# Animus

Animus is a card-drafting tactical battle game in which you draft characters from different worlds, time periods and even other dimensions. To win you must take advantage of the various abilities and powers to maximize your resistances and strike at your opponents weaknesses. Tactical maneuvering is crucial as you battle for dominant positioning!

Components:
36 Character Cards
6 Large Entity Cards
3 Six-Sided Dice
20 Red Damage Tokens

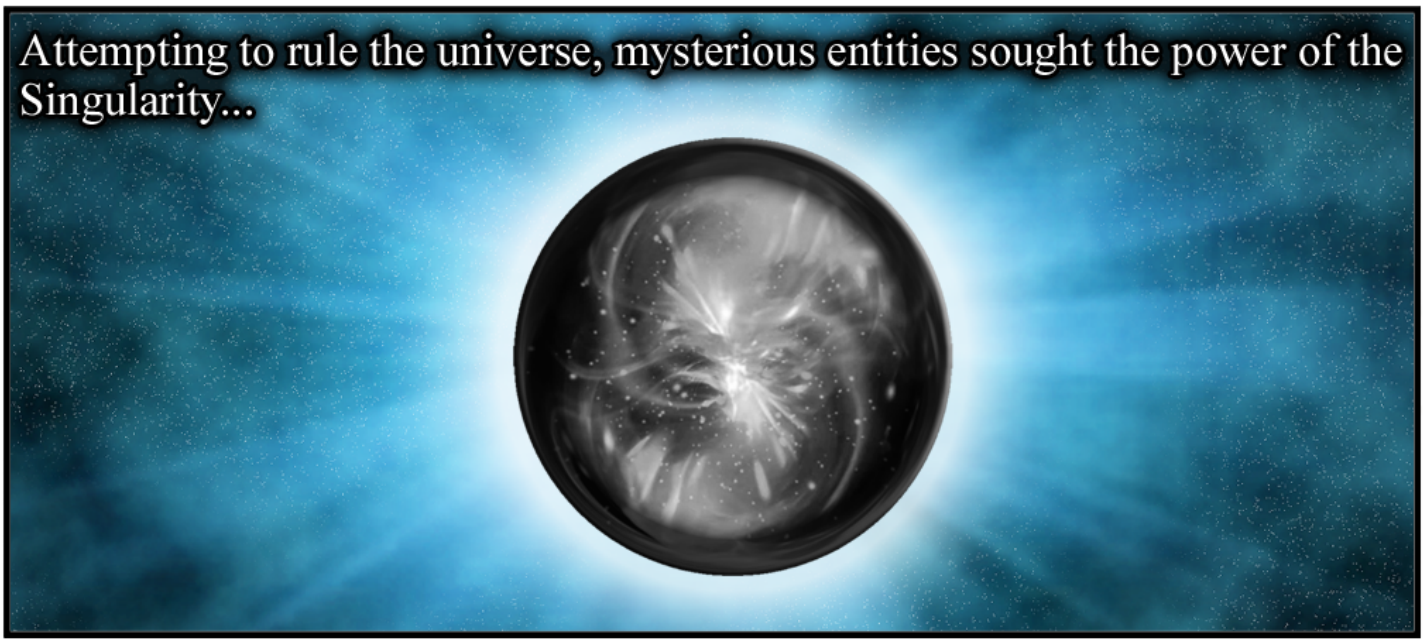
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Special Thanks to Friends, Family and Playtesters!

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Rules Version: 3.5 – 01/2018

