



ARACKHAN WARS

INTRODUCTORY GUIDE

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RISE OF THE GREY ORDER

Although tenuous, the peoples of AracKhan have maintained a semblance of peace. That delicate balance is about to be shattered under the pressures of steel and greed. From the shadows comes the Grey Order – the gauntleted hand of the realm of men – which begins to display its ambitions and spread its hatred over all AracKhan's provinces. This obscure secret society sows discord, whips up schemes and foments tensions between peoples... The rise of the Grey Order announces troubling times where each faction will have a fierce struggle for its survival!

This unprecedented conflict predominantly involves four peoples. Rooted in the fathomless Vestur woods, the Nakka defend what remains of their domain against the aggressors. They have but one purpose: to protect the purity of their precious habitat. South of Myrkur, the Blight progresses deviously, expelling from its waters hordes of mutant creatures: fierce and hostile in equal measure. In the north, driven by the desire to preserve their frozen territories, the indigenous peoples have rallied under the Whitelands' banner. And lastly, from Byartur, the Grey Order – the self-proclaimed defenders of the Tree of Life – divide and seek to sow discord by double dealing each of the border peoples in an attempt to establish their own supremacy.



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ARACKHAN WARS, FIRST STEPS

Overview and aim of the game

AracKhan Wars is a tactical card game set in the fantasy world of AracKhan. Each player takes control of their favorite faction with its twenty-three card deck for up to 125 points. Players will cunningly place their creatures and cast powerful spells to foil the opponent's plans whilst defending mythical lands. There is only one goal: to win the battle!

How to win the game?

At the end of the 9th round, each player calculates the value of their cards on the battlefield. The one with the highest number wins the game.



GAME COMPONENTS

Nakka



Deck of 23 faction cards and 10 additional faction cards



34 faction tokens

Whitelands



Deck of 23 faction cards and 10 additional faction cards



34 faction tokens

Blight



Deck of 23 faction cards and 8 additional faction cards



34 faction tokens

Grey Order



Deck of 23 faction cards and 10 additional faction cards



34 faction tokens

1 battle mat
(22,6" x 22,6")



1 Introductory guide



20 Event cards



22 Objective cards



25 Strategy cards

1 round track
and 4 round tokens



1 round track
and 4 round tokens



4 Player aid cards



27 AracKhan Wars tokens



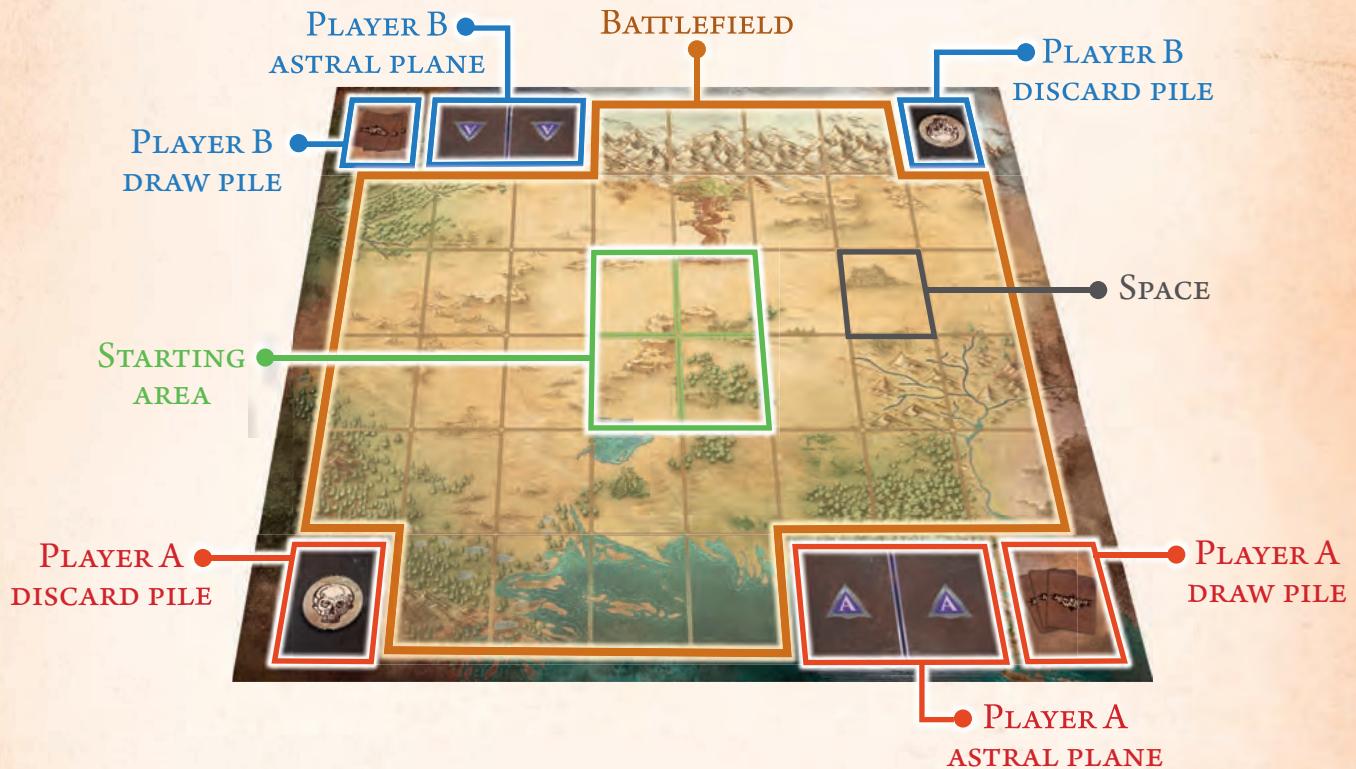
4 artworks
(11" x 11")



PLAYING ZONE

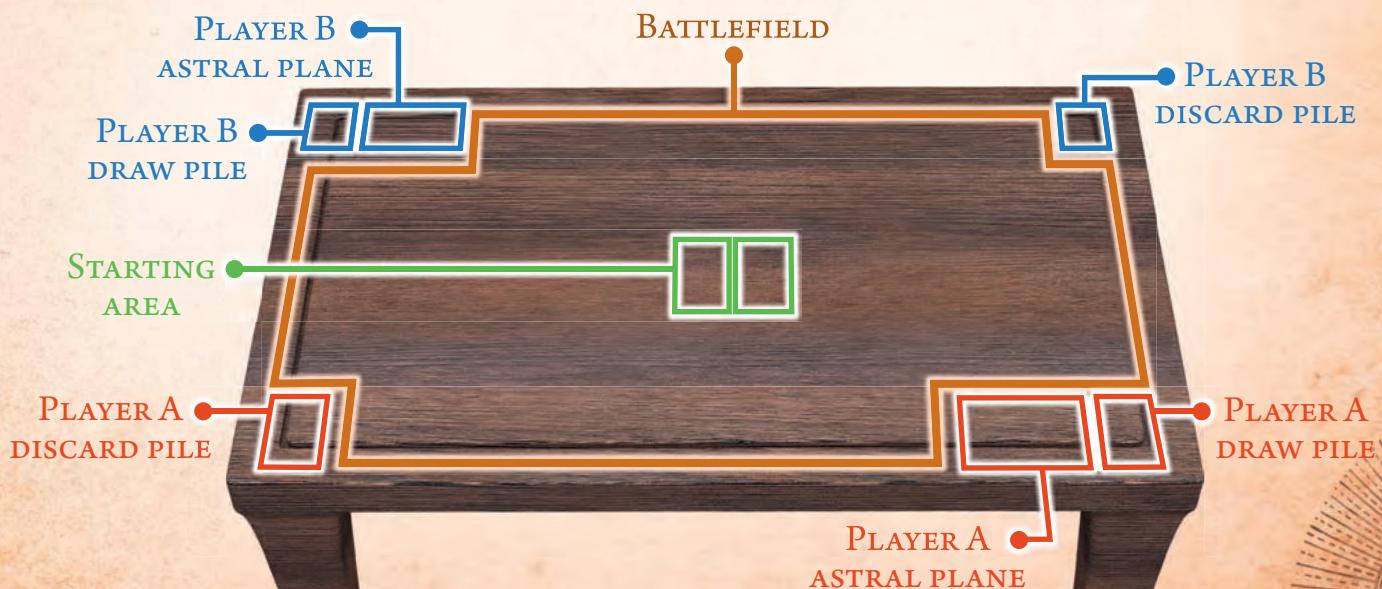
The battle mat

The battle mat represents the playing zone on which the players will compete.



Playing without a mat

AracKhan Wars can be played without a battle mat. In this case, players will together determine the playing zone that will act as the battlefield. Their draw and discard piles and astral planes will be positioned around them. The first two cards placed during the game must be in the center of the playing zone.



FACTION CARD CHARACTERISTICS

Each faction is represented by a deck of faction cards. 3 types of faction cards exist. They are defined by their characteristics, some are common-to-all cards and some are specific to their respective card types.

When the text of card mentions “card characteristics,” this encompasses all the unmodified characteristics of the aforementioned card. The three faction card types and their characteristics are detailed below.

Creature cards

Creature cards represent the living beings of AracKhan. The diversity of species that coexist in this world is quite striking.

The peoples of AracKhan live in tight-knit communities that rarely interact with the outside world. This has lead to the development of singular cultures and fauna unique to each province. Understanding and exploiting these key differences is essential to foil the enemy's plans.



Creature cards have a gold frame.

- They are placed exclusively on the battlefield.
- They have an Attack value, which allows them to attack, and a Defense value to resist attacks (cf. p. 23, *Attacking an enemy card*).
- Certain creature cards have attributes (cf. p. 28, *Attributes*), skills, weaknesses and/or actions (cf. p. 25, *Card action*).





Individual limit (cf. p. 35)



Family
(cf. p. 13)

Attribute
(cf. p. 28)



Deck
building
value
(cf. p. 13)

Action (cf. p. 25)

SKILL AND WEAKNESS

Once the creature card is revealed, its skill and/or weakness takes effect immediately and lasts for as long as the card remains on the battlefield.

