

SAGA I: AWAKENING

— アニマ タクティクス —



ANIMA
TACTICS

RULEBOOK





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アニメ タクティクス

ANIMA

TACTICS

*Why did we forget?
When did we loose our own destiny?
Was it... every really ours?
Maybe the world that I wished to create could have
been worse...*

But it would be ours.

Rah Sith

The world has changed.

Seven hundred years have passed since Gaia was shattered, split by forces beyond our understanding. Everything we don't understand is a hell in our eyes.

It is now the year nineteen eighty-nine. Magic is retaking Gaia, and the line that separates reality from The Wake is getting weaker and weaker. The Empire, the power which has dominated the world for centuries, is decimated, and a covert struggle has begun between the empress, the warlords, and the church to control the Lost Loggia, the wisdom of forgotten ages. Their best agents wage a secret war to obtain a power capable of changing the face of the world forever.

And meanwhile, entities that have survived hidden from the eyes of man have realized that the time has come to act...

Everyone can feel it.

This... is the Awakening

INTRODUCTION

Welcome to **Anima Tactics**, a miniatures combat game in which each player controls a powerful group of characters fighting for supremacy on a war-torn battlefield.

Winning

The standard scenario is that the player with the most levels on the table at the end of 10 turns is the winner.

Character Card

All of a character's Attributes are printed on its associated card. This indicates the character's abilities, special skills, and powers. Each Character Card includes the following information:

- 1.- Attack:** The character's offense value. The higher this number, the easier it will be to hit your enemies in combat.
- 2.- Damage:** The power of your attacks. The higher this number, the more damage each hit will do.
- 3.- Defense:** The character's base defensive value. The higher this number, the harder it is for your enemies to hit you in combat.
- 4.- Armor:** The unit's base armor value. The higher this number, the lower the damage will be when your enemies hit you.
- 5.- Life points:** The amount of damage the character can receive before suffering defeat.
- 6.- Resistance:** The character's capability to resist special effects and state attacks.
- 7.- Speed:** The character's movement values. The first number is the distance in inches the character can move while walking, and the second is the distance the character can run. The numbers framed beneath these values only apply if the optional rules for play with game boards are in use.
- 8.- Action and Recovery Bar:** This section indicates the maximum number of actions a character may take and how many actions the character recovers during the Recovery Phase

of each turn. The total number of spheres is the total number of actions a character can take per turn, while the number of illuminated spheres is the number of Actions the character recovers in the Recovery Phase.

9.- Category: There are three categories: Mystic, Fighter, and Prowler.

10.- Affiliation: The group of the character.

11.- Faction: The alignment of the character. It can be Light, Darkness and Unaligned.

12.- Special Abilities: Powers, techniques, and spells available to certain characters. Like Basic abilities, each costs the number of Action points equal to the number of spheres next to it.

13.- Character Level: The unit's cost in points.



Game factions

The Anima Tactics game is divided in three different factions depending on the alignment of each character: Light, Darkness and Unaligned. None of them represent good or evil, but rather the personal philosophy of each, the elementary force that dwells in their soul. Because of this, characters aligned with Light oppose those aligned to Darkness, while the Unaligned are neutral. As we will see in the Organizing your Party section, as a general rule you can not combine characters of Light and Darkness, since their aims are radically different.



Besides these alignments, each character can belong to an affiliation. The eight affiliations that exist are:

Church: The Church keeps the Faith in Gaïa. Its task is to tirelessly hunt down the supernatural forces that threaten the world. The Church's members are devout believers, willing to sacrifice whatever is necessary to fulfill their sacred mission.

Samael: The last heirs of Gaïa's supernatural creatures, who stayed hidden from the eyes of mankind during more than seven centuries. Now their leaders, the mysterious Fallen Angels, have begun to activate their agents, preparing them to change the world to their own designs.

Wissenschaft: The obscure organization created by the enigmatic prince Lucanor is a shadow that extends through the entire world with the aim of furthering its master's mysterious designs. Thanks to its tremendous techno-magical advances, its agents possess implants and improvements that give them incredible abilities.

Black Sun: A powerful mega-corporation that searches out powerful objects from ancient times. After the discovery of the legendary Book of the Dead, they began developing powerful necromantic creations with which they plan to achieve arms superiority over Gaïa.

Empire: The Sacred Holy Empire of Abel has been the mightiest power in Gaïa for seven centuries. After the previous Emperor's death and the rise to the throne of the child empress Elisabetta, Abel is grouping its depleted forces in order to regain its supremacy.

