



# PLAYTEST RULEBOOK

26th September 2024 vo.2

Written by Peter Holland

Edited by

Artwork by

Playtested by



Fear silence, for it is in silence where memories die.  
Fear the sea, for it has drowned an empire and left only  
broken coasts. Fear the past, for it survives only as  
fragments, carried by the tongues of deceitful peoples,  
none of them whole and none of them true.

Once there was an empire that claimed this dominion  
from horizon to horizon. Its banners shone like fire  
against the sky, its gods walked among them, and its  
Emperor commanded storms. All of it is gone. The seas  
rose, the mountains bled, the forests devoured and the  
world was broken. What remained scattered, and in  
that scattering, came change.

The peoples were remade by ruin. In the forests of the  
north dwell those who guard river and root, forever  
haunted by hunger. In the southern wastes, fire and  
sacrifice rule, obsidian blades are raised beneath a  
Black Sun. Fear the forges of the west, where stone-kin  
sing hymns to fire and thunder, while along the eastern  
coasts men crown themselves heirs of a drowned  
empire, forever at war to prove their might.

This is the world that remains. One that is fractured,  
scarred and without truth. History and memory  
drowned and faith splintered into a thousand shards.

Only war endures.







# ORDERS & OMENS



## INTRODUCTION

Welcome to Orders & Omens, a fantasy wargame of command, confusion, and the clash of arms. No battle ever goes entirely to plan, and troops do not instantly obey your will. Instead, the battles unfold with the same unpredictability as the real conflicts of the late Medieval and early Renaissance. You must direct your Generals, seizing the field of battle while Elves, Dwarves, Orcs and Men struggle for dominance on the tabletop.

In Orders & Omens, you take the role of a Marshal, a supreme commander directing divisions of troops. Your task is not merely to push pieces across a battlefield but to wrestle with the same challenges faced by generals of history; unclear orders, unreliable messengers and soldiers who may falter at the worst possible moment.

At its heart, the game is about command friction. Your forces are divided into Brigades, who must interpret and act upon your orders. Sometimes, they will follow your wishes exactly. Other times, confusion, fear, or sheer bad luck may cause hesitation or disaster. The battlefield becomes not only a place of tactical choices but also of adaptation, where victory belongs to the commander who can make the most of chaos rather than resist it.

The rules are designed to be simple in play yet rich in outcome. Units will act through a system of Actions and Reactions, allowing a Brigade to manoeuvre with intent or defend itself when threatened. Each turn is driven by a chip-draw mechanic that determines which Brigade acts, creating a fog of war and reflecting the ebb and flow of momentum. Sometimes your best division will act when you most need it. At other times, the enemy will seize the initiative, and you must respond on the fly.

This game is set in a world of swords and sorcery, but it is grounded in historical conflict. The great powers of this world; Humans, Elves, Dwarves, and Orcs march to war. Each with different strengths and weaknesses. Special rules reflect their character, Elves excel at archery, the Dwarves are stoic in defence, Orcs fight with reckless ferocity, and Humans adapt to any role. Magic exists, but it is a rare and dangerous tool, an unpredictable edge rather than the focus of battle.

The scale is flexible. Battles can be fought with any scale of miniatures, giving the sweeping look of regiments on the march, or at larger scales with fewer figures to a base. The system adapts to the models you own and the space you have to play.

Above all, Orders & Omens is designed to be a fast and cinematic experience. Easy to learn but hard to master. The rules aim to capture the feeling of commanding an army rather than accounting for every soldier. Decisions matter, but so does fortune. You will win not by micromanaging every action but by making the right choices at the right time and by weathering the chaos of the battlefield better than your opponent.

Whether you are storming a Dwarven mountain hold, defending Elven glades, leading an Orcish horde, or commanding the banners of Men, Orders & Omens offers battles where no two games will play the same.







# CORE CONCEPTS



## GAME COMPONENTS & SCALES

To play Orders & Omens you will need fantasy miniatures of any scale on rectangular bases. These can be any size as long as the length is double the width. These will represent the Regiments of your army.

You'll also need some Generals to lead your army. Generals should be on square or round bases whose side or diameter matches the width of your Regiment bases.

As always with miniature games, you'll need some six-sided dice a tape measure and a playing area. Depending on the size of your bases and the size of the battle you're playing this can be any size from 3 foot by 3 foot and upwards.

As a rough guide: 40mm by 20mm bases work well for 15mm or smaller scales, while 120mm by 60mm bases suit 28mm.

A small army is usually made up of a Division of troops which would be a Marshal (you), a Divisional General and three to five Brigades of 2+ Regiments in each. This size game can be played on 3' x 3' at smaller scales and 3'x4' at larger scales. For larger battles simply add more Divisions under the Marshal.

