

Greetings, Traveler!

You have just taken the first step toward an entertaining evening.
Now there's only one thing left to do: Look around, set your sights on
a target, and

Challenge someone to a game of Rakh!

You might be wondering: "What exactly is Rakh?"
In Rakh two rival factions clash in a cursed land and a battle erupts
between them.

Lead your faction into battle, observe your opponent closely, and
devise new strategies to emerge victorious!

But beware the wrath of the land...

Basics

Both players choose either the ORDER OF THE SUN or the ORDER OF THE MOON as their faction.

UNITS OF THE SUN are depicted with a light color and a dark symbol, while UNITS OF THE MOON are depicted with a dark color and a light symbol.

All UNITS can act in the hexagonal spaces on the board.

A space can only be occupied by a single UNIT at the same time.

Each hexagonal space on the board counts as a distance of 1 for a UNIT's SPEED and RANGE, unless a CURSED LAND was placed on it.

Players alternate turns, beginning with the ORDER OF THE SUN.



Example: ORDER OF
THE SUN



Example: ORDER OF
THE MOON

Setup

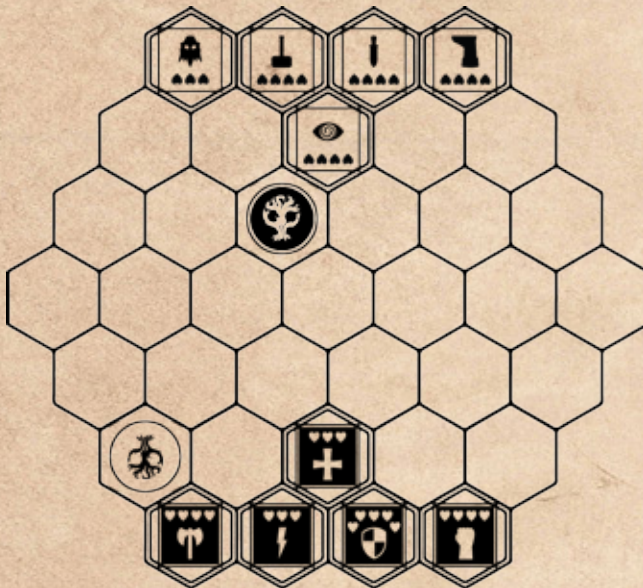
The game board is placed between both players, with the double-lined starting spaces oriented towards each players.

The UNITS and CURSED LAND tokens are placed next to the board.

Beginning with the ORDER OF THE SUN, both players take turns placing 5 of their 10 UNITS on the starting spaces on their side of the board, in any arrangement.

UNITS start a match with their maximum HEALTH value. This means that the face of the UNIT showing the highest amount of hearts should be facing up.

Once each player has placed their 5 chosen UNITS on the game board, each player, again beginning with the ORDER OF THE SUN, places one CURSED LAND token of their own color on an unoccupied space of their choice.



Example: Board setup

UNITS

The centerpieces of Rakh are its UNITS. They differ in their innate ABILITIES and ATTRIBUTES (HEALTH, SPEED, POWER and RANGE).

ABILITIES

All UNITS have ABILITIES, which are explained inside their description boxes.

If a UNIT's ABILITY contradicts a rule in the guide, the description of the ABILITY always takes precedence.

ATTRIBUTES

HEALTH (♥) determines how many attacks or damaging ABILITIES a UNIT can withstand before being removed from the board.

The HEALTH of a UNIT is tracked using the hearts shown on the respective token.

If a UNIT's HEALTH drops to 0, it is removed from the board and a CURSED LAND token is placed on the now unoccupied space.

SPEED (➡) determines the exact number of spaces a UNIT has to move when using the MOVEMENT ACTION.

Example: SPEED

The MERCENARY OF THE MOON in the image has a SPEED value of 1. This means they can move onto any space exactly 1 space away, that is neither occupied by a UNIT nor a CURSED LAND.

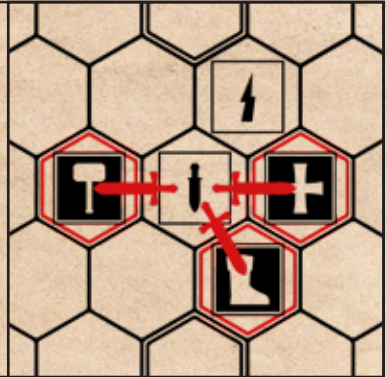


POWER (✕) determines how much HEALTH an opposing UNIT loses when getting attacked by an allied UNIT.

RANGE (⊙) determines the exact number of spaces an allied UNIT has to be apart from the opposing UNIT in order to use the ATTACK ACTION.

Example: 1 RANGE

The ROGUE OF THE SUN in this example has a RANGE of 1, meaning they can only attack opposing UNITS exactly 1 space away from them.



Example: 2 RANGE

The NECROMANCER OF THE MOON in this example has a RANGE of 2, meaning they can only attack UNITS exactly 2 spaces away from them.

The PRIEST OF THE SUN is too close to be attacked.

The ROGUE OF THE SUN is too far away. Since CURSED LANDS can't be attacked across, the total distance from NECROMANCER to ROGUE is 3 spaces.



ACTIONS

The current player has a total of 2 ACTIONS available, both of which must be expended in their turn. These ACTIONS can be split between different allied UNITS.

An ACTION can be expended to either move an allied UNIT or to attack an opposing UNIT.

