

OMEN: REIGN OF WAR SECOND EDITION RULEBOOK

SETUP

Shuffle the 174 Unit Cards and place them face-down beside the play area

Place 40 coins beside the Unit Cards

Shuffle the 12 Reward Cards and deal them in 3 even face-down stacks in the middle of the play area to form the 3 Cities

Each player takes:

1 each of the 6 Feat Cards, placing them face-up in their play area

4 Unit Cards

4 Coins

The oldest player is First Player. Throughout these rules the player taking their turn is the Active Player, and their opponent is the Opposing Player.

OPTIONAL RULE: Omen comes with 50 unique units. If you want to ease into the game, only use the 24 types of Unit Cards with a single circle printed on the bottom left corner of the card.

THE CARDS

There are 3 main types of cards in Omen: **Reward Cards**, **Feat Cards**, and **Unit Cards**.

REWARD CARDS

(Score 2 points in hand, or 1 point if played)

These 6 types of cards begin the game face down in three separate Cities and are added to your hand when you win battles during the War Step.

Reward Cards in your hand at the end of the game score 2 points. Alternatively, you can play them once for a special effect by putting them face down in your play area. Face-down Reward Cards score only 1 point at the end of the game.

NOTE: Some Reward Cards have 2 small circles in the right-hand corner. These are only used in Grand Melee games and should remain in the box during 2-player matches.

FEAT CARDS

(Score 2 points)

Each player begins with the same 6 Feat Cards and turns them face down when the conditions on the cards are fulfilled. Each face-down Feat Card is worth 2 points at the end of the game.

UNIT CARDS

Soldiers, **Beasts**, and **Oracles** are purchased and played during the Surge Step to win Reward Cards and complete Feat Cards. They are discarded during the Offering Step to gain coins and cards. They do not score points by themselves.

UNIT VALUES

Each Unit Card has 3 values:

Cost (yellow) = Coins that must be spent to play the card.

Offering Value (blue) = Coins/cards gained by discarding the card during the Offering Step.

Strength (red) = Strength contributed when War-Torn Cities are resolved during the War Step.

UNIT ABILITIES

Units also have **Ability** text that activates differently depending on the type of card:

Soldiers are played on your side of a City, instantly activating their Ability. (This is mandatory unless the Ability text says “may.”)

Beasts may be played on your side of a City to contribute their Strength (ignoring their Ability), or they may be discarded to activate their Ability.

Oracles are played on your side of a City, and their Abilities are triggered during the Portent Step in any order you choose.

IMPORTANT: Soldier Abilities are activated any time they move into a City. This includes when they are played into a City, and when another Ability moves them to a different City.

PLAYING OMEN

Players alternate taking turns until 2 City stacks are depleted, or 1 player achieves 5 of their 6 feats. Turns are divided into 6 separate Steps:

STEP 1: WEALTH

The Active Player receives 3 Wealth Actions. They may spend 1 Wealth Action to gain 1 coin or 1 Unit Card, in any combination. If a player uses all 3 Wealth Actions to obtain cards, they may draw 1 additional card. If they use all 3 Wealth Actions to obtain coins, they may obtain 1 additional coin.

NOTE: During the first turn, the Active Player receives only 2 Wealth Actions, but still receives the bonus resource if they select all cards or all coins.

OPTIONAL RULE: If the Active Player has no cards in their hand, **or** no coins, they gain 1 additional Wealth Action. If the Active Player has no cards in their hand **and** no coins, they gain 2 additional Wealth Actions.

STEP 2: SURGE

The Active Player spends coins to play Unit Cards from their hand. They may also use a Reward Card earned in a previous turn by placing it face-down in their play area and activating its special effect.

PLAY UNIT CARDS INTO CITIES

Choose a City, spend the number of coins equal to the Cost (yellow) on the Unit Card, and place the Unit Card on your side of the chosen City. If the Unit Card is a Soldier, use its Ability immediately (this is mandatory unless the text says “may,” even if the soldier is moved from one city to another). If it is a Beast, ignore its Ability. If it is an Oracle, wait until the Portent Step to use its Ability.

The Active Player may play as many Unit Cards as they wish to (and can afford) but there cannot be more than 5 units on their side of the City. This is called the **City Limit**.

IMPORTANT: Each Soldier and Oracle counts as 1 unit toward the City Limit, but each Beast counts as 2 units. Beasts also count as 2 units for all other game purposes.

DISCARD BEASTS

To trigger the Ability on a Beast Unit Card, pay its Cost (yellow) in coins, resolve the Ability, and discard it.

USE REWARDS

Once per Surge Step, the Active Player may use 1 Reward Card earned on a previous turn by activating its Ability and placing the card face-down in their play area. Face-down Reward Cards score 1 point at the end of the game, while Reward Cards players haven't used score 2 points.

STEP 3: PORTENT

Activate the Abilities on all Oracle cards on your side of each City, in any order you choose.

STEP 4: FEAT

Check Feat Cards to see if you have fulfilled their conditions, turning them face-down if you have. Each face-down card scores 2 points at the end of the game.

STEP 5: WAR

Resolve War-Torn Cities. A City is War-Torn if the Opposing Player has at least 3 units on their side of the City, or if there are 5 or more units total on both sides of a City. (Don't forget that Beasts count as 2 units.)

If a City is War-Torn, players add together the Strength (red) of all Unit Cards on their side of the City. The player with the higher combined Strength takes the top Reward Card in that City stack, adds it to their hand, and discards all but 1 of their units from that City. The losing player discards all but 2 of their units from that City. (Again, don't forget that Beasts count as 2 units, so winning players may never leave a Beast in a City.)

