



AZRAH

WAR OF HERALDS

BY RED DUKE GAMES

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Version 1.4

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Introduction

Welcome to AZRAH, a mystical realm of cosmic energies.

You are a “Herald” - one of many celestial beings tasked with the protecting the realm from sinister influences and perpetual discord. As a Herald, you have often dispatched your chosen champions, known as “Guardians,” to preserve the peace. Now, an umbral, otherworldly force known only as “The Nether” has come to AZRAH, corrupting some Heralds and their Guardians in its wake. All-out war has broken out! It’s time to call upon your Guardians once again and defeat the corrupted!

AZRAH: War of Heralds is a complete tactical card game for two players. AZRAH features elements of drafting, deckbuilding, and resource management, as well as a party-based combat system. Players will recruit Guardians from their roster to add to their party, then attempt to defeat their opponent’s party.

Each AZRAH: War of Heralds core set contains:

Thirty (30) total Guardian cards.

Sixteen (16) total Mana cards.

Six (6) total Celestial Gem cards.

Twenty (20) total Transformation, Curse and Item cards.

One (1) rulebook.

How to Win

You win a game of AZRAH when your opponent’s health is reduced to zero! You can reduce an opponent’s health by Defeating Guardians in their party.

Anatomy of a Card

Guardian Cards



1. The Guardian's range arrows.
2. The Guardian's name.
3. The Guardian's total hit points.
4. The Guardian's emergence ability.
5. The Guardian's ability name and the activation cost of that ability.
6. The full effect of an ability.
7. Watermark indicating this card is a Guardian; any card with this symbol is a Guardian card.

Transformation Cards



1. The Transformation's range arrows.
2. The Transformation's name.
3. The Transformation's total hit points.
4. The Transformation's base form.
5. The Transformation's emergence ability.
6. The Transformation's ability name and the activation cost of that ability.
7. The full effect of an ability.
8. Watermark indicating this card is a Transformation; any card with this symbol is a Transformation card.

Anatomy of a Card

Curse and Item Cards



1. The Curse or Item's name.
2. The name of the Guardian that can create the Curse or Item.
3. The full effect of the Curse or Item.
4. Watermark indicating Curse (doll) or Item (scroll).

Game Setup

Before setting up the game, divide cards between players so that each player has fifteen Guardian cards with different names (known as a roster), ten Mana cards, and three Celestial Gem cards. Transformation, Curse and Item cards are kept in a single pile and are shared between both players.

Game Setup

- Turn order is determined randomly (coin flip or dice roll, winner chooses to play first or second.)
- Players set their starting health totals to three.
- Players secretly choose three Guardians from their roster.
- Once all Guardians have been chosen, players place their respective Guardians face-down in the center of a row directly in front of them so that one Guardian is in left position, one Guardian is in center position, and one Guardian is in right position. (Lining up Guardians' placement so their range arrows point to the highest number of possible targets is key.)
- Each face-down Guardian is now flipped face-up. Then, players secretly choose two additional Guardians from their rosters and place them face-down in the center of a row directly behind their face-up Guardians. (Range arrows are irrelevant in your back row, so don't worry about where a Guardian is positioned within that row.)
- Players place their respective Mana and Celestial Gem cards in a single resource pile in front of them to be used throughout a game.
- The game now begins starting with the first player's turn.

When Game Setup has concluded, players' remaining rosters are set aside and typically are irrelevant for the remainder of a game. Players will continually access their own Mana and Celestial Gems cards. Additionally, players will access Transformation, Curse and Item cards throughout a game, so make sure they are placed in an easily accessible area for both players.

Guardians on both sides of the table and the rows they exist in make up the entirety of the game's battlefield, or play area. For an example of what the battlefield should look like after game setup, continue to page five.

Battlefield Example



After Game Setup, the battlefield should look like the example above. Each player should have a resource pile containing their respective Mana and Celestial Gem cards. All additional cards should be accessible to players.

