

OMEN | REFERENCE MATERIAL

PRINT AND PLAY FILE

Using this pdf, you can create a print and play copy of the reference material for the Omen games.

The pages are formatted to be printed double sided on either A4 or Letter. Use the card faces as your trim guide for full bleed cards.

Begin double sided printing on page 2 of this document. You will need 1 sheet of card stock.

The rules for the Omen games can be found at smallboxgames.com/omen.

Thank you for playing my games! - John

THE OMEN GAMES

Illustrations

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Design

John Clowdus

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omen.game

UNIT TRAITS REFERENCE

BOLSTER: During your *Surge Step*, when a Unit with **BOLSTER** enters your side of a City (from anywhere), follow its **BOLSTER** Ability text.

JILT: During your *Surge Step*, you may reveal a Unit with **JILT** from your hand, pay that Unit's Cost, and follow its **JILT** Ability text, and discard that Unit.

GLEAN: During your *Portent Step*, for each Unit on your side of a City with **GLEAN**, follow that Unit's **GLEAN** Ability text.

MYRIAD: Units with **MYRIAD** count as 2 Units towards your City Limit, for the purposes of **TRIUMPH** requirements, and when determining if a City is Sacked.

TRIUMPH: Units on your side of a City with **TRIUMPH** provide a requirement during a specific Step of your turn. When a Unit's **TRIUMPH** requirements are met, move that Unit (facedown) to your **Rewards**.

COVETED: At the end of the game, you gain 1 Point for each Unit with **COVETED** in your hand.

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THINGS TO REMEMBER IN ALL STEPS BELOW

- If the deck is ever empty, shuffle the discard pile together to form a new deck.
- Units in a player's hand can be **discarded**. Units on either side of a City can be **destroyed**.
- Unless a Trait ability text includes "may," the effect is mandatory.
- Each Step, make sure to check for Units with **TRIUMPH** on your side of the Cities.
- During your turn, if you discard a Unit with **WRATH**, the opposing player discards 1 Unit.*

1. WEALTH STEP

Gain 3 Wealth Actions. Spend each Wealth Action to draw 1 Unit **or** to gain 1 Coin. Draw 1 bonus Unit if all of your Wealth Actions are spent drawing Units. Gain 1 bonus Coin if all of your Wealth Actions are spent gaining Coins.

*You gain 1 additional Wealth Action if you have any Unit(s) with **SPOILS** on your side of a City.*

2. SURGE STEP

Use your Coins to play Units from your hand to your side of the Cities.

*When a Unit with **BOLSTER** enters your side of a City, follow its **BOLSTER** text.*

City Limit-You can **never** have more than 5 Units on your side of a City.

*Units with **MYRIAD** count as 2 Units.*

You may reveal and use 1 **Krater** in your hand. Follow that Krater's Ability text and move it to your **Rewards** as a **Broken Krater**.

You may also discard Units with **JILT**, **RECRUIT**, **PILFER**, or **FATE**, following the rules for using those **Traits**.

3. PORTENT STEP

One at a time, and in any order, use the **GLEAN** Ability text of each Unit with **GLEAN** on your side of the Cities.

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SPOILS: During your **Wealth Step**, if you have at least 1 Unit on your side of the Cities with **SPOILS**, you gain 1 additional Wealth Action.

FATE: During your **Surge Step**, you may discard a Unit with **FATE**. If you do, draw 1 Unit or move 1 Unit from the discard pile to your hand.

RECRUIT: During your **Surge Step**, you may discard a Unit with **RECRUIT**. If you do, draw 2 Units and place 1 Unit from your hand on top of the deck.

PILFER: During your **Surge Step**, you may discard a Unit with **PILFER**. If you do, take 1 Coin from the other player.

VETERAN: During either player's **War Step**, if a Unit with **VETERAN** on your side of a City would be destroyed, move that Unit to your hand instead.

CURSE: During your **Offering Step**, if you discard a Unit with **CURSE**, destroy 1 opposing Unit.

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4. WAR STEP

Resolve any **Sacked** Cities. A City is **Sacked** if the opposing player has 3 (or more) Units on their side of that City **and/or** there are a total of 5 (or more) Units in that City. *Units with **MYRIAD** count as 2 Units.*

The player with the most combined **Strength** on their side of a Sacked City takes the top **Krater** of that City and adds it to their hand, and destroys all but 1 of their Units in that City. The other player destroys all but 2 of their Units in that City. The player with the most units with **BOLSTER** in that City wins ties.

If there are no Kraters remaining in that City, the City is **Razed**, and all Units, on either side of that City, are destroyed, and Units can no longer be played to that City. *Units on your side of a City with **VETERAN** that are destroyed during the War Step are moved to your hand instead of being destroyed!*

5. OFFERING STEP

You may discard 1 Unit to draw cards or gain coins (*in any combination*), equal to the discarded Unit's **Offering** Value. *If you discard a Unit with **CURSE**, destroy 1 opposing Unit.*

END OF YOUR TURN & ENDING THE GAME

Discard Units until you have no more than 6 cards in your hand. Return Coins to the side until you have no more than 7 Coins.

The game ends at the end of your turn if all Cities have been Razed (*or if 2 Cities have been Razed if 2 or more Omen games have been combined*).

Then, you score **Points** as follows:

- 2 Points for each **Krater** in your hand.
- 2 Points for each facedown Unit in your Rewards.
- 1 Point for each **Broken Krater** in your Rewards.
- 1 Point for each Unit with **COVETED** in your hand.

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