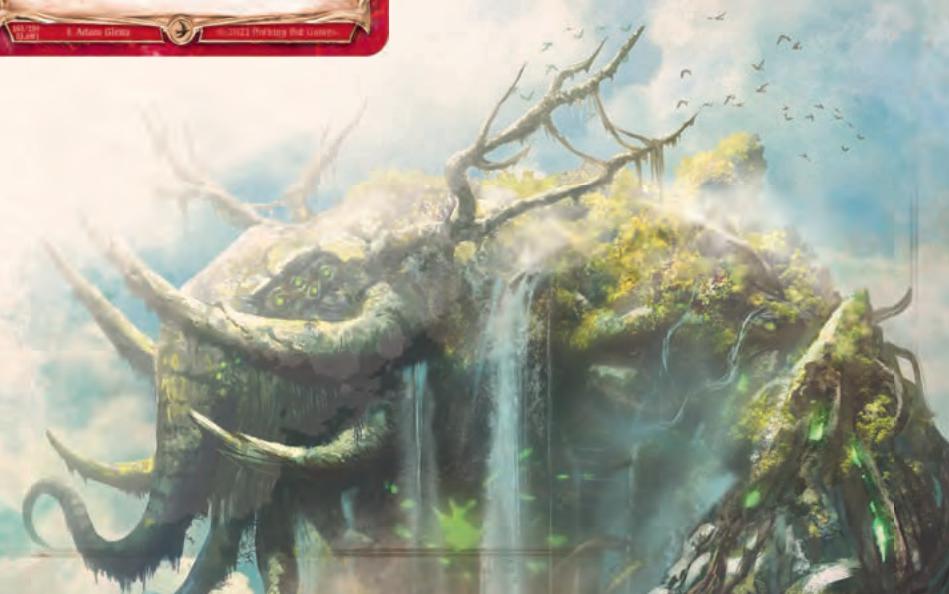


Skill

Weakness

SKILL: adjacent enemy
creatures lose their attributes.

WEAKNESS: adjacent allied
creatures lose their attributes.



Spell cards

Spell cards represent supernatural phenomena that occur in AracKhan, whether voluntarily provoked or not. Casting a spell is no simple gesture. It is a perilous act that few have mastered.

Although the art of sorcery is unknown to mere mortals, its effects will shake the battlefield, surprising and terrorizing enemy troops.

Spell cards have a purple frame.



- They are placed on the battlefield with the exception of those displaying the symbol, these are placed on the astral plane (cf. p. 21, *Placing a card on the battlefield* and p. 22, *Placing a card on the astral plane*).
- They have the particularity of being temporary and will end up being discarded at the latest at the end of the round in which they were played. The precise moment a spell card is discarded is mentioned at the bottom of the card (cf. p. 25, *Discarding a card*).
- Their values don't count in the final score at the end of the game (cf. p. 18, *End of the game*).
- They don't have a Defense value, therefore cannot be attacked by cards with an Attack value.
- Certain spell cards have attributes (cf. p. 28, *Attributes*), effects, actions (cf. p. 25, *Card action*).
- Certain spell cards have Attack values and are called attack spells. These cards follow the same rules for attacking as creature cards. (cf. p. 23, *Attacking an enemy card*).





EFFECT

Once the spell card is revealed, its effect applies immediately and lasts for as long as the card remains on the battlefield or the astral plane.



Land cards

AracKhan is filled with places steeped in the history of the civilisations who built them. These landmarks bear witness to various cultures and their evolution over time.

Whether they take the form of impenetrable fortresses or mystical places of worship, they exert a fascination on the people. The latter will make every effort to defend them as well as to conquer them.



Land cards have a copper frame.

- They are placed exclusively on the battlefield.
- They have a Defense value. When they are defeated they are conquered by the opponent (cf. p. 23, *Attacking an enemy card*).
- Most land cards have benefits, some have actions (cf. p. 25, *Card action*), weaknesses or attributes.

BENEFIT

Once the land card is revealed, its benefit takes effect immediately and supports the player who controls it.





Card values

All cards possess one or two values, one core value and a secondary value located in their upper right corner.

CASE FOR CARDS WITH A SINGLE CORE VALUE

This value serves three purposes.

- It allows for deck building, we will use the term deck building value (cf. p.35, *Building a faction deck*).
- It is used for in-game occurrences, for example when the text on a card mentions “cards of x value”.
- It is used at the end of the game to determine the winner when the score is calculated (cf. p.18, *End of the game*).



CASE FOR CARDS WITH A CORE VALUE AND A SECONDARY VALUE

When a secondary value is displayed, it serves one purpose: the deck building value.

In this case, the core value no longer has this function and is only used during in-game occurrences and to determine the winner at the end of the game.



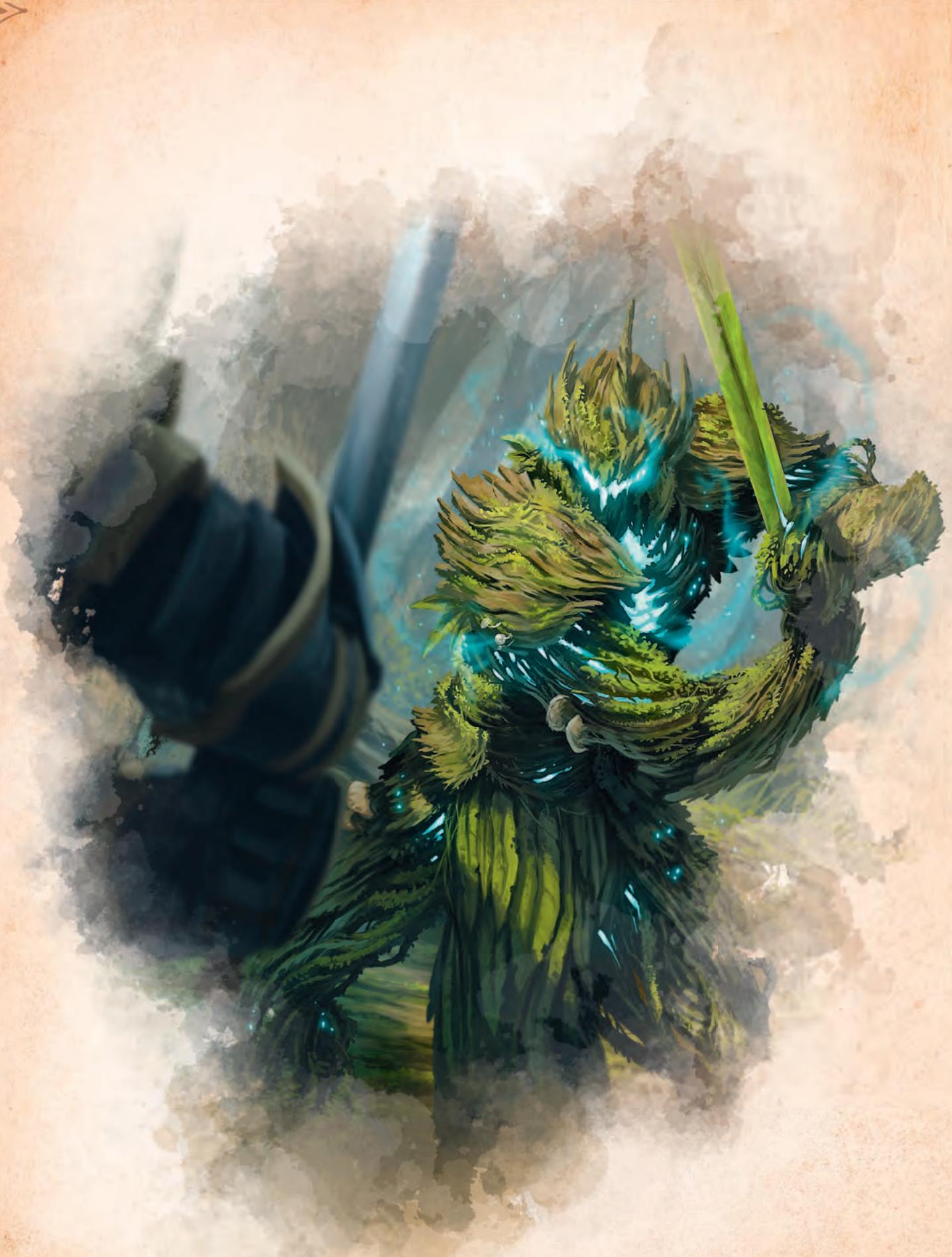
Card family

A family is a group of allied creature cards identified by a family name. Some game mechanics affect all cards of the same family placed on the battlefield.



Rulebook or card rule?

Whenever a card's text directly contradicts these rules, the card takes precedence.





PLAYING 1V1

Setup



Players choose their faction and the associated deck. They can also build their own decks (cf. p. 35, *Building a faction deck*).



They place the battle mat and sit facing each other. They can also play without a mat (cf. p. 7, *Playing without a mat*).



They gather their faction tokens (cf. p. 22, *Faction tokens*).



They shuffle their decks, then place them in their respective draw piles area on the battle mat.



Using a method agreed upon by both players (coin toss, dice roll...), randomly select the player who will choose who goes first in round 1.



They draw their opening hand consisting of seven cards.



At this moment, players may take a mulligan. This consists of putting back any number of cards in the draw pile, shuffling it, then drawing the same amount that was put back.





Duration of the game

A game of AracKhan Wars lasts 9 rounds. It concludes with the end of game sequence (cf. p. 18, *End of the game*).

Phases of a round

IMPORTANT : a player going first in a round always goes second in the next.



With the exception of round 1, players simultaneously draw the first two cards at the top of their draw piles and add them to their hand of cards.



During a round where there are no cards on the battlefield, the first player to place one or two cards on it must do so in the starting area (cf. p. 7, *The battle mat*).



IMPORTANT : cards placed on the battlefield beyond the first must follow the adjacency principle (cf. p. 20, *Adjacency principle*).

The Placement phase is composed of two steps.



a The Placement phase of the player starting the round.

The player who starts the round must place their first card from their hand and then a second, both face down, on the battlefield and/or on the astral plane.



b The Placement phase of the second player.

Then, the second player must place their first card from their hand and then a second, both face down, on the battlefield and/or on the astral plane.





3

REVEAL PHASE

Players simultaneously reveal the two cards they have placed during the previous phase, in a way to ensure that the cards can be read by their opponent.



4

ACTIVATION PHASE

The Activation Phase is composed of four steps.



a

The Initiative sequence of the player beginning the round

The player beginning the round can decide to activate any number of cards with the Initiative attribute (cf. p. 28, *Initiative*), in any order. The cards can be activated one by one, or simultaneously if the circumstances allow it.

b

The Initiative sequence of the player going second

The second player can proceed in the same way.

c

The turn of the player beginning the round.

The player beginning the round can activate any number of cards on the battlefield and/or the astral plane, in any order. The cards can be activated one by one or simultaneously if the circumstances allow it.

d

The turn of the player going second.

The second player can proceed in the same way.

5

END PHASE

Players discard the cards that need to be. They flip to the active side the faction tokens of the allied cards that were previously deactivated. Finally, they move the round token forward on the round track.





End of the game

After the End phase of round 9, each player adds up the core values of their cards (cf. p.13, *Card values*) still present on the battlefield that have their faction tokens on them. The player with the highest score wins the game.



IN CASE OF A TIE

- The player with the most allied cards placed on the battlefield wins.
- If there is still a tie, the player with the fewest allied creatures in their discard pile wins.
- If the tie still persists, the game is finally declared a draw.



GAME CONCEPTS

Allied cards, enemy cards

The allied cards that a player controls are all the cards of their faction deck. Enemy cards refer to all the cards of the opponent's faction deck that are under the opponent's control.