Core Gameplay Elements

This section explains each of AZRAH's core gameplay elements.

Mana and Celestial Gems

AZRAH features a dual resource system which includes both Mana cards and Celestial Gem cards. Mana is used by a Guardian to activate its abilities, typically allowing them to deal damage to enemies or provide healing to allies. Celestial Gems are a more powerful and scarcer resource that allows a Guardian to unlock its potential, allowing it to take powerful actions such as manipulating time to allow you to take an extra turn, banish an enemy from the game completely, or outright defeat even the toughest enemy.

When you gain Mana during your turn, it must immediately be attached to Guardians in your front row in any combination. Mana stays attached to a Guardian until it is used by activating an ability, or until a Guardian is moved from your front row to your back row. Mana can only be used by the Guardian it's attached to.

When you gain a Celestial Gem during your turn, place it in to the right of your party. Celestial Gems stay to the right of your party until used, and can be used by any Guardian in your front row. You can only have up to three Celestial Gems at any time—if you have three Celestial Gems and would gain one, nothing happens.

When Mana or Celestial Gems are used by a Guardian, they are returned to its controller's resource pile.

Core Gameplay Elements

Range Arrows and Targeting Enemies

Range Arrows are located at the top of every Guardian and Transformation. A Guardian or Transformation can only target front row enemies at least one of its range arrows is pointing to.

Any part of ability that includes the words **target enemy** is governed by these range arrows. If any part of an ability's effect does not include the word "target," range arrows do not apply.

▪ Raging Blow 
Deal two damage to target enemy. Activate only once per turn.

For example, the ability above deals two damage to a single **target enemy**—this damage can only be dealt to an enemy at least one of this Guardian's range arrows is pointing to.

▪ Holy Prayer 
Heal one damage from this ally, OR Heal two damage from an adjacent ally.

On the other hand, if an ability does not mention the words **target enemy**, range arrows do not apply.

When activating an ability that targets any number of enemies, those targets must be verbally announced.

Activating and Resolving Abilities

Each Guardian has two different types of abilities: emergence abilities and normal abilities. A Guardian's emergence ability will only activate when that Guardian enters its controller's front row. A Guardian's normal ability can be activated as often as that ability's activation cost can be paid.

In order to activate a Guardian's ability, verbally announce which ability you are activating and pay all activation costs to the right of that ability's name. The  symbol represents one Mana, while the  symbol represents one Celestial Gem. If there is a  symbol to the right of an ability's cost, it means that ability is a quick ability and may be activated in response to any enemy's ability. Quick abilities may also be activated during your Action Phase like any other normal ability.

When you activate an ability, your opponent may respond with a quick ability. If they do, you may respond with a quick ability. Once both players have indicated no further responses, resolve all abilities activated at this time in reverse order starting with the most recently activated ability. When resolving an ability, apply all of that ability's effects to the game. If there are additional optional costs within the effect of an ability, its controller may choose to pay that cost and apply the additional effects stated after the additional cost.

Dealing Damage and Defeating Enemies

Using your Guardians' abilities to deal damage to enemies and defeat them is critical to winning a game of AZRAH. Most abilities deal some amount of damage, and that damage stays a Guardian and accumulates over time. You can use any small item, such as coins or dice, to keep track of damage on a Guardian.

Damage can be removed from a Guardian by being healed. Some Guardians have the ability to heal adjacent allies and keep them from being defeated.

When a Guardian in a front row has accumulated damage equal to or greater than its total hit points, it's defeated. At that time, its controller removes all damage from it and removes everything attached to it (Mana and Celestial Gems go back to its controller's resource pile; Transformations, Curses and Items are returned to the pile shared between both players). Then, the defeated Guardian immediately escapes. Its controller then loses one health.

A defeated Guardian that escaped cannot reenter its controller's front row during the same turn. It is immediately ready to re-enter its controller's front row during a following turn.

