

Chronicle: Spirit Tactics Rulebook

In a future that was so close to
achieving true peace, a
maniacal Djinn from the past
has thrown the Timeline into
disarray.

Join Seth and his new friends
on their journey through time
and space to stop the
disruptive anomalies - and
restore balance to the world!

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Welcome to Chronicle!

There is much to learn in the world of Chronicle: Spirit Tactics! Many challenges await you as you fight to prove the strength of your inner fire.

Unleash your Spirit; Call upon ancient or future heroes and villains alike, and claim your victory!

How To Win

The main goal of the game, and the only way to win (for now), is by reducing the Resilience of the opponent's Commander to 0 in a Duel.

This is mainly done by playing Spirits to your Battleground to fight, and charging their Abilities with Essence. Casting Arcana and Reflex cards to alter your (or your opponent's) strategy is crucial to become the victor.

In tournament play, the player who wins the best of three Duels, wins the Match.

Setup

This Starter Deck comes with everything you'll need to jump right into the game!

Included is a fully constructed deck, one Commander card, damage counters, and a Battleground mat to help set the field.

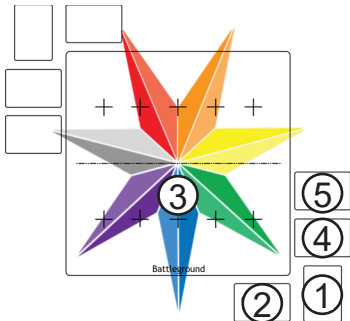
You might want some paper or a calculator to track your Commander's Resilience, and a coin or dice to decide who goes first.

Deck Construction

Your deck can be made using 30 - 50 cards, plus your Commander.

You can also have a 10-card Side Deck for best-of-three Matches, which can be accessed after each Duel.

When building your decks, you can have up to 3 copies of any card between your deck and Side Deck, except for Essence cards (which can be unlimited) and Limited cards (which have specific restrictions).



The Battleground

- 1) **Deck Zone:** Shuffle and put your deck face-down here.
- 2) **Commander Zone:** Put your Commander here face-down, flipping up after the starting player is decided.
- 3) **Battleground:** Put Spirits here, in your 12 zones divided into Front-Row and Back-Row. This is commonly abbreviated to BG.
- 4) **Reload Pile:** Put any played Essence and Arcana cards here after resolving. Discarded cards go here by default.
- 5) **Graveyard Pile:** Put Defeated Spirits and Reflex cards here after resolving. This is commonly abbreviated to GY.



Card Types

There are 5 card types in Chronicle: Spirit Tactics. They are **Spirits**, **Commanders**, **Essence**, **Arcana**, and **Reflex**. Pictured above is a **Spirit** card.

Name: The name of the Spirit. Remember, cards with the same name are always considered to be the same card.

Rarity: Indicates on a 1-5 scale how rare the card is.

Card Status: Shows if a card is Renowned or Limited (see "Card Status" for more).

Affinity: The faction the Spirit belongs to. If shared with its Commander, Essence from the Commander can be used to pay for the Spirit's Charged Ability.

Indicator: Shows the Spirit's Ability range. The diamond represents its physical position on the Battleground, and the blue crosses indicate affected zones.

Dormant Ability: Either passively in effect while face-up or triggered by a specific condition or action. "Once per turn" clauses apply per player for all cards with the same name.

Charged Ability: Activated by paying the specified Essence cost, and can be used during either player's turn if the cost can be paid.

Strength: The Spirit's power in battle, deducted from the defending Spirit's Resilience.

Resilience: The Spirit's health. Damage is permanent when face-up, and if Resilience reaches 0, the Spirit is Defeated.



Pictured above is a **Commander** card.

Resilience: Represents your Commander's total health. Each Commander can have different Resilience values. If yours reaches 0, you lose the game.

Abilities: All Commanders are equipped with two Charge Abilities - one low cost, and one high cost. These can be charged by Gathering the correct Essences.

