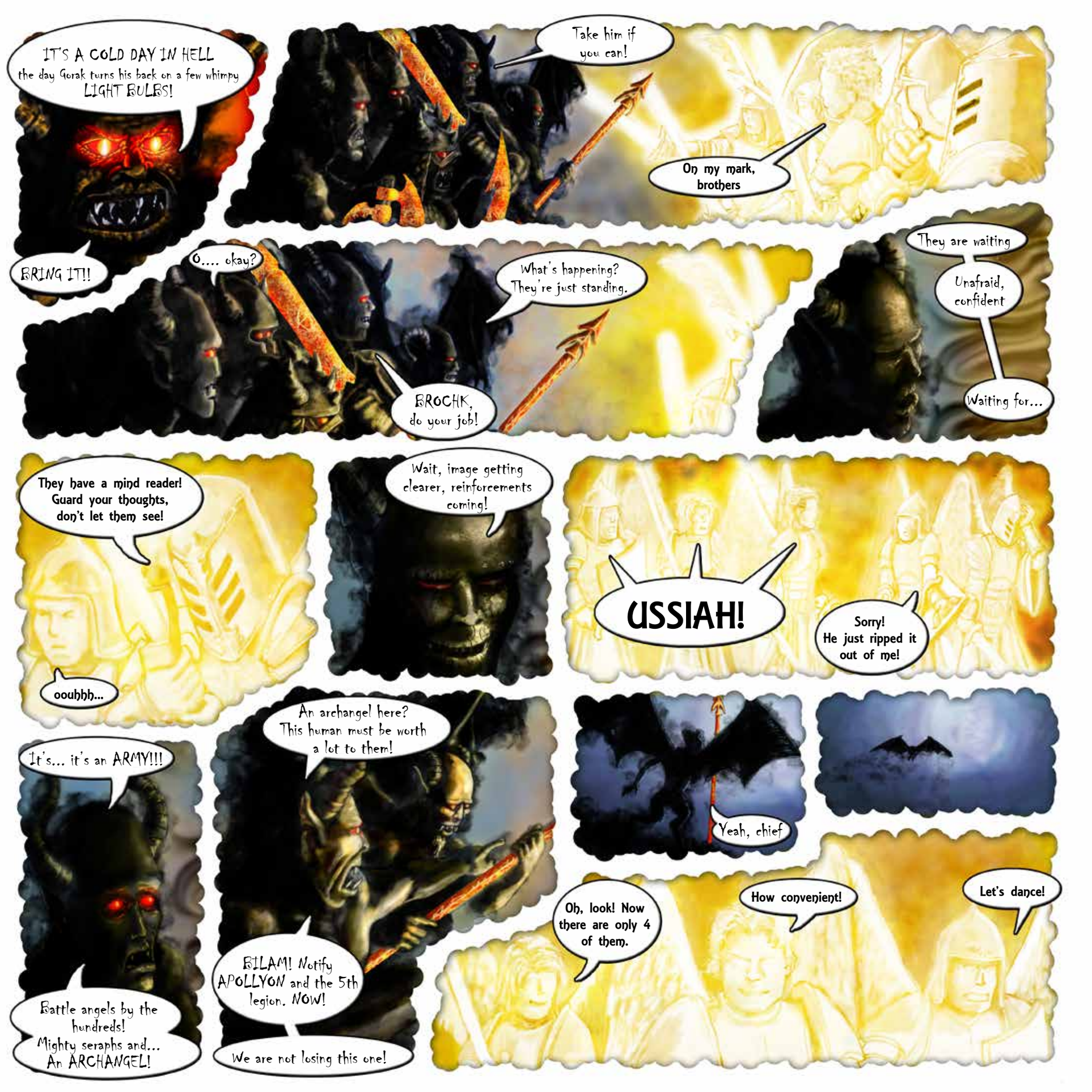

Daniel Fryxelius
ANGEL FURY
The battle for a human soul


Anger, disappointment, confusion... rage!
So much emotion.
Click
A night when everything goes wrong, everything feels wrong.
Feels like you've been let down. Betrayed by friends, hated by all, and missed the mark. AGAIN!
SLAM!
What a failure. Loser!
But most of all, you feel rage
Uncontrolled rage! You feel like tearing down the house. Come on! Do it!
That's it, smash it all!
CLINK!
Feels good, doesn't it?
Destroy! Imagine they're your so called "friends". Crush them! Hate them!
CRASH!
More, more... no, wait!
BANG!
AAAAAH
Stupid wall!
Stupid human, you can't do anything right.
Pitiful!
Take a rest
You will have your revenge
There, finally! I think we have him now. His heart is ready for the next step.
There, more hate... More thoughts of vengeance. Next time, there won't be glasses breaking...
Ugly, stupid, worthless. You can do whatever you like now, cuz... nobody cares!
Hey, take it easy! We already have him where we want him. Don't overwhelm him. Nudge him gently.


I say we take this chance and use it! We already have him in a firm grip!
No, you fool!
As long as he doesn't understand we're here, we have a greater chance to influence him.
I'd rather be a natural part of his life than a firecracker, lighting up just one night.
Yes! Listen to Gorak. The way to hell should be smooth for these humans. Treat them gently.
Take your time. It seems we have all the time in the world.
Eh, guys!
I'm not sure about that time. We have visitors coming.
No, not now! We were almost done!
What are they doing here?
They shouldn't be here, this is far from Heaven.
In the name of the Almighty! Let the human go and torture him no more!
Why, if it ain't my favorite sergeant Caleb. Are you still slaving to the 'Almighty'?
Are you sure you've come to the right place?
With 7 billion people in the world, I have a hard time believing you really care about this miserable one.
My orders are clear, Gorak
This human stands under the protection of the Almighty. Leave him alone!
I wasn't aware
Now listen, 'Shiny', this human doesn't want you here.
He never asked for your help He never wanted your help
His soul belongs to us
God, save me...
What?
Who did that?
Hey, that's CHEATING!
It was not his choice, you made him do it!
That doesn't count, he doesn't even know who God is!
THAT was a plea for help.
Be gone, or face the fury!


IT'S A COLD DAY IN HELL
the day Gorak turns his back on a few whimpy LIGHT BULBS!
BRING IT!!
Take him if you can!
On my mark, brothers
O.... okay?
What's happening? They're just standing.
BROCHK, do your job!
They are waiting
Unafraid, confident
Waiting for...
They have a mind reader! Guard your thoughts, don't let them see!
ooubbb...
Wait, image getting clearer, reinforcements coming!
USSIAH!
Sorry! He just ripped it out of me!
Yeah, chief
It's... it's an ARMY!!!
Battle angels by the hundreds! Mighty seraphs and... An ARCHANGEL!
An archangel here? This human must be worth a lot to them!
BILAM! Notify APOLLYON and the 5th legion. NOW!
We are not losing this one!
Oh, look! Now there are only 4 of them.
How convenient!
Let's dance!



Welcome to the world of the unseen!

Armies of angels and demons clash in an epic battle over a human soul. While the forces of heaven try to influence for good, the demonic fallen angels strive to draw the soul into darkness and despair. In the realm of the spiritual world, mighty angel warriors try to hold their positions against onstorming demons and tormentors, by seeking to break their defenses, or by taking control of valuable crystals and living water fountains to slowly turn the tide of war to their advantage. The mighty and mysterious 6-winged seraphs summon new angels to gain a foothold on the enemy´s flank. Meanwhile the archangels, God´s chosen messengers, move like lightning over the battlefield, commanding their forces, and bringing fear to the hosts of evil. The archdemons, false gods of the ancient world, no less cunning, rise up to meet them in battle. They all know the victory belongs to the wisest leader. Are you that leader?

Angel Fury is inspired by the spiritual world presented in the Bible, Jewish tradition, and other ancient sources. Read the extra material in the margins of the rule book for more thematic detail.

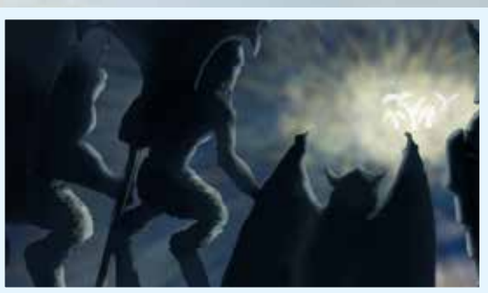
Please note that this game is a work of fiction, designed for entertainment only.

Angels are not humans

Many believe that humans become angels when they die, because they go to heaven and "they will be like the angels in heaven" (Gospel of Matthew 22:30). However, the Bible describes angels as eternal beings, roaming the spiritual realm, created directly by God before humans were created. Therefore, they cannot be deceased humans, rather they'll remain human even after death, but enter a new existence. The word "angel" means messenger, but normally refers to spiritual beings such as seraphs, cherubs, archangels, and more.

What is a demon?

"Then war broke out in heaven. Michael and his angels fought against the dragon, and the dragon and his angels fought back. But he was not strong enough, and they lost their place in heaven. The great dragon was hurled down…"
(Book of Revelations 12:7)



According to the Bible, the demons were originally angels. Satan himself, the devil, was once called a "morning star", one of the most respected angels, probably an archangel. He chose to rebel against God, as described in the Book of Revelations above. A full third of all angels joined the rebellion, and fell from heaven with him when he was defeated.

After losing the war in heaven, all the fallen angels started a new war - against God's creation. Homeless and roaming the Earth, they then sought to turn everyone and everything they found against God. The fallen angels were forever lost and could never go back to the glory and beauty they once had. Twisted and deformed, they now show their true nature… demons.

