

# ~ TACTICS ANTHEM ONLINE ~

*First Edition: ELVEN LEGENDS™*

## **(I) Foreword**

*Greetings, Tactician!*

Last Spring, through a chance encounter - you discovered you have within your Elven Blood the knack and tenacity to conduct combat in a tactically sound manner. As fate would have it, you struck gold in autumn - when the Elven Elders convened its annual Tactics Combat – your competitive exploits earned you the right to be named a Sophomore Tactician of the Forest Elves. The victory anthem of your tactics at the Battlefield today was the subject of much Elvish Tavern banter. As a Tactician to your Troop Commander, deploy minions across 3 Sections (colours) of Elven Troops, and rise up in rank and esteem. The Elven Elders are not about to trust you with precious Elven troops just as yet. You will need to show your mettle and be proven worthy before you can command Elven minions. For now, 3 sections of human mercenaries have been assigned to you. So deploy them wisely...

Tactics Anthem is set against the medieval backdrop as portrayed in the novel, “Armour of Light”, Camelot Hobbies. This Starter is the inaugural release in the “Elven Legends” First Edition and the cards in this deck is all you will need to begin playing. However, to truly enjoy the duelling experience, customising your deck and strategising to win through the careful assembling of cards is an experience you do not want to miss!

## **(II) The Tactics Anthem Game**

The object of “Tactics Anthem” is to win a game against your opponent. There is no draw condition in this game. The win conditions are:

- the player who deploys his entire Minion Hand first (when you have no Minion Cards left on hand), or
- your opponent runs out of Minion Cards or Tactics Cards to draw, or
- the opponent surrenders.

The Starter Deck comprises your choice of Human Minion Cards or Elven Minion Cards. It also comes with a standard set 18 Tactics Cards. Go to Deck Management to choose the Tactics Cards you wish to use for the game.

### Minion Deck

This refers to the Minion Cards used in the game. For this Starter Deck, 36 Minion Cards have been pre-assembled, comprising 12 different cards (in consecutive numbers) from 3 different colours denoting the strength of these minions with ‘1’ being the weakest and ‘12’ being the strongest. Each section (Colour) is made up of 3 different classes of minions, namely: Avengers, Renegades and Nemesis. Your Starter Deck comprises Yellow, Green and Blue minions in order of strength from the Human or Elven Troops under your patrons’ respective Section Commanders.

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## Tactics Deck

You need a minimum of 18 Tactics cards to form a Tactics Deck, up to a maximum of 48. The Tactics Deck cannot contain more than 3 copies of the same card (card with the same name). Also, restrictions on the use, and number permitted of specific Tactics cards may apply in accordance with Tournament Rules.

## **(III) Game Play Overview**

The *Elven Legends™ Starter Deck* consists of 36 Minion Cards and 18 Tactics Cards. Additional cards may be added from the *Elven Legends™ Upgrade Packs* or other boosters that are launched from time-to-time.

A Troop Commander controls a number of Sections. He is aided by you, a Troop Tactician. In this Starter, a section of 12 is further broken down into 4 ranks from 3 classes as shown in the table below. We will use examples from the Human Minion Deck for the rest of this Guide.

You will notice that each class (Avengers, Renegades and Nemesis) comprises minions of different corresponding strengths e.g. Avenger class minions have strength 1, 4, 7 and 10 while Nemesis are 3, 6, 9 and 12. Hence, Recruits will advance to become Thugs, then Brutes before being reaching the enviable rank of Tormenter in their respective class.

Strength	Title (Rank&Class)	Level	Rank
1	Recruit Avenger	1	Recruit
2	Recruit Renegade	1	
3	Recruit Nemesis	1	
4	Thug Avenger	1	Thug
5	Thug Renegade	1	
6	Thug Nemesis	1	
7	Brute Avenger	1	Brute
8	Brute Renegade	1	
9	Brute Nemesis	1	
10	Tormenter Avenger	1	Tormenter
11	Tormenter Renegade	1	
12	Tormenter Nemesis	1	

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Minion Cards are featured in the basic combat mechanism in Tactics Anthem. A typical card will contain information as shown in the layout below:



Players need to note the following:

- For the Starter Deck, all your minions have Resistance Level 1 – meaning they are affected by all Tactics.
- Recruits and Tormenters are subject to special play condition as specified in the Card Description.
- A minion of a greater colour is more powerful than a minion of a lesser colour (e.g. A Yellow Renegade is greater than a Green Renegade, who is in turn stronger than a Blue Renegade).
- Some Minion Cards contain *Quotable Quote* in italics. Please note when Quotes are used, they do not have any significance in the game play.