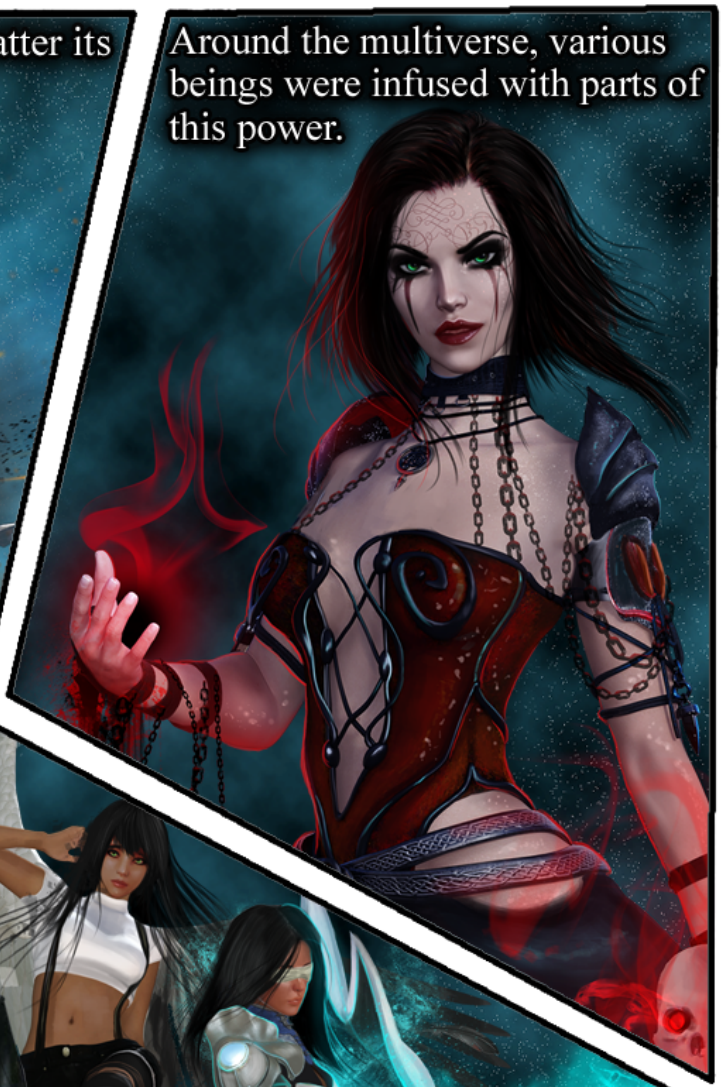
2 players

min age 12 +

30 minutes


Attempting to rule the universe, mysterious entities sought the power of the Singularity...


Their tampering caused it to erupt and scatter its power across time and space.


Around the multiverse, various beings were infused with parts of this power.


Now the entities seek to gather this power for their own avaricious desires.
As one of them, you must now gather your forces and fulfill your destiny.

***ANIMUS: the mind, soul, life force, intellect. Each character's Animus was infused with power from the Singularity enhancing their abilities and/or providing them new powers.***

Game Objective:

Each player must eliminate 10 Animus Levels worth of cards of the opposing player.




Character Cards:

Before playing you should become familiar with the character cards.

A. Animus Level: This number represents the overall strength level of the card and is useful when drafting your team. However, when the card is eliminated from play, these levels will count towards your opponent's victory goal.

B. Animus Type is the type of power the character commands. Each character will be one of three types as shown by the upper, larger gem. This gives them a combat advantage versus a character that has a type matching the lower, smaller gem. Though the types and combat advantage will be explained later, it is not necessary to memorize each one. Matching them up by color and shape will suffice for play.

C. Each character has a Melee value and a Range value. The top number with the fist icon is the character's Melee Value and the lower number with the target icon is the character's Range Value. These are used in combat depending on their Combat Position which will be explained later.

D. Character Name: Each card in the game is a unique character with their own name and backstory.

E. Each card has a text area which describes certain abilities that character has. Each ability starts with a Keyword such as “Play” or “Reaction” as well as several others. These Keywords describe when the card abilities apply which will be discussed later. The italicized text in the text area is flavor text which gives you a bit of background about the character.

Entity Cards:

Each player will have a unique Entity Card that you should become familiar with.




A. Each Entity has a unique name.

B. Entity Cards give the player a special ability. Each ability starts with a Keyword such as “Ongoing” or “Reaction” as well as several others. These Keywords describe when the card abilities apply which will be discussed later.

C. The italicized text in the text area is flavor text which gives you a bit of background about the Entity.

Setup:

Choose Entities: Shuffle the six large Entity cards and deal 2 facedown to each player. Each player will secretly pick one to use for the game and both will be revealed simultaneously.