Angel appearance

When angels are described from visions or in ancient literature, wings are seldom mentioned. Angels often have the appearance of normal humans, but may vary in size, the degree of supernatural glow, and charisma they radiate. In some encounters described in the Bible, the appearance of an angel inspires great fear:

Zacharias, the father of John the Baptist, is terrified at the sight of an angel appearing inside the Temple of Jerusalem. The same angel (Gabriel) later visits Mary and then Joseph to prepare them for the birth of Christ.
All these encounters start with the angel saying "Do not be afraid."

Components

204 units:

1 yellow archangel
2 yellow seraphs
48 yellow angels

1 white archangel
2 white seraphs
48 white angels

1 black archdemon
2 black tormentors
48 black demons

1 red archdemon
2 red tormetors
48 red demons

Angels

Each angel player has 48 angels to command. Note that there are 4 different angel models, but they all represent the same unit.



Seraphs

Each angel player has 2 seraphs. These leaders are movable spawn points for reinforcements, and they may be upgraded with cards during the game.



Archangel

Each angel player has 1 battlefield commander to lead the host of heaven. They have special abilities and you have 4 different archangels to choose from: Michael, Raphael, Uriel, and Gabriel.





Demons

Each demon player has 48 demons to command. Note that there are 4 different demon models, but they all represent the same unit.



Tormentors

Each demon player has 2 tormentors. These leaders are movable spawn points for reinforcements, and they may be upgraded with cards during the game.



Archdemon

Each demon player has 1 battlefield commander to lead the armies of darkness. They have special abilities and you have 4 different archdemons to choose from: Mammon, Asmodeus, Moloch, and Baal.

6 Living Water Fountains





6 Crystal Mountains

Taking and controlling these areas will give you extra income of reinforcements and crystals.

1 Soul Board

When you control the human soul, or enemy altars, you gain soul points (add player markers here). The first player/team to reach 7 soul points wins the game!





4*12 Starting Cards

Each player starts the game with one deck of 12 cards. The colored border matches the color of the units.



8 Character Cards

Each player will choose one archangel or archdemon to use during the game. Each have different effects, income, and starting resources.



2 Training Decks

31 cards each for angels and demons.

16 Unique Starting Cards

Each archangel and archdemon has special cards for their starting deck.



1 Rulebook



9 Demon dice
9 Angel dice
23 Demon markers
23 Angel markers
40 Crystals

2 Game Boards

The smaller board is for solo games or a 2-player game on one side, and a 3-player game on the other.
The larger board is for 4-player games or an epic 2-player game.





4 Player boards

Each player has 1 player board. It keeps track of your leaders, commands, handsize, and the player deck.



2 Training Grounds

A market with 4 cards that you can purchase to upgrade your player deck.



15 Solo Cards

These are used to generate evil reinforcements during the solo game.

In the Gospels, an angel declares the birth of Christ to a group of shepherds, in one of the most quoted texts of the Bible:

"...an angel of the Lord stood before them, and the glory of the Lord shone around them, and they were greatly afraid. Then the angel said to them, 'Do not be afraid...'" (Gospel of Luke 2:8-14)

The resurrection of Christ is described as follows:

"There was a violent earthquake, for an angel of the Lord came down from heaven and, going to the tomb, rolled back the stone and sat on it. His appearance was like lightning, and his clothes were white as snow. The guards were so afraid of him that they shook and became like dead men." (Gospel of Matthew 28:1-8)

In the following days, angels repeatedly scared the crap out of Jesus' followers, as they announced the good news. In other cases the angels look just like ordinary men and people do not realize until afterwards that they were angels: Abraham was visited by three "men" on their way to Sodom. The father of the miraculously strong Samson, met an angel who he really thought was an ordinary man, until he ascended to heaven through the smoke of a burnt offering.

There are also different kinds of angels: The Israelites got their ten commandments and kept them in a gold chest called the Ark of the Covenant. It had statues of two angelic creatures called cherubs on top of it, with their wings touching each other, protecting the Ark. The wise king Solomon had two cherub statues built in the temple of Jerusalem, sculpted with wings.

In the book of the prophet Ezekiel, cherubs are again described with wings. His visions of the angels are sometimes so weird that they are hard to imagine; With eyes on the wings and 4 faces each, sometimes with 4 wings, there seems to be no earthly logic to the described beings.

The prophet Isaiah encountered a seraph, a type of angel with 6 wings. Beside cherubs and seraphs, there are more angelic creatures described in ancient sources.

Even though angels are sometimes described without wings, they are often described as flying or appearing in the air, and artists throughout history have usually depicted them with wings.



Setup

1. GAME BOARD

Place the game board at the center of the table. Choose the bigger board for a 4-player game, and the smaller board for other player counts (see Scenarios on pages 19-20)

2. MOUNTAINS AND FOUNTAINS

Place crystal mountains and living water fountains on their designated areas.



3. TEAM AND COLOR.

Each player chooses a team and takes the player board with the corresponding color. Place 1 marker on Handsize 4, and 3 markers in the unused command area. Also, take your starting deck with the 12 cards of your color.

4. TROOPS.

Deploy units on the game board according to the markings in the corner of each area (a 4-player game is displayed to the right).

Also, there are setup images and explanations for more senarios on pages 19-20.



Angel | Seraph | Archangel | 1 seraph and 5 angels



Demon | Tormentor | Archdemon | Archdemon and 3 demons

The remaining miniatures in each team are placed in the reserve (see step 5).



5. RESERVE

Place all markers, crystals, miniatures, and dice that you are not currently using next to the game board, accessible to all players. Whenever you gain soul points, crystals, reinforcements, or command, they are taken from this reserve.

6. SOUL BOARD

Place the soul board next to the game board.



11. Start the game

The evil side always starts the game. The good side generally starts with more resources, and controls the soul.

10. Player deck

Find the special starting cards belonging to your chosen archangel / archdemon. Put them into your starting deck, and remove the cards indicated to be replaced (the player deck always consists of 12 cards). The replaced cards are put on the lost pile on the training ground board and will not be used again this game. Cards removed during a game are public information. Shuffle your starting deck and place it on its designated place on the player board. Draw your starting hand (4-5 cards, depending on your handsize).

9. Starting bonus

Take the number of crystals and reinforcements stated on your archangel / archdemon card and place them next to your player board. Also take any other bonuses, eg. extra handsize or extra command.

8. Archangel / Archdemon

Deal 2 archdemon cards to each demon player and 2 archangel cards to each angel player. Each player chooses one and places the other back in the box. Place the card on your player board and place a marker on the health track to indicate your maximum health (in this case 14).

7. Training Grounds

Place the training ground boards next to the game board. Shuffle the demon training deck and reveal 4 cards for the demon side. Shuffle the angel training deck and reveal 4 cards for the angel side.

Overview

In Angel Fury you maneuver your forces in order to control the area with the human soul. Controlling it gives you soul points, and the first team to reach 7 soul points wins the game!

You have many different ways of gaining the upper hand in battle: More command allows you to move more troops. A bigger handsize will give you more options on your turn. Upgraded cards make you more effective at making unpredictable maneuvers on the battlefield. Taking control of resource areas will give you a better income.

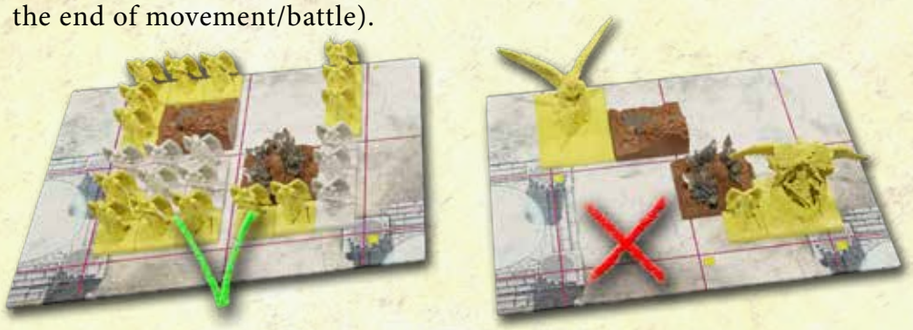
As your frontline troops are destroyed, make sure to send more to replace them. Eliminate the enemy leaders and conquer their altars to gain additional soul points.

Concepts

Areas: size 9

The game board map is made out of squares, referred to as **areas**. Each area has the size of 9, which means that you can have up to 3*3 angels standing in formation in one area. Some units have a larger base and will therefore take up a larger part of the area. Tormentors, seraphs, as well as the fountains and mountains have a size of 4 (2*2). The archangels and archdemons have a size of 6 (3*2).
Because each area is a 3*3 grid, they can only fit a maximum of 1 larger piece, plus some individual angels/demons. Angels and demons may be rearranged freely within an area, at any time, to accommodate larger pieces.

You may never **deploy** (see next page) units that exceed the space in that area. Also, the space limit is enforced at the end of each **movement** (see page X), allowing you to enter enemy areas to attack, and to enter resource areas with more units than can fit (any surplus will retreat at the end of movement/battle).



Area Definitions

* An area is **controlled** if you have units there.
* An area is **friendly** if you, or your co-player, control it (has units there).
* An area is **empty** if there are no units, mountains or fountains there.
* Note that the **Soul area** and the **Altars** count as empty if no units are there.

