

# Tactical Assault: Technology Cards™



## Rules Of Operation



# Tactical Assault: Technology Cards™

## PART I: INTRODUCTION

The *Tactical Assault: Technology Cards™* are a supplemental tool that can be used to add technology based details to your *Tactical Assault: Combat Cards™* and *Tactical Assault: Fantasy Cards™* units. These details allow players to fine tune their units to better reflect specific historical, fantasy or science fiction based technologies on the battlefield.

Every technological effect will have a different impact on a unit's battlefield performance. Whether the technology's effect will be a positive or negative one for the unit will depend on the specific technology that has been applied and the circumstances of the moment.

While using the *Technology Cards* does add a little more complexity to basic game play, it also adds a whole new set of interesting challenges for players to work through. Commanders will now be forced to come up with new tactics for playing to their units' technological strengths and avoiding their weaknesses, all while they try to find ways to exploit the technological weaknesses of their enemy.

The first thing you will want to do to get started using the *Technology Cards* is read through all of the rules and information included with this expansion. Thoroughly familiarize yourself with how the *Technology Cards* work, the rules adjustments needed for playing 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 TECHNOLOGY CARDS DO

Every *Technology Card* lays out a specific technological condition, the circumstances when that particular technological effect will come into play, and the impact it will have on the unit it is assigned to. Whenever the stated circumstances arise, the unit is immediately affected as noted on the card.

### THE TECHNOLOGY CARD DECK

Each set of *Technology Cards* includes 18 unique technological conditions - one per card - that can be applied to various units. A complete *Technology Card* deck consists of four copies of each unique *Technology Card*; this fixed allotment is used for the random assignment of *Technology Cards* to units.

### ASSIGNING TECHNOLOGY CARDS

*Technology Cards* are assigned to units prior to a battle by either *Deliberate* or *Random* assignment (see *Part V: Before The Battle below*). Either method can be used, but all sides should agree which methods will be used prior to the battle.

### MULTIPLE TECHNOLOGY CARDS

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

### MAXIMUM NUMBER OF TECHNOLOGY CARDS

The only limitation on the number of different *Technology Cards* 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, cards must be removed until the restriction is satisfied.

### IMPROVED & ADVANCED TECHNOLOGIES

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

### EXAMPLE: MULTIPLE TECHNOLOGY CARDS

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

### DURATION OF A TECH CARD ASSIGNMENT

If a unit is assigned a *Technology Card*, it is affected by the technology shown on that card for the entire duration of the battle. In some special scenarios, events occurring during the battle may allow for the immediate addition or removal of *Technology Cards*. In those instances, the special rules for changing technologies during a battle apply (see *Part VI: During The Battle below*).

### EFFECT ON UNIT VALUE

At the bottom of every *Technology Card* is noted the effect the technology 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 *Technology Cards* is designed specifically for use with certain core rules (i.e. the *Tactical Assault: Combat Cards* or *Fantasy Cards*). Be sure to only use *Technology Card* sets that are designed for the core rules you are using.

### UNITS NOT TO ASSIGN TECH CARDS TO

On every *Technology Card* is a description of which units may or may not have that particular technology applied to 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, *Technology Cards* should not be assigned to any unit where the unit could not reasonably be impacted by the effects of the stated technology during the normal course of play (e.g. *technology affecting how far a unit can move would not be appropriate for an Obstacle unit as they cannot move during a battle, etc.*).



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## PART IV: NEW GOLDEN RULES

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

### ALWAYS APPLY

All assigned **Technology 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.

### RESOLVED LAST

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

## PART V: BEFORE THE BATTLE

### WHO TO ASSIGN TO

If the **Technology Cards** are going to be used in a battle, they should be assigned to units prior to the beginning of the game. There are three different methods for assigning **Technology Cards**; any combination of the methods may be used, but all sides should agree upon which methods are to be used prior to the start of the battle. The methods are:

#### BY GENERAL UNIT TYPE

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

#### BY SPECIFIC UNIT TYPE

*In this method **Technology Cards** are assigned to a very specific unit type within a force (e.g. all M4 Sherman Tank **Armored** units, all Colonial Marine **Infantry** units, etc.). All identical units of that same type will then have the specified technology assigned to them for the duration of the battle. Note again that assignments made in this manner only affect the specified units in one particular force; they do not necessarily apply globally to similar units in other forces participating in the battle.*

#### TO A SPECIFIC UNIT

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

### HOW TO ASSIGN

There are essentially two methods for determining the actual

**Technology Cards** to assign to various units. Either method may be used, but all sides should agree upon which methods are to be used prior to the start of the battle. The methods are:

#### DELIBERATELY

*In this method the **Technology Cards** are carefully and thoughtfully assigned to battlefield units based on the qualities of the real or fictional units they represent. Sides may assign as many **Technology Cards** as they feel necessary to best simulate a unit's "real world" capabilities, subject to all of the restrictions and limitations noted in the rules.*

#### RANDOMLY

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

### DELIBERATELY: UNLIMITED APPLICATIONS

When **Deliberately** assigning **Technology Cards**, there is no limit to the number of times a particular technology 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 technology may be applied to different units.

### RANDOMLY: RESTRICTED APPLICATIONS

When **Randomly** assigning **Technology 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 **Technology Card** has been drawn and assigned from the deck, that technology can no longer be randomly drawn and assigned.

