

# Angels – Michael's War

A card game for 2 to 4 players. Print 'n' Play edition.

*In the beginning, God made Heaven and the Angels. Then, a third of the Angles, led by Lucifer, rebelled and tried to claim God's throne. The ArchAngel Michael defeated Lucifer's rebellion, and cast all those against God out of Heaven. Now Lucifer and his Demons seek to harm mankind on Earth. Michael and those loyal to God have come to stop them again. The Angels are at war, and Earth is their battle ground. Welcome to Michael's War.*

**Angels - Michael's War** is a game for 2 to 4 players. In the game, each player takes the role of a commander of Michael's forces who gather Angels to their side and deploy them defeat the Demons during their battles on Earth. The game ends when the 3<sup>rd</sup> Major Victory card is claimed, or one of the two decks of cards in the game runs out. Each player then counts the number of Victory Points (VPs) they achieved during the game. The player with the most VPs wins the game.

## Credits and Legal Stuff

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## Game Pieces

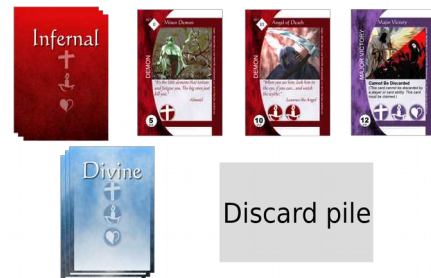
**This Print 'n' Play edition of Angels – Michael's War** contains greyscale copies of the core game of Angels and the rules to play the game. The game comes with 2 decks (Infernal and Divine). The Infernal deck is in red tones and the Divine deck is in blue tones. Cut out the cards along the solid black lines, and place them in card sleeves to play the game.



Most cards have a set number in the upper left-hand corner. You can purchase expansion sets for this game, and either add them into the decks, or substitute them for existing sets. We recommend that for a 2 player game, you play with no more than 4 sets in the deck.




## Set-up

1. Choose a player to start the game. We recommend that the player with the closest birthday to the day the game is being played be the first player.
2. Each card lists which deck they belong to on the back, Divine or Infernal. Separate the cards into their two decks, and shuffle each deck separately.
3. Have each player draw 4 cards from the Divine Deck for their starting hand. If a Favor card is drawn, set it aside, and draw another card. Shuffle all Favor cards drawn back into the Divine deck once done.
4. Turn the first 3 cards from the Infernal deck face-up on the table in a row for all the players to see. This is called the Center Row.
  - If a Favor card is drawn, set it aside, and turn over another Infernal card. Shuffle all Favor cards drawn back into the Infernal deck.
  - Read all cards that enter the Center Row. Some cards require that another card be placed on top of them when they come into the Center Row, or have a special ability that activates when drawn.
5. Designate a part of the table to be the Discard pile for the game.



## Playing the Game

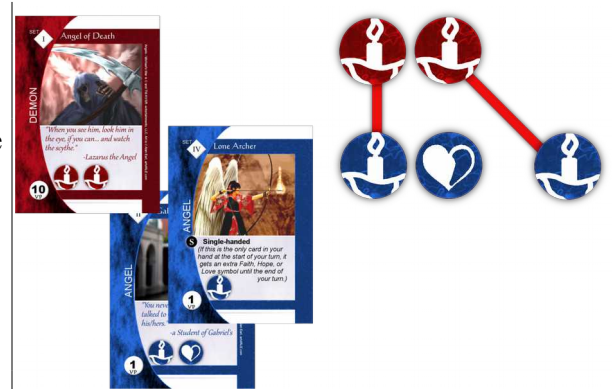
After set-up, the game is played in rounds with each player taking one turn in the round. During your turn, do the following steps.

1. Draw a card from the Divine deck and add it to your hand of cards.
2. In the Center Row, there are Demon cards and Major Victory cards. Each card has a number of Faith , Hope , or Love  symbols listed on them.

On your turn, you may defeat as many Demon cards or claim as many Major Victory cards as you can. This is a completely optional step in your turn.

To defeat or claim a card in the Center Row:

- a. Choose a card to defeat or claim.
- b. Play one or more Divine cards from your hand to try to defeat or claim the Demon or Major Victory.
- c. Compare the Faith, Hope, and Love symbols on the Divine cards played to the Demon or Major Victory card you are going after. If the Divine cards played have (at least) the symbols listed on the Demon or Major Victory card, the Demon is defeated or the Major Victory is claimed.
- d. Place all Divine cards played and any defeated Demon card face-down in your Score pile.
- e. Place any claimed Major Victory card face-up next to your Score pile.



