**Angels vs Demons Guide**

# Game Overview

The objective of Angels vs Demons (AvD) is to eliminate the opposing player’s champion. The champion for the Angels is the Arch Angel, and for the Demons it is the Arch Demon. The game plays somewhat similarly to chess except it adds a few more elements which are explained below.

### Turns

Every turn you may take one action. An action involves either moving a piece, attacking, or moving and attacking. Every time a unit takes an action that unit will need to ‘recharge’ for a set number of turns- the one exception to this rule is your champion’s spells. Your champion only needs to recharge when it moves or uses the ‘rest’ spell.

### Recharge

The recharge number of a unit indicates how many turns that unit must wait after taking an action in order to be active again. For example, a unit displaying “Recharge: 1/3” means that unit has a total recharge of 3 turns and has 1 turn left until it can act again. The recharge counter of your units decrements at the beginning of your turn.

# Units Overview

**Demons / Angels**

### Imp / Soldier

Health Points: 40

Attack Power: 10

Attack Type: Melee

Armour Type: Medium

Attack Range: 1

Movement: 3

Recharge: 1

### Blood Guard / Angelic Guard

Health Points: 50

Attack Power: 25

Attack Type: Melee

Armour Type: Heavy

Attack Range: 2

Special: Hulking

Movement: 2

Recharge: 3

### Skeleton Archer / Chosen One

Health Points: 30

Attack Power: 20

Attack Type: Projectile

Armour Type: Light

Attack Range: 4

Special: Projectile

Movement: 2

Recharge: 2

### Nightmare / Pegasus

Health Points: 60

Attack Power: 25

Attack Type: Melee

Armour Type: Magic

Attack Range: 1

Special: Flying

Movement: 4

Recharge: 2

### Demon Lord / High Angel

Health Points: 30

Attack Power: 30

Attack Type: Magic

Armour Type: Magic

Attack Range: 3

Special: Splash, Projectile

Movement: 3

Recharge: 4

### Arch Demon / Arch Angel

Health Points: 100

Mana Points: 50

Armour Type: Imbued

Special: Flying, Champion

Movement: 2

Recharge: 1

Spells: See spell overview

# Types Overview

## Armour Types

Heavy: Reduces damage from melee and projectile attacks by 5. Increases damage taken from magic attacks by 5.

Medium: No mitigation.

Light: Increases damage taken from melee attacks by 5.

Magic: Reduces damage from magic attacks by 10.

Imbued: Reduces damage from all attacks by 15 to a minimum of 5.

## Special Types

Flying: Ignores unit collision; can pass over any unit in its path.

Splash: Attacks effect a cross 2 area from the initial point.

Projectile: Can target any unit in attack range (no collision).

Hulking: Damage received above 25 is ignored.

Champion: You lose the game when this unit is defeated.

# Champion Overview (Arch Angel/ Arch Demon)

## Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | **Cost** | **Description** |
| Blood Bolt / Lightning Bolt | 20 MP | Deals 20 damage to target enemy unit. Range 3. |
| Demonic Displacement /  Angelic Transference | 30 MP | Swaps positions with allied unit. Range 5. |
| Shackles / Light Net | 20 MP | Target unit is snared. Adds 3 to rest time. Cannot target enemy Champion. Range 4. |
| Blood Infusion / Light Well | 50 MP | Fully restores HP of target allied unit. Cannot target self. Range 6. |
| Demonic Empowerment /  Blessing | 30 MP | Changes the target unit’s armour type to *imbued* for 3 turns. Range 3. |
| Rest | 0 MP | Fully restores MP. Unable to act for 5 turns. |

# Game Grid