The area where minions are deployed is referred to as the “Combat Zone”. The area where support minions and tactics cards are placed is known as the “Support Zone”. The Minion Zone contains 5 deployable Minion Positions and the Support Zone similarly contains 5 deployable Support Positions.

When minions are defeated or Tactics Cards are utilized, these cards go to the Graveyard. When cards are “buried” in the graveyard, they should be placed facing-up because the contents of the graveyard are to be made known to you and your opponent whenever you wish. However, good etiquette requires you to seek your opponent’s permission before looking through his or her Graveyard. The Victory Pile is the place your minion cards go when the opponent “Passes” or skips his or her Combat Phase.

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## (IV) Game Phases

Game play in *Tactics Anthem* is divided into 4 phases as follows:

- (I) Draw Tactics Card Phase
- (II) Tactics Phase
- (III) Combat Phase
- (IV) Draw Minion Card Phase

These 4 phases form one turn during game play. Turn alternates between a player and the opponent(s) until a round is completed. Shuffle and place all your Minion Cards at the area marked “Minion Deck” and all your Tactics Cards in the Tactics Deck facing down. Each player begins by drawing 7 Minion Cards to his or her hand from the Minion Deck, to be drawn from the top of the face-down Minion Deck.

Each player selects 1 minion card from his hand and reveals it simultaneously to the opponent. The player whose minion is of a lower strength (comparing strength value and Colour) will start first - with a hand containing that particular minion card. If both players revealed minion cards of exactly the same strength (e.g. Blue Recruit Avenger), the players will need to select from their hand another minion card to be compared in the same way to determine who goes first. In the unlikely event that all 7 cards compared are exactly the same, return all the minion cards to the Minion Deck, shuffle – and draw 7 new cards again.

- (I) **Draw Tactics Card Phase**  
First, draw a Tactics card from the top of your face-down Tactics Deck.
- (II) **Tactics Phase**  
Check how to utilize Tactics in the section called *Tactics Rules*.
- (III) **Combat Phase**  
Now you may deploy your Hand. Play a valid Minion hand during this phase. Read up the different moves under *Combat Rules*.
- (IV) **Draw Tactics Card Phase**  
Finally, you may draw a card from the top of your face-down Tactics Deck. This completes your turn. Play then “passes” to the opponent.

When the 4 phases are completed, Turn passes to the next player; in this case – as Turn 2, and so on.

End Turn Check: At the end of a turn, check if your hand contains more than 12 cards (minions plus tactics). If so, discard Tactics card(s) of your choice to the Graveyard until only 12 cards remain in your hand. In the event that you already have 12 Minion Cards on hand, you may not draw a Minion Card during your next turn.

Start Turn Check: Successful deployments (when opponent passes in the preceding turn) are moved to the player’s Victory Pile.

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## (V) Combat Rules

The rule of thumb for deploying minions for combat is that it must be in the correct Mode (as specified) below, and the strength of the your deployment must be greater than what the opponent has deployed on the Combat Zone.