Azur Alliance: In times past it was part of the Empire, but now the Alliance has become the Empire's greatest opposition. Like Abel, its agents pursue the knowledge of the Lost Loggia, from which they hope to obtain enough power to change the world according to their will.

Tol Rauko: The Templars of Tol Rauko Island are in charge of conserving the memory of past civilizations. Their power and knowledge are so vast they can destabilize entire countries or change the course of world events.

Wanderers: This affiliation groups together all characters without a fixed affiliation. They vary from mercenaries to adventurers who travel the world seeking out new marvels.

Advantage cards

Advantages are special objects and abilities that have an influence on the character. Each costs points to add to a character or to play.

Counter card

This card contains the counters you'll need to keep track of things like a character's State and Life Points during play. You will need to cut them apart before playing for the first time.

Ability Cards

This card contains all the basic abilities which are common to all characters. Each costs Action points equal to the number of spheres next to the ability. This card also contains a list with the meaning of each of the game state icons.

What do you need to play?

Each **Anima Tactics** starter set contains the following:

- Two Character miniatures.
- Two character cards.
- An advantage card.
- A counter and state card.
- Several Action counters.
- A ten-sided die.
- This manual.

You will also need a ruler to measure distances, and although it's not absolutely necessary, we recommend you use scenery to enrich the experience of play.

PREPARING FOR THE GAME

Before starting a game of Anima Tactics, a little preparation is needed.

Organizing your party

The first step is to decide how many levels the game will be. This determines the size of the battle. Players can spend levels on Characters and advantage cards up to the agreed-upon level total for the game. A standard game is 250 Levels, but the best for beginners are games of 150 levels to 200 levels, which recreate small skirmishes. For larger battles, you can play with 300 or 400 levels. Games with 500 or more levels are true pitched battles between armies.

The level cost of each character appears in the lower part of its character card.

When building your team, keep in mind that every character in **Anima Tactics** is a unique individual, so you can't choose the same character twice, unless that character's card expressly allows it. However, the same character *can* appear on different sides in the confrontation (in this case, one of the characters is a mere imposter that's imitating the real character). Another important limitation

when you create your party is that you can't unite characters from opposing Factions. Three different factions are included in the first Saga: Light, Darkness, and Unaligned. Light and Darkness are opposing groups, so it is not possible to combine miniatures from those factions in the same party. Unaligned characters are neutral and can be used in parties of any faction.

Also, some characters belong to certain organization, like Samael, Church or Wissenschaft. If you want, you may compose a party using only characters from one organization. If this is the case, you can ignore the Light or Darkness factions as long as all your characters belong to the same organization.

You may also include Advantage cards as part of your force. Add each chosen Advantage card's level cost to your force, just as you would a Character. Your total number of Advantage cards at the start of play can never be greater than the total number of your starting characters.

Of course, planning a good party is more difficult than it appears, since you have to know how to combine the abilities and special abilities of each character to create the best tactic. How you go about this is up to you.

Prepare the table and the scenery

Now, you set up the table where you are going to play. We recommend a play area of 48 inches by 48 inches, although if you like you can play on a different sized table.

At this point, each player rolls a die and checks the following for the result: 1-3 one Scenery feature, 4-6 two Scenery features, and 6-10 three Scenery features. The combined results are the number of Scenery features that will be used in the game. Both players then roll again, with the high roller placing the first Scenery feature. Players alternate until all Scenery features have been placed. Scenery features may not be placed within 3 inches of the table's edge, and no closer than 1 inch from any other one of them. If you don't have true model Scenery features, you can use any household objects as such. You just need a little imagination. For example, a book can be a perfect hill, and a shoebox can be a building or a huge rock.

Deploy your parties

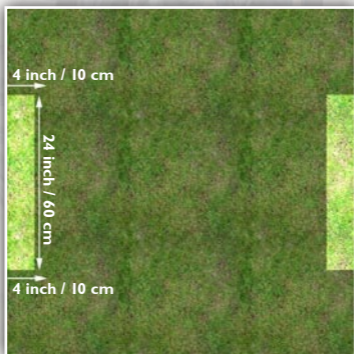
For a standard game, each player chooses his deployment zone as shown in Diagram I. Each player then rolls a die, with the lowest roller placing one of their Characters in their deployment zone first.

Players then alternate placing Characters into their deployment zones until all Characters are on the table.

