

# RULEBOOK



## TACTICAL CARD GAME

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## INTRODUCTION

STEP OFF THE FIELD WITHOUT LEAVING THE FIGHT. THE HOP-UP TACTICAL CARD GAME DISTILLS THE INTENSITY OF AIRSOFT INTO A FAST, HIGH-IMPACT CARD EXPERIENCE BUILT FOR QUICK ROUNDS BETWEEN SKIRMISHES. NO DECKBUILDING, NO DOWNTIME — JUST A SHARED 54-CARD DECK, LIVE DRAWS, AND CONSTANT TACTICAL DECISIONS.

EVERY TURN IS A GAMBLE. CONVERT YOUR UNITS INTO BASES FOR AMMO, PUSH AGGRESSIVE PLAYS, OR HOLD BACK AND SET UP THE PERFECT COUNTER. MASSIVE SWINGS, CLUTCH MOMENTS, AND BRUTAL REVERSALS ARE ALL PART OF THE GAME. ONE DRAW CAN TURN THE TIDE. ONE DECISION CAN WIN IT.

# MAIN CONCEPTS

This card game is played as follows: from lands (BASE), you produce resources (AMMO) to cast soldiers (UNIT) and effects in order to reduce your opponent's life to 0 and win the game.

A BASE produces AMMO and with it, you can play the cards in your hand for their AMMO cost.

AMMO COST



EFFECT



UNIT OR BASE



BASE ONLY



JOKER CARDS COST 0 AMMO BUT REQUIRE CONDITIONS TO PLAY



UNIT PLACED FACE DOWN WHEN PLAYED AS A BASE

# GAMEPLAY RULES

Game type: 2 players maximum. Each player starts with 20 life.

One of the players takes the **entire 54-card deck** (including 2 joker cards) and shuffles it. The deck is put next to the players.

Then **each player draws 5 cards** from the shared deck as a starting hand. Unless directed by card effects, each player draws 1 card during each of his turns. Players decide who starts first. The starting player doesn't draw until his next turn.

**Each player can only put 1 BASE into play each turn but can play any number of UNIT or effect cards during a turn**, provided that he has enough AMMO.

All cards types can only be played during your turn.

To play a card with a 3 AMMO cost, you **tilt your 3 BASE sideways** to signal you play a card and use the AMMO from them. **Tilted cards can't produce AMMO**. They can only produce it again at your next turn. Place them back upright.



# CARD TYPES

For example, this is a UNIT or a BASE. **To play it as a UNIT, you must have at least 5 AMMO.** It has 5 POWER. When an opponent unit defends against it, it's killed unless it has more POWER than the opponent's UNIT.

Also, you can choose to use this card as a BASE instead for 0 AMMO (**unless specified, 1 BASE produce 1 AMMO**). If you do, play the card face down to signal it's become a BASE. It can't attack or defend.



This is an Effect card. You can play it for its AMMO cost. **Its effect is unique and is described at the bottom of the card.**

For example, MP5 SD6's effect makes you draw up to 3 cards from the stack and gain 3 life.



In addition to UNIT cards that can double as a BASE, there are 4 cards in the deck that act only as BASE, with special effects.

UNITS turned into BASE, or BASE cards such as this one cost 0 AMMO to put into play. **Unless specified, you can only put 1 BASE into play each turn.**

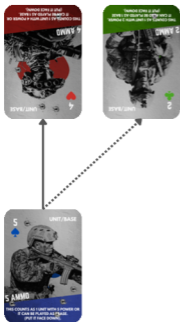


# DEALING DAMAGE

To reduce an opponent's life total, you can either use your UNIT cards to deal damage to the opponent equal to the UNIT's power or use effect cards to deal damage.

**UNIT cards put into play can't attack the turn they come into play, they can only defend. They can attack after 1 full turn.**

## Attacking and Defending rules



**All combat damage is dealt simultaneously. After combat, surviving UNIT cards return to their original power level.**

For example, I attack with my 5 spades UNIT.

The opponent can either:

- 1) choose to not defend and so his life total is reduced by 5.
- 2) defend with a 4 power UNIT and so that UNIT is killed but mine isn't.
- 3) defend with a 4 power UNIT and a 2 power UNIT as shown. In that case, my UNIT is killed but I can choose to spread the damage however I choose between the hearts and clubs cards.

I can choose to either kill the hearts or clubs UNIT, but not both as my UNIT power is 5 and their combined power is 6.

# EFFECTS CARDS

Effect cards that can dramatically alter the course of a game and can be played (during your turn only) for their respective AMMO cost.

## Standard Effect Types:

“Gain X Life” – you or the opponent gain X life, where X is the number displayed on the card.

“Discard X cards” – you or the opponent discard X cards, where X is the number displayed on the card. Discarded cards go into the graveyard, a separate pile of cards that can't be reused during the entire game.

“+1 AMMO” – this type of card gives 1 BASE of your choice the ability to produce 1 extra AMMO for a single turn only.

## Cards with specific rules:

Hi-Capa Gold Match: When you ‘take control of 1 opponent UNIT’, it is permanent and lasts for the remainder of the game or if this UNIT is killed.

JOKER cards MK46/BB Auto Loader: these cards don't cost any AMMO to cast.

However, you must have into play a combination of at least 2 UNIT in a combination of card color such as 2 hearts and/or spades.



# GLOSSARY

**Stack:** the 54-card pile shared by both players.

**Graveyard:** the card pile where effect cards or UNIT cards are placed after use or after being killed.

**UNIT/BASE:** a card type that can act either as a card with a set power level that can attack to deal damage to the opponent or block to prevent damage.

This card type can also be used as a BASE when placed faced down and produce AMMO.

**AMMO:** a resource generated by BASE cards to pay for the AMMO cost displayed on cards.

**BASE:** a card type that only produces AMMO.

**JOKER:** a card type that cost 0 AMMO but require specific conditions to play.

**LIFE:** the amount of points each player has during the course of a game, starting with 20. If this amount is reduced to 0 by UNIT or effect cards, this player loses the game.

**Discard:** when a card instructs a player to 'discard' cards, this player places them in the graveyard.

**Seize:** AKX card effect allows you to take control of an opponent's BASE and use it for the remainder of the game, not only 1 turn.