Adjacency principle

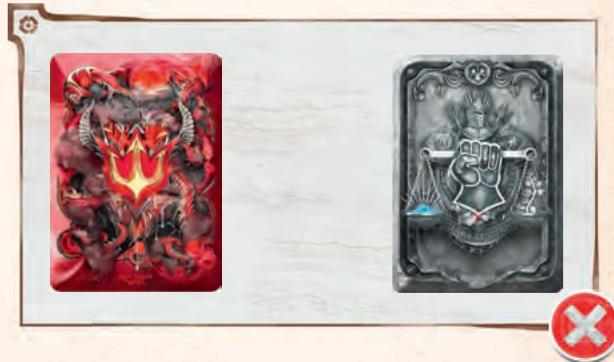
There are two conditions that need to be met in order for a card to be considered adjacent to another.

When these two cards have one of their four borders (top, bottom, left or right) in contact.

AND

When those two cards are at a distance of 1 of each other (cf. the opposite page, *Distance between cards*).

IMPORTANT : in-game occurrences can modify the distance between cards without affecting their positions on the battlefield.





Distance between cards

The *Paladin of the Guard* is used here as a reference point. The values indicate the distance between the *Paladin of the Guard* and the spaces surrounding him.



Placing a card on the battlefield

When a player places a card on the battlefield, it must be placed in an available space that is adjacent to another card, allied or enemy.



The Blight player must place their card on one of the spaces highlighted in red, since these spaces are adjacent to at least one other card, allied or enemy.



Placing a card on the astral plane

Cards with the  symbol must be placed on the astral plane. Please note: the astral plane is not part of the battlefield.



Faction tokens

They indicate to whom the creature and land cards they are placed on belong and who controls them.

With their “active” and “deactivated” sides, they serve as markers to follow which creature and land cards have been activated during the round.

They can be involved in in-game occurrences. For example, certain cards use faction tokens in a specific way that is mentioned on the card.

27 AracKhan Wars tokens are provided in this box. They are to be used when 2 players have chosen the same faction. They are also used in 2v2 mode (cf. p. 59, *Playing 2v2*).



Active cards, deactivated cards

A card is considered to be active once it is revealed (cf. p.17, *Reveal phase*). It is then ready to be used by the player controlling it during the Activation phase (cf. p.17, *Activation phase*).

A card is considered to be deactivated after it has been activated by a player controlling it or in the case of in-game occurrences. It cannot be used again until the end of the round.

Creature and land cards use faction tokens to indicate the state they are in (cf. p. 22, *Faction tokens*).



When the card is revealed, the player controlling it places a faction token on the “active” side.

When the card has been activated, the player controlling it flips the faction token to the “deactivated” side.

Spell cards don't use faction tokens because of their temporary nature. They are however considered to be active once they are revealed.



Activating a card

During the Activation phase (cf. p.17, *Activation phase*), an active card can be activated by a player controlling it in order to:

- Attack (cf. below, *Attacking an enemy card*).
- Perform its action (cf. p.25, *Card action*).
- Move with the help of an attribute (cf. p.28, *Attributes*)

Before activating a card, the player simply declares that he is activating it. Once the card's activation and the eventual aftermath resulting from it have been resolved, the card is deactivated.

Activating several cards simultaneously

A player can activate several allied cards simultaneously, if circumstances allow it. Before activating them simultaneously, the player simply declares that they are activating them.

The resolution of these activations and their aftermath is simultaneous as well, even if in practice, cards are handled one by one, in the order chosen by the player controlling them.

Once the simultaneous card activation has been resolved, all those cards are deactivated.

Attacking an enemy card

By activating an allied card that has an Attack value, a player can attack an adjacent enemy card that has a Defense value. Players cannot attack allied cards.

An attack is successful when the Attack value is strictly greater than the Defense value of the enemy card.



- If the enemy card is a creature, it is destroyed (💀), and immediately discarded (cf. p.25, *Discarding a card*).
- If the enemy card is a land, it is not destroyed but conquered (👉) by the attacking player. The player then replaces their opponent's faction token with one of their own, and the land becomes an allied card for as long as it is under the conquering player's control.

The attack fails if the Attack value is equal or less than the Defense value of the enemy card. In that case, nothing happens.

Once the attack has been resolved, the attacking card is immediately deactivated; in the case of an attack spell, the player should refer to its specific discard condition.

The Attack and Defense values of the cards can be modified by in-game occurrences, they cannot however be lower than 0.

IMPORTANT : a card with an Attack value of 0 can still attack.



The *Scuttle Jaw* has an Attack value of 1. When it attacks the *Death Crawler* it destroys it, since it has a Defense value of 0.

GROUP ATTACK

When a player attacks an enemy card, they can simultaneously activate any number of allied cards that can attack it (cf. p.23, *Simultaneous card activation*). The cards' Attack values are then added to try to defeat the enemy card.

All the cards that took part in the group attack are then deactivated. If attack spells took part in a group attack, it is required to verify the discard conditions of said cards.



The Blight player simultaneously activates their *Swamp Ogre* and their two *Scuttle Jaws* to launch a group attack – of a combined value of 4 – on the *Ice Golem*, which has a Defense value of 3. The *Ice Golem* is then destroyed.



Destroying cards

After a successful attack or during an in-game occurrence, cards can be destroyed. These cards are then discarded (cf. below).

Discarding cards

When a player must discard one of their cards, they place it in their discard pile (cf. p. 7, *The battle mat*).

Cards are discarded in several circumstances:

- When a card is destroyed during an attack (cf. p. 23, *Attacking an enemy card*) or an in-game occurrence.
- When discarding a card is required, for example in the case of spell cards, in accordance with the condition mentioned at the bottom of the card (cf. p. 10, *Spell cards*).

At any moment during a game, players can go through both discard piles, in which the cards are always placed face up.



Card action

During the activation of a card with the **ACTION** symbol, the player can decide to perform its action. The text following the symbol depicts what the card can do.

A creature card can either perform its action or do something else (like for example move with the help of its attribute and/or attack an enemy card).

A card that has performed its action will then, depending on its type, either be deactivated (creatures, lands) or discarded (spells).

A player cannot activate several cards to perform their actions simultaneously. They must first activate a card to perform its action, which is then deactivated. Then, they activate another card to perform its action, and so on.





Moving a card

Moving a card means choosing a new space for it on the battlefield, both available and adjacent to at least one other card, allied or enemy.



The Whitelands player can move their *Snow Griffin*, thanks to its Flight attribute (cf. p. 29, *Flight*), to one of the spaces highlighted in blue which are available and adjacent to at least one other card, allied or enemy.

Targeting a card

When a card mentions the targeting of another card, it means that the player who controls it will designate another card according to the required conditions. The card thus targeted will then be affected as indicated.



Immunity to spells

A card that is immune to spells cannot be affected by a spell's effects, actions or attacks.





Proper timing

Certain cards demand that a procedure be resolved either “at the beginning of” or “at the end of” a specific moment in the game (example: the phase of a round or a player’s turn...):

- “at the beginning...” means that it is the very first thing that must be done in the aforementioned moment.
- “at the end of...” means that it is the very last thing that must be done in the aforementioned moment.

If several cards demand that a procedure to do something be resolved at the same moment, the player that controls these cards decides the order of resolution.



ATTRIBUTES

Attributes are special characteristics that certain cards possess. Each attribute and their conditions of use are described below.

INITIATIVE

Any card with the Initiative attribute that is placed on the battlefield and/or astral plane, can be activated during the Initiative sequence of the Activation phase whilst following the playing order that is indicated (cf. p. 17, *Activation phase*).

This attribute allows for allied cards that possess it to be activated simultaneously during the Initiative sequence (cf. p. 23, *Simultaneous card activation*).

The use of this attribute is not mandatory; players can decide to activate cards with Initiative during their respective turns of the Activation phase.



MOVEMENT

Any card with the Movement attribute can be moved on the battlefield (cf. p. 26, *Moving a card*) a number of spaces equal to or less than the number displayed after the attribute, whilst complying with the following requirements:

- The card must be moved to an available space that is adjacent to a card (cf. p. 20, *Adjacency principle*).
- It can move through spaces occupied by allied cards, but cannot settle in any of those.
- It cannot move through a space occupied by an enemy card.
- It can perform an attack or an action after being moved.

If a card has performed its attack or action then it cannot be moved.

This attribute allows cards possessing it to be moved simultaneously in order to:

- Swap their positions on the battlefield.
- Allow them to take part in a group attack together and/or with other allied cards.





FLIGHT

Any card with the Flight attribute can be moved anywhere on the battlefield to an available space that is adjacent to another allied or enemy card (cf. p.26, *Moving a card*), whilst complying with the following requirements:

- It can perform an attack or an action after being moved.
- If the card has performed its attack or action then it cannot be moved.

This attribute allows cards possessing it to be moved simultaneously in order to:

- Swap their positions on the battlefield.
- Allow them to take part in a group attack together and/or with other allied cards.

OMNISTRIKE

Any card possessing the Omnistrike attribute that is activated to attack, performs four simultaneous attacks against enemy cards placed at the four borders adjacent to it. These attacks are resolved simultaneously.

This attribute allows cards that possess it to be activated simultaneously with allied cards in order to perform group attacks against several enemy cards at the same time.



The *Abominable Hydra* possesses the Omnistrike attribute and delivers three attacks to the three creatures adjacent to it. Their Defense values are inferior to the Attack value of the *Abominable Hydra*. They are therefore destroyed.



The *Abominable Hydra* and the *Scuttle Jaw* are activated simultaneously to launch a group attack of a combined value of 4 on the *Senile Yhdorian*, who is destroyed. The *Abominable Hydra* simultaneously attacks the *Behemoth* and destroys it.



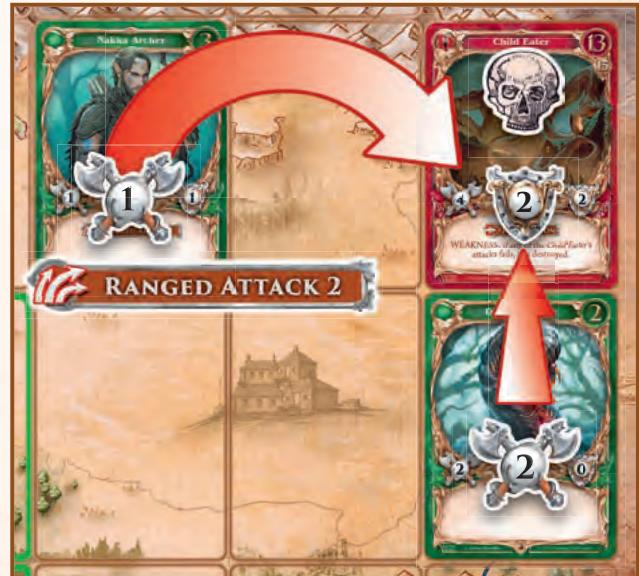
RANGED ATTACK

Any card with the Ranged Attack attribute can attack enemy cards located at a distance between 1 and the number displayed after the attribute (cf. p. 21, *Distance between cards*).