Place the Action counters and decide who takes the first action

Put the Action counters on top of the character cards. During the first turn of play, all Characters start with a number of Action counters equal to their Recovery value PLUS 1. That is, a character with Recovery 3 starts with 4 Actions.

Finally, each player rolls a die, with the high roller deciding who will act first. Now you are ready to begin!



▲ *Diagram I*

HOW TO PLAY

Now let's see the how the game works.

Phases and Turns

Each Turn of play is made up of three different Phases: Recovery, Maintenance and Action. All players complete all of their activity in each Phase before play moves on to the next Phase. When all players have moved their characters during the Action Phase, the Turn has ended, and the next Turn starts. A summary of actions in each Turn follows, with more details afterward:

1- Recovery

- Straighten all of your cards.
- Recover your character's actions.

2- Maintenance

- Pay upkeep for your special abilities.
- Remove the corresponding State counters.

3- Action

- Move your characters.
- Use your Advantage cards.

Recovery Phase: First, straighten all of your cards. In this Phase, characters recover as many actions as their Recovery Attribute allows. Recovery is shown by the number of illuminated spheres. Regardless of the number of actions a character may recover in a turn, a character may never have more Actions than their total number of spheres.

Maintenance Phase: Some Special Abilities have Upkeep, which requires spending a certain number of actions to keep their effects active. During this phase, remove the Action counters necessary to maintain the abilities you desire to remain active.

Also, you must remove a counter for each type of State effect your character is in. That is, if the character suffers two different State, remove one counter for each type.

Action Phase: The Action Phase is the most important Phase in the game. In it, players take turns moving their units and taking actions with them. The player who acts first chooses one of his characters and takes all of the actions he wants to with that character. When the player doesn't want to take any more actions with that one, or has no actions left, he turns that character's card sideways to indicate that the character has finished acting. Now it is the next player's turn to act. That player now does the same with one of his characters. Play continues this way until all characters have finished their actions and all character cards are turned. The Action Phase is then over and a new Turn begins, starting with the Recovery Phase.

Zone of Control

The Zone of Control of a character is everything within 8 inches of it and is within that character's Line of Sight.

Measuring

A player cannot measure the distance between his character and an objective before declaring his character's actions. For example, if you wish to charge an enemy or shoot a projectile weapon with a character, you must declare so before measuring the distance between the Character and his target. If it turns out your character isn't within range for the chosen action, the attack is lost, or the charge isn't far enough to reach the enemy.

All measuring must be done from the front of the base of the character.

Actions

The **Anima Tactics** system is based on actions. Each turn, each character has a specified number of actions it may attempt. A character may attempt as many actions as it has Action counters on its card. As the character uses actions, the counters are removed.

Not all Abilities have the same Action point cost. Defending, for example, only costs one action point, while Attack or Charge cost two and three points, respectively. Remove a number of

counters from the card equal to the cost of the Ability used. Of course, if your character doesn't have enough Action points available, you can't use the Ability.

A character can perform actions and abilities in any order that you wish. A character can also repeat actions as you like. For example, a character with four or more points can Attack twice (Attack costs two points). The only exceptions are Movement actions and the Seek ability, which can each only be done once per turn.

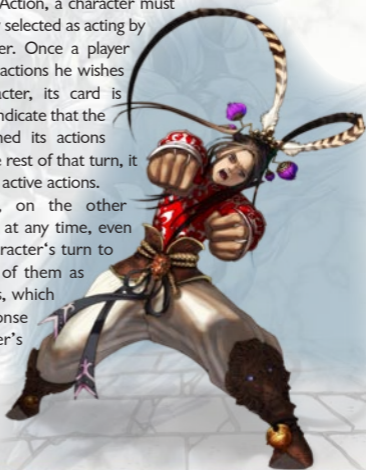
You don't have to use all of a character's action points before you declare that the character is finished for that Turn. Sometimes, it is much wiser to reserve a few Action counters to have more available in the next Turn or for reactive actions.

Using Actions: Active and Reactive Actions

As we have seen, characters take actions during the Action Phase. In it, players take turns moving characters and using those characters' abilities. However, there are two different kinds of Actions – active and reactive.

To take an active Action, a character must be the one currently selected as acting by the controlling player. Once a player has taken all of the actions he wishes to with that character, its card is turned sideways to indicate that the character has finished its actions for the turn. For the rest of that turn, it can't take any more active actions.

Reactive actions, on the other hand, can be taken at any time, even when it's not a character's turn to act. You can think of them as interruption actions, which are used in response to other character's actions. The best example is Dodge, an action taken



in response to another character's Attack. Unless otherwise specified, reactive abilities must be used before any die roll.