Draft Characters: Each player must draft a team of 9 character cards to form their deck to battle their opponent. Shuffle all the character cards and have each player roll a die. High roller drafts first. Draw 18 face-down cards from the deck and set them up between the players as shown below:




In this setup, cards will be either faceup or facedown. A player may only select cards that are faceup and do not have any other cards on top of them. In the example above, only the bottom 3 cards can be selected. When a facedown card has no other cards on top of it, it is flipped faceup and revealed.

The first player to draft may select 1 card available and place it on their side of the table. Your opponent can look over the cards you draft. The second player to draft, will then select 2 cards to keep; each is chosen one at a time and the player can wait until a card is revealed before choosing. After the second player chooses 2 cards, each player will alternate drafting a single card at a time until all of the cards have been taken.

After you have completed drafting, each player shuffles their 9 cards to form a deck and draws 3 cards. Both players roll their die, high roller plays first.

Turn Order:

Start of Turn – The beginning of a player's turn. Some cards have effects that take place at this time.

Tactical Phase 1 – You may play one card from your hand. You may also use your characters' Tactical abilities, if applicable. You may also switch the combat positions of your characters. This can only be done once per turn. See Combat Positions.

Combat Phase – Your characters in play may each attack once per turn.

Tactical Phase 2 – You may play a card, use a character's ability and/or switch combat positions only if you have not already done so.

Reset Phase - You may choose a single card in your hand and place it on the bottom of your deck. Then you must draw up to your hand size of 3.

End Phase - The end of the current player's turn. Some cards have effects that take place at this time. At this time, check each player's discard pile. If a player has 15 levels or more of cards in their discard pile, they lose. Otherwise, play moves onto the next player's turn.

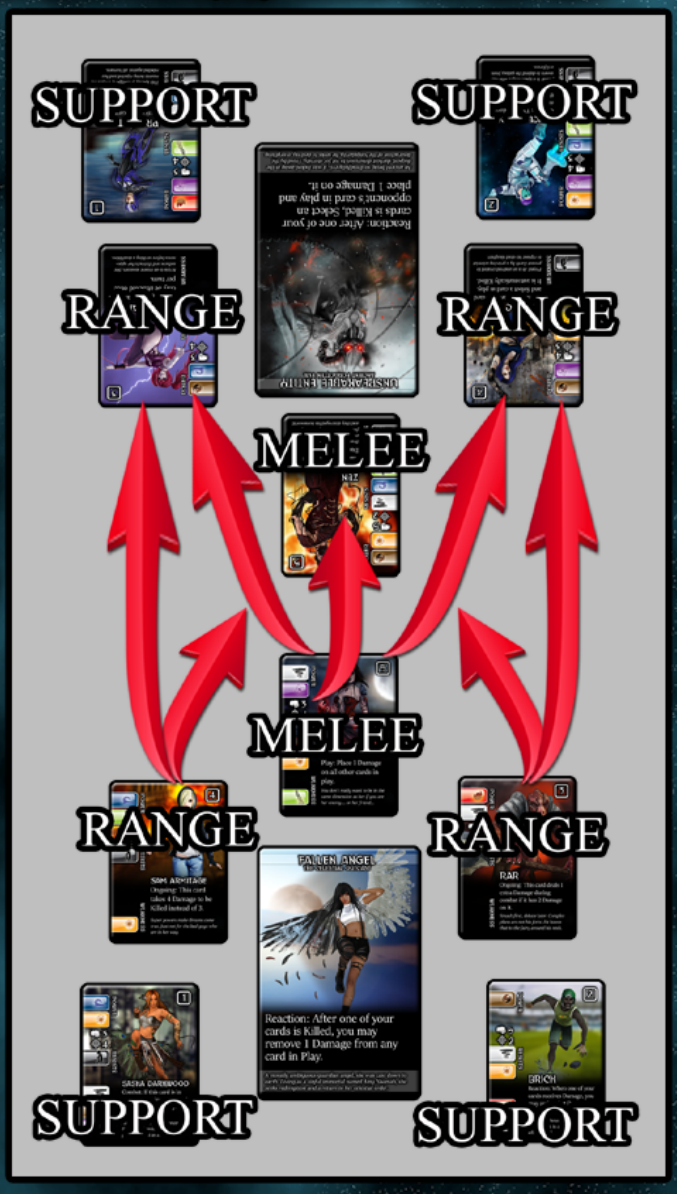
Combat and Combat Positions

When placing characters into play, you must choose a Combat position for them. There are 3 Combat Positions: Melee, Range and Support.