Cooperation

If you have 2 players on the same team (in 3- or 4 player games), you need to cooperate. You can perform your actions in any order and you may show each other your cards and try to coordinate their moves. But remember that you can only command your own troops, you only get resources from resource areas where you have your own units, and you may only play battle cards in battles where your own units participate. You also cannot trade resources with each other. Soul points always belong to the team.

Movement: Once, straight

A unit, or a troop of units, is moved by spending a command (read more on pages 14-15). All movements are orthogonal - never diagonal! A unit or troop may only be moved (commanded) once per turn.

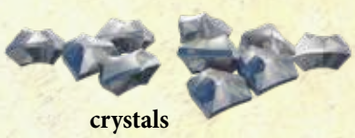
Deckbuilding: 12 cards

Each player has a deck of exactly 12 cards during the game. Players buy cards from the training ground that may be added to the player's hand by replacing another card in hand. The replaced card is placed in the lost pile. (see pages 12-13)



Resources

There are two types of resources in the game: crystals and reinforcements. A reinforcement is an angel if you are on the good side, or a demon if you are on the evil side. Resources are used for buying new cards from the training ground, and for buying upgrades (see next page). Reinforcements may also be deployed onto the battlefield.



crystals



reinforcements

The Turn

Turn order:

1) Action Phase
2) Resource Phase

Action Phase

During this phase, you and your co-player may:

- Deploy units
- Buy upgrades
- Buy cards
- Play cards
- Command your troops

You may do any of these actions several times per turn, in any order you like. You are only limited by the number of command markers, resources, and cards in hand.

Deploy units

Reinforcements that you own may be used as resources for buying cards, but you may also deploy them onto the battlefield. You may place them in any area that is a **spawn point**. Your altars (on your side of the board) and your seraphs/tormentors are spawn points for you. Simply place your reinforcements in any of these areas, but remember they need to fit in the 3*3 area.

It doesn't cost any command or resources to place reinforcements on the board. There is also no limit to how many times you may place reinforcements, or the total number of reinforcements that may be placed during your turn.



Altars, seraphs, and tormentors are spawn points

The newly deployed units may be moved on the same turn! Therefore it is possible to deploy units, move them away (using 1 command), and then deploy more units, move them as well (using a second command), and so on. The only exception is when you deploy units with a seraph or tormentor that has already moved, in which case the units may not move (see page 18).

While the enemy controls your altar (has units there), you may ***not*** deploy units there. But as soon as you eliminate the enemy units, you may place new reinforcements there again.

Buy upgrades

Your player board keeps track of the health and abilities of your archangel/archdemon, any seraph/tormentor special cards, your commands, your handsize, and your deck. Your handsize and number of commands can be upgraded:



1) Increase command.

Pay 5 crystals to add a marker in the "used" position (it becomes available next turn). You can never have more than 6 command markers.

2) Increase handsize.

Pay 5 crystals to move the marker one step to the right. You draw up to your new handsize at the end of your turn (see page 17), and you may never have more than handsize 6.

DEMON APPEARANCE

The appearance of demons is described in literature and artwork all from the time of Dante (14th century) and into our days. The image below by Gustav Doré, is inspired by Dante's Inferno, where we can see the devil himself, in the caves of hell. Bat wings and goat horns and hooves make these demons look like a mix of human and animal.



Doré is probably the most influential artist to shape our conception of demons, and today almost all artists tend to go in the same direction. The wings and horns show that it is a demon and the rest is up to the imagination of the artist.



Gustav Doré's "Lucifer"

In contrast to these descriptions, demons are also often described as purely spiritual beings, without any bodily form. As Jesse Romero (Catholic author) puts it:

> *"Spiritual beings have no bodies and therefore cannot technically "look like" anything... Demons are generally more "felt" than seen by people, the most common form of demonic manifestation being the sensation of a malevolent presence in the same space as the person sensing them".*

For this game we have chosen a little bit of both. On the one hand focusing on making them feel as transcendent spiritual beings, clothed in shadows, but on the other hand physical beings with the classic features recognized from traditional art. It proved hard to make plastic miniatures of transcendent beings!

BUY CARDS:

Each side has a training ground where you can buy new cards. You may only buy cards for yourself, not for your co-player.

You can buy cards in three ways:
A) buy cards to hand, or
B) buy cards to reserve, or
C) buy seraph/tormentor cards



TORMENTOR CARD | DEMON CARD | SERAPH CARD | ANGEL CARD

THE TRAINING GROUNDS

There are 2 training grounds, one for the evil side and one for the good side. Place the training deck in its place, draw 4 cards, and place them on the empty slots. There should always be 4 available cards here, and as soon as a card is bought or discarded, a new one is immediately drawn from the deck to replace it.

All cards that are discarded from here, or replaced from hand (see below) go to the lost pile.

During your turn, you may spend 2 crystals to discard any cards in your training ground. Place



the cards in the lost pile and refill with new cards from the training deck. This works the same way as the card *New Ideas*.

If you run out of cards in the training deck, reshuffle the cards in the lost pile (except replaced starting cards) to form a new training deck.

A. BUYING CARDS TO YOUR HAND.

To buy a card from the training ground, you pay the cost shown in its upper lefthand corner. When you buy a card directly to your hand, it immediately replaces another card in your hand (the total number of cards in the deck is always 12). The replaced card is placed in the lost pile. Replaced cards are public information.

When buying cards, you may replace any of your cards in hand, but if a card is "level 2" it must replace a corresponding "level 1" card from your hand.

B. BUYING CARDS TO YOUR RESERVE.

In some cases you want to buy a card but you haven´t got the corresponding "level 1"-card in hand, or you do not want to replace any of the cards currently in hand. Then you can **reserve** the card, saving it for later.

To **reserve** a card, you pay the cost of the card and place it beside your player board. You may reserve any number of cards, and they can stay there for as long as you like.

You may replace cards in hand at **any** time for the cards you have reserved, including during your opponents' turn or during battle.

Example 1:
Buy a card to hand

Angela plays the yellow angel team and wants to buy Flaming Sword, level 1. She pays 3 crystals to take the card from the training ground into her hand, choosing to replace Blinding Light, level 1. The replaced card goes to the lost pile. The new card is now in hand and may be used on the same turn.

Note that by sacrificing Blinding Light, level 1, she can no longer get Blinding Light, level 2.



Example 2:
Buy a card to reserve

Angela later wants to buy Flaming Sword, level 2. She has the corresponding card in her deck, but not in her hand, so she can´t buy the level 2 card directly to hand. Instead, she pays 3 crystals to reserve the card.

Later on, she draws Flaming Sword, level 1, to hand, and can now replace it with the level 2 card.



C. Buying a seraph/tormentor card

Seraph and tormentor cards are not bought to your deck, but placed directly on the player board in one of the two slots. They do not replace any cards in deck, and you can never have more than 2 seraph/tormentor cards in play at any time.

These cards have permanent effects that stay in play. You may buy new seraph/tormentor cards to replace old ones, if you like (the replaced cards are placed in the lost pile).

Example 3:
Buy a seraph card

Angela buys the Coordinator seraph card, paying the cost of 2 crystals and 1 reinforcements. She takes the card and places it on her board, in one of the seraph card slots.



Flaming swords?

These are spiritual weapons burning with a holy flame, a typical angelic armament. A flaming sword is mentioned as guarding the Garden of Eden:

After he drove the man out, he placed on the east side of the Garden of Eden cherubim and a flaming sword flashing back and forth to guard the way to the tree of life. (Genesis 3:24)



Can the evil side win?

By definition, an almighty God cannot be defeated, and all monotheistic religions tell of a final judgement and an end to evil. This game however, is not about that final reckoning, but rather a single human's ongoing struggle between good and evil. Forces for good and evil all contest each other, and the outcome in the heart and mind of any particular life is far from certain.

Crystals and Living water



When heaven and spiritual places are described, crystal, gold, and precious stones are commonly featured. There is a chapter in the Book of Revelations where you can find the classical image of heaven in the form of New Jerusalem, a city with streets of gold, pearly gates, and a foundation of precious stones. In the middle of the city, the throne of God stands on a sea of glass, clear as crystal.

The prophet Ezekiel also describes heavenly scenes: "Spread out above the heads of the living creatures was what looked something like a vault, sparkling like crystal, and awesome." (Ezekiel 1:22)

Just like water is a foundation for all earthly life, the descriptions of heaven also feature 'living water'. The Water of Life, as it is also called, is the source of spiritual life, and therefore eternal life.

"Then the angel showed me the river of the water of life, as clear as crystal, flowing from the throne of God and of the Lamb" - (Revelations 22:1)

In the Gospel of John, Jesus claims to have this water in his posession, to give it to whomever believes in Him.

In this game we let crystals be the wealth that buys upgrades and cards, while living water is the source for new reinforcements.

Playing cards

You start the game with 4 cards in hand. This is your starting handsize. You may play any number of cards from hand during your turn with one exception; **you may only play one Tactic card per turn**. **You may not play cards during your opponent´s turn**, except for battle cards (see below).

You may also discard cards with no effect at any time during your turn. It is recommended that you play (or discard) as many cards as you can, since you get to refill your hand at the end of each turn (see draw cards, page 17).

Tactic cards:

There are five different Tactic cards in each starting deck. Tactic cards are powerful and can change the course of the battle. The good side and the evil side have different tactic cards in their decks, as shown to the right.