## REAL WORLD UNITS & DIFFERING OPINIONS

### NUMEROUS COMBINATIONS

Players should note that there are numerous ways to assign **Technology Cards** to a unit to achieve desired results. Combining different base unit types with different **Technology Cards** can yield several slightly different variations of the exact same unit.

### COMBINATIONS: EXAMPLE

As an example, a unit could be classified as a **Behemoth** unit and given technological limitations in one configuration, or it could be classified as an **Armored** unit and be given technological enhancements in another. Both configurations may give a good feel for the unit and its capabilities, but there may be some subtle differences in the unit's final characteristics (e.g. *the unit's base **Point Value** may be slightly higher or lower, its strength of attack against certain enemy unit types may be slightly better or worse, etc.*).

### DIFFERING OPINIONS

At times, differing versions of the same units could result in some disagreement over which is the "correct" or most "accurate" version. As there is no perfect way of assigning **Technology Cards** to historical units, every effort should be made to apply common sense and a feel of fair play to the situation - bearing in mind that



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any application of **Technology Cards** permitted by the rules will work in a balanced 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 TECH

When using the **Technology Cards**, some method is required to note the unit has a particular technology applied to it. A special set of tokens have been included with the **Technology Cards** for this purpose, but by no means is this the only way to denote applied technology. 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 applied technologies. Whatever the method used, it should be agreed to by all sides before the start of the battle.

### TECH "PACKAGES"

The tokens included with the **Technology Cards** refer to what are called **Tech Packages**. A **Tech Package** is simply a group of **Technology Cards** which are assigned to a unit together as a group or package. The group can be as small as a single **Technology Card** or large as desired, subject to all of the restrictions and limitations noted in the rules. Utilizing the **Tech Package** concept does not change the basic use of **Technology Cards** in any way; it simply reduces the number of markers required for units with multiple technologies assigned to them.

### TECH PACKAGES: MULTIPLE PACKAGES

Units can have more than one **Tech Package** assigned to them, however, if there is any duplication of technologies between **Tech Packages**, the additional effects from duplicated **Technology Cards** are ignored (*per the Multiple Technologies and Improved & Advanced Technologies rules*). In the case of **Improved** or **Advanced** technologies, the most advanced version of the technology is the one that is applied.

### ALWAYS IN EFFECT

Technological 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 its **Technology Card** assignments whenever the appropriate circumstances arise.

### TECHNOLOGICAL CHANGE

It is not possible to voluntarily change the **Technology Cards** assigned to a unit during a battle. It is possible however, that a specific scenario may stipulate special opportunities for units to change the technologies applied to them in response to events occurring during the battle (*e.g. a particular technology becomes active or inactive when a condition is met, an objective is taken, etc.*).

### TECHNOLOGICAL CHANGE: NEW EFFECTS

If a unit is able to and does change a **Technology Card** assigned to it during the course of a battle, the unit is immediately affected by the new technological effect (*or the absence of it*) for the duration

of the battle - or until another change is permitted in the scenario.

### TECHNOLOGICAL CHANGE: INCREASED UNIT VALUES

If a unit is able to and does change a **Technology Card** assigned to it during the course of a battle, the unit's **Point Value** is immediately adjusted per the rules for adjusting a unit's **Point Value** (*see Effect On Unit Value*). This new **Point Value** is then used for all calculations involving the unit going forward (*e.g. victory conditions, etc.*).

*Note: Through technological changes 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 allowing technological changes during the course of a battle.*

## PART VII: GAMES & CAMPAIGNS

### THE STANDARD GAME

#### TECHNOLOGY CARDS & THE STANDARD GAME

Using the **Technology Cards** in a battle does not change the point values used as battle parameters in the **Standard Game** (*e.g. victory points, force size, etc.*).

### CAMPAIGNS

#### CHANGING TECHNOLOGY DURING CAMPAIGNS

A unit may only change the technologies applied to it between the battles of a campaign if the rules of the campaign allow for it. If changes are possible, **Technology Cards** can be assigned or unassigned to a unit by "spending" **Campaign Points** (*see the Campaign Points section in the core rules*) equal to the **Unit Value** point adjustment of the technology - regardless if it is an addition or subtraction to the unit's **Point Value**.

#### EXAMPLE: CHANGING TECHNOLOGY

For example, if **Technology Card A** adds +1 point to a unit's **Point Value**, it would cost one **Campaign Point** to apply that technology to a single unit. If **Technology Card B** subtracts -1 point from a unit's **Point Value** it would also cost one **Campaign Point** to remove **Technology Card B** from a single unit, since you ignore whether the change is an addition or subtraction. In either example, it would cost two **Campaign Points** to apply that technology to two separate units, three **Campaign Points** to apply it to three separate units, and so on.

#### CHANGING TECHNOLOGY & POINTS

After **Campaign Points** are spent to make technological changes, the changes are noted for the unit and the unit's new **Point Value** is calculated (*see Effect On Unit Value*). Once **Campaign Points** are spent in this fashion, they are gone and cannot be used for any other purpose.

## PART VIII: RULES CONFLICT

The **Technology 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



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to arise between the **Technology Cards** and the core rules, the **Technology Cards** will take precedence. If the conflict is between the **Technology 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 **Technology 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 **Technology Cards**, cut them apart, shuffle them up (*if necessary*) and you will be ready to transform your units into the technological marvels (*or debacles*) they deserve to be!

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