Valid Modes	Denoted By	Valid Combination(s)
Solo (1 minion)	1 card	Any single card e.g. <i>Green Brute Nemesis</i>  <b>Strength = 7 (Green)</b>
Duo (2 minions)	2 cards	Any 2 Minion Cards of the same <u>Rank</u> e.g. <i>Duo of Recruit Avengers</i>  Yellow 1 and Blue 1
Star (5 minions)	5 cards	<b>Star Deployments (in ascending order of strength):</b>  <b>Dragonstar:</b> 5 cards of the same colour  <b>Star Consec:</b> Consecutive strength minions of different colours e.g. <i>G4, B5, Y6, G7, B8</i>  <b>Star Trio:</b> 3 equal strength cards and a Duo <i>7,7,7,4,4</i>  <b>Power Consec:</b> Consecutive strength minions of the same colour e.g. <i>Y5, Y6, Y7, Y8, Y9</i>

### DragonStar

In this Starter Deck, the Yellow DragonStar is the strongest, followed by the Green, and then the Blue Dragonstars. Within the same colour, the relative strength in a DragonStar hand is measured by the “peak card” i.e. the highest-strength card of the Coloured hand.

Description	Scenario	Example
5 Minion Cards of the same colour	e.g. <i>This Blue DragonStar with a <u>peak</u> of Tormenter Avenger 10[B] is stronger than this DragonStar with a <u>peak</u> of Brute Nemesis 9[B].</i>	2(B) 5(B) 6(B) 8(B) 10(B)  3(B) 6(B) 7(B) 8(B) 9(B)

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## Star Consec

The power in a Star Consec hand is measured by the “peak card” i.e. the highest-strength of the ascending sequential order, followed by the relative colour strength (e.g. Green stronger than Blue).

Description	Scenario	Example
5 Consecutively ascending Strength Minion Cards of more than one colour	<i>e.g. This Consec Star with a <u>peak</u> of Blue Group Avenger [12] is stronger than this Consec Star Renegade with a <u>peak</u> of Brute Renegade [5].</i>	8(B) 9(G) 10(B) 11(Y) 12(B)  1(G) 2(B) 3(G) 4(Y) 5(Y)

Thus, if two Star Consec hands end with the same “peak” minion, the stronger colour wins e.g. A Star Consec with a peak Green Renegade is a stronger deployment than the same Consec Matrix peaking with the Blue Renegade.

## Star Trio Matrix

The relative power in a Star Trio hand is measured by the 3 Minions of the same strength. In the example below, the Star Trio of Nemesis is a stronger hand than the Star Trio of Recruit Renegade. The choice of Duo used in a Star Trio deployment is irrelevant.

Description	Scenario	Example
3 same-strength Minion Cards plus a Duo	<i>e.g. Star Trio of Nemesis [9]</i>  <i>e.g. Star Trio of Recruit Renegade</i>	9(B) 9(G) 9(Y) 3(B) 3(G)  2(B) 2(G) 2(Y) 12(B) 12(G)

## Power Consec Matrix

Power Consec is a special type of Star Consec where all 5 minion cards come from the same colour. Using only cards from the Starter Deck, the strongest Star hand is therefore the Power Consec with a peak of Group Nemesis.

Description	Scenario	Example
5 Consecutively ascending Strength Minion Cards of the <b>same</b> colour	<i>e.g. Green Power Consec hand with a <u>peak</u> of Thug Nemesis [6]</i>	2(G) 3(G) 4(G) 5(G) 6(G)

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### Gaining Initiative

When a player plays any valid hand in a given Mode, the opponent must play a stronger hand in the same mode during the Combat Phase. If the opponent is unable to place a stronger deployment, he or she is deemed to have “Pass”.

When your opponent passes, Initiative is reset and the player will have a choice to either (i) deploy in the same mode (ii) or choose to play a hand of different Mode. Option (i) is treated as a reset of Strength value.

For instance, if you play a solo Blue Brute Avenger, with a value of 7 during your turn, the opponent must deploy any Solo minion of Strength Green Brute Avenger and above. Assuming the opponent plays a solo Blue Renegade Tormenter (strength=11) and you pass during your combat phase. During your opponent’s next Combat Phase, he or she will gain Initiative. Gaining Initiative allows the player to reset the Mode, and therefore able to deploy a hand of any strength value, and of any mode.

If your opponent plays, say - a Duo of Blue Avenger and Green Avenger next, you may play a Duo of Blue Avenger and Yellow Avenger. This is considered a stronger valid hand because the Yellow Avenger is stronger than the Green Avenger.