You should always complete a card´s effect before doing anything else. This means that if a card states that up to 2 troops may use an effect, then both of them must use that effect, one after the other, with no other action taken in between (except replacing reserved cards into hand and playing battle cards).

Battle cards:

Cards with "**Battle**" printed on them may be used during any battle where you have at least 1 of your own units present, even during your opponent´s turn.

No other cards may be played during a battle, although some are played just before a battle, affecting it. For example, Holy Fury can be played when you attack, but not during your opponent´s turn, because it is not a battle card.

Angel Tactics



Demon Tactics



In the card appendix at the end of the rulebook there is a closer description of each tactic card.

Remember: A player may only play one tactic card per turn!

Commanding your troops



From the beginning of the game you have 3 commands (markers) in the "unused" position. A command can be used to make a movement during your turn, moving any number of your units in one area (a troop) to one adjacent area.

You always command (move) one troop at a time and finish the movement, including battle, before commanding the next. Move the command marker to the "used" position and move the selected troop.

You also spend command markers when you move troops in combination with tactic cards, like *Dark portal*, *Cavalry* and *Brutal Assault*.

Note that a unit may never be commanded more than once per turn!

What is a troop?

Many cards and actions refer to using 'troops'.

Any number of your units in an area may temporarily be referred to as a troop. When you designate a troop, you may include 1 or more of your units in that certain area, and after your action, they again cease to be a troop, but may be reassigned to another troop at any time.

Movement rules:

All movements are orthogonal (straight), not diagonal.

If you move your troop into an area with enemies, there will be a **battle**. (Sometimes there is not enough space to physically move the miniatures into the area. Tell your opponent where you are attacking and resolve the battle before moving the units into the area.)

If you move 2 steps (with your archangel/archdemon or with cards such as *Cavalry*), you may use the first step to move through (fly over!) an empty area, a resource area, or an area with friendly units, disregarding any space limitations on that area. But you may never move through an area with enemy units, and you may not continue movement after resolving the battle (except if using *Breaktrough*).

If you move into an area that doesn´t have enough space for all your units (for example crystal mountains), then first resolve any battle, and then move as many units as possible from the troop into the new area. The remaining units **retreat** (see page 16). If your units **retreat** during your movement (from an area with not enough space or from a battle), they go back to the area they entered from. Any retreating unit that cannot fit into that **adjacent area** is returned to your resources.

Command Example 1:

Benjamin is playing the white angel team and has just played the tactic card *Cavalry*. This allows him to move one troop 2 steps. He pays 1 command. However, he cannot attack the tormentor he is aiming for as long as there are any demons in the way.

Instead, he turns to plan B, and chooses to move another troop 2 steps over his own front troop. Then he resolves that battle.



Command Example 2:

Travis, the red demon player, attacks into the resource area. He pays 1 command to move the tormentor troop (i.e. he announces that he is going in there). The angels are defeated and the surviving attacking units enter the area. There is not enough space for the tormentor there, so it retretats, while the surviving demons move into the area.
The demon player also gains 1 reinforcement because they moved to a living water fountain (see below).



Moving into resource areas:

Besides getting resources from controlling resource areas (see page 17), there is another way to get resources:

When any player uses a command to move at least 1 unit into a resource area, that player gains 1 resource (mountains give crystals and fountains give reinforcements). If a battle is fought, the resource is awarded **after the battle**, and only if you have units left to enter the area (see example 2).

There are a few cards that allow you to move more than one step (*Cavalry*, *Breaktrough* and *Quick March*), and it´s only the area the units arrive in at the end of the movement that´s counted. For example, a *Cavalry* troop riding trough a crystal mountain does not gain a crystal. Or a troop of demons using *Breakthrough* to move into a living water fountain and then one more step into another area. That troop didn´t stay in the area to collect the extra reinforcement.



Units that retreat, for whatever reason, into a resource area will not get this resource bonus. You can, however, move into an area you already control to get the resource, and you can do this several times on the same turn.

Battle

A battle starts as soon as a troop moves into an area with enemy units. Resolve the battle immediately before you continue to command another troop. A battle is resolved as follows:

Start of Battle:

The attacker may play cards that affect the whole battle, e.g. *Holy Fury* or *Brutal Assault*. These cards must be played before rolling the dice, not in response to the dice roll.

A few cards have the tag "**Charge**". This effect allows you to inflict damage before the first round of battle. The number indicates how much damage is done (**charge 2** means 2 damage). Unless the opponent prevents the damage with battle cards or the *shielding aura* of a seraph/tormentor there, he must destroy units equal to the damage, or take damage to his archangel/archdemon in that area.

A round of battle:

1) **Roll dice:** Both sides roll dice simultaneously. Roll 1 die for each angel/demon in your troop, 4 dice for a seraph/tormentor and 6 dice for your archangel/archdemon. This means that you will never roll more than 9 dice in a battle round.
2) **Count hits:** For each damage symbol (sword/axe), the opponent receives 1 damage (unless cards and effects say otherwise).
3) **Add and prevent damage:** Play battle cards to add extra damage to the attack, or to prevent damage. Remember that seraphs and tormentors have the ability to prevent the first damage in each battle (*shielding aura*). There is no special order for battle cards to be played, just play them.
4) **Remove casualties:** Starting with the defender(s): For each damage, remove one defending unit, or take 1 damage on a defending archangel/archdemon. Then the attacker does the same. Note that a seraph/tormentor is still only 1 unit, and is removed if it takes a damage. Note also that an archangel/archdemon is removed if its health has reached 0.

After a round of battle, the outcome can be one of these:
A) If the attacker has no units left the battle is over.
B) If the defender has no units left, the attacker must move all his surviving units into that area.
C) If both attacker and defender have units left, then
- **the defender may choose to retreat**. In that case, the attacker must move all his surviving units into the area.
-If the defender chooses to stay, **the attacker may choose to retreat.** If they both choose to stay then a new round of battle begins.

Example 1



The demons attack, playing *Brutal Assault, level 2.*

Charge 1 deals 1 damage at the start of battle

Dice are rolled; 9 against 8.

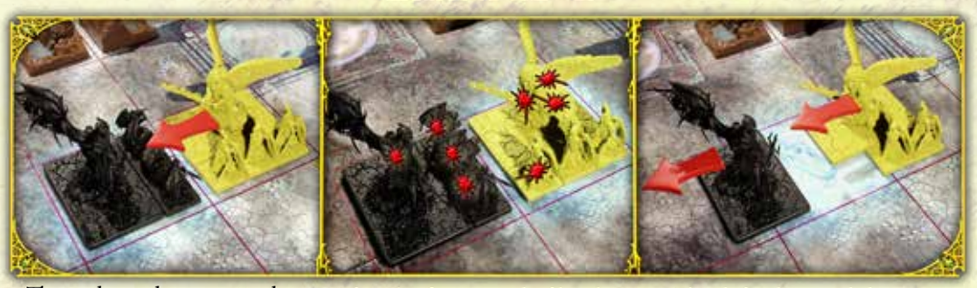


Damage is dealt. (Extra hits on circles because of *Brutal Assault*.)

The Angel chooses to stay. Demons continue; 6 against 2.

Victory! All demons must enter the conquered area.

Example 2



The archangel troop attacks.

After the first round of battle, both sides have survivors.

The defending archdemon chooses to retreat. All attackers must enter the area.

Retreating:

When a **defender** retreats, the retreating units move backwards towards their side of the gameboard. As with all retreats, any units that can't fit in the area they retreat to, (or if they retreat from the back row), must then retreat to their owner´s reinforcements.
Special case: If the attacker comes from behind, the defenders cannot retreat there, but go to their reinforcements instead.

When an **attacker** retreats, his surviving units move back into the adjacent area they entered from. If that area doesn't have enough space (because they moved over it, using their archangel/archdemon, *Breakthrough,* or *Cavalry*), any units that don't fit retreat to the reserve.

Resource Phase

The resource phase ends your turn. Make sure you have played (or discarded) all cards you want, bought anything you want to buy, and spent all your commands.

Score Soul points:

First and most importantly, check for soul points. If any of your units stand in the area with the **human soul**, your side gains 1 soul point. Place a marker on the human soul board. If you are playing the good side, use a white marker, or a black marker if you are the evil player. You also gain 1 soul point for each **enemy altar** you control. For example, if you control both of your opponents´ altars and the human soul in a 4-player game, you gain 3 soul points. If you have 7 or more soul points, you win the game.

Collect Resources:

Count the number of resources you gain on this turn: You get resources and healing according to the income on your archangel/archdemon card. You also get one angel/demon for each living water fountain you control, and you get one crystal for each crystal mountain you control. Put all resources next to your player board until you use them. You may save them between turns.

If you run out of angels / demons in the reserve, you cannot get any more reinforcements.

Note! You only receive 1 resource for each resource area, regardless of the number of units there. However, both players of the same side may gain 1 resource each if they both have at least 1 unit in the same resource area.

Draw Cards:

At the end of the turn, draw cards until you have as many cards as your current handsize. At any time during your turn, you may discard cards without performing their effects in order to draw more new cards at the end of the turn.

Cards are not reshuffled: If you're about to draw a card and your deck is empty, take the discard pile and turn it upside down to form a new draw deck. **Don't shuffle!** This way, you will have the cards in the same order that you played or discarded them, and later on you can predict which cards will be drawn. This also means that players cannot play the same tactic or combination two turns in a row!

Reset Command:

Move your "used" command markers back to the "unused" position on your player board.

Then your turn is over, and the opponent´s turn begins.