Charge Abilities, both Spirit and Commander, can be activated to start or respond to a Sequence, as long as the cost can be paid.

Name



Aetheric Essence

This is a prototype and not meant for retail.
Art is subject to change.



*Essence
Symbol*

Pictured above is an **Essence** card.

Essence Symbol: Denotes the type of Essence. There are currently seven types of Essence, but more types may be discovered in the future.

These are detached from a Spirit/Commander immediately when activating a Charged Ability, and sent to your Reload pile.

Name

Wood Elve's Vengeance

This is a prophecy and not meant for mortal
fate is what it be change

*Arcana
Symbol*



Rarity



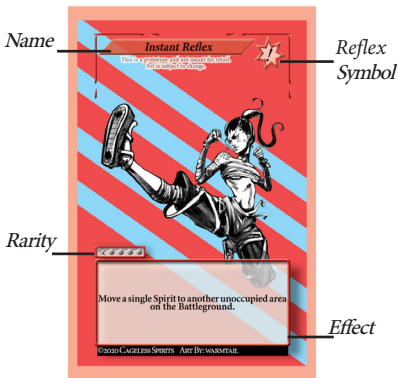
Deal 50R Damage to a single Spirit; then deal
an additional 50R Damage for each other
Spirit in that same column.

Effect

©2020 CAGELESS SPIRITS Art By: WARMTAIL

Pictured above is an **Arcana** card.

Effect: Lists the effect of the card. You may cast an Arcana only during an open gamestate of your Major or Minor phase. These can start, but not respond to, a Sequence.



Pictured above is a **Reflex** card.

Effect: You may activate a Reaction card in response to any action that either player makes, during either player's turn, including during a Sequence (see "Sequences" for more).

Playing the Game

To begin, each player draws 6 cards and reveals their Commander. The first player begins their turn, which is divided into phases:

Reload Phase: You can choose to shuffle your Reload pile into your deck.

Draw Phase: Draw 2 cards (or 1 after Reloading). This phase is skipped on the first turn of the duel.

Calm Phase: Effects may occur/resolve here.

Main Phase: Each turn, the player can:

- Call a Spirit, face-up (once per turn)
- Conceal a Spirit, face-down (once per turn)
- Gather Essence to a Spirit/Commander (twice per turn)
- Play Arcana or Reflex cards.
- Proceed to Combat (including on the first turn)
- Proceed to the End Phase.

Combat Phase: Your Spirits can conduct battle. See "Combat" for more.

Sub-Main Phase: You can perform any available actions from the Main Phase.

End Phase: Effects may occur/resolve, and the turn ends.

Combat and Damage

In the Combat Phase, Spirits attack to secure victory with these key rules:

- **Front-Row Spirits** can declare an attack on any opposing Front-Row Spirit, one at a time.
- **Back-Row Spirits** cannot attack or be attacked, except by card effects or Abilities.
- **Spirits in an otherwise empty Column** can declare a Direct Attack on an opponent's Commander.

Attacks are resolved by subtracting the attacker's S from the defender's R. The defender does not deal damage in return, except by card effect/Ability.

Any damage a Spirit incurs is permanent while face-up.

If the number of Spirits on the BG changes during an attack, the attacker gets a "Rewind" to select a new target or cancel the attack. Each Spirit can only attack once per turn unless granted extra attacks.

If a defending Spirit is Moved out of range, the attack can be redirected to a Direct Attack (if possible), or else is nullified. A Direct Attack blocked by a Spirit moved to the Back-Row is also nullified.

If a Spirit's Resilience drops to 0, it is Defeated and sent to the Graveyard. Excess damage ("Runoff") is then dealt to the defender's Commander. Damage from card effects do not cause Runoff unless stated otherwise.

