

Point Blank: V is for Victory



Point Blank is a tactical squad infantry card game set in World War II Europe and is loosely based on the award-winning Lock 'n Load Tactical game series.

Rating: Not Rated Yet

Price

Price £136.95

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Manufacturer [LOCK N LOAD PUBLISHING](#)

Description

NOTE: This edition is the same as the Kickstarter Edition

Point Blank is a tactical squad infantry card game set in World War II Europe and is loosely based on the award-winning Lock 'n Load Tactical game series. Players do not need not be familiar with any of the Lock 'n Load Tactical rules to play. Point Blank is designed by Sean Druelinger and is a game that dares to be different, with new game concepts that give a whole new feel to tactical wargaming.

Point Blank V is for Victory is for two players pitted against each other in situational combat scenarios. There is also a solo option as well as

partnerships in teams of two. Each scenario presents the players with a unique situation involving squads of men, support weapons, leaders, and individual armored fighting vehicles. The first game in the series will pit the forces of the USA against Germany just after the landings in Normandy (June 1944) through October 1944. Each player has victory conditions determined by the scenario in which to defend or take objectives, seek and destroy their opponent's units, or one of many other different scenario objectives.

The game is played on an abstract map board made up of terrain cards in the game and managed through a distance system that accounts for the range to targets, line of sight, and defensive attributes. The player has units that start out on the map and gradually work their way towards their objectives by advancing through the battlefield all the while conducting combat actions against their opponent or defending their troops from return fire or whatever hell that awaits them. Players draw cards from a common action deck where they will play actions on their units on the map board. The game is an IGOUGO impulse system and turns are managed when the action deck is exhausted. (Some scenarios may require multiple deck exhaustion to finish the game). Actions in the game consist of Fire, Move, Assault, Rally, etc. The action cards contain dice icons on them to determine random results.

One of the unique features of the game is that it contains a deck of terrain cards that are not part of the action deck. As players change terrain they will draw a terrain card in which their moving units will occupy. Some action cards such as Recon helps players manage what terrain they occupy but your opponent may have other plans for your moving troops during their turn. Two players can play a game in about an hour (depending on the scenario size) and if you cannot find an opponent then try the game solo system.

Point Blank system has been called innovated, realistic, and yet extremely playable, and with solitaire play, and two-player options available we expect you will too.