Tactical Assault: Enchantment Cards™

Rules Of Bestowment

Tactical Assault: Enchantment Cards™

PART I: INTRODUCTION

The *Tactical Assault: Enchantment Cards™* are a supplemental tool for incorporating mystical powers into your *Tactical Assault: Combat Cards™* and *Tactical Assault: Fantasy Cards™* battles. The *Enchantment Cards* can be used to represent just about anything from arcane spells and magical equipment, to sacred blessings and profane curses.

Enchantments are typically assigned to friendly units prior to the start of battle, but it is also possible to bestow enchantments upon both friendly and enemy units during the actual battle using your *Sorcerous* units.

While the *Enchantment Cards* do add a little more complexity to basic game play, they also add a whole new level of interesting challenges for players to enjoy!

The first thing you will want to do to get started using the *Enchantment Cards* is read through all of the rules and information included with this expansion. Thoroughly familiarize yourself with how the *Enchantment Cards* work, the rules adjustments needed for play and so forth. Once you feel comfortable with how everything operates, print and prepare the cards - then put them to use!

PART II: HOW THEY WORK

WHAT THE ENCHANTMENT CARDS DO
Each *Enchantment Card* lays out a specific mystical enchantment - including any restrictions on assigning the enchantment, the circumstances of when the enchantment affects a unit, and the impact it will have on the unit when it comes into play.

THE ENCHANTMENT CARD DECK
Every set of *Enchantment Cards* includes 18 unique mystical enchantments - one per card - that can be applied to various units. A complete *Enchantment Card* deck consists of four copies of each unique *Enchantment Card*; this fixed allotment is used for random assignment of *Enchantment Cards* to units.

MINIMUM REQUIREMENT
For a side to utilize the *Enchantment Cards* in a battle, there must be at least one *Sorcerous* unit within its force.

ASSIGNING ENCHANTMENTS
Enchantment Cards are assigned to units prior to a battle by either *Deliberate* or *Random* assignment (*see Part V: Before The Battle*) or during a battle by *Sorcerous* units (*see Part VI: During The Battle*). Either, or both, methods can be used, but all sides should agree which methods will be used prior to the battle.

MULTIPLE ENCHANTMENTS
Only one of each particular type of enchantment may be assigned to a unit (*e.g. the same Enchantment Card cannot be duplicated for increased effects*), but any number of different *Enchantment Cards* may assigned to a unit.

MAXIMUM NUMBER OF ENCHANTMENT CARDS
The only limitation on the number of different enchantments that can be assigned to a single unit is simply whatever both sides agree to before the battle - subject to the restriction that no unit's final adjusted *Point Value* can equal zero or less. If a unit's adjusted *Point Value* does equal zero or less, *Enchantment Cards* must be unassigned until the restriction is satisfied.

IMPROVED & ADVANCED ENCHANTMENTS
As mentioned above, units may only have one of each particular type of *Enchantment Card* assigned to it. Cards which are stated as *Improved* or *Advanced* versions of a enchantment count as the same type of enchantment.

EXAMPLE: MULTIPLE ENCHANTMENT CARDS
As an example, a unit could have *Enchantment Card A* assigned to it as well as *Enchantment Card B*, *Enchantment Card C* and so forth. If the unit already had *Enchantment Card A* assigned to it however, it could not have a second *Enchantment Card A* assigned to it, nor could it have *Improved Enchantment A* or *Advanced Enchantment A* cards assigned to it.

DURATION OF A ENCHANTMENT CARD ASSIGNMENT
If a unit has an *Enchantment Card* assigned to it, it is affected by the enchantment shown on that card for the entire duration of the battle - unless a subsequent enchantment placed upon the unit specifically calls for a previous enchantment to be removed.

SPECIAL DURATIONS
In some special scenarios, events occurring during the battle may allow for the immediate addition or removal of an enchantment. In those instances, the special rules for changing enchantments during a battle apply (*see Part VI: During The Battle*).

AFFECT ON UNIT VALUE
At the bottom of every *Enchantment Card* is noted the effect the enchantment has on the unit's base *Point Value*. Whenever that card is assigned to a unit, the unit's *Point Value* is affected as shown. All *Point Value* modifications should be made in the following order, regardless of which expansion sets are being used, unless expressly stated otherwise: additions and subtractions to the unit *Point Value* first; multipliers of the *Point Value* second.

PART III: RESTRICTIONS

ONLY WITH APPROPRIATE CORE RULES
As a reminder, each set of the *Enchantment Cards* is designed specifically for use with certain core rules (*i.e. the Tactical Assault: Combat Cards™ or Tactical Assault: Fantasy Cards™*). Be sure to only use *Enchantment Card* sets that are designed for the core rules you are using.