### Moving Minions to the Victory Pile

At the start of a turn before your Draw Phase, if your opponent has declared ‘Pass’ in the preceding turn during the combat phase, you must move your minions from your Combat Zone to your Victory Pile.

On the turn when you gain Initiative, you may choose to skip your Draw Minion Phase; or you may choose to draw a minion card from either your Victory Pile or the Minion Deck during this Draw Minion Phase. However, minions of Tormenter rank and above (i.e. Strength 10 or more) may not be moved from the Victory Pile back to your hand.

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Example: Simple 2-Player game

<i>Turn</i>	<i>Action taken</i>	<i>Minion Strength</i>
1	Player A draws a Tactics Card. He deploys a Duo of Brute Renegades during Combat Phase. He draws a Minion card.	8(B) 8(G)
2	Player B continues in the same Mode by deploying a Duo of Brute Nemesis. Player A's minions 8(B) and 8(G) goes to Player A's graveyard.	9(B) 9(Y)
3	Player A does not have a stronger duo to deploy and passes.	
4	Player B gains Initiative and moves his minions 9(B) and 9(Y) to his Victory Pile at Start of Turn. He then draws his Tactics Card at the Draw Tactics Card Phase.  Player B may now change Mode.	1(B) 1(G)
5	He decides to play in Duo mode. Since minion strength has now been reset, he deploys a Duo of Recruit Avenger (which is a weaker hand compared to the Duo he played previously).	1(B) 1(G)
6	During the Draw Minion Card phase, because Player B won the Initiative this turn, he has a choice whether to draw a Minion Card or a minion card from his Victory Pile.  Player B decides not to draw any minion card. He ends the turn.	1(B) 1(G)

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## (VI) Tactics Rules

Utilizing Tactics Cards e.g. magic is an important feature in *Elven Legends™*. Oftentimes, winning or losing a game is directly impacted by how well you construct your Tactics Deck. This will affect game play in many ways. Some of these include weakening minions, sealing a position on the combat zone, removing minions from play, and also - the summoning of Support Minions.

You can think of Tactics Cards as “rulebreakers” that affect Mode, Minion, Turns and so on. For instance, some possible scenarios involving Turns include:

Key Words	What it means
Next Turn	If you use a Tactic that specifies ‘Next Turn’, this means the effect takes place in the opponent’s upcoming turn.
This Turn and next 2 turns	This Tactics comes into effect during the current turn and its effects lasts for 2 more turns thereafter.
Next Mode	The upcoming mode that is to be specified (Solo, Duo, Trio, Quad or Star), regardless of the current mode.
Opponent’s next 2 turns	This means the effect takes place during the opponent’s upcoming turn, but not your next turn, and then comes into effect again at the opponent’s following turn.

Once a Tactics Card is utilized, it is instantly discarded into the Graveyard pile unless it has a duration e.g. next 3 turns tag to its description. In such instances, the Tactics Card continues to take up 1 Position on the Support Zone. When the duration is up, that card goes into the player’s Graveyard at the end of the specified turn.

A player may have only 3 Tactics Card of the same name in the Tactics Deck. In some instances, only 1 or 2 cards of the same name may placed in the Deck during Tournaments, and some cards may be banned altogether as specified in Tournament Rules which are updated from time-to-time.