The player with the most Soldiers wins ties. If there is still a tie both players discard down to 2 units and nobody wins a Reward Card.

If no Reward Cards remain in a City players may still place units there, but it is never considered War-Torn.

STEP 6: OFFERING

The Active Player may discard 1 (and only 1) Unit Card and draw any combination of Unit Cards and coins equal to the Offering Value (blue).

ENDING THE GAME

The game ends if 2 Cities are depleted of Reward Cards, or at the end of the Active Player's turn if the Opposing Player has 5 face-down Feat Cards.

SCORING

Scoring is as follows:

- 2 points for each face-down Feat Card in your play area
- 2 points for each Reward Card in your hand
- 1 point for each face-down Reward Card in your play area

If there is a tie, the player with the most face-down Feat Cards wins.

ADDITIONAL RULES

ENRAGED

Enraged is a status effect triggered by many Unit Abilities. Only Soldiers and Oracles may be Enraged.

When this happens, flip the unit face down. It becomes a Beast with a Strength (red) of 4 and loses all other abilities. All of the Active Player's Enraged units are flipped face up at the end of the Offering Step. Units may not be Enraged if doing so would cause them to exceed the City Limit of 5 units (Beasts count as 2).

DRAWING

Any cards revealed from the deck that are not added to a player's hand or to a City are discarded.

If a player needs to draw a Unit Card and there are none left in the deck, the player shuffles their discard pile to form a new deck.

REVEALING HANDS AND DISCARDING

If an Ability requires a player to reveal their hand or discard a card, they do not have to reveal or discard Reward Cards. These abilities apply only to Unit Cards.

TRICKY RULES TO REMEMBER

The Start Player gets only 2 Wealth Actions during their first turn, but still gets the bonus if they spend all those actions on one resource.

Beasts always count as 2 units.

No player may play more than 5 units on their side of any City.

Revealed cards are discarded unless card text says otherwise.

Placing revealed cards in your hand or returning a card from the discard pile to your hand does not count as drawing.

The discard pile is public and anyone can look at it at any time.

If there are no Unit Cards left, shuffle the discard pile to create a new deck.

A player can never force another player to reveal or discard a Reward Card.

The Active Player can play units into multiple Cities during their turn.

If a City has no Reward Cards remaining units can still be played there, but the City is never War-Torn.

The Active Player may only play 1 Reward Card per turn.

A City can be War-Torn even if the Opposing Player has no units on their side of the City.

TURN SEQUENCE SUMMARY

- Wealth** (spend 3 Wealth Actions on any combination of Unit Cards or coins. Receive 1 bonus card if you spend all these actions on cards, and 1 bonus coin if you spend all these actions on coins)
- Surge** (play Units into Cities by paying their Cost (yellow) and/or use 1 Reward Card)
- Portent** (activate Oracle Abilities in any order)
- Feat** (flip completed Feat Cards face down)
- War** (resolve War-Torn Cities using Strength (red) and collect Reward Cards)
- Offering** (discard 1 card for any combination of cards/coins equal to its Offering Value (blue))

VARIANTS & ALTERNATE RULES

EMISSARY OF WAR START PLAYER VARIANT

Set up the game normally. Each player selects 1 Unit Card from their hand and places it face down. This is the Emissary. Once each player has played an Emissary, all Emissaries are revealed.

Add your Emissary's Cost (yellow), Offering (blue), and Strength (red) values. The player controlling the Emissary with the highest total becomes First Player. If there is a tie the player controlling the Emissary with the highest Strength (red) becomes First Player. If there is still a tie the oldest player becomes First Player.

The First Player then discards their Emissary, while their opponent returns their Emissary to their hand.

TEST OF SKILL DUPLICATE DECK VARIANT

Set up the Reward Cards and Feat Cards normally. Each player receives a deck of 50 cards that includes 1 copy of each unit in the game. This deck is shuffled, and the game is played normally except each player has their own deck and discard pile.

CARD DRAFTING VARIANT

Set up the Reward Cards and Feat Cards normally. Each player takes 10 coins. Divide the Unit Cards into 50 face-up stacks, with each stack containing all copies of 1 Unit Card.

The youngest player places 1 coin into the middle of the play area and takes 1 stack of cards. The other player does the same, and this continues until each player has taken ten stacks of cards.

IMPORTANT: Players may not draft more than 6 Soldier stacks, more than 4 Beast stacks, or more than 4 Oracle stacks. Undrafted cards are returned to the box.

Each player shuffles his drafted cards, and the game is played normally except each player has their own deck and discard pile.

DECK BUILDING VARIANT

If each player has access to their own set of Unit Cards, they may build their own deck using the limitations and rules established in the Card Drafting Variant.

4-PLAYER GRAND MELEE VARIANT

Set up two separate play areas as normal. Shuffle the 4 Match/Victory cards and give 1 to each player, who keeps the number on their card hidden.

Each game is played according to the rules in the Card Drafting Variant. After the draft, players reveal their Match Card Numbers, set the cards aside, and players with matching numbers become opponents.

The winner of each game takes a Victory Card and they play each other while the losers play each other. The player with 2 Victory Cards after this game wins the Grand Melee.

The two players with 1 Victory Card may play each other for second place.

SIMPLIFIED CARD DRAFTING VARIANT

Set up the Reward Cards and Feat Cards normally. Shuffle the Unit Cards and deal 10 to each player.

Each player chooses 1 card, places it face down in front of them, and passes the remaining cards to the player on their left. Players continue this until all cards are face down, and repeat this process until they have drafted 30 cards.

Each player shuffles their drafted cards, and the game is played normally except each player has their own deck and discard pile.

This variant can be used with both 2 and 4 players.