

Anima Tactics Quick Reference Sheet

SETUP & BASICS

- **Deployment:** 4 inches from the table edge and 12" from each side.
- **Starting Action Points:** Recovery +1
- **Zone Control: 8"**
- **Measuring:** From base to base, no pre-measuring allowed
- **Advantage Cards:** One per character. Categories must match.
- **Free Movement:** 2" does not cost any action points.
- **Hidden:** Cannot be the object of any attacks, effects, or interceptions. Once an offensive action is performed unit is no longer hidden.
- **Phases:** Recovery, Maintenance, (*Roll for Imitative*) Action.

RECOVERY PHASE

- Straighten cards
- Recover Action Points (Blue Spheres)
- Cannot have more than total spheres

MAINTENANCE PHASE

- **Pay upkeep:** Spend Action Points or use a Haste Counter
- **Remove State Effects:** Remove one counter for each type

ACTION PHASE

- Choose a character and do all of its actions
- Turn characters card sideways when it finished with its actions
- Actions can be taken during the character's Action Phase only
- Reactive Actions can be taken at anytime

ACTIONS

- **Walk (1 Action, Once Per Turn)**
Move up to it's first Speed Attribute.
- **Run (2 Actions, Once Per Turn)**
Move up to it's second Speed Attribute in a straight line.
- **Escape (1 Action)**
To disengage hand-to-hand. Roll 1D10. 6 or more = success.
- **Attack (2 Actions)**
Attacker's Attack + 1D10 \geq target's Defense = Hit.
Difference = Level of Success.
A 10 natural is always a success,
Attacker's Level of Success + Damage – target's Armor = Damage.
- **Charge (3 Actions, Once Per Turn)**
Move up to it's second Speed Attribute in a straight line.
Roll 2D10 choosing the highest to adding to your Attack Attribute.
- **Dodge (1 Action, Reactive)**
Roll 1D10 and add it to your Defense attribute against this attack only.
- **Counterattack (3 Actions, Reactive)**
Roll 1D10 and add it to your Defense attribute against this attack only.
If the attack misses make an automatic Attack Action with -2 Attack.
- **Seek (1 Action, Once Per Turn)**
Seek hidden units on a 1D10 roll of 8 or more

DEFENSIVE MANEUVERS

- **Intercept a Charge:** Character within Free Movement of an attacker's line of Charge. May be used once per turn even if the character has already moved. (No Cost)

- **Shield:** Character within Free Movement. Character receives the impact of the range attack. It is not a movement action and may be done more than once. (No Cost)

RANGE ATTACK MODIFIERS

Situation	Description	Modifier
Long Range	Range is further than half the attacks listed range	-1
Cover	Target is partially covered by terrain.	-2
Engaged in Combat	Target is engaged with a friendly model	-2
Superior Position	Attacker is at a higher elevation than its target. Cannot be intercepted. Doesn't suffer cover modifier.	+1

SCENERY

Type	Description
Clear	Pavement, plains, smooth surfaces. No modifier on Movement of LOS.
Abrupt	Trees, rocky areas and scrub brush. Movement is halved and gains Cover. Suffers -2 if trying to shoot through abrupt terrain.
Impassable	Huge constructions canyons, rock formation. Any obstacle that's impossible to cross. May not pass through. Two types: High (No LOS) and Low (no cover)
High	Impassable. No LOS
Elevation	1/2 movement going up. Normal movement going down.

STATES

- **Haste:** The character recovers an additional Action during Recovery Phase.
- **Shield:** The character's Armor value is raised by 2 or a base of 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.