UNITS NOT TO ASSIGN ENCHANTMENT CARDS TO
On every *Enchantment Card* is a description of which units may or may not have that particular enchantment bestowed upon them (*see the Eligible Units section of each card*). These restrictions are always in effect, unless the specific terms of a scenario state otherwise. In addition, *Enchantment Cards* should not be assigned to any unit where the unit could not be reasonably impacted by

the effects of the stated enchantment during the normal course of play (*e.g. enchantment affecting how far a unit can move would not be appropriate for an* **Obstacle** *unit as they cannot move during a battle, etc.*).

PART IV: NEW GOLDEN RULES

The following additional *Golden Rules* are in effect whenever the *Enchantment Cards* are being used:

ALWAYS APPLY

All assigned *Enchantment Cards* remain in force for the entire duration of a battle, with all of the associated features (*e.g. battlefield effects, unit values, etc.*) affecting the assigned unit throughout the battle.

RESOLVED LAST

All *Enchantment Card* effects are resolved immediately after the activity which triggered the *Enchantment Card* effect has been completed; effects are resolved in the order that the *Enchantment Card* effects were triggered.

PART V: BEFORE THE BATTLE

ASSIGNING ENCHANTMENT CARDS

If the *Enchantment Cards* are going to be used in a battle, they can be assigned either prior to or during the actual battle. If enchantments are to be assigned prior to the start of a battle, there are three different ways in which *Enchantment Cards* can affect units:

BY GENERAL UNIT TYPE

In this method **Enchantment Cards** *are assigned to all units of a general basic type within a given force (e.g. all Monstrous units or all Infantry units, etc.) for the entire duration of a battle. Note that enchantments assigned in this manner only affect the specified units in one particular force; they do not apply globally to similar units in other forces participating in the battle.*

BY SPECIFIC UNIT TYPE

In this method **Enchantment Cards** *are assigned to a very specific unit type within a force (e.g. Red Dragon Monstrous units, Colonial Marine Infantry units, etc.). All identical units of that same type will then have the specified enchantment assigned to them for the duration of the battle. Note again that enchantments assigned in this manner only affect the specified units in one particular force; they do not apply globally to similar units in other forces participating in the battle.*

TO A SPECIFIC UNIT

In this method **Enchantment Cards** *are assigned to a very specific unit within a force (e.g. this particular Red Dragon Monstrous unit, etc.). Only that single specific unit will be affected by the* **Enchantment Card** *assigned to it; other identical units will not be affected unless the same enchantment is assigned separately to each of them as well.*

HOW TO ASSIGN

There are essentially two methods for determining the actual *Enchantment Cards* assigned to units before the start of a battle. Either method may be used, but all sides should agree upon which method(s) are to be used prior to the start of the battle. The methods are:

DELIBERATELY

In this method the **Enchantment Cards** *are carefully and thoughtfully assigned to battlefield units by the player controlling the unit. Sides may assign as many* **Enchantment Cards** *as they would like, subject to all of the restrictions and limitations noted within the rules.*

RANDOMLY

In this method **Enchantment Cards** *are assigned to units via a random draw from the* **Enchantment Card** *deck. If an enchantment is drawn which is prohibited from being assigned to the unit, another card is drawn instead. This is repeated until the card drawn can be applied. Any unused cards are then re-shuffled back into the deck.*

DELIBERATE METHOD: UNLIMITED APPLICATIONS

When *Deliberately* assigning *Enchantment Cards*, there is no limit to the number of times a particular enchantment can be assigned to different units - i.e. the number of copies of a particular card in the deck does not restrict the number of times the enchantment may be applied to different units.

RANDOM METHOD: RESTRICTED APPLICATIONS

When *Randomly* assigning *Enchantment Cards*, after a card has been drawn and assigned to a unit it is not returned to the deck. Once all of a particular type of *Enchantment Card* has been drawn and assigned from the deck, that enchantment can no longer be randomly drawn and assigned.

UNIT POINT VALUE MODIFICATIONS

All units assigned enchantments before a battle have their unit *Point Values* adjusted as appropriate before the start of the battle.

ADDITIONAL RESTRICTIONS OR ADDITIONS

Any additional restrictions or required additions to a unit should be agreed upon by all sides prior to the battle.

PART VI: DURING THE BATTLE

MARKING A UNIT'S ENCHANTMENTS

When using the *Enchantment Cards*, some method is required to note the unit has a particular enchantment applied to it. A special set of tokens has been included with the *Enchantment Cards* for this purpose, but by no means is this the only way to denote a bestowed enchantment. Numbers, names or other indications on the models or their bases, as well as colored beads that travel with the models or unit rosters are all viable means for tracking a unit's enchantments. Whatever the method used, it should be agreed to by all sides before the start of the battle.

ALWAYS IN EFFECT

Enchantment effects cannot be voluntarily "not used" or ignored by a unit. During the course of a battle a unit will always be affected

as described on the *Enchantment Cards* assigned to it whenever the appropriate circumstances arise.