Take into account that sometimes it is wisest to end a character's Action Phase without spending all of that character's Action counters so some are available for reactive actions, or just to have more available in the next turn. It is quite acceptable to turn a character card sideways without taking any Action.

A correct and careful use of actions is the key to winning games.

Recovery and Total Actions

Regardless of the number of Actions a character may be allowed to recover, he may never have more Actions than the total number of spheres in his card. Any above that number are ignored. For example, a character with a maximum of four Actions available per turn ends his turn with two Action points remaining.

Although his Recovery value is 3, in the next Recovery Phase the character will have his maximum of four Actions, no more.

Movement

A player may choose to have a character move at one of three different movement rates. However, unlike other actions, a character can only move once per Turn, regardless of the number of Action points available. So, a character that declares *Run* cannot *Walk* or do *Free Movement* in the same turn.

A character can not move if it is in Hand-to-hand combat; first it must *Escape* from combat.



Free Movement: Any character can move 2 inches without using any Action points. Free Movement can be used reactively, so the character can intercept a Charge against a friend unit (although not to avoid a charge against itself).

Walk: The first number in the Speed icon on a character's card is the distance in inches the character moves while walking. When walking, a character can change direction and turn at will, as long as the total distance walked is not greater than the card's indicated movement rate.

Run / Charge: When running or charging, a character moves as many inches as the second number in the Speed icon. Unlike walking, a running character must move in a straight line and cannot turn or change direction. The character can be moved through any scenery features, but cannot charge through impassible scenery.



▲ *Run / Charge example*

ABILITIES AND POWERS

Each character has a variety of abilities and powers available to it. Some (like basic or special abilities) use Actions, while others are automatic or specify certain requirements be met. Let's see how they work.

Basic abilities

Basic abilities are actions available to all characters.

Attack (2 Actions)

Attack allows a character to strike an enemy character in combat. When a character attacks, the player rolls a die and adds the result to the character's Attack value to see if he hits the enemy or not. If he has the Distance Attack ability, he can choose to target an enemy that's within his range of fire.

Charge (3 Actions , Once per Turn)

When a character Charges, it attacks an enemy by running at it, using its momentum to gain an advantage. The character moves at its listed Running Speed and the player then rolls a die for the attack, adding +2 to the roll. Like running, when a character Charges it must move in a straight line, called the Line of Charge. A character can't Charge against an enemy it's already engaged in combat with. Although it is an Attack action, Charging also counts as a Movement action, so a character can only Charge once per turn, and may conduct no other Movement action.

Dodge (1 Action, Reactive)

Dodge is a Reactive Action used to attempt to avoid damage from hand-to-hand or ranged attacks. When an enemy declares the intention to attack a character, the targeted character can spend an Action point to roll a die and add the result to its Defense. This Action must be declared before the attacking player rolls the die.

Counterattack (3 Actions, Reactive)

A Counterattack is a form of hand-to-hand defense by which the attacked character takes advantage of a successful Dodge to attack back at his enemy. Like a Dodge Action, the player rolls a die and adds the result to his Defense. If no damage is dealt by the attacker (without counting the Armor value), the Counterattack Action allows the defender to make an automatic Attack Action against the enemy, but applying -2 to his roll.

Walk (1 Action, Once per Turn)

Allows the character to move as many inches as the first number of its Speed Attribute. The character can change direction at will during movement. Like all Movement Actions, it can only be used once per Turn.

Run (2 Actions, Once per Turn)

Allows the character to move as many inches as the second number of its Speed Attribute. Unlike Walking, the character must Run in a straight line. Like all Movement Actions, it can only be used once per Turn.

Escape (1 Action)

Escape allows a character to disengage from hand-to-hand combat. To do so, the player must roll a die, and if the result is 6 or more, the Escape attempt is successful. The character can then spend action points normally on a Movement Action to get further away.



Seek (1 Action, Once per Turn)

Seek is an action that allows a character to discover an enemy character hidden within its Zone of Control if there is Line of Sight to the hidden character. To do so, the player rolls a die, with a result of 8 or more meaning that all hidden units in the Zone of Control are made visible.

A character can only attempt to Seek once per turn, whether or not it is successful.

Special Abilities

Unlike Basic Abilities which are available to all characters, most characters have unique Special Abilities. Each character has its own Special Abilities and their cost(s) listed on its Character card. Some of these Special Abilities modify the rules for normal defenses, attacks or counterattacks. Follow the normal rules for these actions, applying the modifiers from Special Abilities as needed.

