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).

APPROBABLE 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.
SELECTING PERSONALITY CARDS

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.

CHOOSEN METHOD

The alternative method for selecting which Personality Cards are to be assigned, is for each side to simply chose 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 it’s 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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