*(Example of Defeating a Demon. This Demon has 2 Hope symbols on it. The player plays 2 Angel cards, one with a Hope and Love symbol and one with a Hope symbol. Since the cards played have 2 Hope symbols on them combined, the Demon is defeated.)*

3. Replace any card(s) taken out of the Center Row with the top card(s) from the Infernal deck.
4. Let the player to your left know it is their turn.

### Notes:

- Some cards have special abilities on them. Be sure to pay attention to them, they often have rules on them that supercede the regular ones or have ways of getting you extra Victory Points.
- Favor cards take effect immediately after they are drawn. They cannot be defeated or claimed. Read them carefully when drawn or placed in the Center Row.

## The Final Victory

The game ends when one of the following things occur at the end of a round (not a player's turn, but the *round*).

- 3 or more Major Victory cards have been claimed by the players at the table.
- There are no more cards in the Divine deck to draw from.
- There are no more cards in the Infernal deck to draw from.

Once the game ends, each player does the following things.

1. Places any cards they have in their hand in the Discard pile.
2. Places any Major Victory cards they have claimed in their Score pile.
3. Totals the number of Victory Points (VPs) on the cards in their Score pile.



*(Example of Victory Points, which are located in the bottom left-hand corner of all the cards.)*

The player with the most Victory Points wins the game. If there is a tie, then tied players shuffle their Score piles, draw 3 cards at random, and compare number of Faith, Hope, and Love symbols of their cards. The player with the most symbols wins. Keep drawing until there is a victor.



SET  
I

Amenlee's Servant

ANGEL

**R\* Redemption**  
(This card gets +1 VP per card with the Redemption ability in your Score pile.)

0\* VP

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SET  
I

Healing Angel

ANGEL

**R\* Redemption**  
(This card gets +1 VP per card with the Redemption ability in your Score pile.)

0\* VP



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SET  
I

Healing Angel

ANGEL

**R\* Redemption**  
(This card gets +1 VP per card with the Redemption ability in your Score pile.)

0\* VP



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Healing Angel

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0\* VP



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SET  
I

Knight of Heaven

ANGEL

"We swore an oath to Michael, to God, and to Heaven. Lucifer will not win."  
-Justiniel

2 VP



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I

Knight of Heaven

ANGEL

"We swore an oath to Michael, to God, and to Heaven. Lucifer will not win."  
-Justiniel

2 VP



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ANGEL

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-Justiniel

2 VP



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SET  
I

Messenger Angel

ANGEL

"Fear not. I bring good tidings... though the Demons are really going to hate this."  
-Layliel

2 VP




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SET I

# Messenger Angel

ANGEL



"Fear not. I bring good tidings... though the Demons are really going to hate this."  
-Layliel


2 VP

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SET I

# Messenger Angel

ANGEL



"Fear not. I bring good tidings... though the Demons are really going to hate this."  
-Layliel


2 VP

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SET II

# Gabriel?

ANGEL



"You never know if you really talked to Gabriel or a student of his/hers."  
-a Student of Gabriel's

1 VP

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SET II

# Ferocious Angel

ANGEL



"In the thick of battle, some Angels lose control to their ferocity, while others channel it."  
-Borendiel

1 VP

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SET II

# Virtuous Servant

ANGEL



**H Human Form**  
(This card can affect Demon cards with the Human Form ability.)

1 VP

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SET II

# Virtuous Servant

ANGEL



**H Human Form**  
(This card can affect Demon cards with the Human Form ability.)

1 VP

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SET II

# Wandering Guardian

ANGEL



**H Human Form**  
(This card can affect Demon cards with the Human Form ability.)

1 VP

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SET II

# Wandering Guardian

ANGEL



**H Human Form**  
(This card can affect Demon cards with the Human Form ability.)

1 VP

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SET II

Wandering Guardian

ANGEL

**H** Human Form  
(This card can affect Demon cards with the Human Form ability.)

1 VP

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SET II

Corporeal Angel

ANGEL

**H\*** Human Form  
(This card can affect Demon cards with the Human Form ability.)

1 VP

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SET II

Corporeal Angel

ANGEL

**H\*** Human Form  
(This card can affect Demon cards with the Human Form ability.)

1 VP

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SET V

Protected Soldier

ANGEL

**H** Human Form  
(This card can affect Demon cards with the Human Form ability.)

0 VP

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SET III

Ferocious Angel

ANGEL

"In the thick of battle, some Angels lose control to their ferocity, while others channel it."  
-Borendiel

1 VP

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Ferocious Angel

ANGEL

"In the thick of battle, some Angels lose control to their ferocity, while others channel it."  
-Borendiel

1 VP

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Ferocious Angel

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-Borendiel

1 VP

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SET III

Angel of the Pyre

ANGEL

**M\*** Michael's Pyre  
(This card begins with -3 VP. This card gets +1 VP for each Demon in your Score pile.)

-3\* VP

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SET III Angel of the Pyre

ANGEL



**M\* Michael's Pyre**  
*(This card begins with -3 VP.  
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 Demon in your Score pile.)*

**-3\***  
VP

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**-3\***  
VP

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**-3\***  
VP

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ANGEL



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 This card gets +1 VP for each  
 Demon in your Score pile.)*


 

**-3\***  
VP



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SET III Gabriel?