There are three types of Special Ability: Magic, Ki, and Deception.

Capabilities and Powers

Many characters have capabilities or natural powers that work automatically, without spending Actions. Here are some examples of the most common.

Ranged Attack: If a character has this Ability, its normal attacks are projectiles which are able to reach enemies at a distance. The range of the attack is always specified on the character's card.

Flight: A character which can fly has the ability to move above any obstacle or scenery feature with no reduction to its movement. Also, it can Charge over enemy units without being intercepted. Only another flyer unit would be able to intercept it.

Hide

Some characters are able to use the Special ability Hide. While they are hidden, they cannot be the object of any hand-to-hand attack, ranged attack, effect, or interception; simply put, enemy characters are considered not to be aware of their presence. Other players cannot declare any attack or Special Ability against the hidden character. When a hidden character makes an attack or performs any offensive action, the character is revealed and loses the state of hidden. It is also possible to detect a hidden character by using the Seek ability.

A character cannot hide if it is already in the Zone of Control of an enemy character.

COMBAT

The fundamental element of Anima Tactics is combat, when different characters exchange blows, spells, and special techniques in order to defeat their adversaries. Let's look at how combat flows.

Hand-to-hand Combat

Hand-to-hand combat takes place when the bases of two enemy characters are touching. In this case, we say that both characters are engaged in combat. If a character's base is in contact with more than one enemy, it can choose which to attack or, if it has enough Actions, do multiples attacks against various enemy characters. Characters engaged in hand-to-hand combat cannot make ranged attacks. If a character engaged in hand-to-hand combat wishes to break away, it must first make a successful Escape Action.



Attacking and hitting an enemy character: Whether through the Action Attack, a Charge, or a Special Ability, a character can try to hit an enemy unit in combat. To do so, the player rolls a die and adds the result to the character's Attack Attribute. The attack is successful if the sum is equal to or greater than the defender's Defense value. If the result is lower, the attack has failed with no other consequences. If the attack is successful, the amount by which the sum exceeds the Defense value is called the Level of Success.

Whatever the difference in values, a result of 10 on an attack roll is automatically a success, even if the Defense value is still higher.

Defending and Counterattacks: In response to an Attack, a defender can use an Action to try to evade or block the blow. A Dodge Action is reactive and allows the defender to roll a die and add the result to the character's Defense Attribute. A Counterattack works the same way, except that if the Defense Action is successful and the attack deals no damage, the defender can automatically make an Attack Action against the enemy at no additional cost, but with a -2 to the roll. In either case, Defense must be declared before the attacker rolls the die.

Calculating Damage: If an attacking character successfully hits (by meeting or exceeding the enemy Defense value) an enemy character, the Level of Success is added to the attacker's Damage Attribute. The defender's Armor value is then subtracted from the Level of Success, and the result is the Life Points the defender loses. So, a character with a Damage Attribute of 3 that achieves four Levels of Success in an Attack removes 7 Life points, minus the defender's Armor value.

Let's see an example. Lemures (Attack 5 and Damage 4) declares an attack against Celia (Defense 9 and Armor 2), spending two action points. In response, Celia uses a Defense Action to attempt to block the blow. Celia rolls a die and receives 2, so her total Defense is 11, Lemures rolls the attack die and rolls 9, which added to his Attack Attribute is a sum of 14, three points more than Celia's Defense. Not only has Lemures hit his enemy, but he adds three to his Damage due to his Level of Success, plus his Damage rating of 4, for a total of 7 Life Points of damage. Since Celia has 2 Armor, she loses 5 Life Points (or LP), from this attack.

Ranged Attacks

An attack attempt by a character with the ability to launch projectiles, spells, or use Ki techniques at greater than hand-to-hand combat distance is called a Ranged Attack. Ranged Attacks use the same system as hand-to-hand attacks, except that no Counterattacks are possible against Ranged Attacks. To attack an enemy using a Ranged Attack, the enemy unit must be in the Line of Sight of the attacking character and within the range of the attack form, which is listed on the attacker's Character card.

Unlike hand-to-hand combat, there are special modifiers that affect the Attack value of the attacking character.

Penalties to Ranged Attack values are cumulative.

Long Range: When a Ranged Attack is made against a unit that is farther than half the attack's listed range, the Attack suffers a -1 penalty. For example, a Ranged Attack with a range of 16 inches will suffer a -1 penalty when targeting an enemy more than 8 inches away.