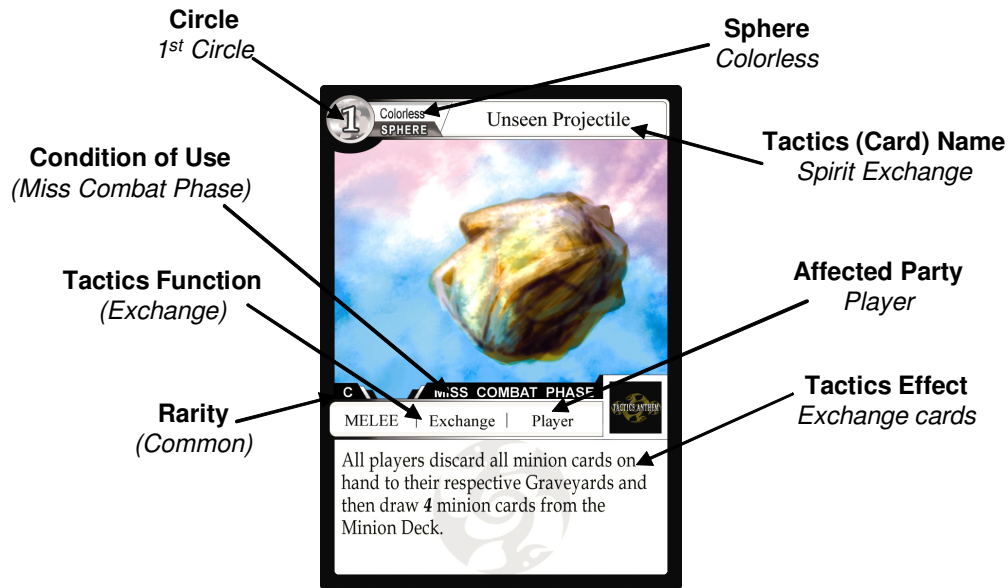
Tactics Cards sometimes have other elements such as Chance (e.g. 100% or 50% of success, placed facing-down i.e. Unrevealed (Set) cards, place beside (Flank) and so forth. Players need to read the Tactics Description carefully to understand how it is to be used e.g. See an unrevealed minion may mean looking at a minion card still in the hands of an opponent. However, the Spell Description would also inform whether the choice of card to be viewed is made by the player or the opponent.

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The limitation of Tactics Card is that you may not win a game by using a Tactics Card to get rid of your last minion card or hand outside of the Combat Phase e.g. casting an Issue-type spell to give your last minion card on hand to your opponent.

Additionally, when a player uses a Tactics Card that decreases the opponent's minion strength (in reactive mode) and thus invalidate an opponent's deployment, the opponent must return the affected minion(s) back to his or her hand. The opponent then gets another chance to deploy a valid hand – but the affected minion card(s) of the same name may not be deployed in that same Combat Phase.



1. **Rarity** indicates how frequently one might come across this card. The general classification codes are Common, Uncommon and Rare. Ultra-Rare cards and beyond are very hard to come by.
2. **Circle** indicates the relative power of the Tactics (e.g. spell) and what it takes to use it (indicating both School of Magic and Caster's level). Colourless Tactics can be utilized by any "general" tactician. However, most powerful cards usually require a Support Minion of a higher Circle.
3. **Sphere** refers to the specific category of Tactics the card belongs to. Some Spheres other than Colourless include Death, Darkness, Protection, Judgement etc. To use the Second Circle Death Sphere tactic "Annihilation" for example, you will need a Second Circle Support Minion from the Death sphere.
4. **Condition of Use** indicates under what condition the Tactics Card can be utilized, and any related consequence(s). The following table lists some of the common conditions:

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Condition of Use	What it means
Normal Casting	During Tactics Phase, this Tactic can be normally utilized when the necessary condition is met (e.g. <i>when opponent deploys any Solo minion whose strength is greater than 7 in the preceding turn</i> ) and the effect is usually immediate.
Skip Combat Phase	On the player's turn, using this type of Tactics Card will forbid the player from deploying a hand during this Turn's Combat Phase. However, a player is allowed to use more than one Tactic if he/she has other Support Minions on the field.
Minion Chain	This Tactic can only be utilized just before the end of the Tactics Phase. This tactic allows the player to select one (or more) minion, alter the attribute (e.g. colour, strength) and deploy this minion (as a valid hand or part of a valid hand) by moving directly into Combat Phase. This tactic cannot be countered via 'Reactive Casting' but may be affected by a valid Combat Reactive tactic.
Reactive Casting	This means the use of a Tactics Card in response to an opponent's Tactic or action during the opponent's turn. In some cases e.g. <i>Traps</i> , the reaction can happen in later turns, or when the specific conditions have been met.
Combat Reactive	This Tactic can only be utilized during the opponent's Combat phase; and only immediately upon the deploying of a valid hand by the opponent.