BESTOWING ENCHANTMENTS DURING A BATTLE

It is possible to assign *Enchantment Cards* during a battle through the use of *Sorcerous* units. Whenever an *Action* or *Situation* is played on a *Sorcerous* unit which would allow the unit to make a *Firepower* or *Ranged Distance* attack, the *Sorcerous* unit may instead bestow an enchantment in lieu of making the attack. All other conditions of the *Action* or *Situation* must still be met (*e.g. Line of Sight, the target is attempting to move, etc.*) to bestow an enchantment upon the target.

ENCHANTMENTS NOT ATTACKS

Bestowing an enchantment during a battle does not count as making an attack for the purposes of any other modifiers (*e.g. Technology Cards, Personality Cards, other Enchantment Cards, etc.*).

TARGET OF AN ENCHANTMENT: UNIT TYPE

When an enchantment is bestowed during a battle, it can only be placed upon the specific unit being targeted (*see Part IV: Before The Battle - Assigning Enchantment Cards To A Specific Unit*).

TARGET OF AN ENCHANTMENT: FRIENDLY VS. ENEMY

The target of an enchantment bestowed during a battle may be either a friendly or enemy unit, but must still meet all of the normal requirements for being "attacked" (*e.g. the Sorcerous unit has LOS to the unit, the target must be within Range Distance of the Sorcerous unit, etc.*).

TARGET OF AN ENCHANTMENT: SORCEROUS UNITS

Note that a *Sorcerous* unit may target itself for an enchantment, as long as all of the necessary requirements can still be met (*e.g. a Sorcerous unit may not enchant itself if the target of the Action or Situation is required to be moving, etc.*).

DETERMINING THE ENCHANTMENT

The side which currently controls the *Sorcerous* unit bestowing the enchantment selects the *Enchantment Card* to be assigned to the intended target. The bestowing of the enchantment is still subject to all of the normal restrictions for that enchantment (*e.g. Eligible Units, etc.*).

ASSIGNED ENCHANTMENTS: NEW EFFECTS

If a unit has a new *Enchantment Card* assigned to it during the course of a battle, the unit is immediately affected by all of the enchantment's effects - including the effect on the unit's *Point Value* (*see below*) - for the entire balance of the battle.

ASSIGNED ENCHANTMENTS: MODIFYING UNIT VALUES

If a unit has a new *Enchantment Card* assigned to it during the course of a battle, the unit's *Point Value* is immediately adjusted as per the rules for adjusting a unit's *Point Value* (*see Part V: Unit Point Value Modifications*). This new *Point Value* is then used for all calculations involving the unit going forward (*e.g. victory conditions, etc.*).

Note: Through in-battle bestowing of enchantments it is possible for a force to become "larger" or "smaller" than

an enemy's force, in terms of point value, during a battle. This is a normal consequence of the use of enchantments during the course of a battle.

SORCEROUS UNITS & THE COMBAT CARDS

As there is no *Sorcerous* unit type in the core *Tactical Assault: Combat Cards™* rules, it is necessary to import the unit type from the *Tactical Assault: Fantasy Cards™* core rules. The following *Unit Characteristics* should be used for *Sorcerous* units in the *Combat Cards*:

COMBAT CARDS TABLE 3 (ADDITION): UNIT TYPE & CHARACTERISTICS

Unit Type	Firepower	Range Distance	Protection	Close Combat	Point Value
SORCEROUS	Very Heavy	Very Long	Moderate	Very Light	4

Note that some special abilities granted to *Sorcerous* units in the *Fantasy Cards* are lost when they are used in the *Combat Cards*; this has been accounted for in the unit's *Point Value* for the *Combat Cards*.

PART VII: GAMES & CAMPAIGNS

THE STANDARD GAME

ENCHANTMENT CARDS & THE STANDARD GAME

Using the *Enchantment Cards* in a battle does not change any battle parameters in the *Standard Game* (*e.g. victory points, force size, etc.*).

CAMPAIGNS

CHANGING ENCHANTMENT DURING CAMPAIGNS

In a campaign, all enchantments are lost at the conclusion of each battle. However, enchantments may be reestablished prior to the next battle in the campaign as per the normal rules.

PART VIII: RULES CONFLICT

The *Enchantment Cards* should work easily in conjunction with the normal core rules of the game they are designed for, as well as any other expansions being used. If a rules conflict does happen to arise between the *Enchantment Cards* and the core rules, the *Enchantment Cards* will take precedence. If the conflict is between the *Enchantment Cards* and another expansion set, then careful consideration of the spirit of the rules and common sense should be used to decide the order in which the effects are resolved.

PART IX: END & CREDITS

That's it! That is all there is to using the *Enchantment Cards* in your games of the *Tactical Assault: Combat Cards™* or *Tactical Assault: Fantasy Cards™*. All you have to do now is print out the actual *Enchantment Cards*, cut them apart, shuffle them up (*if necessary*)

Tactical Assault: Enchantment Cards™

and you will be ready to transform your units into the enchanted marvels (*or debacles*) they deserve to be!

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On The Web
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