## ARMY COMPOSITION

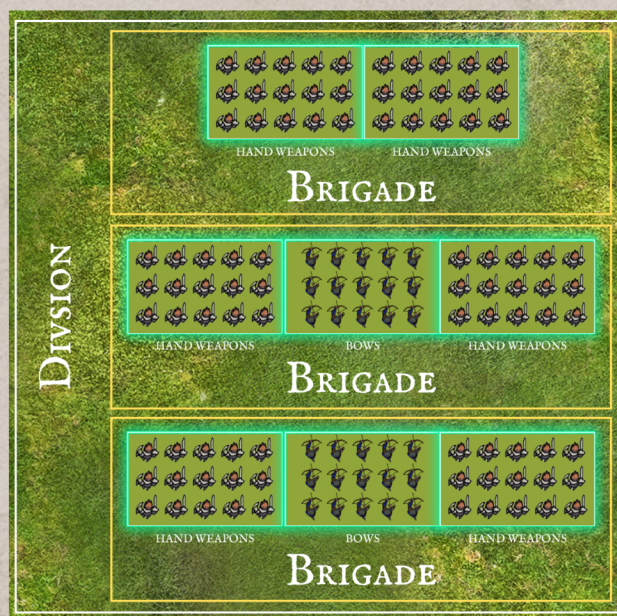
There are a number of unit types within the game; Marshal, Divisional Generals, Brigade Generals, Brigades and Regiments.

An Army is led by a Marshal, who in turn will lead a number of Divisions, each led by Divisional General. Divisions in turn are made up of three to five Brigades each led by a Brigade General and consisting of 2 to 5 Regiments in each.

The term Regiment is used widely in the game and refers to any rectangular base which represents the main fighting force in the game.



In the above picture we can see two Dwarf Divisions each led by a Divisional General. The 1<sup>st</sup> Division consists of three Brigades of three Regiments each and an attached Artillery Regiment. While the 2<sup>nd</sup> Division consists of two Brigades each with two Regiments as well as an attached Artillery Regiment.



Here we have another example of a Division split into three Brigades: one of two Regiments, and two of three Regiments.



## UNIT EXPERIENCE

Each regiment is either Infantry, Cavalry, Monster or Artillery. And each Brigade as a whole will have an experience level assigned to it, either Green, Experienced or Elite. Although Brigades may contain a mix of Green, Experienced and Elite Regiments, each Brigade is given a single overall rating for ease of play.

Green Regiments are the raw recruits of your army, less effective in battle and more likely to flee when the going gets tough.

Experienced Regiments have seen battle and are likely to both hold their ground longer in a fight and are more likely to obey your commands.

Elite Regiments are your finest troops. Disciplined, deadly and the most reliable under pressure.

All three types; Green, Experienced and Elite come with their own Combat Value (CV) to represent their discipline (the lower the number the better), and a number of Combat Dice (CD) to represent their power.

Green	CV: 4	CD: 3
Experienced	CV: 3	CD: 4
Elite	CV: 2	CD: 5

*The first axe you lift will tremble in your hand,  
The tenth will strike true, iron at your command.  
The hundredth will fall, like the wrath of the land.*

- Stone-kin saying



### PLAYTESTER'S NOTE

Orders & Omens is designed to be flexible with miniatures and basing. For playtesting, we recommend the following sizes:

15mm or smaller → 40×20mm bases  
28mm → 120×60mm bases

However, these sizes are still being tested. Players are encouraged to experiment with different dimensions, provided both armies use the same basing standard. Feedback on balance and practicality is welcome.





# RECON & DEPLOYMENT



Before battle is joined, both Marshals must first determine how their armies take the field. This stage represents scouts reporting back, terrain being seized, and troops marching into position.

## DETERMINE INITIATIVE

At the beginning of the game, both players roll 2D6. The higher result wins Battlefield Initiative, this player may choose to take the roll of Attacker or Defender. If the roll is tied, re-roll until one side wins.

## PLACE TERRAIN

The battlefield should include terrain that is suitable to represent the location the battle is taking place. Players then alternate placing terrain pieces, beginning with the Defender.

A typical battlefield will have around 6-8 pieces of terrain, but players may agree upon more or fewer.

## RECON PHASE

During the Recon phase, each player calculates the number of Recon Markers they have available. Each side begins with 1 Recon Markers per foot width of the battlefield (e.g. if a battlefield is 6' wide, the player begins with 6 markers) +1 for every Cavalry Regiment included in their army (up to a maximum of +3).

These markers represent scouting parties, skirmishers, and rumours of movement.