Example: At the end of her turn, Angela controls the area with the human soul, so she gains 1 soul point. Her archangel card gives 1 crystal and 1 reinforcement, and heals the archangel 1 step. Angela also has angels in 3 crystal mountains and 2 living water fountains, giving an additional 3 crystals and 2 reinforcements. She keeps 1 of the remaining cards in her hand, and then draws 3 new cards to reach her hand limit of 4. Lastly, she moves all 3 used command markers back to the unused space.

End of the Game

The good side and the evil side continue to take turns until, at the end of a turn, either side reaches 7 soul points and wins the game. The battle of the soul is over. The human may never realize what happened this night, just that this was a turning point in life. For better… or worse.

And there are many more souls out there...



Leaders



Seraphs & Tormentors

Seraphs and tormentors follow the same rules. They are an important part of your army with many possibilities, but also weaknesses. Each player starts with 2 of them in play.

If they are destroyed, the cost of buying a new one is 5 reinforcements and 5 crystals. Since they are 2*2 in size, they can only be deployed at an altar, never together with another seraph/tormentor.



In battle they roll 4 dice! This is the same strength as 4 angels/demons. So a full troop with 5 angels and a seraph rolls 9 dice in battle, just like any other full troop.



Shielding aura: Each time you receive damage in this area, you prevent the first damage. This prevents the first damage in each battle (once per battle, including charge damage), or one damage from other effects, such as *Archery* or *Backstab*.

Health 1: The main weakness of a seraph/tormentor is that they only have 1 health, just like angels/demons. But the owner always chooses which units to remove, so normally the leader is destroyed last in battle.

Mobile Spawn Points: During your turn, you may place angel/demon reinforcements in free spaces in the same area as your seraph/tormentor.

If a seraph/tormentor has not been commanded (moved/attacked), any reinforcements in their area may be commanded on the same turn they are deployed. However, if a seraph/tormentor has already been commanded, then any reinforcements added afterwards are also considered commanded, and may not be commanded again.

For example, you may spawn 5 demons at your lone tormentor and use a command to move the 5 demons to an empty area, and then follow that up by spawning another 5 demons and moving them together with the tormentor to attack the enemy. You may not first move the tormentor, and then spawn new demons and attack with them.

Essentially, the spawned demons/angels are synched with the tormentor/seraph.

Archangel & Archdemon

Each player chooses 1 archangel/archdemon to be their general on the battle field. They follow the same set of basic rules, but also have their own unique starting bonus, income, starting cards, and a special ability.

Income: In the upper right corner of the character card, you can see what income you get each turn (in addition to controlled mountains and fountains). It also shows how much health your archangel/archdemon regenerates at the end of your turn.

Size: They have a base of 2*3 squares, which means that there is only space enough for 3 more angels/demons in the same area.

They are not spawn points!

Moves 2 steps: The archangel/archdemon may move up to 2 steps (along with any angels/demons included in that troop). The tactic card *Cavalry* does not add another step to the archangel troop, but *Breakthrough* is used after a full normal movement, giving you a potential 3:rd step.

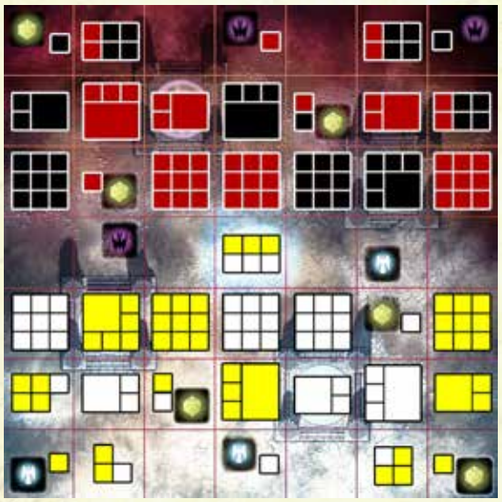
Health. The starting health of your archangel/archdemon is depicted on your character card. During the game, you use the health track on your player board to keep track of its health. You cannot have more health than the printed value on your character card.

For example, Michael and Baal each have 15 health. For each damage inflicted on them, you move the health marker on the player board accordingly. If an archangel/archdemon ever has 0 health, it is destroyed and goes out of the game. **You cannot get it back!** However, the effects and income of the card remain in play.

When taking damage to your troop, you decide how this damage is distributed among your units. You may choose to take the damage on the other units in the same area, or take all damage on the archangel/archdemon, or a mix of these.

Scenarios

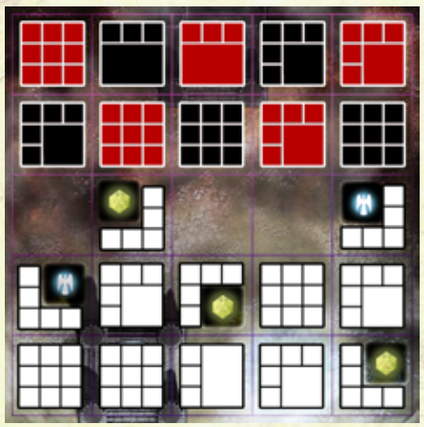
The rulebook is written with the 4 player team game in mind (see below). On this page we explore different scenarios and game variants. Take careful note of any changes in setup and rules that may apply.



4 Player game: Battle for the soul

This is the default 2v2 scenario. Each player commands units of one color, and the 2 angel players team up against the 2 demon players. Each player controls 1 archangel/archdemon.

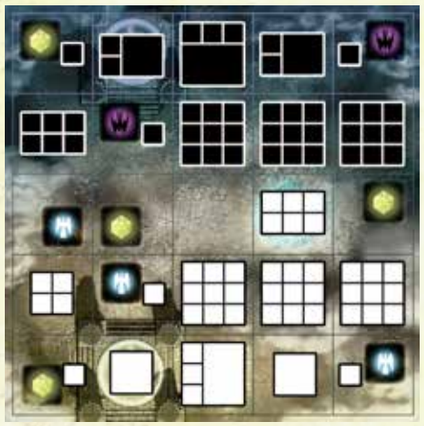
Setup: See the image to the left (and icons on the gameboard).
Victory: 7 soul points.



3 player game: Protection of the soul

Use the map with the soul on the angel side of the board - 1 angel player defends the soul against 2 demon players. The demons have to press on through the resource areas and reach the human soul on the angel side of the board. The angels must defend the soul long enough to claim 7 soul points.

Setup: See the image to the left (and icons on the gameboard). The angel player uses angels of both colors, but uses only one playerboard, one deck, and one archangel. The angel player starts with +1 handsize and +1 command. The demon players start with 4 soul points!
Victory: 7 soul points.

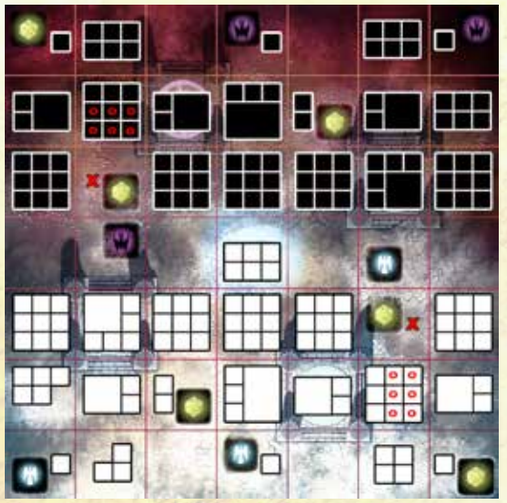


2 player game: Duel

Use the 2-player game board. Each player commands units of one color and each player has an archangel or archdemon as usual.
This map has the altars far away from the human soul and therefore the altars are hard to conquer for the opponent. On the other hand, there is a long way to go from the altar to the human soul, so you had better plan ahead.

Setup: see the image to the left (and icons on the gameboard).
Victory: 7 soul points.

2 Player game: Epic Duel



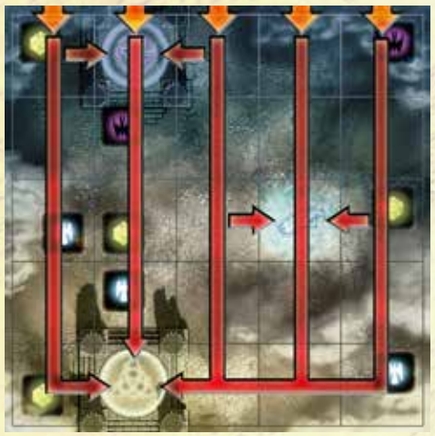
In this senario the angel player takes command over both the yellow and white units, and the demon player takes command of both the black and the red units. The color of the units do not matter in this game, you use all your units as though they were the same color (thats why the setup image to the right shows just one color for each side): You do not get extra resources for having units of two different colors in an resource area, and you can move a troop consisting of two different colors. Each player takes 1 playerboard, 1 starting deck, and has only 1 archangel/archdemon (chosen from 2, as usual).

Setup: See the image to the right (NOTE! Follow the markings on the game board but replace one of the archangels/archdemons with 6 demons/angels. Also, the foremost crystal mountain on either side is not controlled.

Victory: 7 soul points.

Solo game: The evil tide





Demon movement during the game.

You command an army of angels against an automated horde of demons.

