

Tactical Assault: Experience Cards™



Rules Of Life





Tactical Assault: Experience Cards™

PART I: INTRODUCTION

The *Tactical Assault: Experience Cards™* are a supplemental tool that can be used with either the *Tactical Assault: Combat Cards* or *Fantasy Cards* to classify the training and experience level of units in either game. This level of experience (*referred to as an Experience Card or Experience Rating*) will in turn affect a unit's performance on the battlefield when it faces an enemy unit with *Experience Rating* different from its own.

The fact that a unit's effectiveness on the battlefield varies based on the quality of the enemy they face provides a great new challenge for players. It forces them to develop new strategies and tactics for dealing with units of differing experience.

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

PART II: HOW THEY WORK

EXPERIENCE CARD DECK

There are six levels of *Experience Rating* in the *Experience Card* deck. The complete deck consists of fixed amounts of each rating to provide a weighted distribution for randomly assigning *Experience Cards*.

ASSIGNMENT OF EXPERIENCE CARDS

Experience Cards are assigned to units prior to a battle using one of a couple different methods (see *Part IV: How To Use* below). Any of the methods can be used, but all sides should agree to the method prior to the battle.

WHAT EXPERIENCE CARDS DO

Every *Experience Card* lays out the conditions under which a unit with a particular *Experience Rating* receives an advantage or disadvantage on the battlefield. Whenever the conditions for either the *Attacking* or *Defending* adjustment arise, the unit is immediately affected in the battle as noted on the card.

DURATION OF AN EXPERIENCE CARD ASSIGNMENT

If a unit is assigned an *Experience Card* it is impacted by the *Experience Rating* for the entire duration of a battle, or until the unit has achieved a *Battlefield Improvement* (see *Battlefield Improvement* below).

AFFECT ON UNIT VALUE

Adding an *Experience Card* to a unit affects the unit's final point value when constructing a force. The value adjustment is noted on each card and occurs as soon as a unit is assigned an *Experience Card*; it remains until the unit's *Experience Rating* changes.

PART III: WHEN TO USE

The *Experience Cards* can be used whenever it would be beneficial,

more realistic or more enjoyable to add additional detail to the units being used in the battle. When using the *Experience Cards* though, all units on the battlefield must have an *Experience Rating* of some type assigned to it for comparison purposes. Therefore, all sides must agree to the use of the cards before the battle.

USE WITH COMBAT CARDS & FANTASY CARDS

Because the *Experience Cards* affect the point values of all units in the same fashion, and the *Attacking* and *Defending* adjustments are not specific to either game, they can be used in either the *Combat Cards* or the *Fantasy Cards* without modification.

UNITS NOT TO ASSIGN EXPERIENCE TO

There are units which the *Experience Cards* will have no impact on during a battle (such as *Bunkers*, *Obstacles*, etc.) and therefore no *Experience Cards* should be assigned to those units. All other units may have *Experience Cards* assigned to them.

PART IV: NEW GOLDEN RULES

In addition to the rules laid out here and on the *Experience Cards* themselves, the following *Golden Rules* are added to the normal *Golden Rules* for the game you are playing:

ALWAYS APPLY

All assigned *Experience Cards* remain in force for the entire duration of a battle, with all of the associated features (e.g. *Attacking*, *Unit Value Adjustments*, etc.) always affecting the assigned unit.

RESOLVED LAST

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

PART V: HOW TO USE

BEFORE THE BATTLE

There are a few different ways to incorporate the *Experience Cards* into a force for a battle. They are:

WHOLE FORCE

One Experience Card is assigned to the entire force before the battle, for the entire duration of the battle. Every unit within the force is affected by the features of the assigned *Experience Card* (e.g. *Attacking*, *Unit Value Adjustments*, etc.).

GROUP EXPERIENCE

Before the battle begins, each side divides their forces into groups and assigns a single *Experience Card* to each group. All units which are members of the group will be affected by the features of the assigned *Experience Card* (e.g. *Attacking*, *Unit Value Adjustments*, etc.).

INDIVIDUAL UNIT EXPERIENCE

Before the start of a battle, an *Experience Card* is assigned to each and every unit within the force. Each unit is then affected by the features of the assigned *Experience Card* (e.g. *Attacking*, *Unit Value Adjustments*, etc.).