Characters in Melee Position use their Melee Value in combat. They may fight the character opposite them in Melee Position. They may also use their Range Value to fight the Range Position character on the left or right opposite to them.

Characters in Range Position use their Range Value in combat and can Fight the character opposite them also in Range Position or the opposing character in Melee Position. In the latter case, both will use their Range Values.

Characters in Support position can not Fight at all, but they may use their abilities if applicable.



If your Melee Position slot is empty, you must place a character there as soon as possible. You must have a character in Melee Position in order to place one in Range Position. You must have a character in Range Position in order to place one in Support Position. You cannot place a character in a position unless there is a character in the position ahead of them. You can choose not to play a card during your turn. It is only mandatory to play a card if you have no cards in play.

Switching Positions:  Once per turn you may switch the positions of two of your characters. You may switch a character one position forward or backwards. For instance, you can switch from Melee Position to Range Position or from Range Position to Support Position. You may not skip positions.

You may instead switch positions laterally; you can switch your Range Position characters with each other or switch your Support Position characters with each other. All switches require two characters to be switched.

Combat:  During your turn, you may Attack with each of your characters, once each. When Attacking, announce which character is attacking and which enemy is its target. Roll a die and add the proper value number relative to its Combat Position and the target. The defending character also rolls their die and adds the same value number relative to the attackers'.

Example: If a Range Position Character fights a character in Melee Position. The attacker uses their Range value and the defender also uses their Range value even though he is in Melee Position. A Melee Position character attacking a Range Position character will use his Range value.

The character that has the highest total wins the fight and the loser gets 1 Damage token. In the case of a tie, both characters take Damage. Unless stated otherwise, all characters are Killed and discarded if they receive 3 Damage tokens. If a character is Killed, the player must immediately shift up any characters that are behind.

Example: If the Melee position character is Killed, one of the Range Position characters must move up into Melee Position which will move up a character that is in Support Position to Range Position. This does not count against your one switch per turn.

If a Support Position character is somehow moved into Melee or Range Position during the Combat phase, that character can now attack.

A character can always cause return damage when attacked, regardless of position. If somehow, a Support Position was attacked by another character because of some effect, the Support Position character would still roll their combat die and fight back with the same type of combat range as their attacker.

Card types and Combat Advantage

Each card in play has a gem symbol in its upper left hand corner identifying the type of card it is. The smaller, lower gem symbol identifies which type of card it has advantage against.

If a card has a Combat Advantage versus another card, it will roll 2 dice instead of one and either will be chosen as the final result; only the total of one of the dice will be used.

There are 3 basic Card Types: Power, Talent and Skill


Power


Talent


Skill

It is not necessary to memorize each one. Matching them up by color and shape will suffice for play.

Winning The Game: At the end of a player's turn, that player wins the game if there are 10 Character Levels worth of cards in the opposing player's discard pile. If the total character levels are tied, play continues until one player ends their turn with less eliminated character levels. If both players have their last character in play and both are Killed simultaneously, the player whose turn it is will be declared the winner.

Timing of abilities: Sometimes certain character abilities will trigger at the same time. The player who's turn it is, decides what order the abilities resolve.

Card Ability Definitions:

Play: When you Play this card from your hand, apply this effect.

Tactical: While this card is in play and during one of your Tactical Phases, you may apply this effect. You can only do this once per turn.

Combat: During your Combat Phase, while this is in play, you may apply this effect instead of attacking with this card. This can be done even in Support Position.

Kill: When this card Kills another card, apply this effect.

Death: When this card is Killed and removed from play, apply this effect.

Ongoing: As long as this card is in Play, this ability is in effect.

Reset: While this is in your hand during your Reset Phase, you may reveal this card to your opponent and place it on the bottom of your deck to apply this effect. This counts as the one card you can normally Reset during this phase.

Reaction: When the listed condition happens, apply this effect.