Setup: Take the 2-player board, and place the mountains and fountains on their designated areas on the angel side, and on the middle row, but not on the demon side of the board (see image). Set up the angel forces as usual, using the icons on the board, and choose an archangel. Note that both the angels and the demons use miniatures of both colors as part of their teams. Set up the angel player board, deck, and hand as usual. You only use the angel training ground. Shuffle the 15 demon reinforcement cards and draw 1 for each of the 10 areas on the demon side of the board. Place that number of demons into each respective area. Note that there are some reinforcement cards that have no reinforcements, leaving that area empty. The demons will fight without tormentors or archdemon, and will not use any cards, resources, commands, or player board. The game now begins with the first demon turn.

The demon turn: The evil side will advance with all units, following the paths described here and in the picture.
Always start with the leftmost column, starting at the front (closest to the angel player). Then move the demon group behind it and so on, and then the next column etc. until all demons have moved. Then refill the back row using 5 reinforcement cards, and gain soul points.

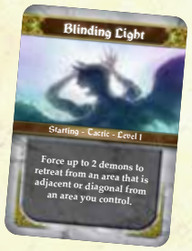
- The demons move straight down until they reach the bottom row, where they turn towards the angel altar, just as shown in the picture. They will fight any angel units they move into, and they never retreat from battle.
- If they can't fit because of a living water fountain or crystal mountain, they destroy it so they can fit. **And they gain 1 extra soul point.**
- Once they have reached the angel altar, they stay there.
- If there are angel units on the demon altar, adjacent demons from column 1 and 3 will go there rather than going forward (see image).
- If the human soul has no demons present, adjacent demons from column 3 and 5 will go there rather than going forward (see image).
- If there is not enough space for the demons to advance because of other demons, they advance as many demons as possible. The rest of the demons (that couldn't fit) stay where they are instead of moving.
- When all demons in all columns have moved, new demons enter the back row at the top of the board, using 5 reinforcement cards (orange arrows). Any angels standing in the back row are attacked by any demons appearing in their area (thematically, they move into that area from off the board). When the reinforcement cards run out, shuffle them to form a new deck.
- The angel turn is played as normal.
- Difficulty: 2 reinforcement cards have 2 alternative numbers. Use the latter for a more difficult challenge.

Victory: 7 soul points (you lose if the demons get 7 soul points before you do).

Card Appendix

Tactic cards

Only 1 Tactic card may be played by each player on their turn.



Blinding Light

Choose an area that is adjacent or diagonal from any of your units. Force up to 2 demons in that area to retreat, following the retreat rules: They must go back towards their owner's side of the board, and if there is not enough room, or if you have units there, they retreat to that player's resources.

On level 2, you may choose up to 4 demons from the **same or different areas** to retreat.

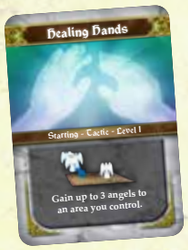


Cavalry

Play this card when moving a troop. The troop becomes cavalry and may move 2 steps in one movement. It requires 1 command to move the troop. The troop may move through any areas that are not controlled by opponents, even if the troop could not fit there (for example, moving 9 angels through a resource area).

Note that the card is enhancing a command/movement. You cannot choose to give the effect to all units in an area and then split it up into several small troops. Note also that it doesn´t give a third step to an archangel troop.

On level 2 you may move 2 troops. Each troop uses a command to move, and they are done one after the other. They also get "Charge 1", dealing 1 damage before the first battle round.



Healing Hands

Gain and add up to 3 angels into an area you control. Note that the angels must be placed in 1 area, not spread out, and you can't gain and place more units than can fit into the area. The new angels have not been commanded and can be used to move and attack this turn. *Healing Hands* is not a battle card, so it may not be played during battle.

On level 2 you may use the effect twice, but in different areas.



Holy Fury

This card must be played before the start of a battle where you are the attacker. You deal 1 extra damage and prevent 1 damage during the battle.

On level 2, add 2 damage and prevent 2 damage in the battle.



Out of nowhere

Gain and deploy 2 angels into different areas that are empty, or controlled by you (not your co-player). Resource areas are not empty, and opposing altars are forbidden. The angels deployed may be commanded on the same turn.

On level 2 you gain and deploy 5 angels, in the same way, into different areas.



Archers

Choose a troop to attack an enemy area, adjacent or diagonally, with a special archer attack. This attack is not a movement into the enemy area, and this is not a normal battle. During this archer attack, you roll dice according to the number of units you have in your troop. Count hits and subtract 1 for each circle you rolled. You only roll the dice once, and the enemy may not roll any dice to fight back.

Since this attack does not count as a battle, battle cards and effects do not apply, except a seraph´s shielding aura and cards with "Archery" (*Shield of Faith, Burning Arrows,* and *Archery Leader*). The troop is allowed to move before or after the archer attack, but you may not move into an enemy area and start a battle with this troop this turn, neither before nor after the archer attack.

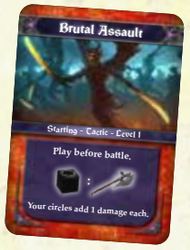
On level 2 you may choose two troops to do one archer attack each.



Breakthrough

Play this card immediately after ending a battle in which you are the winner. Move an additional step with all surviving units in your troop. If the first move was into a resource area, do not collect a resource, and do not retreat units that cannot fit before moving on. This is considered to be part of the **same** movement, and as such you do not need to pay another command, and if you move into a new area with enemies, there will be a second battle.

On level 2, gain and add up to 3 demons to your troop before continuing to the next area (cannot exceed troop size 9).



Brutal Assault

This card must be played before the start of a battle where you are the attacker. During the whole battle, each circle you roll adds 1 damage to the attack.

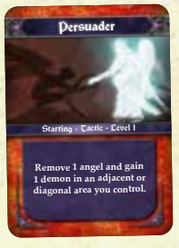
On level 2 the troop gets Charge 1 (inflict 1 damage to the enemy troop before the first round of battle).



Dark portal

This is a kind of movement, so you must spend a command to move the troop, and the troop may not move again afterwards. The troop can either be moved to an area that you, or your co-player, control, OR you may move to an empty (without any plastic models) non-altar area.

With level 2, you may move into any area, except for altars. If you move into an enemy area, a battle is started as normal, but you cause 2 less damage in the battle and you may not retreat from the battle.



Persuader

Play this card to persuade an angel to join the evil side. The angel must be adjacent or diagonal to any of your units. The angel is moved to the general reserve, and you gain 1 demon in the adjacent/diagonal area where you have your unit. If you don´t have space to add this unit, it is added to your reinforcements.

If there are angels from 2 players in the area, you choose which angel you want to persuade. This is not a battle and opponents cannot prevent this. You can only convert angels, not seraphs or archangels.

On level 2, the 3 angels that you persuade must be taken from different areas, but the demons may be added to the same area, if applicable.

Other starting deck cards



Heal

Play this card to increase the health of your archangel / archdemon by 1. Note that this cannot exceed your character's maximum (starting) health. **Level 2** increases health 2 steps.



Reinforce

Play this card to gain and add an angel/demon to an area you control. This angel/demon may not move this turn.

Level 2 gains 2 angels / demons, and they **may** be commanded the same turn.



New Ideas

Discard up to 4 cards from your training ground, then replace them with new cards. You may not discard and draw one card at a time.



Flexibility

Trade exactly 2 resources of one kind for 2 resources of the other kind. On **level 2**, you trade 1 resource of one kind for 3 of the other.



Resource

Gain either 1 crystal or one reinforcement to your resources. **Level 2** exists only as special starting cards belonging to Mammon and Gabriel. Gain 2 crystals or reinforcements.



Learning

Play this card to buy a card from the training ground with a discount of 1 resource this turn. The discount can be either 1 crystal or 1 reinforcement.

Non-Battle cards



Backstab

Play this card together with *Persuader*. Each angel you persuade also inflicts 1 damage to that area. Seraph's *shielding aura* effect may prevent this damage.



Behind Enemy Lines

Play this card together with *Out of Nowhere*. You gain 1 more angel to deploy.
Instead of spreading out your units into different areas, this card allows you to deploy up to 3 angels in the same area.

Example: You play *Out of nowhere, level 2* together with *Behind Enemy Lines*. You gain and may deploy 5+1 angels. You decide to place 3 angels in one empty area close to an opponent's altar, 2 angels are deployed to reinforce a troop that is going into battle this turn, and the last angel is deployed into an empty area.



Burning Arrows

Play this card together with *Archers*, after your dice roll. Add 2 damage to one archery attack.



Battle Horns / Battle Drums

All your troops gain Charge +1 for the rest of the turn: they deal 1 extra damage at the start of battle. This can be combined with other charge effects.

Note that you get Charge +1 to each troop, not to each individual unit in the troop (see charge on page 16)



Double Tactics

You may play 2 tactic cards this turn. The two tactic cards played may be combined in any way and they may affect the same troop. But the troop may not be commanded twice.

Example 1: *Dark Portal, level 2 + Brutal Assault, level 2* may move a troop anywhere on the board to attack. The troop gains *charge 1* and circles add damage (for brutal assault), but the troop deals 2 less damage during the attack (for Dark Portal)
Example 2: *Out of Nowhere, level 1 + Healing Hands, level 1* may deploy 2 angels in empty areas. One of the angels gains 3 angels from the *Healing Hands* effect and may then be commanded to attack an adjacent area.



Quick March

This card allows a troop to move 1 extra step when commanded. The rules applying for cavalry apply here too, such as the possibility to move through resource areas and friendly units. You may even combine with *Cavalry* to move 3 steps. Note! You may never move through enemy areas. *Quick March* may not be combined with *Dark Portal*.