This attribute allows cards that possess it to take part, at a distance, in group attacks with allied cards.



Thanks to its Ranged Attack attribute, the *Nakka Archer* attacks the *Scuttle Jaw* located at a distance of 2 and destroys it.



The *Nakka Archer* and the *Death Crawler* simultaneously attack the *Child Eater* and destroy it.



SWARM

On the battlefield, the Swarm attribute adds +1 to the Attack value of all creatures of the same family (cf. p.13, *Card family*), over and above the first creature.



The *Angry Peasant* of the *Peasant* family possesses the Swarm attribute. When it is alone on the battlefield its attack value is 0.



Another *Angry Peasant* joins the first one and adds +1 in Attack value to both. The Attack value of each is therefore equal to 1.



REGENERATION

Once a creature succeeds in its attack against a card with the Regeneration attribute:

- If the aforementioned card was active, then it is deactivated.
- If the aforementioned card was deactivated, then it is destroyed.

When a creature with the Regeneration attribute is attacked by a spell (cf. p. 10, *Spell cards*), this creature loses Regeneration until the resolution of the attack.

HOW TO DESTROY A CREATURE WITH THE REGENERATION ATTRIBUTE?



The *Walker* which possesses the Regeneration attribute is active. It is attacked by the *Ice Paladin*. The attack is successful and the *Walker* is therefore deactivated.



The *Walker* is active.

- #1 The *Ice Paladin* is activated first to attack. The *Walker* is then only deactivated.
- #2 The *Ice Moleg* is then activated to attack. The *Walker* which was deactivated is now destroyed.



The *Walker* is active. *Frozen Lightning*, which is an attack spell, is activated to attack it. The *Walker* loses the Regeneration attribute and is then destroyed.



The *Walker* is active. The *Lunar Wendigo* and the *Ice Meteor* are simultaneously activated to launch a group attack on the *Walker*. Since *Ice Meteor* is an attack spell, the *Walker* loses the Regeneration attribute and is then destroyed by the group attack.



STEALTH

All cards with the Stealth attribute increase by 1 the distance separating them from adjacent enemy cards attacking them (total = 2; cf. p. 21, *Distance between cards*).



Lucy possesses the Stealth attribute. If the *Death Crawler* is activated to attack Lucy, the distance separating them is increased to 2; then, they are no longer adjacent and the attack can no longer take place.



Since *Earthquake* is an attack spell, the distance between the two is not modified. When it is activated to attack Lucy, the attack is a success and Lucy is destroyed.



When the *Nakka Archer* is activated to attack Lucy, the distance separating them is increased to 2. However, the *Nakka Archer* possesses the Ranged Attack attribute which allows it to attack an enemy card up to a distance of 2. The attack is therefore a success and Lucy is destroyed.

PERFORATION

When a card with the Perforation attribute succeeds in its attack against an adjacent enemy card:

- The Perforation triggers a new attack in the same direction on the next adjacent enemy card.
- Any enemy card on this space then suffers an attack with a value that is decreased by 1. This value cannot be modified by any other means.

The attacks move forward as long as they succeed (cf. p. 23, *Attacking an enemy card*).

The consecutive attacks of the Perforation attribute are only effective against enemy cards that a player can attack. For example:

- An enemy spell placed on the battlefield cannot be attacked, thus ending the Perforation.
- An empty space on the battlefield, or a space with an allied card present cannot be attacked, thus ending the Perforation.

Allied cards cannot perform a group attack with a card that has the Perforation attribute beyond the enemy card that is adjacent to it.



- #1 The *Ice Golem* which possesses the Perforation attribute is activated to attack the *Abominable Hydra*. The attack succeeds (Attack value of 3 > Defense value of 2) and the *Abominable Hydra* is destroyed.
- #2 The Perforation triggers a new attack on the next adjacent enemy card, in the same direction. The *Berserker* then suffers an attack with a value decreased by 1 compared to the previous one (total = 2). The Defense value of the *Berserker* being 1, it is destroyed.
- #3 The Perforation triggers a third attack on the following card: the *Scuttle Jaw* which has a Defense value of 0. The Attack value is decreased by 1 compared to the previous attack (total = 1), the *Scuttle Jaw* is therefore destroyed. The *Ice Golem's* Perforation ends there since there are no enemy cards on the next space.



- #1 The *Ice Golem* which possesses the Perforation attribute is activated simultaneously with the *Shield of Dawn* to launch a group attack on the *Titan*. The attack succeeds (Attack value 3+1 > Defense value 3), the *Titan* is destroyed.
- #2 The Perforation of the *Ice Golem* triggers a new attack on the next adjacent space. The *Drunk Knight* suffers this attack which has a value decreased by 1 compared to the previous attack (total=2). The Defense value of the *Drunk Knight* being 1, it is therefore destroyed.
- #3 A new attack with a value decreased by 1 (total = 1) is triggered on the next adjacent space occupied by a second *Drunk Knight*. Its Defense value being 1, it stops the attack thus ending the Perforation of the *Ice Golem*. Please note: the *Eagle* could not have been activated simultaneously to perform a group attack on the second *Drunk Knight*. An allied card cannot take part in a group attack with a card that has the Perforation attribute beyond the enemy card that is adjacent to it.



#1 The *Child Eater* which possesses the Perforation attribute, has an Attack value of 5 thanks to the adjacent *Forge Patriarch*.

#2 The *Child Eater* is activated to attack the *Avalon Fortress*. The attack is successful and the *Avalon Fortress* is conquered. Please note: the benefit that this land brings to adjacent allied creatures does not modify the Attack value of the current Perforation.

#3 This first attack having been successful, the Perforation triggers a new attack on the next adjacent enemy card, with a value that is decreased by 1 (total = 4). However, the *Horse of Avalon* is a spell and doesn't possess a Defense value, it therefore cannot be attacked. The *Child Eater's* Perforation thus ends.



#1 The *Child Eater* which possesses the Perforation attribute is activated to attack the *Shield of Dawn*. The Attack succeeds and the latter is destroyed. Please note: at this instant, the *Shield of Dawn's* skill which gave +1 Defense to the *Lunar Wendigo* ceases to apply. The latter's Defense value goes back down to 2.

#2 The first attack having been successful, the Perforation triggers a new attack on the *Lunar Wendigo* with a value decreased by 1 (total = 3). The Defense value of the latter, having gone back down to 2, means it is destroyed.

#3 The next adjacent space in the same direction being empty, the Perforation of the *Child Eater* ends.



FACTION DECKS

Players that use the pre-built decks available in the core box can move on to the next section: pre-built decks.

Building a faction deck

To build a faction deck, follow the rules below:

- It must be composed of precisely twenty three cards of the same faction.
- The sum of the deck building values of the twenty three cards must be 125 points or less (cf. p. 13, *Card values*).
- It cannot contain more than five cards with the Initiative attribute (cf. p. 28, *Initiative*).
- It cannot contain more than six cards with the Stealth attribute (cf. p. 32, *Stealth*).
- It cannot contain more than six copies of a card with the same name that is of a value of 6 or more.
- It cannot contain more than one copy of a Legendary card with the same name. Legendary cards have the symbol displayed on the upper left corner of the card.
- Some cards have an individual limit; this limit is displayed in roman numerals on the top left corner of these cards.
 $I = 1, II = 2, III = 3, IV = 4, V = 5, VI = 6, VII = 7.$



Each of the four prebuilt decks in this box come with a set of additional cards allowing the players to customize their decks in order to surprise their opponents with new strategies. Other faction cards can be found in the AracKhan Wars expansions, sold separately.





Whitelands deck



×4 Nihilist Penguin



×2 Lunar Wendigo



×3 Shield of Dawn



×1 Ice Paladin



×2 Eagle



×1 Paladin of the Guard



×2 Snow Griffin



×1 Gabriel



×1 Ice Golem



×1 Fortress of Myjir



×1 Ice Meteor



×2 Winter Protects



×1 Teleportation



×1 Blizzard

ADDITIONAL CARDS



×1 Nihilist Penguin full art



×1 Nemesio full art



×1 Shield of Dawn full art



×1 Dreki



×1 Adrielle full art



×1 Nihilist Morgan



×1 Paladin of the Guard full art



×1 Ice Golem full art



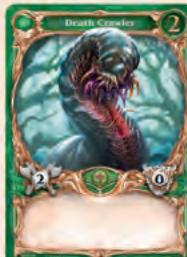
×1 Fairy Madness



×1 The White Gates full art



Nakka deck



×1 Death Crawler



×3 Xenodon



×3 Nakka Archer



×2 Senile Yhdorian



×2 Hexacarias



×2 Carnivorous Plant



×2 Banshee



×1 Behemoth



×1 Mounted Banshee



×1 Wrath of the Forest



×1 Tree of Life



×1 Earthquake



×1 Unstable Growth



×1 Natural Camouflage



×1 Mimicry



×1 Walker



×1 Lightning Dragon



×1 Musical Trance full art



×1 Eternal Roots full art



Grey Order deck



x 4 Drunk Knight



x 3 Infantryman



x 3 Phalanx



x 2 Ballista



x 2 Champion



x 2 Grey Horseman



x 1 Siege Tower



x 1 Hero of the Battle of Nerez



x 1 The Seneschal



x 1 Avalon Fortress



x 1 Warcry



x 1 Shield Wall



x 1 Horse of Avalon

ADDITIONAL CARDS

x 1 Drunk Knight
full artx 1 Tomur Disc
full artx 1 Nemeskei
full artx 1 Phalanx
full artx 1 Grey Horseman
full art

x 1 Grey Missionary



x 1 Dragon Slayer

x 1 Titan
full artx 1 Truce
full artx 1 Rise
of the Grey Order



Blight deck



×1 Scuttle Jaw



×2 Swamp Ogre



×3 Swamp Troll



×2 Berserker



×2 Plague Collector



×2 Slayer



×2 Forge Patriarch



×1 Abominable Hydra



×1 Child Eater



×1 Western Forge



×2 Fire Lightning



×2 Firestorm



×1 The Fear



×1 Forced Exile

ADDITIONAL CARDS



×1 Ratman full art



×1 Nemesio full art



×1 Plague Collector full art



×1 Forge Beetle



×1 Titan Rat full art



×1 Forge Patriarch full art



×1 Abominable Hydra full art



×1 Dragon Breath full art



Introduction to deck building

One of the particularities of AracKhan Wars lies in the small number of cards in a faction deck. Therefore each card, whatever its value, is of the utmost importance. Changing even one or two cards in a deck may have a major impact on the strategy to adopt in order to be victorious.

Variations of the four pre-built faction decks in this core set are featured below, using some of the exclusive additional cards provided.



