

ANIMA TACTICS REFERENCE CARDS (VERSION 1.5)

STATES	BASIC ACTIONS	SPECIAL ABILITIES
 Berserk: Must charge closest enemy. Must spend all actions on attack, cannot defend. +1 attack and dmg.  Blind: -3 attack, cannot seek.  Doom: Roll 1D when a Doom counter is removed in the Maintenance phase: 7+ this model loses all LPs.  Haste: Recover 1 extra Action during the Recovery Phase.  Healing: Recover 3 LPs at the beginning of the turn.  Paralyzed: The character cannot use any actions during the turn.  Poison: Lose 1 LP for every action taken. (For example, lose 2 LP when making a normal attack)  Protection: +4 Resistance.  Seal: Lose all special abilities, abilities from Power cards, and innate abilities except <i>Damage Resistance</i> .  Shield: Gain +2 armor or an armor value of 4, whichever is better.  Slow: Recover 1 less Action during Recovery phase.	Movement Actions (<i>Limit 1 per turn</i>) Free Free Movement - 2" ● Walk Move walk speed ●● Run Move run speed in a straight line ●●● Charge Move run speed, then make a melee attack at +2 to hit with 2 dice. Basic Abilities ●● Attack Roll 1d10+attack ● Escape Roll 6+ to succeed ● Seek Roll 8+ to spot all enemies in ZOC Limit once per turn. Reactions ● Dodge Add +1D10 to defense. ●● Counterattack Dodge, and attack back at -2 to hit if the you dodge successfully. - Free Intercept a charge within 2" - Free Shield against a ranged attack in 2" RANGED ATTACK MODIFIERS - Long Range (over ½ range) -1 - Cover -2 - Target engaged in combat -1 - Superior position (higher ground) +1, no intercepting	Advanced Deployment: Deploy up to 16". Critical Mastery: Score a critical hit on 9 or 10. Damage Resistance: Cannot defend, thrown ½ distance. Flight: Ignore obstacles and scenery. Can only be intercepted by another flying character. Hide: While hidden, cannot be the target of attacks or effects. Revealed when it attacks or takes offensive action. Immunity: Listed effects do not work on this unit. Infiltrate: Place 3 infiltrate markers + 1 per extra infiltrator, on the board – not in 6" of enemy zone or each other. At start of turn, may replace 1 with infiltrator (starts with Recovery +1 actions). Enemy may Seek to force you to remove one infiltrate counter or place a character (w/Recovery actions). Initiative: +1 to initiative and deployment rolls. Intangible: Ignores terrain; can only be harmed by Magic, Ki or attacks from a higher level character; Can try to escape for free. Open Movement: No move penalty for abrupt terrain. Throw: Hit knocks target inches = dmg. HtH sends target in direction of attacker's choice, ranged in straight line away. Crash with: Minor obstacle: +1 damage Forest: -2" distance, +2 LP, stunned. Walls: -4" , -3 LP Impassable: stops, -5 LP. Edge: stops. Model: target choose to not move this turn; no effect. Otherwise, roll 6+ to dodge or both lose 1 LP.
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Advanced Rules



Gnosis: Each side receives 1 Gnosis per 100 levels per turn. Spend 1 Gnosis before a die roll to roll an extra die and pick the best result.

Arbiters: Receive Order Points per turn to spend on models in the Arbiter's Zone of Influence.



Summoning



Summon: The cost in Action Points to summon this model.

Atman: Used as the summoned creature's level.

Bind: Place this many Bind tokens on the creature when it is summoned. Remove 1 each upkeep phase. During an upkeep when there is no token to remove:

- If it is outside the summoner's control zone it is removed from play.
- If it is inside the summoner's control zone, the summoner may attempt a Stability test to keep it in play another turn.

Stability: Roll this or higher on a D10 to pass a stability test.

Shock: If the summon dies, the summoner takes D10 + the Shock value in damage (ignoring armor).

Affinity: Indicates which elements the summons has the affinity for.

•A summoned model is placed in the summoner's control zone, at least 2" away from any other models.

•A summoned model starts with actions equal to its recovery value.



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