Healing touch

Play this card together with *Healing Hands* to let the effect apply to one more area. If your archangel is in that area, you may increase its health 3 steps instead of adding 3 angels there.



Gather Crystals

Spend 1 command to gain 4 crystals to your reserve.

Recruit

Spend 1 command to gain 4 demons/angels to your reserve.

Battle cards



Battle cards may be played during any battle where your own units are present, even on opponent's turn.

Flaming Sword / War Axe

Add 1 extra damage to this attack. May be played after you see the result of the dice.
On **level 2** you add 2 damage.



Breastplate of Righteousness / Hide in Darkness

Play after a dice roll in a battle. Each circle you rolled prevents 1 damage to your troop in this battle round.



Ambush!

Play at the start of a battle where you are the defender, before the first battle round. Deploy up to 3 angels/demons from **your resources** into the attacked area. You may not exceed a troop size of 9, but if you are defending a resource area, you may temporarily have more than 5 angels / demons (after battle, you may have to retreat angels/demons from the resource area).



Shield of Faith / Armour

Play at any time during a battle (or *Archers*) to prevent 1 damage.

On level 2, you prevent up to 2 damage. If only 1 damage was dealt, the second prevention is wasted. For example, a troop attacks with charge 1, dealing 1 damage before the first battle round. This card prevents that damage, but may not extend to prevent damages later in the battle round.

Seraph/Tormentor cards

When you buy a seraph/tormentor card, it is placed on your player board in one of the 2 slots (see page 13).



Coordinator

Once per turn you may deploy 2 of your reinforcements (from your reserve) into an area you control, adjacent or diagonally from your seraph/tormentor. These reinforcements may be commanded the same turn.



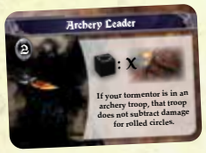
Battle Prayer

Spend 1 command to add 1 damage and prevent 1 damage in the next battle with your seraph this turn. The effect can not be saved until next turn, or until opponents turn.



Powerful

This card adds 1 damage to the first round of each battle with your tormentor, even when defending.



Archery Leader

When using *Archers* with a tormentor troop. Circles you roll do not prevent your damages (see archery, page 21).



Resistant

Your seraph prevents 1 additional damage when taking damage (but only once per battle). This effect stacks with its *shielding aura*.



Legendary Warrior

In each battle with your tormentor / seraph (not archery), each circle you roll adds 1 damage.



Inspiration / Barbed Whip

Once per turn, if your seraph/tormentor is adjacent (not diagonal) to a resource area you control, you may use this ability to immediately gain extra resources from that area (crystals from crystal mountains, and reinforcements from living water fountains). *Inspiration* gives 2 resources, *Barbed Whip* gives 3 resources but it also destroys one of your demons in that area.



Cavalry Leader

When using *Cavalry* with a seraph, the troop gets Charge +1. If you are using *Cavalry level 2*, this means that you have a total of Charge 2, dealing 2 damage before the first battle round.



Merciless

Once per turn, you may spend 1 command to destroy 1 demon standing in the same area as your tormentor, and destroy 2 angels in an adjacent area (not diagonal).
Note that this is not a battle, and opponents cannot prevent this.

Archangels



Michael – High Commander

Ability: In each battle with Michael, both when attacking and defending, deal 1 extra damage in the first round of battle.

Voice of Thunder

Immediately perform an extra command. This does not move an unused command marker to the used space. You may use this with any action that would require a command, such as moving troops or playing *Gather Crystals*, or using *Battle Prayer*.

Flaming Sword

See card appendix, page 23.

All walks of Christianity, Judaism, and Islam recognize Michael as an archangel, a chief prince of the angels. The Book of Daniel tells of Michael fighting a demon called 'the spirit prince of Persia' to get through and strengthen Daniel. He is also described as a protector of the Jewish people, and the New Testament describes how he fights the 'dragon' (devil) and casts him out of Heaven together with his fallen angels. Jewish traditions also have him heavily engaged in the patriarchal period, protecting Abraham, Sarah, Lot, Isaac, and Jacob on several occasions. In this game, his character ability and the card Flaming Sword represent his might as a warrior, and Voice of Thunder represents his position as the High Commander of the heavenly forces.



Gabriel – The Messenger

Ability: Each time any of your angels defends a resource area, add 1 damage to the first round of battle.

Resource II

See card appendix, page 22.

Shield of Faith

See card appendix, page 23.

"I am Gabriel. I stand in the presence of God, and I have been sent to speak to you and to tell you these good news." (Gospel of Luke 1:19) In the Bible, Gabriel has the role of herald, announcing the coming of both Jesus and John the Baptist, as well as interpreting the visions of Daniel. The Book of Enoch describes Gabriel as being 'over all the powers', 'over Paradise, the serpents, and the cherubim', and that he and other angels were sent to fight the evil before Noah's Flood. He is also interpreted as being the angel sent to destroy Jerusalem in the Book of Ezekiel, and is the destroyer of Sodom according to the Jewish Talmud. In Islamic faith, Gabriel recited the Quran to Muhammed. In this game, we let Gabriel be a bringer of resources, as well as bringer of news.



Raphael – The healer

Ability: *Healing Hands* does not count as a tactic card for you, so you may play another tactic card on the same turn.

Healing Hands II

See card appendix, page 21.

Entrenched

Play this card in a defensive battle to remove a demon before battle begins. Your opponent cannot prevent this.

Raphael's name means "God is my healer" and the Jewish Talmud describes Raphael as the one who heals Abraham after his circumcision, and saving Lot. According to the Book of Enoch, Raphael 'binds' the demon Azazel following his corruption of mankind before Noah's Flood. In the Book of Tobit, he also saves a woman named Sarah from the demon Asmodeus, who systematically kills all men she marries. Raphael chases Asmodeus to Upper Egypt, where he 'binds' him. In Angel Fury, Raphael starts with Healing hands II, and the ability to play this tactic card on the same turn as other tactics.



Uriel – Guardian of Eden

Ability: Once per turn, gain and deploy 1 angel in any of your controlled areas. That angel may not move this turn.

Flaming Sword

See card appendix, page 23.

Out of Nowhere II

See card appendix, page 21.

Uriel is often described as the angel of repentance and as one of the cherubs guarding Eden with a flaming sword after Adam and Eve were expelled. In the Book of Esdras and the Book of Enoch, Uriel acts as a guide and interpreter. Uriel was sent to warn Noah's father of the coming Flood, also describing to Enoch how fallen angels led by Samyaza and Azazel have corrupted mankind and even seduced women. In some sources, Uriel seems to go under different names like Phanuel, Azrael, and others. He is also attributed to having destroyed a whole Assyrian army in around 700 BC, which inspired us to give him an upgraded Out of Nowhere and an ability to deploy more angels into battle.

Archdemons



Baal – The Idol

Ability: Before each battle involving Baal, whether attacking or defending, make an angel (not seraph or archangel) retreat before the first round of battle. Cards and effects referring to the start of battle (such as Charge) still apply, even if the only attacker then retreats.

Haste

One troop may move 2 steps instead of 1, but may not battle this turn. Just like *Cavalry*, you may move through friendly areas even if there is not enough space for your troop. *Archers* does not count as a battle, and may be used with this troop.

Recruit

See card appendix, page 22.

Baal is a title meaning 'lord' and has been used as a name for several gods throughout ancient Middle East, generally gods of weather and fertility. Some sources indicate Baal to be the devil himself, or to be just another name for Beelzebub. According to Ars Goetia he is king of hell, while Dictionnaire Infernal lists him as the commander in chief of the armies of hell. As commander, he has the Haste and Recruit cards, as well as his ability to scare away angels.



Mammon – Prince of Greed

Ability: All cards in the training ground cost 1 less crystal to buy.

Resource II

See card appendix, page 22.

Armour

See card appendix, page 23.

"No man can serve two masters. Either he will hate the one and love the other, or he will be devoted to the one and despise the other. You cannot serve both God and Mammon." (Gospel of Matthew 6:24)
Wealth, luxury, and greed - Mammon as a representation of greed is one of the most recognized demon names in the Bible. Mammon is also mentioned in several demonologies as one of the chief demon princes, obviously connected to the sin of greed. In Angel Fury, Mammon has a focus on resources.



Moloch – Child Eater

Ability: Once per turn, you may destroy a demon in the same area, an adjacent area, or an area diagonally from Moloch. If you do, you either get 2 crystals or heal 2 on Moloch. The destroyed demon may be your co-player's demon.

War Axe

See card appendix, page 23.

Suicide Raid

Spend 1 command and destroy one of your demons. Then destroy 2 angels in an area adjacent to that demon. It is not a battle, so no battle cards can be added to the result, and opponents cannot prevent the angels from being destroyed.

" You shall not give any of your children to offer them to Molech, and so profane the name of your God: I am the Lord." (Leviticus 18:21)
Moloch stands in the centre of the terrifying traditions of human sacrifice. Ancient sources tell how he demanded of his followers in Canaan that they place their own children on the red-hot hands of his idol statue, to be rolled into the mouth and the fire within. Similar stories come from Carthage, where he was known as Cronus, and Philistine, where he was called Dagon. The focus on sacrifice is reflected in his character ability, as well as in the card Suicide Raid.



Asmodeus – Demon of Lust

Ability: Persuader does not count as a tactic card for you, so you may play another tactic the same turn.