WHITELANDS – *The Power of Ice* DECK

Despite being endowed with very good mobility thanks to its flying creatures, and impressive defensive capabilities, the pre-built deck is here modified to change its appearance and thus surprise the opponent. The defensive apparatus is improved and also offers the ability to be repositioned in each round. This is combined with a noticeable power boost that can be thrown anywhere on the battlefield.

Four cards are removed: two *Snow Griffins*, a *Paladin of the Guard* and the *Myjir Fortress*.

And four new cards make their appearance:



The *White Gates*, a new land card that considerably strengthens defensive potential while allowing to redeploy adjacent allied creatures at a distance of up to 2. Perfect for protecting the integrity of your territory while launching attacks in successive waves to repel the opponent.



A second *Ice Golem* is summoned for the occasion. These huge creatures are among the most powerful in the Whitelands, substantially increasing the deck's destructiveness.



Adrielle, the most famous of the *Ice Fairies*, makes a remarkable entrance. With Flight and Stealth, she is elusive, and her action will allow you to deliver a fatal blow to the opponent anywhere on the battlefield.



A fifth *Nihilist Penguin*, always useful to block the opponent, or to appear where you least expect it.

The *Power of Ice* deck therefore modifies the original mobility of the pre-built deck, by adding an offensive dimension to it, allowing you to storm the opposing positions without sacrificing defensive capabilities.

Whitelands' *The Power of Ice* deck value = 124 points



NAKKA – LIGHTNING STRIKE DECK

Known for their extraordinary ability to adapt to any opponent type, the Nakka are capable of delivering discreet, fast and effective attacks. This variation of the pre-built deck draws on the richness of the Vestur fauna to bring it even more speed, mobility and deadliness.

Four creatures are replaced in this deck: a *Senile Yhdorian*, two *Hexacariases*, a *Mounted Banshee* and a land: the *Tree of Life*.

Four creatures and a new land come to take their place:



The *Lightning Dragon* (Initiative and Movement 2) combines very good mobility and ferocious attacks, especially when acting alone behind enemy lines, where it will gain Omnistrike.



The *Walker* (Movement 2 and Regeneration) is a particularly tough creature that won't go down easily. It will know how to position itself effectively to support its allies during the assault.



The *Lightning Bird* (Flight and Initiative) twirls around the battlefield to occupy space, while hindering the enemy's positioning. It can also easily sow panic by gaining attack potential with the *Unstable Growth* spell, or by suddenly transforming with the *Mimicry* spell.



The *Eternal Roots*, which are a particularly effective base for low Defense value creatures, such as the *Walker* and the *Lightning Dragon*.



A second *Behemoth*, alongside the *Wrath of the Forest*, will guarantee you have sufficient firepower for any scenario.

This *Lightning Strike* deck has the ability to counter and respond to anything another faction may throw at it. It will also be able to surprise the opponent and open a breach where the opponent least expects it.

Nakka *Lightning Strike* deck value = 125 points.



GREY ORDER – RISE OF THE TITAN DECK

This deck will destabilize the opponent, while strengthening the ranks of the very powerful *6th Legion*, whose backbone is made up of: three *Infantrymen*, three *Phalanxes* and two *Champions*.

With this in mind, four creatures from the prebuilt deck are replaced: one of the two *Ballistas*, one of the two *Grey Horsemen*, the *Hero of the Battle of Nerz* and *The Seneschal*.

And four new creatures come to take their place:



A fourth *Phalanx* to help with troop cohesion on the battlefield, with +1 Defense to adjacent allied *6th Legion* creatures.



The *Grey Missionary*. A particularly tough element that belongs in the center of the *6th Legion* block, his role is to protect the adjacent *6th Legion* allies from the unholy magic of their opponents.



The *Titan*. The centerpiece of the *6th Legion*, it is rare to see this colossal creature roaming the battlefields. His presence brings great destruction while galvanizing his adjacent *6th Legion* allies.



The *Tomur Disc* (with Stealth and Flight) will paralyze the enemy forces that would threaten the *6th Legion*, by stifling their mobility.

In this new deck, the *6th Legion* sees its numbers increased to eleven cards that complement each other perfectly. This structure ensures that the player will almost always have two *6th Legion* cards in hand when it comes time for the Placement phase, and thus be able to quickly build an even more powerful block. Support at range is provided by the *Tomur Disc*, the *Grey Horseman* and the *Grey Order* artillery, which will deter the opponent from getting too close.

Grey Order' Rise of the Titan deck value = 125 points.





BLIGHT - UNSTABLE MAYHEM DECK

Taking advantage of the aggressive nature of the pre-built deck, this variation combines sorcery, wicked fire power and spreading of chaos on the battlefield. Elements that complement each other wonderfully, all in the service of a spicy recipe for the opponent.

Three cards are removed from the pre-built deck: the *Abominable Hydra*, a *Slayer* and a *Plague Collector*.

And three new cards replace them:



A *Forge Beetle*.
Unintimidating, it will quickly
be forgotten by the opponent,
but could prove decisive
during a lightning offensive.



Nemesio, AracKhan's most famous troll, at the service of the highest bidder. In his Blight version, in addition to being mobile (Movement 2), he is elusive (Stealth). He will not fail to stir up trouble on the battlefield by each round bribing adjacent creatures who will easily turn against their allies.



Dragon Breath, a devastating attack spell (4 in Attack, Perforation) should create terrible damage in the opposing ranks.

The Blight's opponent must now contend with even more viciousness and be wary of their own troops. This will make it difficult for any opponent to coordinate with their units.

Blight *Unstable Mayhem* deck value = 124 points.







THE BRACELET

L.P. HENZ

A man raced madly along the narrow streets of Hilgard. “Out of my way! Quickly! Let me pass!” His stature was sufficiently imposing, encouraging passers-by to step aside without protest. He was a mercenary, and so massive he could easily stay abreast of the deepest snowdrift. Gasping for breath, he arrived at the threshold of the inn and, after a pause to catch his breath, he entered.

The innkeeper gave him a meaningful look. He was expected. The man continued into a small room at the back of the tavern, far removed from the pungent odours and hubbub characteristic of such a place.

“You’re late Soren, as usual,” said an old man who wore a long, hooded, threadbare hemp tunic.

“I had business to attend to! Besides, look who’s talking, oh ancient one. You’ve been around here since the walls of this inn were built,” replied the mercenary, laughing with abandon before realising that he should settle down.

“You have no idea how true that is,” replied the old man with a smirk. “Anyway, we shouldn’t waste any more time. Let’s start!” he said as he finished his pint of Vesturian honey-flavoured hops.

The old man was quite obviously the centre of attention in that back room. Surrounding him, seated in a semicircle, were a troll, a Nakka archer, a former horseman from the Finistel guard become arms dealer, as well as two Children of Dawn, warriors recognizable by their shields, which they kept attached to their backs at all times. Although these last originated from the same distant land as our mercenary, they seemed not to know the laggard.

It was strange, to say the least, for such a motley gathering to assemble. Only Hilgard could bring such diverse people together. The old man was known as an outstanding storyteller;



but was that enough for such an audience? Not entirely. As a member of a mysterious activist group, the old man could sometimes assign risky but very well-paid missions once his story was over. Despite his status as a mercenary, Soren attended for the old man's oratorical skills above all else.

"Let me recount the tale of Alaric the fisherman. Alaric was a young boy just past his seventh winter, and his innocence had certainly not prepared him for the story I am about to tell you. Yet all the events I am going to relate have truly taken place, down to the last detail."

Alaric was the son of Yoric and Coralia. They were a family of fishermen who lived modestly in a peaceful village on the banks of the Poisonous River in Vestur. However, as fortune would have it, in those remote times its waters were not poisoned as they are today. In those days, they were still full of fish and supplied the finest tables in Soeming.

Alaric was to be a fisherman like his ancestors. A day would come when his father would pass on to him the rudimentary equipment of his trade, which he himself would pass on to his own children. But for the time being, Alaric had to learn to fend for himself. To do so, his parents let him depart every day at first light. He had to find his fishing grounds in order to lay his lines, analyse the strength of the current, choose the right line, prepare his bait and, above all else, not return empty-handed.

This particular day of fishing began exactly like it had the day before and the day before that. To tell the truth, Alaric was already resigned to the fact he would come home empty-handed. He was, actually, far more interested in what was happening on the opposite shore than the goings-on at the end of his hooks. It had been several days since he'd started having the impression that the bushes moved, and he felt like he was being observed. His curiosity piqued, Alaric had to temper it with the cold reality that if he crossed, he would be in the land of Nakka but a few steps from their forest domain. And he knew that no one was allowed to enter their territory without having been invited first—especially not a human. In any case, he wasn't a strong swimmer yet and hated the water—much to his father's dismay... "What a disgrace, for a fisherman's son," the latter had said.

Soren, the mercenary from the lands of snow, could not hide his fathomless boredom. He yawned until his jaw cracked and was about to ask the old man to hurry up but was stopped in his tracks by the murderous looks the two Children of Dawn shot in his direction.

"Before I continue, said the old man. I must warn you I'm not known for relating stories with happy endings. A little patience, Soren."

While Alaric was concentrating on the bushes and the hope of unmasking whoever had been secretly watching him for days, the water began to ripple! A fish had finally taken the bait! He hurried to pull on his rod, but it put up a formidable resistance. Nevertheless, he was already congratulating himself on his catch, which he would carry back to the village with pride.

He tugged the rod with all his might, fearing he could break the line, but nothing



surfaced. Eventually his taut muscles yielded, and he let go of a little slack before pulling with even greater effort. However, in that same moment, his catch, in turn, took advantage to tug with such force that Alaric found himself hurled into the water and very quickly drawn to the middle of the river.

Panicked, Alaric lost his senses, flailing with all his might but tiring quickly. Desperately, he cried for help. Doomed to drown and faced with certain death caused by whatever monster he had just awakened, he was violently jerked up by the collar, and without realising what was happening he found himself back on the shore on his side of the river.

He was in a state of shock. Then he opened his eyes... and rubbed them as if to confirm what he was seeing.

"I am Sally, daughter of Ylia the Matriarch," his unusual rescuer said.

Alaric stammered:

"Thank you, thank you very much, I am Alaric, son of Yoric the fisherman."

Alaric found himself torn between fear and admiration. She was utterly dry; not a drop blemished her. She had literally walked on water to save him. And she had snatched him from the waters with such vigour! Had she used magic? She was so delicate and much smaller than he was...

"The fisherman? Is that what the chief of your tribe is called?"

"Uh no. It's just my father's trade."

Sally was a very young Banshee, and her face was framed by a red mane of hair. Her signature Banshee outfit consisted of a green long-sleeved, leg-length body-suit over which rested armour made of the bark from a giant tree. On her forearms, it was possible to make out two small blades of Yhdil (the sap from the giant trees of Vestur). The armour would grow with its wearer; as would the blades, which would also taper to be able to slice through the strongest metal with the cleanest cut.