Notes:

- Since Combat Reactive and Reactive Casting Tactics are activated during the opponent's turn, they do not count towards the one Tactic per player/support minion per turn rule.
- To counter a Tactic effect, the user needs to be minimally at the same Circle as the Tactic that is to be countered.

5. **Tactics Function** identifies the broad categories of effects used in the game e.g. "Disallow", "Negate", "Issue" categories. This is especially important when another player wishes to block a particular Tactics Function. This Starter contains a Tactics Card from each of the 9 common Functions.

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One way to remember these Functions is to remember a phrased-acronym “TEN BAD SIM” where each letter corresponds to a effect-type as follows:

T	Take card from Minion or Tactics Deck
E	Swap card on hand with card from another location
N	Counter Tactics Card effect, nullifying it
B	Bury card to Graveyard, or Banish card out-of-play
A	Change condition and/or minion/support minion value
D	Forbid certain play condition or action
S	View an unrevealed card
I	Give card to opponent
M	Put card from one location to another

Although this Starter mainly contains only cards from the Colourless sphere, the First Edition *Elven Legends™* Upgrade Packs contains a number of other special cards.

The Troop Commander often has Support Minions in their contingent, and they may be called upon to provide additional combat boost during battles. As the Tactician, you possess the Tactical ability to summon Support Minions and also utilize First Circle (Colourless Sphere) Tactics from across the Melee, Magic and Spirit proficiencies.

During the Tactics phase, you can only utilize one Tactic or summon one Support Minion of any Circle (as long as you have that support minion card on your hand). Support Minions help you by utilizing additional tactics during your Tactics phase.

A Support Minion card shares the same back cover as a Tactics Card. To summon a Support Minion, the player needs only to place the Support Minion card face-up on one of the Positions on the Support Zone. Support Minions may not use Tactics in the turn it was summoned unless the Support Minion card specifically provides for it. The Support Minion will occupy that area and typically use one Tactic per turn from their specific Sphere and Circle. Additionally, they may reactively counter Tactics during the opponent’s turn. Some Support Minions are also limited to Tactics from their proficiencies i.e. Melee, Magic or Spirit.

The Support Minions in this Starter are basic Colourless Sphere users and in general, to use a Tactic, only 1 user is needed. Some Tactics however, may require more resource to utilize e.g. One First Colourless Sphere and One Second Circle Death Sphere. In this particular example, the player himself and a Second Circle Death Support Minion will be required to jointly effect this particular Tactics Card. At more advanced stages, Support Minions may have training across a number of spheres.

Go to [www.tacticsanthem.com](http://www.tacticsanthem.com) to watch the ‘How-To-Play’ video and read up the FAQ to get your game on!

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## **(VII) The Tactics Anthem Journey**

The next level of glory after you have proven yourself worthy as a Troop Commander is the title of Detachment Tactician. Detachment Tactician aids Captains who control one or more Detachments. A Detachment is made up of 48 to 52 minions (4 sections/Colours each with 12 or 13 minions). Veteran Captains are sometimes also bestowed Level 2 minions by their respective Patrons or Bosses.

The next title after Detachment Tactician is Head Tactician and thereafter Strategist. By the time you attain the rank of Strategist, you will be looking to support elite Elven units or head out to confront the much-feared Dark Elven Lords.

You may deploy minions from other colours (Elvish or Mercenary) only if you can successfully assemble a section of 12 minion (of consecutive strength) of that colour e.g. Ashen Warrior Forces (Fierce fighters from Northern Bretunia bearing Yellow-coloured armor).

### ***ELVEN LEGENDS™* UPGRADE PACKS**

The *Elven Legends™* Starter Deck provides cards for basic game-play. More powerful Minions and Tactics await you when you add *Elven Legends™ Upgrade Packs* to your collection. These contain many more Tactics Cards and also uncommon and rare cards, including special minion cards with abilities. Find out more about this amazing new card-gaming sensation *Elven Legends™* and join in the community of similar minded gamers. Recruit your minions and create your unique Deck Techniques! Camelot Hobbies and NexGen will provide more information on this development through its official website [www.tacticsanthem.com](http://www.tacticsanthem.com)