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Game: **OMEN: A REIGN OF WAR**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# OMEN:

## A REIGN OF WAR

### TURN SEQUENCE

On your turn complete these steps in order:

#### 1. Wealth

**You have 3 actions. With each action you can draw 1 Unit card or gain 1 coin.**

**Wealth Action Bonus** If you use all 3 actions to draw cards, you may draw 1 additional card.

If you use all 3 actions to gain coins, you may gain 1 additional coin.

**First turn: the first player receives only 2 actions.**

#### 2. Surge

Choose a city, place a **Unit card** from your hand on your side of the chosen **city**, and spend coins equal to the unit's cost.

You may play as many Unit cards as you wish, in any city. You may never have more than 5 units on your side of a city (the **city limit**). *Oracles*, *Spirits*, *Heroes* and *Soldiers* count as 1 unit each, while *Beasts* count as 2 units.

Follow the ability text of *Soldier* Unit cards. These are mandatory unless 'may' is in the text, and happen *any* time a soldier enters a city (even moving from one city to another).

You may use the abilities of **Beast cards** in your hand by discarding them and spending coins equal to their cost.

**Once per Surge step**, you may place 1 **Reward card** from your hand faceup in your play area, resolve its ability, and then flip it facedown.

A player can never force another player to discard a Reward card.

#### 3. Portent

Resolve the ability of each of your **Oracles** in turn. Each may only be used once per Portent step.

#### 4. Feat

Check to see if you have achieved any of your faceup **Feats**. If so, announce that you have achieved the Feat and turn the card facedown.

There is no limit to the number of Feats you may achieve in a turn.

#### 5. War

Resolve any **war-torn cities** (the opposing player has at least 3 units there *and/or* there are a total of 5 or more units there including both sides). A city can be war-torn even if the opposing player has no units there.

Each player adds the **Strength** values of all their units in the war-torn city. The player with the highest total wins and adds the top Reward card in the city to their hand. They then discard all but 1 of their units in the city. The losing player discards all but 2 of their units in the city.

On a tie, the player with the most *Soldiers* in the city wins. On a further tie neither player wins and each player discards all but 2 of their units.

**Beasts count as 2 units.**

You may still play cards into a city with no Reward cards in it, but it can never be war-torn again.

Repeat these steps until no war-torn cities remain.

#### 6. Offering

You may discard a unit from your hand, and then draw a number of Unit cards or gain a number of coins (in any combination you wish) equal to the discarded unit's **Offering** value.

Discard Unit cards and/or place Reward cards facedown until you have a maximum of 7 cards in hand (including Reward cards). Return coins until you have a maximum of 10 coins.

## ENRAGED

Only non-*Beast* units may be **enraged**. When a unit becomes *enraged*, it is flipped facedown; it becomes a *Beast* with a Strength of 4 and loses all other abilities. It counts as a *Beast* for determining war-torn and city limit. A unit cannot become *enraged* if it would cause you to exceed your city limit.

At the end of your Offering step, turn any of your facedown *enraged* units faceup.

## ENDING THE GAME

The game ends at the end of the active player's turn if one of these conditions is met:

1. The opposing player has 5 facedown Feat cards.
2. 2 or more cities have no Reward cards.

**Players then earn points as follows:**

- 2 points for each Reward card in your hand.
- 1 point for each facedown Reward card in your area.
- 2 points for each facedown Feat card in your area.

**Options and Expansions:**

- 1 point for each Hero card in your hand.
- 1 point for each Relic card in your area.
- 3 points for each Challenge card in your area.

The player with the most points wins. On a tie, the player with the most facedown Feat cards wins.

## OPTIONAL UNITS

### Spirits

A spirit has 2 abilities: when played into a city choose one to use. When you play the Spirit's **Invoke cost**, discard it and use *both* abilities. Spirits can never be *enraged*.

### Heroes

Each hero's ability notes when it can be used. They can be played to a city like a unit, but have a cost of 0. They may be discarded during the Offering step.

## GAME SETUP

Remove the **Spirit** and **Hero** cards from the deck, shuffle the remaining **Unit** cards and place them in a facedown deck with the **coins** beside them.

Each player takes 1 of each of the 6 **Feat** cards and places them faceup in their play area. Place the 3 **City** cards in the middle of the table. Shuffle the **Reward** cards and place 4 facedown on each City card.

Each player draws 4 Unit cards and takes 4 coins and a reference card. The oldest player takes the first turn.

If there are ever no cards left in the deck, shuffle the discards to form a new deck.

### Emissary of War Setup

Each player selects 1 Unit card from their hand and places it facedown as their **Emissary**. Both are revealed: the player with the greatest combined Cost, Offering and Strength is the first player of the game. On a tie, the emissary with the highest Strength wins; on a further tie, the oldest player.

The first player discards their emissary; their opponent returns their emissary to their hand.

## DRAFTING

In both variants all 66 Unit cards are shuffled together and used. Each player has their own deck and discard pile. Unselected cards are returned to the box. During the game, any ability that references 'the deck' or 'the discard pile' refers to the player's own deck or discard pile.

**Draft Variant 1:** Each player draws 3 cards, chooses 2, places them facedown and passes the remaining card to the other player. This continues until each player has 30 facedown cards. Shuffle your cards to form your deck.

**Draft Variant 2:** 20 random cards are placed faceup in the middle of the play area. Alternating turns, each player selects 1 card until all have been selected. This is repeated 2 additional times, with each player selecting 30 cards. Shuffle your cards to form your deck.

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### EXPANSIONS

#### Zeus' Challenge

The 6 **Challenge cards** begin the game faceup to the side of the play area.

After each player's Feat step is a Challenge step. If you have met the requirement of any faceup challenge, you may move it to your Feat area, facedown. You may only complete 1 challenge per turn.

The game ends at the end of a player's turn if there are 2 Challenge cards remaining to the side of the play area. For a longer game, the game ends at the end of a player's turn if there are when 2 of these conditions have been met:

- 2 or more cities have no Reward cards remaining.
- The opposing player has 5 or more facedown Feats.
- There are 2 Challenge cards remaining to the side of the play area.

#### Tyche's Whims

Shuffle the **Whim cards** into a facedown deck and place it to the side of the play area.

After choosing the game's starting player, the other player may draw up to 3 of these cards, then chooses up to 1 of them to pass to the starting player, who adds it to their hand. The other player adds the remaining drawn cards to their hand.

Whim cards may be used (and then discarded to the side of the play area) when indicated on the card. They count towards a player's maximum hand size during their Offering step.

Like Reward cards, a player can never force another player to discard a Whim card.

At the end of the game each player reveals their hand and gains or loses points based on the Whim card(s) in their hand.

#### Relics of Olympus

The 6 **Relic cards** begin the game faceup to the side of the play area.

During your Feat step, if you achieve 1 or more feats during your turn, you may obtain a relic instead of flipping over 1 or more Feat cards.

Instead, rotate the Feat card 90°, then select a relic from the side of the play area and place it faceup on your city of any city.

Rotated feats still count towards your achieved feats for triggering end game conditions, but a rotated feat cannot be achieved again by any player and is worth only 1 point at the end of the game.

There can never be more than 1 relic per city.

If you would place a relic in a city that already has one, move the original relic to the side of the play area.