The days that followed for young Alaric, came up equally short in fish but would certainly remain the happiest of his entire existence. He was curious about his new friend who taught him much about her Nakka traditions. She even ended up giving him a bracelet which, at first glance, seemed to be cut from the same substance as the blades of Yhdil she wore on her forearms.

"Time doesn't flow as fast in our forest as it does in yours, Sally said. Wear this bracelet. It must always touch your skin. Never take it off! This way we can grow together and play for much longer. Don't forget, you mustn't remove it under any circumstances!"

Alaric accepted the gift, delighted to be able to extend these moments of pure bliss into eternity. He tied the bracelet to his wrist and symbolically fortified it with one of his fishing lines. As he returned to the village, he wondered how he could hide

this present, which would be noticed immediately—vanity was not habitual to modest village life.

Suddenly, he noticed smoke rising above the houses. Something odd was going on. Dropping his equipment, Alaric rushed forward as a very bad feeling took over.

He arrived breathless and was met with a vision of horror. The village had been sacked and was reduced to ashes. He ran in search of his parents but was stopped by a man.

“Don’t go see, Alaric. It’s over.”

“Where are they? I want to see them!”

“It’s over, I said,” the man repeated in a firm tone.

The man was a Grey missionary, known to everyone as an authority figure. A Grey horseman, followed by others, arrived at a gallop. Alaric, who remained nearby, overheard the conversation.

“What happened here?”

“Those cursed Nakkas! I just came back from the neighbouring village. They destroyed everything. We found poisoned arrows and a reptilian beast caught in fishing nets. They were so fast; the poor buggers weren’t able to do anything. But for some inexplicable reason, they spared the children. We also grouped them outside the village so we could rescue anyone who can still be saved. I’ll take this one to join the others.”

“Very good, missionary.”

A detachment of the Sixth Legion arrived, accompanied by a seneschal. “I await your report, which will immediately be transmitted to the Council. This crime cannot go unpunished.”

“You can count on me, sir.”

The Grey missionary gathered together the children already protected by Grey soldiers and proceeded to explain the situation to them. The combination of his oratorical skills and his reassuring voice, seemed to have reduced the orphans’ pain already.

“It will be hard. But you have hope. The Grey Order will not forget you, my children. The gates of The Roc citadel are open to you. We will provide you food, a roof, an occupation. We will offer you a future to assuage what the Nakkas have just savagely stolen from you. And for those who want it, there will be an opportunity for vengeance.”

It was then a small voice shouted, as if out of nowhere, “Don’t listen to them! They are lying. We haven’t done anything!” Alaric immediately recognised that voice. It was Sally.

“The Nakkas! They are still here! They’re going after the children! Hurry!” cried the missionary.



A Grey horseman, still in the saddle, rode in the direction of the small figure, racing towards the shore at top speed. The chase quickly turned in the favour of the hunter who gained ground one stride after another. Certainly, Sally was a Banshee but her young age did not yet give her the necessary speed to outrun a horse. The gap narrowed but the bank wasn't very far off anymore. The horse would not be able to follow her on the water.

The Grey horseman drew his sword, a sign that he was close. Sally, finding herself trapped, decided it would be better to attack first. She knew she wouldn't make it to the shore. She bent her legs to make a colossal leap and pivot on herself in the same stride, in order to deliver a blow from her blade of Yhdil into the horseman's trajectory. The element of surprise and the speed of execution of such a manoeuvre should dumbfound him. Sally started her movement, but it wasn't to be.

Instead, she fell, thudding to the ground as if struck by lightning, pierced right through. Painfully, Sally got to her feet, fearing she had missed her moment... which was indeed the case. The horseman had instead tasted the wrath of Elaïny, Sally's big Banshee sister and the youngster's tutor. "You little idiot! Do you really think you're up to taking on armed men? Hurry home before I hand you over to these savage beasts myself. I've been watching you for days, you insolent little girl!"

In the village and under the watchful eye of the Grey missionary, the children embarked for The Roc citadel, mute and chilled with fear. Once the children were settled, the missionary would be dispatched further north to the foothills of the Whitelands. With a wave of his hand, the seneschal who had come to supervise the Sixth Legion called the missionary over.

"By order of the Grey Council, you will go north of Arburg. It would seem that under the influence of the mountain wildlings, the locals are abandoning the Tree of Life and indulging in forbidden practices. Set it right!" The seneschal handed him a parchment stamped with the Grey Council's seal. It was, in effect, the seal of the Supreme Councillor. This mission was of utmost importance.

"And what about mercenaries?" asked the missionary. "They came, requesting their dues. They didn't really enjoy dressing up as Nakkas but the deception will be enough for the children not to ask questions. Besides, we settled the case the Grey way. No one will ever know that mercenaries trod these lands. For all and sundry, this act of cruelty is the work of the Nakkas. May it be thus for eternity."

"But what about the little Nakka? Her presence will instil doubt in the minds of children."

"The little devil-of-the-woods who came to sow trouble only proved the deceitfulness of her kind. She will even make our task easier..."

Soren couldn't help venting his rage, carried away by the story and irritated by the fate that the Grey Order had dished out to his own ancestors. After calming down, he said haughtily, "They should have known better than to deal with that bunch of vermin. Everyone knows not to trust the Grey Order. They got what they deserved!"



"Don't blame them, Soren. You, too, have worked for them before," replied the storyteller.

"Never, old man! You hear me? Never!"

"Oh yes! You just didn't know it. The Order is everywhere, believe you me!"

"Hmph," Soren growled. "What happened to the young fisherman?"

Alaric looked back at his native lands, which he might never see again. A long and uncomfortable journey of several months awaited him. A voyage into the unknown. How had everything changed so quickly? Had Sally tried to lead him astray? But, why? And why then take the risk of coming so close to the village after the massacre? It simply didn't make any sense. He had noticed huge footprints in the village, and they were definitely not Nakka footprints. But, with his own eyes, he had also seen the remains of the reptilian beast. Everything mixed around in his mind. He thought about it all while repeatedly tugging on his sleeve to hide his precious bracelet.

The gathering hung on the old man's every word, even as he marked a pause. His mouth was dry, and he waited for the honey-flavoured hops to be served again before continuing his tale. He was overwhelmed by the emotion of his own story; he couldn't hide it. The mercenary paid for the round as if to apologise for his delay but also, and above all else, to resume the story more quickly. The old storyteller had a gift for sordid tales. And he was proving it once more.

Alaric and his unfortunate young companions arrived at The Roc citadel after a gruelling journey, which took them through lands very different from their native village. Once past a complex set of drawbridges, the terrifying citadel opened its gigantic gates to them. An insidious drizzle and the muddy ground only reinforced the squalid atmosphere surrounding them.

The children were lined up in the rain, inspected by a master-at-arms who, in a fraction of a second, sealed the fate of each of the orphans.

"Fifth Legion, cavalry, artillery..."

A scribe noted the occupation the master-at-arms assigned to each one. Then came Alaric's turn. The impressively corpulent man threw a stern look his way before indicating to the scribe, "Too old." And after bludgeoning Alaric's stomach with his mace, which made the boy tumble into the mud, he added, "And too weak. Infantry Scout, First Regiment!"

The scribe marked Alaric's cheek with a cryptic symbol.

Following this procedure, the children were separated into two columns where they were given clothes and bedding. One column for the youngest, the other for those of Alaric's age and their seniors. The ranks advanced and it was soon Alaric's turn. A man in grey gave him a thick blanket and a clean tunic.

To his right, in the row of cadets, Alaric recognised Mareck, the young son of the village carpenter, who was entrusted with the same comforts: a blanket, a tunic as



well as a small rosary, which gleamed a sparkling blue and, lastly, a book. A second man examined the trembling child. A bandage hid a nasty wound on the boy's hand. He had lost two fingers during the attack on the village and suffered an awful gash along his left cheek.

Alaric offered a comforting smile and saw the terror in little Mareck's eyes. Then, the latter was taken to the left wing of the citadel while Alaric stayed in a dismal and damp building near the stables facing the citadel gates. The master-at-arms who had beaten Alaric in the yard, gave his orders and Alaric slipped on his new outfit, shivering.

Without warning, the ground trembled under a dull and regular rhythm punctuated by the rattling of colliding plates of armour. The vibration was such that Alaric could feel it all the way to his bones. The old master-at-arms said, "Remember this terrifying rhythm, it is the whole of the Sixth Legion sallying forth to your homeland to avenge you! There will be nothing left of that accursed forest—nothing. Soon you will sleep in peace."

Cycles passed at The Roc citadel. Alaric had matured and hardened somewhat. The only thing was, he had grown very little. Whereas some of his companions were now strong men with broad shoulders and full beards, he remained frail and beardless. It was as if his growth were stunted. Time seemed to have no hold on him, and his roommates continually taunted him for it. He didn't care because they were all scouts, the lowest echelon of the Grey Order. Even horses were treated with more respect.

They would end up simple soldiers at best. Scouts required only one single ability: to run fast, for long. In this exercise, he was the best by far. His slight build allowed him to hold his own over very great distances. So much so, that he was soon to be sent out on a mission with two companions. Things had gotten worse in the far north. Scouts were being dispatched to prepare for a possible intervention of the Sixth Legion. The cold savages known as the Children of Dawn had to be eradicated.

"These vile animals are spreading terror in Arburg County. The Grey emissary on that mission was found crucified and beheaded. In its stead, they put the head of one of their sacred bears and planted the horns of who-knows-what in the body. Another primal rite; that band of primitive raiders!" exclaimed the master-at-arms, spit flying in his rage.

The one who had supervised the scouts' formation from afar gestured for the gates of the citadel to be opened.

"Scrawny! Try to bring these two morons back alive."

Alaric hid a slight smile at what, in the Grey Order, could be construed as a compliment. One of his companions replied, "I give him no more than two days in the mountains!" To which the master-at-arms retorted, "You are mistaken. He will be the one to bury us all! Scrawny is timeless."



Thus, Alaric and his two acolytes embarked on the northward-bound route and the long journey before them. It was a voyage that would take them through Finistel, Castel then Avalon to finally arrive in Arburg, the last safe stop-over before their mission in hostile lands.

The poor fellows had never left The Roc since their arrival there. They were like three mad dogs released into the wild; however, they did not take their mission lightly. Their chance to move up in the Order was certainly slim but they wanted to play it boldly. They promised each other to stick together, so all three would return from this mission unscathed.

"Their promise would soon be put to the test," said the old storyteller, his tone serious.

"Three whippersnappers in the far north? Ah, no, no. I wouldn't even give them two days, but a mere two hours!" Soren exclaimed. The two Children of Dawn approved the prognosis with a nonchalant nod of their heads.

The troll took a long drag on his pipe before releasing a thick cloud of smoke that invaded the room. It was his way of expressing his weariness of Soren's inappropriate interruptions.

