

Commanders & Tactics[®]

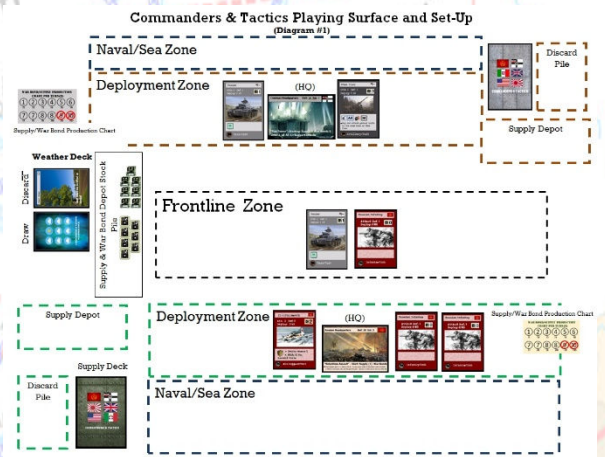
WW2 Deck Building Card Game



Commanders & Tactics is a World War II deck building card game that is, historically based, easy to play and fun for the whole family. Choose a country and see if you can take down your enemies Headquarters before they defeat yours and lead your side to victory!

Unique characteristics include:

- **Resources:** Supply & War Bonds to deploy and move units into battle.
- **Ever changing Weather Conditions** that may determine your next move.
- **Tactic Cards** that give you an advantage in any Battle.



Level of Difficulty:

- Expert:** ★★★★★
- Difficult:** ★★★★
- Moderate:** ★★★
- Beginner:** ★



Time to Play



1 hour

• **Game design by Greg Smorey, long time Event Organizer/Game Master for the Axis & Allies board games and owner of the SmoreySwamp Website: headlesshorseman2.com ©**

Featured Game Components:

- 1 - Set of Rules, Action Icon Chart & Set-up Diagram
- 1 - Allied Starter deck of 60 cards (US)
- 1 - Axis Starter Deck of 60 cards (Germany)
- 1 - (18) card Weather Deck
- 2 - HQ Point Tracker Dials
- 2 - Allied Headquarters Cards
- 2 - Axis Headquarters Cards
- 2 - War Bond/Supply Production Charts
- 2 - War Bond/Supply Production Chart Tokens
- 20 - Supply Tokens (barrels)
- 20 - War Bond Tokens (money)
- 20 - Red Damage Counter Chips
- 20 - Grey Exhaustion Chips
- 10 - (+1) bonus chips
- 1 - (6) sided die