Cover: When the target is partially covered by scenery features or there are minor obstacles in the attacker's Line of Sight to the target, the Attack receives a -2 penalty to their Attack value. Normal size characters don't act as cover in the Line of Sight. For more information about cover, see the Scenery section.

Character Engaged in Hand-to-hand Combat: Ranged Attacks against characters already engaged in hand-to-hand combat receive -1 to their Attack value.

Superior Position: A character at a higher elevation than its target receives +1 to its Attack value. Also, Superior Position attacks cannot be intercepted by other units via the Cover rule.

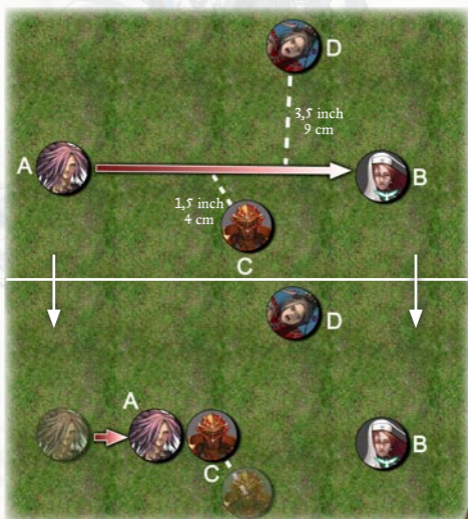
Situation	Modifier
Long Range	-1
Cover	-2
Character engaged in combat	-1
Superior position	+1

Defensive maneuvers

Besides the conventional attacks and defenses we have seen, there are two maneuvers that allow characters to protect friendly units from enemy attacks.

Intercept a Charge: A character within Free Movement distance of an attacker's line of Charge can intercept the enemy Charge and enter in hand-to-hand with the enemy charger. This way, a character can protect weaker friend units by intercepting attempted enemy chargers. A character that is in hand-to-hand against an enemy model cannot intercept a Charge.

Although if this manoeuvre implies a movement, it can be done even if the character has already moved. However, the character can use it only once per turn.

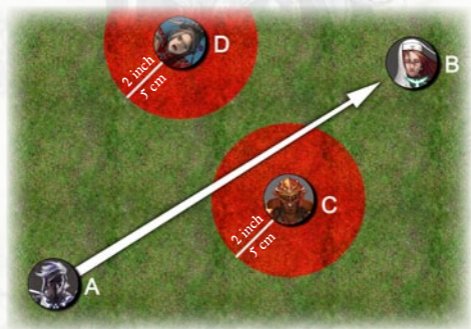


▲ Diagram II

In Diagram II, A declares he will Charge against B. C tries to protect B and Intercepts A's Movement by moving into the line of the Charge. D, however, is unable to intercept the charge, since it is too far away from the line of the Charge.

Shield: Similar to Intercepting, a Shield allows the character to place itself in the trajectory of a Ranged Attack to protect another friendly model. That is, a character may choose to receive the impact of a ranged attack if the trajectory is within its Free Movement distance (less than 2 inches from it). Cover is not a Movement action, and a character can do it as many times as the controlling player wishes in order to protect friendly characters.

In Diagram III, A declares a ranged attack against B, but since the Line of Sight passes through the area covered by C, C may Shield his companion and receive the attack. On the other hand, D can not since it is too far away.



▲ Diagram III

Damage and Death

As a character receives Damage, it progressively loses Life Points. To keep track of how much Damage a character has received, place counters on its character card. When a character's Life Points reach 0, the character has died or is out of combat, and must be removed from play.

Resistances

Special Abilities with the *Effect* keyword require a Resistance roll versus the target to determine whether they have any effect. The Effect may be automatic, as are certain spells, or it may cause Damage, as do some poison attacks. All Effects have a difficulty level, which implies how hard it is for the characters to resist the Effect. When a Resistance roll is needed, all the affected characters must roll a die and add its Resistance value to the result. If the sum is greater than the difficulty level of the Special ability, the target is not affected.

STATE

Some characters can put themselves or others into different States, which may cause advantages or disadvantages. To indicate that a character is in a State, put a number of State counters on its card equal to the level of the State. For example, a character affected by a level 2 *Haste* spell will have two *Haste* counters on it.

State effects don't last forever: remove one counter of each type of State during Maintenance phase. When no counters for a specific State are left on a character's card, the character is no longer under the effect of that State.

Types of State include the following:

Haste: The character recovers an additional Action during Recovery Phase.