Starting with the Defender, each player chooses a single point on any board edge to bring their troops onto the table. They then place their markers stacked and touching that point on that board. Each player's starting point must be at least 25" away from another player's starting point.

Starting with the Defender, each player will then alternate moving one of their markers up to 12" onto the battlefield. A recon marker must always remain within 12" of either another friendly Recon Marker or a table edge.

Players alternate moving their markers, and they may choose the same marker in succession if they wish.

If a Recon Marker moves to within 12" of an enemy Recon Marker, both markers are locked in place and can no longer move.

Continue moving markers until all are locked in place.

## DEFINING DEPLOYMENT ZONES

Once all Recon Markers are locked, draw a line between each friendly marker. With the two outside markers furthest from your centre, draw a line that is the most direct between a board edge and a marker. The area behind these lines represents the deployment area for each player.



In the example above we can see that Marker 1 on the blue line is within 12" of the top table edge, Marker 2 within 12" of Marker 1 and Marker 3 within 12" of Marker 2.

On the red line, we can see that Marker 3 is within 12" of a table edge, Marker 2 is within 12" of Marker 3 and Marker 1 within 12" of Marker 2.



## DEPLOYMENT

Beginning with the Defender players alternate placing Regiment Markers facedown in their deployment zone.

Each player must have enough Regiment Markers to represent each Regiment in their army. Regiment Markers must be the same size as the bases you're using in your battle. On one side they are blank and on the other it holds the Regiment information.

As well as markers for each Regiment and General in their army, each player may have up to 3 dummy regiment markers representing one Brigade per Division in their army. These are blank on both sides.

When placing markers, a player must place an entire Brigade at a time placing their markers with the blank side facing upwards. Once one player has placed an entire Brigade the next player may choose a Brigade to deploy.

These Regiment Markers are also used in game and are not revealed until either:

- If an enemy Regiment is deployed within 24" of an enemy Regiment Marker, both players immediately reveal their Brigades.
- An regiment is within 24" of an enemy regiment.
- The Regiment fires upon an enemy.

This system ensures that neither player knows exactly where the enemy is until the battle begins to unfold.

## BEGIN THE BATTLE

Once deployment is complete and all players have placed their Regiment Markers, the players move on to the Strategy phase of the first turn.

## RECON & DEPLOYMENT SUMMARY

### DETERMINE INITIATIVE

- Both players roll 2D6. Highest roll chooses Attacker or Defender.

### PLACE TERRAIN

- Players alternate placing terrain (defender first).
- Terrain must be 5" or more other features.

### RECON PHASE

- Each player gains 1 Recon Marker per foot of table width, +1 per Cavalry Regiment (maximum +3).
- Starting with the Defender, players choose a board edge entry point and stack their markers. Entry points must be a minimum of 25" from another entry point.
- Alternate moving markers up to 12". Each must stay within 12" of another friendly marker or table edge.
- Markers lock if within 12" of an enemy marker.

### DEFINE DEPLOYMENT ZONES

- Connect friendly markers with lines. The area behind those lines is your deployment zone.

### DEPLOYMENT

- Starting with the Defender, players alternate placing Regiment Markers facedown in their zones.
- Place Brigades at a time. Each player may include up to 3 dummy Regiment markers per Division in their army.
- Brigades are revealed only when:
  - An enemy is deployed or moved within 24"
  - A Regiment within the Brigade fires on an enemy.

### BEGIN THE BATTLE

- Once all Regiment Markers are placed, the game proceeds to the Strategy Phase of Turn 1.





# UNITS & WEAPONS



The battlefield is defined not only by courage and command but by the weapons carried to war. In Orders & Omens, the effectiveness of a regiment depends upon the tools of destruction they wield.

## REGIMENT TYPES

### INFANTRY

Infantry form the backbone of every army. They march steadily into the fray, holding ground and seizing objectives. Infantry regiments move 2" per action. Their role is flexible, from protecting artillery, forming a defensive line or storming enemy positions. Infantry are the only unit type able to garrison terrain.

### CAVALRY

Cavalry are the shock troops of the battlefield. They move swiftly at 3" per action and excel in charges that smash into infantry formations. When a cavalry regiment performs a charge or counter-charge, it doubles its movement and gains +1 modifier on the first round of melee to its Combat Dice rolls. However, cavalry suffer greatly if caught in the flanks or frontally opposed by polearms.

### ARTILLERY

Artillery regiments provide devastating ranged support. They move at the same rate as infantry and require deliberate positioning. Their maximum range is 24" and when they first fire on a target they require rolls of 6 to hit. Each subsequent hit against the same target increases their accuracy (5+, then 4+, then 3+). If they fire at a new target or their chosen target moves more than 1" their to hit rolls reset to 6+. Artillery shots always ignore any armour saves and Artillery must spend one Action to reload after firing.

