ARACKHAN WARS

RISE OF THE ... ORDER

RULE BOOK

12+

1 VS 1

30/45 MIN

— PROTOTYPE —

RISE OF THE GREY ORDER

The peoples of AracKhan had been at peace for some time, but this was about to change. Change came in the form of greed and steel. Shrouded in darkness, the Grey Order - sword and shield of the kingdom of Men, is showing its true colors as it is ravaging the provinces of AracKhan. This malevolent secret society is at the root of every conspiracy, every conflict, as they pit nations against each other...Troubled times come with the rise of the Grey Order, each province will have to go to war in order to survive.

4 nations are at the heart of this unprecedented conflict. Entrenched in what remains of Vestur, the Nakkas fight to protect their forest lands with one goal in mind: to preserve the purity of their precious ecosystem. To the south of Myrkur, a foul swamp is spreading, contaminating the waters. Crawling out of it are hordes of mutated and deadly creatures. In the north, the will to preserve their immaculate Whitelands from outside threats have forced the indigenous people to rally under one banner. Finally, from Byartur, The Grey Order are scheming and slashing their way towards absolute world domination.

Take control of a province of the fantasy world of AracKhan and defy your opponent on the Battlefield! Lead your faction, cast spells, place your card wisely and counter your opponent's plans. Your skills as a strategist will be as critical as the value of your cards.

COMPONENTS

23 'Byartur' (Grey)
Faction cards

23 'Whitelands'
(Blue) Faction cards

23 'Myrkur' (Red)
Faction cards

23 'Vestur' (Green)
Faction cards

1 rule book

1 battle mat 60x60 cm

25 'Whitelands' Faction tokens

25 'Myrkur' Faction tokens

25 'Vestur' Faction tokens

25 'Byartur' Faction tokens

25 neutral tokens (*if players choose
the same Faction*)

GAME PREPARATION

1. **Faction choice:** choose the faction you want to play, then you can take the deck (pack of cards) corresponding to that faction.

Warning: you cannot mix different factions in a deck.

2. **Buidling your deck:** follow the instructions on P.15, 'Building your deck'.

If you wish to play with the pre-built decks that are included in this version, skip to the next part.

3. **Game setup:**
   a. Place the battle mat, with both players on each side.
   b. Place the Faction tokens near you, to the side of the battle mat.
   c. Shuffle the cards of your Faction deck, then place them on the battle mat on the intended area.
   d. Each player draws the first 7 cards on the top of their Faction deck, this will be your opening hand.
   Mulligan option: during this step, if you wish, you can do (only once) a Mulligan, meaning you can put back in your Faction deck a part or all of the cards of your opening hand. Then you must shuffle your deck and draw as many cards from the top as you initially put back.
   e. Choose who goes first in Round 1.

Warning: if something written on a card contradicts anything written in this rule book, follow what is written on the card.

BATTLE MAT DETAILS

Player 2 Astral Plane

Player 2 Draw pile

Player 2 Discard pile

Round token emplacement

Battlefield

Player 1 Draw pile

Player 1 Discard pile

Player 1 Astral Plane

1 MINUTE RULES

GOAL OF THE GAME

To have more points on the Battlefield than your opponent at the end of the 9th Round. To do so you must destroy their Creatures and conquer their Lands.

5 STEPS OF A ROUND

1 Draw Phase

With the exception of the first Round, each player will draw 2 cards during this phase.

NOTE: during this phase, the 2 players will draw their cards simultaneously.

2 Card Placement Phase

The player beginning the Round must place 2 cards from their hand face down (on the Battlefield, the Astral Plane or both), one after the other. Then their opponent does the same.

NOTE: during this phase, players will be alternating their actions, meaning one after the other. The player starting the Round does all the required operations than the second player does the same.

3 Reveal Phase

The players simultaneously reveal their cards and place their color tokens on the intended area, on the gem (see P.10).

4 Activation Phase

The player beginning the Round can activate all or some of their cards present on the Battlefield (and Astral Plane), in the order of their choosing (when a card with a token is activated, the token is flipped to the deactivated side). Once their turn is finished, their opponent can then activate their cards.

NOTE: during this phase, players will be alternating their actions, meaning one after the other. The player starting the Round does all the required operations than the second player does the same.

5 End of Round Phase

The players flip their color tokens on the active side (the players will be able to activate these cards the following round) and discard the necessary cards (see P.8 'Spells').

END OF THE GAME

Green: 42
Red: 26

After the End of the 9th Round, each player adds the values on the cards present on the Battlefield with a token of their color. The player with the highest total value wins the game.

CARD DETAILS

Creatures – base Characteristics

They have black borders. They have a Physical Attack and Defense. They are placed exclusively on the Battlefield. Some Creature cards have Attributes, Skills, Weaknesses or Actions. They will attack alone or in a Group Attack. When they are defeated, they are destroyed and are placed in the discard pile.

