofficial house rules for Citadel Combat Cards*

## Introduction

Two players, representing the Space Marines and forces of Chaos, take turns in executing raids into enemy territory.

Your goal is to have as many cards with the HQ battlefield role in your deck at the end of the game as possible. Get them by defeating enemy heroes and defending your own.



## Setting Up

Divide the cards into the two factions (Space Marines and Chaos). Each player takes one deck of 30 cards, shuffles it and holds it so they can see their cards.

You can look through your deck at any time.

You cannot reorder the cards in your deck.

## Playing the Game

The youngest player starts the first raid.

A raid is made up of several battles, in which both players use the top card of their deck.

Cards played during a raid go into a 'pot' until the end of the raid, and the entire pot goes into the victory pile of the eventual winner of that raid.

Each player's victory pile is kept face down on the table until the end of the game, when it is counted.



**Find out more:**



Get it on  
**Google play**



Available on the  
**App Store**

*Visit [CombatCards.com](http://CombatCards.com) to learn more about both the physical and digital Combat Cards games*

## Executing a Raid

At the start of a raid, the Attacker picks an attack type - **ranged**, **melee** or **psychic**. This attack type applies for the whole raid.

The Attacker plays the next card in their deck in front of them, calls the attack type they've chosen and their card's score in that attack type. E.g. "Ranged 16".

The Attacker can only choose an attack type that their card has at least one point in. For example, the Attacker cannot declare a psychic attack raid if their card has a psychic attack value of zero.

The Defender then plays the next card in their deck and calls that card's score in the same attack type.

### Compare the scores:

#### If the Attacker wins they may:

- End the raid by declaring victory.
  - Move all cards in the pot (from both players, and including the two cards just used) into the Attacker's face-down victory pile.
  - The Defender now becomes the Attacker and begins a new raid.
- Continue the raid.
  - Both cards are added to the pot, and each player now uses the next card in their deck.
  - The Attacker reads out the same attack type (melee, ranged, psychic) for their new card and the raid continues.

#### If the Defender wins they may:

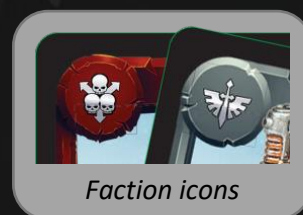
- End the raid.
  - Move all cards from the pot (from both players, and including the two cards just used) into the Defender's victory pile.
  - The Defender becomes the Attacker and begins a new raid.
- Take control of the raid and continue it.
  - The Defender becomes the Attacker, add the cards just used to the pot, and the raid continues with the same attack type.

If the scores are drawn, nothing happens and the Attacker must continue the raid (both the cards used go into the pot, and players use their next card).

## Battlefield Roles

Each card has a 'faction icon' in the top left corner (examples - Ultramarines or Death Guard).

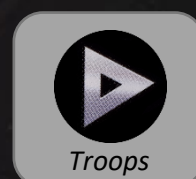
If the Attacker is playing a card which has the same faction icon as any of the cards already in the pot, they **may** choose to trigger the new card's battlefield role effect:



**HQ:** Before comparing attack numbers on the new cards, the Attacker may change the raid's attack type (from melee to psychic, for example). The new attack type remains for the rest of the raid (unless it is changed by another HQ card).



**Troops:** The Attacker plays their next two cards against the Defender's next two cards, using the total of each pair of cards to see who wins. Example - I add my Troops card's melee of 14 to my next card's melee of 20 for a total of 34, and compare this to the combined total of my opponent's next two cards. All four cards go into the pot.



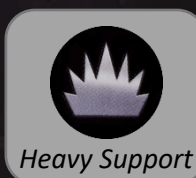
**Elites:** If the Attacker's card has the higher number then the Attacker may immediately 'bank' the cards in the pot to their victory pile. They then continue the raid using the same attack type.



**Fast Attack:** The attack scores for the two cards are ignored - it is a draw. Each player's card is added to the pot and they use their next card to continue the raid.



**Heavy Support:** The Attacker puts the played card to the back of their deck, and plays their next card in its place. Do not trigger the battlefield role from the new card.



Note - only the Attacker may trigger battlefield role effects.

## Scoring

The game continues until all cards have been played.

Each player counts the number of cards (from both decks) in their victory pile which have the HQ Battlefield Role.

One bonus skull is awarded to the player with the most cards in their victory pile.

The player with the most skulls wins!



WELL > PLAYED

COMBAT CARDS © COPYRIGHT GAMES WORKSHOP LIMITED 2017. COMBAT CARDS, THE COMBAT CARDS LOGO, CITADEL, THE CITADEL LOGO, GW, GAMES WORKSHOP, SPACE MARINE, 40K, WARHAMMER, WARHAMMER 40,000, 40,000, THE 'AQUILA' DOUBLE-HEADED EAGLE LOGO, AND ALL ASSOCIATED LOGOS, ILLUSTRATIONS, IMAGES, NAMES, CREATURES, RACES, VEHICLES, LOCATIONS, WEAPONS, CHARACTERS, AND THE DISTINCTIVE LIKENESS THEREOF, ARE EITHER ® OR TM, AND/OR © GAMES WORKSHOP LIMITED, VARIABLY REGISTERED AROUND THE WORLD, AND USED UNDER LICENCE. ALL RIGHTS RESERVED TO THEIR RESPECTIVE OWNERS.