Moving and Escaping

Once during your turn, you are able to move two adjacent allies in your front row. You can do this by verbally announcing the move and swapping the positions of those two adjacent allies. An opponent may not respond to this action in any way.

Once during your turn, a Guardian in your front row may escape during your turn. In order to do so, that Guardian must be injured and cannot activate abilities during the turn it escapes. A Guardian can stay and fight, or can choose to escape—it cannot do both. A Guardian is still able to move during a turn it escapes.

In order to have a Guardian in your front row escape, turn that Guardian 180° and verbally announce the escape. An opponent may not respond to an escape in any way. An escaping Guardian can still be selected by an enemy while it remains in your front row. At the end of your turn, an escaping Guardian loses all cards attached to it and any transformation on top of it, but retains all accumulated damage. Then, it is swapped with a Guardian from your back row. It is advantageous to escape whenever you can—you will get to activate more emergence abilities this way, and Guardians in your back row will heal over time.

Any ability that causes a Guardian to escape does so immediately, forcing that Guardian to escape during the current phase of the turn. In this case, that Guardian still loses all attached cards and any transformation on top of it. That Guardian still retains all accumulated damage.

Transformations, Curses and Items

Additional cards—Transformations, Curses and Items—should be kept in a single pile that is easily accessible to both players. Some Guardians will reference these cards, such as the Alchemist who can make items like Potions throughout a game.

When an ability's effect instructs you to attach a card to an ally or enemy, that card will always be either an Item or a Curse.

When an ability's effect instructs you to transform an ally, place a transformation tied to that ally (for example, the Dragoon can transform into any transformation that says Dragoon on it) on top of its base form. If there is more than one possible transformation, its controller chooses one of them. A transformed ally takes on all traits on the transformation including abilities, total hit points, and updated range arrows. When a transformed ally is defeated or returns to its controller's back row, it will revert to its base form.

Whenever a Transformation, Curse or Item card is removed from a Guardian, it is returned to the single pile it came from.

Anatomy of a Turn

Starting with the player going first, players continue to take turns until a player's health is reduced to zero. Each turn is composed of the following phases and sub steps and must be followed in order unless otherwise stated.

A. Recovery Phase

1. Active player heals one damage from each ally in their back row.
2. Active player attaches two Mana cards to allies in their front row in any combination.
3. Active player gains one Celestial Gem. (Skip this step during the first turn of the game.)

B. Action Phase

Active player may perform any of the following actions in any order:

1. Activate abilities of allies in their front row as often as the activation costs can be paid.
2. Once per turn, move two adjacent allies.
3. Once per turn, escape with an injured ally in their front row. An ally cannot escape during a turn it uses an ability.

C. End Phase

1. Active player simultaneously swaps up to two escaping or defeated front row allies with an equal number of back row allies.
2. If more than one ally enters active player's front row, active player decides the order in which those allies' emergence abilities will resolve. Additionally, active player may choose those allies positions if more than one front row position is available.
3. The current turn now ends.

Important Keywords

Ally: Any Guardian you control.

Enemy: Any Guardian an opponent controls.

Frozen: A frozen Guardian cannot escape or move.

Immune: An immune Guardian cannot be dealt damage.

Injured: Any Guardian with at least one damage on it.

Uninjured: Any Guardian with no damage on it.

Frequently Asked Questions

Q. Can I target enemies in my opponent's back row?

A. No—You can only target enemies in that player's front row.

Q. If a Guardian cannot escape (Frozen or Unyielding Affliction) and an enemy's ability forces it to escape, what happens?

A. The effect of an ability will always override other aspects of the game—in this case, the effect will successfully force the Guardian to escape.

Q. Can I have an ally move, then activate an ability?

A. Yes! As turn player you can perform any of the Action Phase sub steps in any order you want. Want to activate an ability, then move, then activate that ability again? You can do that. Want to move, then have that ally escape? You can do that.

Q. What happens if my Guardian activates an ability and is defeated before the ability resolves?

A. The ability will still resolve as usual.

Credits

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