Card Value (P. 9)
Physical Attack (P. 12)
Physical Defence (P. 12)
Card Attribute (P. 13)
Card Skill

SKILL: all adjacent enemy creatures with the Swarm Attribute, lose that attribute.

Card Name
Card Weakness
Location of the Color Token (P. 10)
Family specification

WEAKNESS: the Swarm Attribute here only benefits other Ratman creatures. Other cards of the Rat Family are excluded.

Card Action (P.10)

ACTION > Swap the Assassin with another allied creature of a value of 6 or less on the Battlefield. Then you can attack with the Assassin, alone or in a Group Attack. The Assassin and the targeted creature must be active.

Lands – base Characteristics

They have a brown outline. They have a Physical Defense. They are placed exclusively on the Battlefield. Most Land cards have Benefits. Some have Actions that can be executed during the player's turn. When they are defeated they are not destroyed but conquered.

'Legendary Card' symbol (P. 15)

All types of cards (Creatures, Lands, Spells) have 'Legendary' cards.

'Conquer' symbol (P. 12)

Card Value
Card Benefit
Physical Defence

BENEFIT: +2 Defense to all adjacent allied creatures.

Card name
Faction token emplacement
Card Action

ACTION > Draw 4 cards. Once you have drawn those cards and have added them to your hand, return to your pile the same number of cards, from your hand, that you have just drawn, than shuffle your deck.

Spells – base Characteristics

They have a purple border. They have a Magical Defense and are all ephemeral. They are discarded either after their activation, or at the end of the Round in which they came into play. They are never added in the final score.
They may possess Attributes, Physical Attacks, Effects and Actions.
There are 2 types of Spell cards:
- Local Spells that are placed on the Battlefield.
- Global Spells that are placed on the Astral Plane.

NOTE: The Grey deck's spells are called 'Commandment cards'.

Card Value
Physical Attack
Discard specification

Card name
'Astral Plane' symbol (P. 11)
Card Effect

EFFECT: +1 Attack to all allied 6th Legion creatures.

Card Attribute
Card Action

ACTION > Move an allied creature to an adjacent border of another card on the Battlefield.

• Card Value

Each card has a value (sometimes two, see P.15 'Building your deck') located on the upper right corner. It serves two purposes:

1. **To determine the winner:** at the end of the game, the values of your cards on the Battlefield are added up to give you your final score (see P.7 'End Of Game').

2. **To build your deck** see P.15 'Building your deck'.

• Card placement on the Battlefield

All the cards that are placed face down (during the Card Placement Phase) or that are moved (during the Activation Phase) on the Battlefield, must always be positioned, or end their movement, **adjacent** to the border of another allied or enemy card and in an **empty zone**.

Warning: cards placed on the Battlefield remain in place unless they have a specific Attribute, or during a game occurence such as a spell being cast or when the card is destroyed.

During a game, cards already placed on the Battlefield will probably cease to be adjacent to other cards. This is not a problem.

AUTHORIZED PLACEMENT	NON-AUTHORIZED PLACEMENT

• First play

The 2 first cards that are placed on the Battlefield by the first player must be **adjacent to one another and placed in the green rectangle**. Their opponent can place their 2 cards wherever they want as long as the rules of adjacency are applied. (1 or both cards can be placed on the Astral Plane).

• Reveal phase

When your reveal your cards, turn them towards your opponent so that they can see their characteristics. Once a card is revealed, the **Skill**, the **Benefit**, the **Effect** or the **Weakness** mentioned on the card is immediate. These characteristics last during the whole game, or until the card is discarded or destroyed.

• Faction token

1. They indicate to which player the card belongs to.

2. The are used to spot which cards have been activated: when a card is activated, by an attack or an Action, the player flips the Faction token to the deactivated side.

3. They are used by certain card mechanics.

• Card Activation

You can only activate a single card once (except in special cases): either Attack or do the Action specified on the card.
You can also attack an enemy card with several of your cards simultaneously (see P.12 'Group Attack').

• **ACTION**

During their turn, the players can do the Action of their card. The card is then deactivated (Creature card) or discarded (Spell card).
A Creature card possessing an Action can either do the Action or Attack, it cannot do both.

• Astral Plane

Some Spells have the Astral Plane symbol, they are placed on the Astral plane (they are always a part of the 2 cards that are placed during the Card Placement Phase). These cards can have an impact on the Battlefield or on the opponent's Astral Plane.

• Distance

The blue card is the reference point, all adjacent cards are at a distance of 1. They can interact directly with one another. The cards that are at a distance of 2 or more need to have specific Attributes to target the blue card.

DISTANCE PATTERN

ATTACK - DEFENSE

To attack an opponent's card, your card must be **adjacent to the targeted enemy card** (except in the case of a specific Attribute).

To defeat an enemy card, the Physical Attack Value of your card or the added Physical Attack Values of several of your cards **must be superior** to that of the defense value of the enemy card.

> When the attack value is equal to the defense value, the attack fails and nothing happens.

> When a card is deactivated its **Physical Defense remains unchanged**.