Each UNIT can expend a maximum of one MOVEMENT ACTION and one ATTACK ACTION per turn.

Once both ACTIONS have been expended, the current player's turn ends and the opposing player starts their turn.

If a player is unable to expend both ACTIONS in their turn, their turn ends automatically.

MOVEMENT ACTION

The current player can expend one ACTION to move one of their UNITS a number of unoccupied spaces equal to the UNIT's SPEED value.

ATTACK ACTION

The current player can expend an ACTION to attack an opposing UNIT with one of their own UNITS. The attacking UNIT's exact distance to the attacked UNIT must be equal to the attacking UNIT's RANGE value.

If more than one opposing UNIT is in RANGE of the attacking UNIT, the current player chooses the target for the attack.

The attacked UNIT loses HEALTH equal to the POWER value of the attacking UNIT.

CURSED LAND

During the board setup and each time after a UNIT is removed from the board, a CURSED LAND token of the removed UNIT's player color is placed on the now unoccupied space.

A space with a CURSED LAND on it does not count as a space anymore. This means CURSED LAND can't be entered or occupied by any UNIT.

Additionally players may not ATTACK across a CURSED LAND, and must instead count the number of spaces around it to determine RANGE.

If one or more spaces are separated from the majority of the board by CURSED LANDS, those isolated spaces are also considered CURSED LAND. Any UNITS occupying these isolated spaces are removed from the board and replaced by CURSED LAND of their respective color.



CURSED LAND OF
THE MOON



CURSED LAND OF
THE SUN

End of a match

The first player to have 4 CURSED LANDS of their own color on the board loses the game.

Each player can choose to concede a match at any time.

The case of a draw

If a UNIT OF THE SUN and a UNIT OF THE MOON are removed from the board at the same time resulting in 4 or more CURSED LANDS on each side, the match ends and is considered a draw.



Enchanter

4 ♥ | 1 ✕ | 2 🎯 | 1 ➡

Mesmerize: The ENCHANTER reduces the SPEED value of adjacent opposing UNITS by 1.

After attacking, the attacked UNIT is moved onto an unoccupied space of the ENCHANTER'S choice, that is 1 space closer to the ENCHANTER.



Giant

4 ♥ | 1 ✕ | 1 🎯 | 1 ➡

Throw: The Giant can use a MOVEMENT ACTION to move an allied UNIT in RANGE to any other unoccupied space in the Giant's RANGE.



Guardian

5 ♥ | 1 ✕ | 1 🎯 | 1 ➡

Intercept: If an allied UNIT in the GUARDIAN'S RANGE is attacked, the GUARDIAN swaps spaces with it before the attack resolves. The GUARDIAN is the new target of the attack.

After the swap, the opposing attack and the related ABILITY have been resolved, the Guardian automatically attacks the attacking UNIT, if it is in RANGE.



Mercenary

4 ♥ | 1 ✕ | 1 ◎ | 1 ➡

Cleave: After attacking, the MERCENARY attacks another opposing UNIT in RANGE that is adjacent to the originally attacked UNIT.

After the second attack, the MERCENARY attacks another opposing UNIT in RANGE that is adjacent to the second attacked UNIT and hasn't already been attacked by the MERCENARY this turn.



Necromancer

3 ♥ | 1 ✕ | 2 ◎ | 1 ➡

Raise: If an allied UNIT is removed from the board while in the NECROMANCER's RANGE, an allied SKELETON (1 ♥ | 1 ✕ | 1 ◎ | 1 ➡) is placed on the now unoccupied space instead of a CURSED LAND.

Only 1 allied SKELETON can be on the board at any time.

Only after the NECROMANCER used a MOVEMENT ACTION, the SKELETON can and must move, if able, as part of the same ACTION.

Only after the NECROMANCER used an ATTACK ACTION, the SKELETON can and must attack, if able, as part of the same ACTION.

When the SKELETON is removed from the board, a CURSED LAND token of the SKELETON's player color is placed on the now unoccupied space.



Paladin

4 ♥ | 1 ✕ | 1 ◎ | 1 ➡

Push: After attacking, the PALADIN moves the attacked UNIT 3 spaces in the direction of the attack. A UNIT occupying a space in that direction will stop any further movement.

If the attacked UNIT moves at least 1 space and is stopped by an opposing UNIT, that UNIT loses 1 HEALTH.



Priest

2 ♥ | 1 ✕ | 2 ◎ | 1 ➡

Heal: The PRIEST can use an ATTACK ACTION to restore 1 lost HEALTH to another allied UNIT in RANGE.



Rogue

4 ♥ | 1 ✕ | 1 ◎ | 1 ➡

Backstab: An opposing UNIT loses 1 HEALTH, if they move out of the ROGUE's RANGE. The HEALTH loss occurs while the UNIT is still in the ROGUE's RANGE.



Scout

4 ♥ | 1 ✕ | 1 ◎ | 2 ➡

Sprint: When moving, the SCOUT can enter spaces occupied by other UNITS. However, the SCOUT cannot end their movement on an occupied space.



Shaman

3 ♥ | 1 ✂ | 1 🎯 | 1 ➡

Lightning: Once per turn after attacking, the SHAMAN attacks another opposing UNIT occupying a space in a RANGE of 2 from the originally attacked UNIT.

Contributors

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And a huge thanks to everyone who accompanied the development of Rakh, tested the game in its early versions, and made this possible.

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