Sequences

Whenever a player performs an action (including declaring an attack or attempting to move Phases), this initiates a Sequence. A Sequence can begin with any card or action, but can only be responded to with Reflex cards or Charged Abilities.

Keep in mind while playing cards or activating Abilities that anything before a colon (:) in the card effect is treated as a cost that must be paid/performed at the time of activation. Designating is always done as a cost, even if not behind a colon.

Anything after a colon, but before a semicolon (;) is considered the Primary effect, and anything after a semicolon is the Aftermath effect.

Each player takes turns to build a Sequence, either making another move, or passing priority. Once both players pass priority, the Sequence then resolves all Primary effects in reverse order, with no other interruptions, starting with the last played card/Ability:

Card 5 → Card 4 → Card 3 → Card 2 → 1st Card Played

Once the final Primary effect has resolved, the Aftermath effects then resolve after the Sequence is finished, starting with the turn player. Play then continues to an open gamestate for the turn player.

Reloading

In Chronicle: Spirit Tactics, a player does not lose when their Deck runs out of cards. Instead, their deck is reloaded and play continues.

This happens automatically if a player has no cards to draw during their Reload Phase, or if they draw their last card but can't draw any more. The player draws as many cards as possible, then shuffles the Reload pile into a new face-down Deck, and no further cards are drawn. If this is caused by Milling, cards will continue to be Milled even after reloading.

A player can also choose to manually Reload during their Reload Phase.

Card Status

Cards can have statuses like Limited and Renowned. "Limited" means only one, or an otherwise specified number of copies can be used between your Deck and Side Deck.

"Renowned" allows up to 3 copies in your combined Decks, but only one face-up card of the same name can be controlled by a player at a time.

If two Renowned cards with the same name are face-up on one player's Battleground, both are sent to the Graveyard.

We wouldn't want to create a time paradox, would we?

Glossary

Adjacent: Zones directly surrounding a Spirit in each of eight directions.

Aegis: Dormant Ability that prevents a Spirit from being designated on the BG.

BG: Abbreviation for Battleground, used in card text.

Bounce: To return a Spirit on the BG to the owner's hand.

Ravage: Dormant Ability allowing a Spirit to declare an additional attack after Defeating another Spirit.

Call: The act of summoning a Spirit face-up to your BG. Flipping a Concealed Spirit face-up does not count as Calling.

Conceal: The act of summoning a Spirit face-down to the BG. If a turn has passed since Concealing a Spirit, it may be flipped up during the controller's turn.

Dauntless: Dormant Ability allowing a Spirit to not be Defeated nor take Runoff damage.

Designate: To select a card as the target for an effect or Ability.

GY: Abbreviation for Graveyard, used in card text.

Invigorate: Dormant Ability allowing a Spirit to restore their Commander's R by the same amount dealt as Runoff to an opposing Commander.

Mill: To send a number of cards from the top of a player's deck to their Reload Pile.

Move: To change a Spirit's location on the BG, or take a card out from the GY or Reload.

Rejuvenate: Dormant Ability allowing a Spirit to restore its' R to base value at the end of each turn.

Runoff: Excess damage from Spirit combat that is dealt to the defending Spirit's Commander. Card effects do not deal Runoff, unless otherwise stated.

Longshot: Dormant Ability allowing a Spirit to declare its' attack on a Spirit from the Back Row, but it loses 100S for that attack.

Snare: Dormant Ability triggered by flipping a Concealed Spirit face-up.

Spin: To return a card to the owner's deck by shuffling it in.

Twinstrike: Dormant Ability allowing a Spirit to declare a second attack on a Spirit during the Combat Phase.

Unending: Dormant Ability allowing a Spirit to revive itself to its controller's BG at the End Phase of a turn it was Defeated.

Legal

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For more information about the game, or news about
the upcoming Kickstarter, send an email to
Matt.L@royalgames.co , or visit
www.Chronicle-tcg.com.

Thank you for your support,
and I hope you enjoy the game!

(Back)