ANGEL



*"You never know if you really  
 talked to Gabriel or a student of  
 his/hers."  
 -a Student of Gabriel's*


 

**1**  
VP



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SET III Gabriel?

ANGEL



*"You never know if you really  
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 his/hers."  
 -a Student of Gabriel's*

**1**  
VP

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SET IV Honorable Warrior

ANGEL



**S Single-handed**  
*(If this is the only card in your  
 hand at the start of your turn, it  
 gets an extra Faith, Hope, or  
 Love symbol until the end of  
 your turn.)*



**1**  
VP

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ANGEL



**S Single-handed**  
*(If this is the only card in your  
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 Love symbol until the end of  
 your turn.)*



**1**  
VP

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SET  
IV

## Honorable Warrior

ANGEL

S

**Single-handed**

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1  
VP

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SET  
IV

## Lone Archer

ANGEL

S

**Single-handed**

(If this is the only card in your hand at the start of your turn, it gets an extra Faith, Hope, or Love symbol until the end of your turn.)

1  
VP

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SET  
IV

## Lone Archer

ANGEL

S

**Single-handed**

(If this is the only card in your hand at the start of your turn, it gets an extra Faith, Hope, or Love symbol until the end of your turn.)

1  
VP

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SET  
IV

## Lone Archer

ANGEL

S

**Single-handed**

(If this is the only card in your hand at the start of your turn, it gets an extra Faith, Hope, or Love symbol until the end of your turn.)

1  
VP

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SET  
IV

## Intercessor

ANGEL

S

**Single-handed**

(If this is the only card in your hand at the start of your turn, it gets an extra Faith, Hope, or Love symbol until the end of your turn.)

1  
VP

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SET  
IV

## Intercessor

ANGEL

S

**Single-handed**

(If this is the only card in your hand at the start of your turn, it gets an extra Faith, Hope, or Love symbol until the end of your turn.)

1  
VP

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SET  
IV

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ANGEL

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**Single-handed**

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1  
VP

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1  
VP

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SET I Minor Demon


DEMON

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*"It's the little demons that torture and fatigue you. The big ones just kill you."*

-Almaiel

5 VP



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5 VP



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SET I Angel of Death

DEMON



*"When you see him, look him in the eye, if you can... and watch the scythe."*

-Lazarus the Angel

10 VP

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SET IV Angel of Death

DEMON

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"When you see him, look him in the eye, if you can... and watch the scythe."

-Lazarus the Angel

10 VP



SET III Succubus Mistress

DEMON

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"She is deadly. She is powerful. She is one of the worst things to come out of Hell."

-Talosiel


15 VP



SET III Succubus Mistress

DEMON

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"She is deadly. She is powerful. She is one of the worst things to come out of Hell."

-Talosiel


15 VP



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DEMON


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"She is deadly. She is powerful. She is one of the worst things to come out of Hell."

-Talosiel

15 VP



SET II Worldly Demon

DEMON

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**H Human Form**  
(This card can only be defeated by Angel cards with the Human Form ability and the matching symbol(s) below.)

8 VP



SET II Worldly Demon

DEMON

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**H Human Form**  
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8 VP



SET II Worldly Demon

DEMON

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**H Human Form**  
(This card can only be defeated by Angel cards with the Human Form ability and the matching symbol(s) below.)

8 VP





MAJOR VICTORY

Major Victory



**Cannot Be Discarded**  
*(This card cannot be discarded by a player or card ability. This card must be claimed.)*

12 VP



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MAJOR VICTORY

Major Victory



**Cannot Be Discarded**  
*(This card cannot be discarded by a player or card ability. This card must be claimed.)*

12 VP



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MAJOR VICTORY

Major Victory



**Cannot Be Discarded**  
*(This card cannot be discarded by a player or card ability. This card must be claimed.)*


12 VP



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Major Victory



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Major Victory



**Cannot Be Discarded**  
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12 VP



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FAVOR

Bayne's Favor



**Bayne's Favor**  
 This card can be defeated like a Demon card. No Demons can be defeated in the Center Row until this card is defeated.

0 VP



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