Shield: The character's Armor value is raised by 4.

Healing: The character recovers 2 LPs at the beginning of the turn.

Protection: The character's Resistance value is raised by 4.

Poison: The character loses a Life Point for each Action it does. So, when the character Attacks, it loses 2 Life Points. Apply the effect as soon as the Action is completed.

Blind: Causes a penalty of 4 points to the affected character's Attack value.

Doom: When you remove one Doom state counter during the Maintenance Phase, roll a die for the affected character; if the result is 8, 9, or 10, the character loses all remaining LPs immediately.

Slow: The character recovers one less Action during Recovery Phase.

Seal: The character cannot use Special Abilities.

Paralyzed: The character is paralyzed and cannot use any Actions during the Turn.

Berserker: A character affected by Berserker receives +1 Attack value and +1 Damage value. However, upon being activated, the character must always immediately Charge (action points permitting) against the closest enemy character and use all of its Actions for attacking. It cannot use any Actions for Defense.





SCENERY

It's not necessary to use scenery features in **Anima Tactics**, but it greatly adds to the fun and diversity of your games. If you do use scenery features, here are the modifiers and rules you need to apply.

Clear Terrain

Smooth surfaces that represent pavement, plains, or other expanses where there are no natural terrain features. It imposes no modifier on Movement or on Line of Sight.

Abrupt Terrain

This can be trees, rocky areas, and scrub brush; any terrain that restricts Movement and Line of Sight without impeding it completely. All units that cross Abrupt Terrain reduce their Movement by half while within that feature and receive the modifier of Cover if they try to shoot through the Abrupt Terrain.

Impassable Terrain

They may be huge constructions, canyons, rock formations... any obstacle that's impossible to cross. No character may move through Impassable Terrain. As for Line of Sight, we distinguish between two types of Impassible terrain.

High Terrain: These are walls or constructions. No Line of Sight can be traced across them to anything behind them.

Low Terrain: These are rivers or gullies. They don't allow Movement, but don't block Line of Sight, and are not considered cover.

Elevations

Mountains and cliffs are common scenery features that affect both Movement and Line of Sight. When a character moves

up a level in elevation, its Movement is reduce by half, as in Abrupt Terrain. There is no Movement penalty for moving down in elevation. Changes in elevation block Line of Sight if a character tries to fire through the feature. Check from a character's-eye perspective to see if a scenery feature blocks the Line of Site upward or downward. A character which is in an elevated position doesn't suffer the Cover modifier for firing through Abrupt Terrain at a lower elevation.

ADVANTAGE CARDS

Advantage Cards are an element that greatly increases the versatility and diversity of **Anima Tactics** games. They are modifiers that affect characters or conditions of play in exchange for a number of Levels points paid while building your force. You can never have more Advantage cards than the number of characters you start the game with. There are two kinds of Advantage cards.

Equipment and Powers

Equipment and Power cards are placed on characters at the beginning of play. Once you have placed a piece of Equipment or Power on a character, you cannot move it to a different character at any time during the game. Some have a limited number of uses, after which they are discarded, while others are have a continuous effect. If a piece of Equipment or Power does not have the word "Automatic" in its description, it requires Actions to use.

Some objects and abilities can only be played on certain categories of characters. A character may never have more then one equipment or power card attached to it per game.

Plot

Plot cards allow you to modify certain aspects of the game, such as moving scenery features or rerolling dice. Unless the card reads otherwise, they can be played at any time. You keep your Plot cards in your hand, hidden from your opponent until you decide to use them.

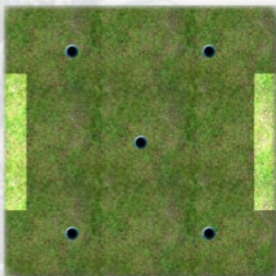
OPTIONAL SCENARIOS

The goal in a standard game of **Anima Tactics** is to see which player has the most levels worth of characters left on the table at the end of the tenth turn, but there are other possible scenarios. Here are a few options you might want to try out if both players agree.

Scenario 1: Nodes of Power

At the start of play, five counters are placed on the battlefield, as shown in Diagram IV. Each one is a Power Node, and the goal of the scenario is to claim as many of these Nodes as possible. Any character which moves on top of a Node can claim it for his side. As long as the character is on top of the Node, it recovers one additional Action per turn, not to exceed the spheres on its card. Once a Node is captured, it remains claimed unless the opposing side claims it by placing a character of their own on the Node. The player that controls the most nodes at the end of the tenth turn wins the game.