The three scouts were now at the foot of the snow-capped mountains. They waited for nightfall to begin their ascent. Protected by thick furs, they were ready. Their orders were clear, and they were going to apply everything the Order had taught them: to see without being seen. Upon their return, they were expected to report fully on the location and number of the Children of Dawn camps on the lower slopes of the mountains. Their duty was also to identify the best paths so that the Grey Legions could not be attacked from behind during their assault.

The first obstacles were overcome without incident. Upon reaching the plateau, the scouts put on their snowshoes so as not to leave any trace of their passage. They groped their way forward until smelling smoke nearby.

"A campfire! We have arrived!" Alaric said.

They progressed cautiously at all times. The wind was in their favour. Even an animal with a keen sense of smell would not be able to sense their presence. Finally, they saw the camp made of yurts surrounding the fire. In the distance they saw a Child of Dawn, a woman warrior collecting wood. The woman did not carry logs but lifted an entire tree trunk at arm's length!

"I thought only the Grey legionaries had such strength!" Alaric declared.

"Look at what they live in, Scrawny! Worse than wild beasts! I hate them. I hate them all!"

During the cycles that followed, the scouts had taken note of all the information the Grey Order required. From the caches where the savages salted the meat, the barracks where the fish was smoked, to the exact positions of the camps and their points of access.



Their mission was a real success, and they were prematurely enjoying their triumphant return to The Roc. They just had to leave as discreetly as they had come.

The Children of Dawn retreated hastily from the lower slopes of the mountains early one morning, making the scouts' task even easier than expected.

They might have known how to avoid the traps set by the Children of Dawn hunters; they might have known to hide from the piercing gazes of the griffins that swept the sky and the hungry wolves that prowled around the outskirts of the camps; but they did not know how to escape the Coriolis wind, which struck with unprecedented fierceness that evening.

Dragged along like wisps of straw, the scouts could do nothing against such fury except cling to anything within reach. "That's why the Children of Dawn dismantled their camps," thought Alaric. "They knew!"

A terrible gust swept away one of the scouts, who ended up at the bottom of a ravine, while the other lost a good part of his protection, which had been carelessly tied. Under the assault of the icy wind, his legs froze, and he instantly found himself trapped in ice, at the mercy of the murderous gale. He looked Death in the eye as a powerful gust riddled his body with blade-sharp crystal shards. The elements of the Whitelands were ruthless but at least had the virtue of killing quickly, without malice.

Meanwhile, Alaric was protected by a block of stone, the shape of which he melded into perfectly so as not to leave anything for the wind to grasp. He owed his salvation to his small size as well as his astonishingly well-developed survival instinct.

Calm returned to the mountains' lower slopes. Alaric quickly realised he was the sole survivor. He had heard the desperate cry of one of his companions, which left no doubt as to his fate. A few feet from him lay the petrified body of the other scout. The wind had frozen the poor man's bones so much that Alaric couldn't move him an inch. Camouflaging the body was futile, and time was against him; he had to think, and quickly. Alaric decided to rid the body of anything referring to the Grey Order. Luckily, he was the one who carried in his satchel all the notes concerning their expedition.

Once in the foothills of the Whitelands, Alaric's first instinct was to deeply bury his fur-lined clothes and hide his precious notes in the lining of his satchel. And it was with a heavy heart that he returned to the road to The Roc, as he passed the first abandoned villages in Arburg County. Many of them had fallen prey to the Children of Dawn who had systematically reduced everything to ashes, sparing only young children.

"Only young children..." thought Alaric. The consideration echoed in his head. Since the massacre of his village, his spirit had not had a moment's respite. His instinct for self-preservation alone guided him. It was only then he realised he could still think for himself. He recalled the doubts buried deep within himself as to the tragic events he had experienced in his younger days. "What if...?"



"No, that's impossible!"

The rest of Alaric's journey consisted of dispelling his doubts and downright hazardous conclusions from his mind, which had been weakened by the perilous expedition.

"At last!" said Soren. "And not a moment too soon. Your fisherman was taking his time!"

"How could he believe, even for an instant, that our people would be capable of such atrocities?" declared one of the Children of Dawn.

His interruption earned him the attention of the whole group. In Hilgard, the Children of Dawn were not known to be the most talkative of people. And the intonation of his voice was just as icy as the landscape of his native lands.

"Indeed. Everyone knows that where you live, they eat children. Just as in the Myrkur marshes!" came Soren's snide remark.

The Child of Dawn eyed the mercenary with contempt so profound even the old man became embarrassed.

"Calm down, calm down, will you? I am here to share with you facts only ever transmitted orally, in the hope that one day you will pass them on in your turn. Thus, some things will never be forgotten despite all the suppression-tactics of the Grey Order. My goal is to make you understand that you have a common heritage, a duty to remember; but instead, you... you bicker like children... So don't interrupt me anymore, for goodness' sake!"

Alaric finally arrived at The Roc citadel—alive but exhausted. The master-at-arms, surrounded by a few Grey soldiers, welcomed him with hospitality legendary for The Roc.

"Didn't I tell you, Scrawny would bury us all..."

The information Alaric supplied proved most valuable. Thanks to him, the Fourth Legion cornered the Children of Dawn, pushing them to permanently abandon the lower slopes of the mountains and what little comfort that location offered. The Grey Banner floated over northern AracKhan; a relief for the local populations who were now able to resume a peaceful life.

This successful mission earned Alaric congratulations from the Grey Council—a first for a scout of the Grey Order. As a reward for his act of bravery, Alaric was sent to the four corners of AracKhan to perform ever more delicate and perilous expeditions. The cycles passed and his talent became undeniable. The frail scout was only just beginning to flesh out, at a time when those of his generation began their decline, worn out, complaining of back and joint pain, their careers nearing an end. He was at the top of his game and was even promoted.

Alaric was appointed a position as a Grey soldier. Admittedly, it wasn't a glorious office, but it would allow him to rub shoulders with the famous Grey legionaries and perhaps one day fight alongside them; the ultimate dream for anyone enlisted in the Grey Order.



For him, it was a consecration. For the very first time, Alaric was permitted to approach the legionaries in the sanctuary of the citadel. It was a meditation space reserved for the Grey legionaries; ordinary soldiers were only tolerated there. These warriors were even more impressive up close, and surrounded by these forces of nature, Alaric only felt weaker. He noticed that they were all exactly the same height, that their gaits were similar, but what struck him the most was their austere and expressionless faces. He saw large casings empty of a soul and feelings.

The Grey legionaries were performing a transcendental round, their heads bent over a book in one hand, the grey rosary in the other. In low voices, they recited the grey canticles. Lost in thought, Alaric was pushed aside by a legionary. The man whose breastplate indicated he belonged to the Second Legion meant him no harm; however, he hadn't even noticed that he had knocked Alaric down.

The steel giant closed his book, sat down and removed his gauntlets. Alaric immediately noticed that the legionary was missing two fingers. A shiver ran down his spine. "Could it be Mareck?" He hadn't seen Mareck since their separation on that first day. "Could it be? After all this time?" The man, sensing Alaric's stare, turned his face towards Alaric, revealing a scar on his cheek. There was not a shadow of a doubt any longer.

Alaric took a deep breath before daring to discreetly question the legionary, "Mareck is that really you? Mareck!" Alaric whispered.

The man stared into space, indifferent, as if his counterpart did not exist.

"Mareck, it's Alaric, don't you recognise me? Look, I haven't changed much. You do recognise me, don't you?"

The legionary remained unmoved, when suddenly the bugle sounded twice. All the warriors of the Second Legion stood up as one man.

The legionary found himself face to face with Alaric who then raised his head and said to him, "Mareck, the injuries on your hand and face... Who did that to you? I need to know!"

The legionary lowered his head, meeting Alaric's gaze for the briefest of moments. His pupils were dilated, the muscles in his jaw contracted. Finally, he continued the neck motion until he observed his steel glove, which he adjusted with meticulous attention to detail. Two bugle blasts sounded once more. The Grey legionary stepped aside to avoid Alaric, before hurriedly leaving the sanctuary.

"So, was it him or not?" Soren asked.

"Alaric would never receive an answer to that question," replied the old storyteller, "But he did have his thoughts on the subject."

The innkeeper took advantage of the interruption in the story to intervene. "It seems like the Grey Order is hanging around. I'm going to ask you to kindly leave the premises. I'll open the back door. You know the way, right? And if I were you, I wouldn't loiter here. They have been edgy lately."



He left—placid—a towel thrown over his shoulder. In Hilgard, it took much more to alarm a man.

The gathering quickly dissolved. The old storyteller put on his thick black felted woollen cape and hurried back to the exit, in an attempt to avoid the crowd. The weight of age slowed him down considerably.

The inn was almost empty when Soren finally decided to finish his drink in a single draft. He was frustrated at not having been able to listen to the end of the story. He finally left and hugged the walls unobtrusively; he was discreet to the extent that a mercenary of his size could be.

He plunged silently into the dark alley when a cry of pain cleaved the silence of the night. It was followed by the dull ring of a sword returning into its sheath. This was followed by the sound of footfalls distinguishable among thousands. Soren ducked under a porch, his hand resting on the handle of his axe, ready to draw.

Fortunately, the noises moved away but his hearing had not betrayed him. They were Grey legionaries on duty. He waited patiently before taking the path leading in the opposite direction to the legionaries. Always on his guard, he progressed cautiously.

His keen eye distinguished a shape on the ground. It shifted in the light wind. He approached, axe in hand. The darkness and the breeze gave the impression of an almost menacing shape. He was only a few steps away when he realised it was no more than a piece of cloth. He came closer. The fabric enveloped something.

“What sorcery is this?” he thought.

With the tip of his axe, he yanked the material, and from it fell a pile of bones. He took a good look at the cloth attached to the end of his axe. It was the storyteller’s woollen cloak. What trick had he played on the Grey Legion?

Soren chuckled to himself, “The old veteran!”

Still using the end of his axe, Soren scattered the bones, trying to understand the old man’s trickery, but to his amazement, Soren discovered a loose bracelet made of green Nakka stones intertwined with what appeared to be a fishing line. He understood then, with a sinking heart, that he would never hear the end of that story, nor any other from the old storyteller.

THE END



OTHER GAME MODES

There are several other ways of playing AracKhan Wars besides 1v1. Here, you will find the rules to these other game modes.



3 to 4 player free-for-all (cf. the opposite page).



2v2 (cf. the opposite page)



Event mode (cf. p. 63, *Event mode*)



Objective mode (cf. p. 64, Objective mode)

Game mode compatibility

Cards	Game modes		
	1v1	3 to 4 player free-for-all	2v2
Strategy			
Objective			
Event			



3 to 4 player free-for-all

In AracKhan, free-for-all battles are extremely chaotic when they involve three or four players. This game mode follows the same rules as the 1v1 mode, a third and a fourth player are simply added to the mix. The setup, the different phases of a round and the end of the game all work the same way (cf. p.15, *Playing 1v1*). The specifics of these modes are detailed below.

