

Tactical Assault: Personality Cards™



Rules Of Behavior



Tactical Assault: Personality Cards™

PART I: INTRODUCTION

The *Tactical Assault: Personality Cards* are a supplemental tool that can be used with either the *Tactical Assault: Combat Cards* or *Fantasy Cards*. They are a creative way to add color and detail to the units in either game by giving the units distinctive *Personalities*. These *Personalities* can reflect the peculiarities of a single individual, the leadership quality of a group or the general attitude of an entire formation.

In turn, each of these *Personalities* brings with it certain *Strengths* and *Weaknesses* that affect the unit's performance on the battlefield. All of which will challenge players to develop new strategies and tactics for utilizing, and dealing with, these unique units.

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 *Personality Cards* work, the rules adjustments needed for playing and so forth. Once you feel comfortable with how everything works, print and prepare the cards and then put them to use!

PART II: HOW THEY WORK

PERSONALITY CARD DECK

There are 18 unique *Personalities* in the *Personality Card* deck, with four copies of each making up the complete deck.

ASSIGNMENT OF PERSONALITY CARDS

Personality Cards are assigned to units prior to a battle through a couple of different methods (see *Assigning Personality Cards below*). Any of the methods can be used, but all sides should agree to the method prior to the battle.

WHAT PERSONALITY CARDS DO

Every *Personality Card* lays out certain *Strengths* and *Weaknesses* related to a given *Personality* which are imposed on a unit with that *Personality*. These *Strengths* and *Weaknesses* spell out in game terms the effect of having that particular *Personality*. Whenever the conditions for either the *Strength* or *Weakness* (or both) arise, the unit is immediately affected in the battle as noted on the card.

DURATION OF A PERSONALITY CARD ASSIGNMENT

If a unit is assigned a *Personality Card*, it is impacted by the *Personality* (and the corresponding *Strengths* and *Weaknesses*) for the entire duration of a battle.

AFFECT ON UNIT VALUE

Adding a *Personality Card* to a unit does not affect the unit's point value in constructing a force, as the *Strengths* and *Weaknesses* associated with each *Personality* type are designed to have an overall neutral points effect on the unit it is assigned to (i.e. not increasing or decreasing a unit's point value).

APPARENT IMBALANCES

There may be times where certain *Personality* types appear to be more advantageous than detrimental, and other times where a *Personality* type appears to be so detrimental that it is not

worth having it. Overall though, the benefits and drawbacks of the various *Strengths* and *Weaknesses* are designed to even out over the course of an entire battle.

PART II: WHEN TO USE

The *Personality 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.

USE WITH COMBAT CARDS & FANTASY CARDS

Because the *Personality Cards* do not affect the point values of units, and the *Strengths* and *Weaknesses* 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 PERSONALITIES TO

There are units which the *Personality Cards* will have no impact on during a battle (such as *Bunkers*, *Obstacles*, etc.) and therefore no *Personality Cards* should be assigned to those units. In addition, any units which do not enter and remain on the battlefield (e.g. *Aerial Units*, *Artillery Units*, etc.) should not have a *Personality Card* assigned to them.

PART III: NEW GOLDEN RULES

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

ALWAYS APPLY

All assigned *Personality Cards* remain in force for the entire duration of a battle, with the associated *Strengths* and *Weaknesses* always affecting the assigned unit, unless a specific requirement in a given scenario stipulates a change.

RESOLVED LAST

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

PART IV: HOW TO USE

BEFORE THE BATTLE

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

WHOLE FORCE

One Personality 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 Strengths and Weaknesses of the assigned Personality.

SELECT UNITS - GROUP PERSONALITY

Before the battle begins, each side selects an agreed upon number of units (e.g. 1, 2, 10%, etc.) and assigns a single Personality Card to the entire group. All units which are members of the group will be affected by the Strengths and Weaknesses of the assigned Personality.



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SELECT UNITS - INDIVIDUAL PERSONALITIES

Before the battle begins, each side selects an agreed upon number of units (e.g. 1, 2, 10%, etc.) and assigns a single **Personality Card** to each unit within the group. Each unit will only be affected by the **Strengths and Weaknesses** of the **Personality Card** assigned.

EVERY UNIT

Before the start of a battle, a **Personality Card** is assigned to each and every unit within the force. Some units may receive the same **Personality Card** assignments, or every unit may have a different **Personality** assigned to it depending on the method used to assign the **Personalities**.

SELECTING PERSONALITY CARDS

There are two ways to determine the **Personality Cards** to assign to units. They are:

RANDOM DRAW METHOD

The first method for assigning **Personality Cards** to units is simply via a random draw from the **Personality 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 **Personality Card** has been drawn from the deck that **Personality** type can no longer be drawn and assigned.

CHOSEN METHOD

The alternative method for selecting which **Personality Cards** are to be assigned, is for each side to simply choose the **Personality 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 **Personality Card** can be assigned. This method is often used in scenarios where specific unit **Personalities** are derived from the setting and background for the scenario.

DURING THE BATTLE

MARKING UNITS & PERSONALITIES

When using the **Personality Cards** some method is required to note a unit has a **Personality** assigned to it, and what **Personality** it has. A set of tokens have been included with the **Personality Cards** for this purpose, but by no means is this the only way to denote assigned **Personalities**. 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 **Personality**. Whatever method is used 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 **Personality** (and corresponding **Strengths and Weaknesses**) will always be in effect. The unit will be affected as described on the **Personality Card** whenever the situation requiring it arises.

CHANGING PERSONALITIES

It is not possible to change a unit's **Personality** 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 **Personalities** over the

course of a campaign (see below).

CAMPAIGNS

PERSONALITIES & CAMPAIGNS

A unit may change its **Personality** over the course of a campaign, but must do so in steps. The steps are as follows:

DECLARATION

After the completion of a battle with the unit's currently assigned **Personality** (if any) the side declares its intent to change the unit's **Personality** type. The **Personality Card** currently assigned to the unit is removed and returned to the **Personality Card** deck, and the unit fights its next battle with **No Personality** (see below). If the unit did not have a **Personality** type assigned to it, the unit instead moves directly to the **New Personality** step (see below).

NO PERSONALITY

The unit then fights its next battle without any type of **Personality** assigned to it. After this next battle it may then have a **New Personality** assigned to it (see below).

NEW PERSONALITY

When a unit is assigned a new **Personality** during a campaign, it must use the **Random Draw Method** described above. The new **Personality** is drawn from the **Personality Card** deck as it currently is (i.e. even if it is missing cards that are currently being used) and assigned to the unit. All of the effects of the new **Personality** are now in effect for the unit's next battle.

EXCEPTIONS TO PERSONALITY CHANGE

Sometimes a unit's **Personality** will change due to a condition in a scenario or campaign. Those types of **Personality** changes are not subject to the above steps, they follow the process described in the specific scenario or campaign.

PART V: RULES CONFLICTS

The **Personality 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 **Personality Cards** and the normal core rules or cards, then the **Personality 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 VI: END & CREDITS

That's it. That is all there is to using the **Personality Cards** in your games of the **Tactical Assault: Combat or Fantasy Cards**. All you have to do now is print out the actual **Personality 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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