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SELECTING EXPERIENCE CARDS

There are two methods for determining the actual **Experience Card** to assign to various units. They are:

RANDOM DRAW METHOD

The first method for assigning **Experience Cards** to units is simply via a random draw from the **Experience Card** deck. When using this method, after a card has been drawn and assigned, the card is not returned to the deck - it is left with the unit. Once all of a particular type of **Experience Card** has been drawn from the deck, that **Experience Rating** can no longer be drawn and assigned.

CHOSEN METHOD

The other method for determining which **Experience Card** is to be assigned, is for each side to simply choose the **Experience Card** they want and assign it to the unit or group. In this method there are no limitations on the number of times a particular **Experience Card** can be assigned. This method is often used in scenarios where specific unit **Experience Ratings** are derived from the setting and background for the scenario.

DURING THE BATTLE

MARKING UNITS & EXPERIENCE RATINGS

When using the **Experience Cards** some method is required to note a unit has an **Experience Card** assigned to it, and what **Experience Rating** it has. A set of tokens have been included with the **Experience Cards** specifically for this purpose, but by no means is this the only way to denote assigned **Experience**. Numbers, names or other indications on the models or their bases, as well as colored beads that travel with the units or unit rosters are all viable means for tracking a unit's **Experience**. Whatever the method used, it should be agreed to by all sides before the start of the battle.

DURING THE BATTLE

During the course of a battle a unit's **Experience Rating** and corresponding features will always be in effect. The unit will be affected as described on the **Experience Card** whenever the appropriate situation arises.

CHANGING EXPERIENCE RATINGS

It is not possible to voluntarily change a unit's **Experience Rating** during a single battle, unless a scenario specifically stipulates conditions for it to occur (e.g. *an objective is taken, a particular unit is lost, etc.*). It is possible, however, for units to change their **Experience Ratings** through **Battlefield Improvement** as well as between battles of a campaign (see below).

BATTLEFIELD IMPROVEMENT

Whenever an individual unit meets the criteria for a **Battlefield Improvement** at its current **Experience Rating**, it immediately has its **Experience Rating** changed to the next highest **Rating** and its **Unit Value** adjusted appropriately (see below). There is no limit to the number of times a unit may have its **Experience Rating** changed during a battle in this way, provided it meets the **Battlefield Improvement** criteria again at each new **Rating**.

BATTLEFIELD IMPROVEMENT: INCREASED UNIT VALUES

Once a unit has achieved a **Battlefield Improvement** in its **Experience Rating**, the unit's point value is immediately adjusted as

noted on the new **Rating**. This new value is used for all calculations involving the unit for the rest of the battle (e.g. **Victory Points**, etc.).

Note: Through **Battlefield Improvements** it is possible for a force to become "larger" than an enemy's force (in terms of point value) during a battle. This is a normal consequence of **Battlefield Improvements**, and is a form of reward for taking units with lower **Ratings** at the start of a battle.

THE STANDARD GAME

EXPERIENCE & THE STANDARD GAME

When using the **Experience Cards** in a **Standard Game** (or scenario if it is not specifically addressed) all point values for battle parameters such as **Victory Conditions**, force size, etc. should be doubled. This means the **Standard Force** size would be seventy-two (72) points, a side would have to **Eliminate** thirty-six (36) enemy points to win, and so on.

CAMPAIGNS

EXPERIENCE & CAMPAIGNS

A unit may change its **Experience Rating** between battles of a campaign by "spending" **Campaign Points** (see **Campaign Points** in the core **Combat Cards** or **Fantasy Cards** rules). It costs **Campaign Points** equal to a unit's base point value (i.e. not modified for any **Experience Rating**) for a unit to move up to the next higher **Experience Rating**. After the **Campaign Points** are spent, the unit immediately has its **Experience Rating** moved up to the next **Rating** above the one it just had, and the unit's new point value is calculated. Once **Campaign Points** are spent in this fashion they are gone and cannot be used for any other purpose.

PART VI: RULES CONFLICTS

The **Experience Cards** should work easily in conjunction with the normal core rules and cards for the game being played. If a rules conflict does happen to arise between the **Experience Cards** and the normal core rules or cards, then the **Experience Cards** take precedence - except in the case of a conflict with any of the **Golden Rules**. All **Golden Rules** take precedence over other rules.

PART VII: END & CREDITS

That's it. That is all there is to using the **Experience Cards** in your games of the **Tactical Assault: Combat** or **Fantasy Cards**. All you have to do now is print out the actual **Experience Cards**, cut them apart, shuffle them up and you will be all ready to transform your units into the unique tools of combat they deserve to be!

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