Physical Attack   Physical Defense

SIMPLE ATTACK EXAMPLE

Details on defeated Creature and Land cards

> When a **Creature** is **defeated** it is **destroyed**. That card is immediately **discarded**.

> When a **Land** is **defeated**, it is **conquered**. You then remove the color token of your opponent and place one of yours instead. This Land card becomes one of your **allied cards**. During the final count at the end of the 9th Round, to determine who won, this card will be considered as one of yours. (During the game, your opponent will have the opportunity to conquer back this Land that they lost to you).

• **Group Attack**

When a player targets an enemy card to attack it, all the **allied cards** that can interact with the enemy card can be **activated simultaneously**.

The Physical Attack Values of the allied cards are **added** to defeat the enemy card.

> Just like with a single card attacking, if the added values of the attack are not strictly superior to the opponent's card's defense, nothing happens.

GROUP ATTACK EXAMPLE

The 3 red cards attack simultaneously, bringing the total Physical Attack value to 4. The target creature is destroyed, its Physical Defense being only 3.

ATTRIBUTES

The Attributes mentioned on a card only impact that card. In no way can an Attribute mentioned on a card benefit any other allied card.

INITIATIVE

At the beginning of the Activation Phase, you can choose to activate your card(s) immediately even if you are playing second. If, at the beginning of the Activation Phase, each player has a card with the 'Initiative' Attribute, the player that starts the Round gets to choose first if they activate their cards. Their opponent goes second.

ACTIVATION PHASE

⚡	PLAYER 1	PLAYER 2

PLAYER 2 INITIATIVE
PLAYER 1 INITIATIVE

OMNISTRIKE

When attacking, the card simultaneously targets all adjacent enemy cards with its Physical Attack value. You can do several Group Attacks at once with your other allied cards.

RANGED ATTACK

This Attribute allows the card to attack at a distance equal or less than the number indicated after the Attribute.

SWARM

This Attribute adds +1 to the Physical Attack Value for each additional Creature on the Battlefield of the same family.

FLIGHT
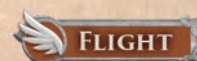
This Attribute allows the card to move anywhere on the Battlefield, to an available space adjacent to another allied or enemy card.

> Once moved, you can attack, alone or in a Group Attack, or perform an Action, (if the card has one).

> You don't have to move the card to attack.

> You don't have to attack once the card has been moved.

> You cannot move after attacking or performing the Action of the card.

> **Group Attack:** You can simultaneously move several cards with the 'Flight' and 'Movement' Attribute to attack an enemy card.

MOVEMENT

This Attribute allows you to move a number of spaces anywhere on the Battlefield. This number is equal or inferior to the number written after the word 'Movement'. The card must always end its movement in an available space, and adjacent to another card, allied or enemy.

> The above special conditions for the 'Flight' Attribute apply to the 'Movement' attribute as well.

> A card with the 'Movement' Attribute can go through an allied card if its movement value allows it to, but it cannot go through an enemy card.

Special case: if the player chooses, they can swap cards with the 'Flight' and/or 'Movement' by moving at the same time. Once the cards have been swapped, they can attack simultaneously. The Actions of the swapped cards, if they have one, are done one after the other, in the order chosen by the player who owns these cards.

PERFORATION

Once the adjacent enemy card is defeated, the Physical Attack moves forward on to the enemy Creatures or Lands on the same line. The Physical Attack value decreases by 1 for each additional card after the first one that is defeated.
The 'Perforation' is automatic once the attack is launched. You cannot choose to ignore it.

The attack ends when:
> an enemy card isn't defeated.
> there is an empty space, an allied card or a Spell card.

Warning: you can do a Group Attack with one or several allied cards targeting **only the enemy card adjacent** to the allied card with the 'Perforation' Attribute. You cannot launch a Group Attack on the cards following the first one.

PERFORATION ATTACK EXAMPLE

The 'Ice Golem' blue Creature card targets the adjacent enemy Creature. The Physical Attack Value being superior to the Physical Defense of the opponent's card, the red card is destroyed. The attack moves forward in one direction only, the next enemy cards are destroyed because their Physical Defense remains less than the Value of the Physical Attack.

BUILDING YOUR DECK

These are the rules to follow when building your deck:

- Your deck must be composed of 23 cards for a total of 125 points, when you add up all the card values.
- You cannot have more than 5 cards with the 'Initiative' Attribute.
- You cannot mix Factions together.
- 'Legendary' cards: You cannot have more than one identical 'Legendary' card in your deck (there is no limit to the number of different 'Legendary' cards you can have).

Warning: some cards have 2 values:

> **The first number** is the value during the game, from start to finish, and is the value that is used for the final count.

> **The second** is the deck-building value.

Counting your points

For building your deck
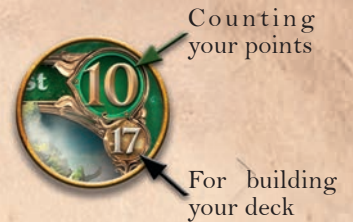
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