Persuader II

See card appendix, page 21

Sneaking In

Gain a demon into any empty area on the board. The area must be completely empty; no enemies, allies, resources, or altars. If the human soul area is empty, you may use this card to deploy a demon there. It may be commanded the same turn.

In Jewish tradition he is sometimes described as a trickster and Asmodeus mainly appears in the Book of Tobit, where he preyed on the beautiful Sarah, and killed her first seven husbands on their wedding nights, because they all married for lust. Tobit was to be the eighth husband, but he was saved by Raphael, who then chased Asmodeus to Egypt and defeated him. According to demonologies, Asmodeus is one of the chief kings of hell, with 72 legions at his command. He is said to hate water and birds, because they remind him of God. His ability and cards focuses on seduction and infiltration.

Kickstarter Archdemons & Archangels



Beelzebub – Lord of the Flies

Ability: Unlike other archdemons, Beelzebub may only move 1 step when commanded, not 2. He also deals 2 less damage in the first round of each battle. On the other hand, he also prevents the first damage each battle and starts with an additional command marker.

Barbed Whip

This is a tormentor card, so it doesn't replace any card in your starting deck. See Barbed Whip rules on page 23).

Foul Flies

Use 1 command to choose any resource area on the board. All angels there must retreat (backwards, or to reinforcements if they can't retreat backwards).

Armour

See card appendix, page 23.

One of the first three angels to fall (together with Lucifer and Leviathan), Beelzebub was once the prince of the seraphs according to the Michaelis classification, but is now one of the archdemons. He is sometimes identified as the devil himself, and sometimes as Baal. The name literally means 'Lord of the Flies'. It is unclear if it refers to him being lord over other demons, or lord of decay, or being an idol offering protection against flies, or simply a Hebrew insult calling him a pile of dung. His abilities and cards point to him being this big, slow, but powerful overlord, emitting a foul stench and whipping his demons to submission.



Apollyon – King of the abyss

Ability: Once per turn, destroy 1 angel in an area adjacent or diagonal from Apollyon. This cannot be prevented.

Locust Tide

This is a tactic card. 2 of your troops become cavalry (may move 2 steps instead of 1 when commanded, see *Cavalry* rules on page 21). They must retreat after the first battle round, regardless of whether the defender retreated or not, and even if all enemy units were destroyed.

Locusts

Deal 1 damage to each enemy area adjacent or diagonal to Apollyon. Seraphs prevent this with their *shielding aura* effect.

Swarm

Gain and deploy 1 demon to 3 different areas you control. You may not deploy demons where there is not enough space for them.

"They had as king over them the angel of the Abyss, whose name in Hebrew is Abaddon and in Greek is Apollyon (that is, Destroyer)." (Revelations 9:11)
The word 'abaddon' is used in the Old Testament as the final destruction, rather than a person. But in Revelations, he is described as the king of the giant plague locusts, with iron breastplates and the 'sound of many horses'. Another source predicts he will gather all the souls of the dead for the Last Judgement. Because of this, there are many who think that Apollyon actually is an angel (or force) from God. But on the other hand, demonoligies refer to him as Prince of Sloth, and in Act of Thomas he is identified as a demon, or the devil himself. In Pilgrim's Progress from 1678, Apollyon is a demon prince who tries to stop the pilgrim with burning arrows. In this game, the locusts are the central theme of Apollyon.



Azazel – The Perverter

Ability: You may buy and change cards from both training grounds. To buy a level 2 card from the angel training ground, you need the corresponding level 1 card. Even though *War Axe* and *Flaming Sword* have the same effect, you cannot upgrade *War Axe* to *Flaming Sword II* and vice versa.

Out of Nowhere

See *Out of Nowhere* rules on page 21. Note that Azazel's ability allows him to buy cards from the angel training ground, allowing him to upgrade to *Out of Nowhere II*, and even enhance it with *Behind Enemy Lines*.

Backstab

See card appendix, page 22.

Retreat

Play during battle to prevent 2 damage. You must retreat after this round of battle, regardless of whether the defender retreated or not, and even if all enemy units were destroyed. If used to prevent Charge damage, retreat after the first round of battle.

The Book of Enoch describes Azazel as one of the leaders of the fallen angels before Noah's Flood, teaching men warfare, weapons, and armor, and teaching the women to use cosmetics, seduction, and witchcraft. He even lead the fallen angels in seducing women and producing giant offspring known as the Nephilim. This bloodshed and corruption led to God sending the Flood of Noah to wash it all away. Raphael was sent to capture Azazel, and after his defeat, Azazel was bound, thrown into a hole in the Dudael desert, and covered with rocks until Judgement Day. To the Greek, Azazel was known as the Titan Prometheus. Being a leader of fallen angels, Azazel may access both angel and demon cards.



Jophiel – Angel of Beauty

Ability: All cards in your training ground cost -1 angel for you. A card cannot cost less than 0 angels.

Resilient Leader

Play in a battle with Jophiel or your seraph, after you rolled the dice. For each circle you rolled, prevent 1 damage.

Jophiel's Call

Gain 1 angel to your reinforcements for each living water fountain where you have at least 1 angel.

Gather Crystals

See card appendix, page 22.

The angel of wisdom and understanding, characteristics traditionally coupled with femininity, Jophiel is usually concieved as a female angel, and a patron of artists. Featured prominently in the Jewish Kabbala, Jophiel is said to be the guardian of the Torah, a teacher of languages, and commander of the 53 angel legions overseeing Torah-readings on the Sabbath. With a flaming sword in hand, Jophiel is also a standard bearer in the heavenly army, and in charge of the mysterious cherubim angels. This is reflected in her character ability to summon angels, to purchase cards, and to stand her ground with the Resilient Leader card.



Camael – Wrath of God

Ability: Each time Camael is part of an attacking troop, you have Charge +2 (deal 2 damage before the first round of battle). This can be combined with other effects to get even more Charge.

Back to the Abyss

Play together with *Blinding Light* to make it affect 1 additional demon. All the retreating demons are destroyed instead.

Cup of Wrath

Play at the start of a battle to gain Charge +1 (or Charge +3 when combined with Camael's ability).

Heal II

See card appendix, page 22.

Camael is the archangel of strength, courage, and war in Christian and Jewish angelology. He is often depicted holding a cup, representing the wrath of God that is poured out on Earth in the final judgement, described in the Book of Revelations. He is also commander of the angels expelling Adam and Eve from the Garden of Eden following the Fall of Man. As a war angel, Camael perfectly captures the theme of Angel Fury, with his charge bonuses urging him to be on the offense.



Zadkiel – Bringer of Hope

Ability: You start the game with 1 soul point. Zadkiel is a spawning point, meaning you can deploy new angels in his area from your reinforcements just as if he was a seraph.

Haste

One troop may move 2 steps instead of 1, but may not battle this turn. Just like *Cavalry*, you may move through friendly areas even if there is not enough space for your troop.

Hope

If there are demons in the human soul area, force 2 of them to retreat backwards (or to their reinforcements if there is no space for them there). If there are no demons in the human soul area, gain 2 angels there.

Breastplate of Righteousness

See card appendix, page 23.

Despite his name meaning 'Righteousness of God', Zadkiel is generally presented as the archangel of freedom, benevolence and mercy. Rabbinic writings describe him sometimes as chief of a whole order of angels, sometimes as co-chief with Gabriel. He is also identified as the 'Angel of the Lord' that stayed Abrahams hand from sacrificing his son Isaac, in a story that is central to both Jewish, Christian, and Islamic faith. He is often depicted with the dagger he took from Abraham. Together with Jophiel, Zadkiel acts as standard bearer in the angel army, following archangel Michael into battle. His ability and Haste card reflects his role as a standard bearer, while the initial soul point and the card Hope describe his commitment to the soul he is set to protect.

Kickstarter Cards



Level 3 Cards

These are the only level 3 cards in the game, that need to be upgraded from their corresponding level 2 cards. They deal +3 damage or prevent 3 damage in battle.



Sanctified waters / Defiled Crystals

Deal 2 damage to the units in the indicated resource area. This is not a battle, so no battle cards may be played.



Disappear

Play when you have been attacked, before any charge effects. Return all your units (and any co-player's units) in the attacked area to their respective reinforcements.

Credits:

Game Design:
Daniel Fryxelius

Assistant Game Design:
FryxGames

Graphic Design and Illustrations:
Daniel Fryxelius
Isaac Fryxelius

Miniature modeling:
Daniel Fryxelius

Cover Art:
Isaac Fryxelius

Thank you

FryxGames would like to thank Stronghold Games and our other publishing partners for joining our biggest project yet. We also acknowledge our betatesters, especially Dries Van Baelen, Christian Irnich, Shiyue Xu, Tobias Dalvig, Jan-Fredrik Wahlin, and their respective gaming groups.

Thank you all Kickstarter backers who made this project possible.

Special thanks to Wally at Whatz Games for guiding us with patience through production.

Daniel Fryxelius wants to thank:
My former student Joakim Valdes Calderon for ballspitting ideas during school breaks, Peter Fryxelius who still has the oldest prototype copy, Thomas my twin brother, and Johan Carstensen, for all encouragement. And to the king over the angels, Jesus Christ. My life is in your hands.

Turn order:

1) Action Phase

- Deploy units
- Buy upgrades
- Buy cards
- Play cards
- Command your troops

2) Resource Phase

- Soul points
- Income from archangel / archdemon
- Income from resource areas
- Draw new cards
- Reset command markers

Upgrades:

Buy seraph / tormentor



Buy extra command



Increase handsize