ROUND BY ROUND PLAYING ORDER

The playing order is clockwise around the battle mat, starting with the player beginning round 1. Each following round, the order in which the players play progresses clockwise as well.

INITIATIVE SEQUENCE FOR 3 TO 4 PLAYERS

The Initiative sequence of the Activation phase of a round follows this order: the player beginning the round decides if they will activate their cards with the Initiative attribute, then the second player does the same, then the third player and finally the fourth player.

NO ROOM LEFT TO PLACE ANY CARDS?

If, during the Placement phase of a round (cf. p. 16, *Placement phase*), a player cannot place a card either on the battlefield or the astral plane because no spaces are available, then the round ends immediately thus triggering the End of the game sequence.

END OF THE GAME

The victory point count and the resolution of ties in a 3 to 4 player game follows the same rules as the 1v1 game (cf. p. 18, *End of the game*).



Playing 2v2

In AracKhan, it is not uncommon for unlikely alliances to arise during battle. From the need to band together in war to the need to better understand the strengths and weaknesses of a fairweather ally, there are no reasons not to fight as a team in AracKhan.

This game mode follows the 1v1 rules but with the specificities detailed below.

DURATION OF THE GAME

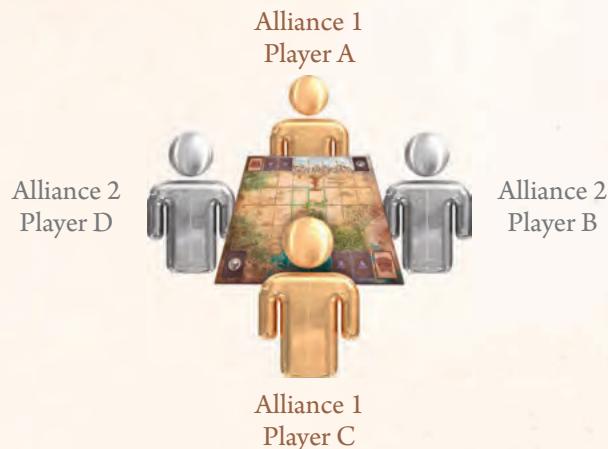
A game lasts 8 rounds instead of 9.



SETUP

The setup follows the same sequence as a 1v1 game (cf. p. 15, *Setup*), with the following modifications:

- During step 2, the players are grouped in alliances (cf. below) and positioned around the battle mat as follows:



Please note: players B and D must reserve zones outside of the battle mat for their draw piles, their Astral Planes and their discard piles.

- At the end of step 4, the players will gather the pack of twenty-five Strategy cards, shuffle them, and display them face down near the battle mat. This constitutes the Strategy pile. They will place the AracKhan Wars tokens in close proximity, which constitutes the Strategy point reserve.
- During step 6, each player draws their opening hands of 9 cards instead of 7.
- At the end of step 7, each player will receive an AracKhan Wars token, this represents a Strategy point.

ROUND BY ROUND PLAYING ORDER

Starting with the player beginning round 1, the playing order is clockwise. Each following round the order in which the players play progresses clockwise as well.

ALLIANCES

An alliance is composed of two players of the same team.

During a game, players of an alliance cannot communicate by any means, so no speaking, no sign language, no telepathy.

All the cards of their faction decks are considered allied cards (cf. p. 20, *Allied cards, enemy cards*). When the cards of players from the same alliance refer to “allied cards”, this designates the entirety of the cards of both players from that alliance.



All the cards of the opposing alliance are considered to be enemy cards. When the cards of players from the same alliance refer to “enemy cards,” this designates the entirety of the cards of both players from the other alliance.

However, players of an alliance only control the cards of their own faction, and can only activate those.

Each player in the alliance uses their own faction tokens on the cards they control. If both players within an alliance control the same faction, one of them must use the tokens of another faction to better be able to identify which cards are controlled by which player.

STRATEGY PHASE

In the heat of battle, the players of the same alliance cannot communicate with each other (however, they do have the right to taunt the players of the enemy alliance). They can still try to coordinate their actions during a new round phase: the Strategy phase.

This phase occurs between the Draw phase and the Placement phase.

It allows players to implement strategies for the current round or to prepare for the following ones, and uses the Strategy cards and the Strategy points, which are represented by the AracKhan Wars tokens.



During this phase and following the playing order of the current round, each player performs the following actions, in the following order:

- 1 With the exception of round 1, they receive a Strategy point from the reserve.
- 2 If they do not already have one, they draw a Strategy card from the Strategy pile.
If they already have one, they can discard it to draw another.
- 3 Finally, they can either play their Strategy card or keep it for a future round.

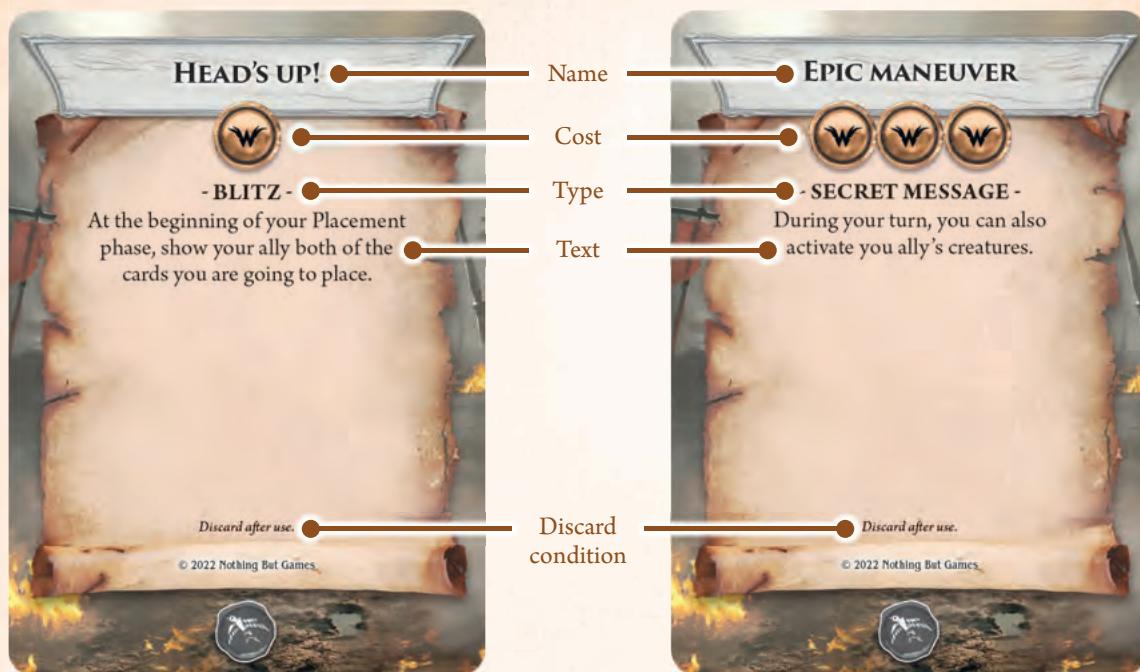
IMPORTANT: a player cannot have more than one Strategy card in hand.

The Strategy cards thus discarded go in a common discard pile. They are placed face up and can be accessed by players at any time.

If the Strategy pile is empty, the players shuffle the Strategy card discard pile and compose a new Strategy pile.



STRATEGY CARDS



In order to be played, Strategy cards have a cost in points, mentioned on each card. The player who plays the Strategy card must spend the required amount of AracKhan Wars tokens in their possession. Tokens spent in this way go back into the Strategy point reserve.



There are two types of Strategy cards:

- Blitz cards can be played by the player during their Strategy phase. The player declares they will play a Strategy card, pays the required price and reveals it to the other players. The card is then placed next to the player and remains there until its use is completed. Finally, it is placed in the Strategy card discard pile at the moment indicated on the card.
- A Secret Message card is discreetly passed on to the ally, who will be able to play it at the moment indicated on the card. If the ally decides to play the card they will have to pay the required amount in Strategy points. The card text determines when and how it is played and when it must be discarded.

NO ROOM LEFT TO PLACE ANY CARDS?

If during the Placement phase of a round (cf. p. 16, *Placement phase*), the player of an alliance cannot place a card either on the battlefield or the astral plane because no spaces are available, then the round ends immediately thus triggering the End of the game sequence (cf. p. 18, *End of the game*).



VICTORY POINT COUNT OF AN ALLIANCE AT THE END OF THE GAME

To win the battle in this game mode, during the End of the game sequence (cf. p.18, *End of the game*), the players of an alliance add all their victory points in order to calculate the alliance's score. The alliance with the highest score wins the game.

IN CASE OF A TIE BETWEEN THE ALLIANCES

- The alliance with the most allied cards that remain on the battlefield wins the game.
- If there is still a tie, the alliance with the fewest allied creatures in their discard pile wins.
- If the tie still persists, the game is finally declared a draw.



Event mode

This game mode adds a layer of unpredictable environmental factors to the chaos of battle.

Capricious weather, logistical disarray, powerful natural events or even a bundle of favorable circumstances. In each round, the battle will be marked by a new event that the players will have to deal with.

SETUP

The setup follows the same sequence as a 1v1 game (cf. p.15, *Setup*), with the following modifications:

- At the end of step 4, the players will gather the pack of twenty-three Event cards included in this box, shuffle them, and display them face down near the battle mat. This constitutes the Event pile.

EVENT CARDS





EVENT PHASE

Each round, during the Event phase, which precedes the Draw phase, the first card of the Event pile is revealed by the player beginning the round.

Its consequences are immediate and last until the card is discarded, during the End of round phase.

IMPORTANT : in case different card types contradict each other, no matter the game mode, Event cards take precedence over all others.



Objective mode

This mode introduces secondary military objectives that players can try to achieve and, in so doing, adds precious points to the final score at the end of the game.

Players will have to choose between facing immediate threats on the battlefield and completing feasible objectives.

SETUP

The setup follows the same sequence as a 1v1 game (cf. p. 15, *Setup*), with the following modifications:

- At the end of step 4, the players will gather the pack of twenty-two Objective cards, shuffle them, and display them face down near the battle mat. This constitutes the Objective pile.
- At the end of step 7, players draw three cards from the Objective pile and display them face up, side by side, next to the battle mat.

OBJECTIVE CARDS





ACHIEVING AN OBJECTIVE

When a player, because of their actions, meets the requirements of an available objective, they can announce that they have completed the objective. They then place the card near them.

A completed objective awards the player victory points as indicated on the Objective card during the End of the game sequence (see below).

A new card is drawn from the objective pile, in order to always have three Objective cards available.

IMPORTANT : a player can only accomplish one objective per round.

VICTORY POINT COUNT AT THE END OF THE GAME

During the End of the game sequence (cf. p.18, *End of the game*), each player adds to their victory points total the points acquired from having completed objectives.







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