If the game is played with 200 or less levels, we recommend you only use three Nodes.



▲ *Diagram IV*

Scenario 2: Capture the Flag

The aim of this scenario is to capture the enemy flag and take it to your own deployment zone. Each player puts a counter representing his flag in his own deployment zone. Any enemy unit that moves into contact with the counter can pick it up by using an Action. If the character carrying the flag dies, the flag falls to the ground in that spot, where it can be picked up another enemy character or a friendly character who may

attempt to return it to his deployment zone. When a character who carries the enemy's flag reaches his own Deployment Zone, that player wins the game.

Scenario 3: Armageddon

In this Scenario, the aim is to kill all enemy units, no matter how long it takes. There is no 10 turn limit.

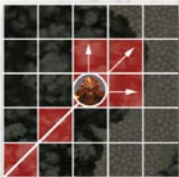
OPTIONAL RULES: BOARD GAME

Anima Tactics offers you the additional possibility to play on a board divided into squares for those that don't want to use a ruler in play. The game mechanic is exactly the same, but there are special rules about character movement and the role of the squares in the game. Several maps for use in your games are available for downloading on our website if you like.

Movement and squares

A character may move to any of the eight squares that touch its current square using the movement points from its Speed attribute. The number of squares that it can move equals the number of inches of movement the character has. A character cannot pass through or stop in a square occupied by another character, whether friendly or enemy.

Walk: When a character is walking, he has complete freedom of movement and can change direction as many times as he likes.



Run: When a character is running, the character must keep moving in the original direction. That is, the character must always move to one of the three adjoining squares in the same direction as the original movement, as shown in Diagram V.

▲ Diagram V

Charge: A character must move in a straight line towards the enemy character in order to be considered charging it, and must not move through any square that is not the most direct route towards the enemy.

Additional clarifications

Besides the previous notes, a few other clarifications are necessary for play on a board with squares.

Free Movement: A character's Free Movement is two squares.

Zone of Control: A character's Zone of Control is everything within a radius of 8 squares of the character's position and is within the Line of Sight.

Hand to hand combat: A character is considered to be in Hand to hand combat with an enemy if both are in adjacent squares.

Ranged Attacks: An attack's range in inches is the distance in squares that the attack will reach. The Long Range modifier is then applied to this value.

Terrain Types

To distinguish between the different types of terrain, each square bears a small mark on one of the corners that indicates which class it is.

Clear Terrain: All squares which have no special indications are Clear Terrain. All characters may move and attack through them normally.

Abrupt Terrain: Abrupt Terrain squares are marked with a small yellow circle. Due to the difficulty this terrain causes, movement through these squares costs two movement point instead of one. Also, if a character's line of sight when making a Ranged Attack passes through a square with Abrupt Terrain, the attack suffers the Cover modifier.

Impassable Terrain: There are two different marks for Impassable Terrain, depending on the height of the terrain.

High Terrain squares are marked with a small black square, and as in the normal game, a character cannot pass through, trace a Line of Sight, or make Ranged attacks through High Terrain squares. Low Terrain squares are marked with a black circle. A character cannot move through them, but a Line of Sight can be traced through them, and Ranged Attacks made.

Elevations: There are two levels of elevation, marked with a black triangle, and a 1 or 2 respectively depending on the height. For a character to move to a higher Elevation than the one it is in (Clear Terrain is considered 0), two movement points must be spent instead of one, although moving to a different square at the same Elevation or lower causes no penalty. It is not possible to move up or down by two levels of height: to reach a square Elevation 2 from Elevation 0, the character must first move through a square at Elevation 1.

A character may launch a Ranged Attack to an Elevation one level higher than the one the character is at suffering a modifier for Cover, but two levels of difference block Line of Sight. On the other hand, a character suffers no modifier for Cover on an attack through Abrupt Terrain in squares lower than the character.

A character at Elevation 0 may make a ranged attack through a square in Elevation 1, but Elevation 2, two levels higher, blocks the attack. Likewise, if the character were at Elevation 1, the target in Elevation 2 could be attacked.



Abrupt Terrain



Low Terrain



High Terrain



Elevation 1



Elevation 2

REFERENCE ICONS



Attack



Life Points



Damage



Resistance



Armor



Speed



Defense



Light Faction



Dark Faction



Neutral Faction



Paralyzed



Life Point Counter



Poison



Berserker



Seal



Healing



Protection



Blind



Haste



Doom



Slow



Shield

—フィアト・ルクス—

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