### MONSTERS

Monsters are special and rare in any army. A monster is represented by a single rectangular base with same dimensions as other regiments. Monsters roll 6 Combat Dice in Melee and ignores morale when being fired at by ranged weapons. Monsters also cannot be disordered. Each monster has a number of abilities (breath weapons, flight etc) explained in the army list section of the book.

## WEAPONS & EQUIPMENT

### HAND WEAPONS

Hand weapons are the simplest armament, and can be anything like Swords, axes, clubs or maces. They offer no special bonuses but are reliable in melee combat. Regiments armed in this way represent the solid, steady fighters of the line.

### BOWS

Regiments armed with bows may fire 6-10" at long range and they hit on rolls of 6+. 6" or less is considered short range for bows and they hit on rolls of 5+.

### POLEARMS

Polearms, whether pikes, halberds or lances are designed to break charges and push back foes. Regiments with polearms gain a +2 modifier on all Combat Dice rolls during melee against enemies to their front. They are, however, unwieldy and a polearm regiment infantry regiment may not charge, but may move into melee using normal movement. If charged in the flank or rear, they instead suffer a -2 penalty to their melee attack rolls.

### CROSSBOWS & FIREARMS

Crossbows and early black powder weapons provide formidable armour-piercing firepower. They fire at a maximum range of 12", hitting on 6+ at long range and on 5+ at short range of 6" or less. Unlike bows, they negate any armour saves. However, after each volley a regiment with crossbows & firearms must spend one action to reload before it may fire again.

### ARMOUR

Some regiments may be upgraded with armour. An armoured regiment receives a **6+ Armour Save** against each hit scored against it, rolled before morale tests are taken. Crossbows, firearms, and artillery ignore this protection.





# TURN SEQUENCE



Each turn of Orders & Omens represents a few minutes of frantic battlefield action. The sequence of play is designed to reflect the confusion and unpredictability of real battlefield command in the late Medieval and Renaissance periods.

## STRATEGIC ORDERS PHASE

At the start of each turn, the Marshal may attempt to issue up to 3 Strategic Orders to their Divisional Generals. Strategic Orders determine which objective a Brigade is ordered to attack or defend. At the beginning of the game, no Brigade starts with any Strategic Orders.

To issue a Strategic Order, a player must use a Messenger figure which can be represented by any miniature on a round or square base. The miniature must be accompanied by a dice with the face showing which objective number the Division is ordered to capture or hold. A Red die represents a capture order, while a blue die represents defend.

Messengers start in base to base contact with the Marshal and move at 15" per turn in the Strategic Orders phase until they reach the Divisional General, at which point the order is received.

Capture orders allow the Divisions to score points for capturing an objective that was previously uncontested or held by the enemy. Capture orders are scored once and to continue scoring victory points for an objective, the order must be changed to defend.

Messengers are considered killed or captured and the orders lost if an enemy unit moves into base contact with the messenger before they have reached their destination.

## ACTIVATION PHASE

Each Divisional General can issue up to two activations per turn. Activations are used to allow Brigades to move, shoot and charge in that turn.

To represent this, for each Divisional General in the army, place two coloured chips or dice into a bag. You can add a further chip for each magic upgrade. The colours must be different for each player so that

it is clear which players chip has been drawn from the bag.

Starting with the player who has the least victory points that turn, or in the event of a tie, roll a dice to decide. The players then draw chips one at random. The chip colour drawn will decide which side may attempt to issue an order to one of their Brigades or cast a spell first.

Once an order or spell is passed (or failed), chip drawn continues in this way until all the chips have

## ORDER TESTS

When a chip is drawn, the player may choose to either cast a spell or issue an order to one of their Brigades.

Issuing an Order to a Brigade allows that Brigade to act aggressively on the battlefield. If no orders are issued to a Brigade during a turn, they may only act defensively if an enemy Brigade comes within their 10" Zone of Control.

To make an Order Test, add the Control Value (CV) of the nearest Divisional General and the Brigade. This total is the target number you must roll equal to or under on 2D6. For example, an Elite General with Control Value of 2 and a Green Brigade with Control Value of 4 would give a target number of 6. Roll 2D6, if the roll is equal to or higher than this target figure the Brigade may use up to 5 Actions to move and attack. If the order is failed, then the order chip is lost and players draw another chip from the bag.

In the event that the unmodified roll for an Order Test is double 6, the activating unit receives an additional action or reaction that turn.

Orders may also be misheard on an unmodified roll of double 1, in this case the activating unit receives one less action or reaction that turn.



## MAGIC SPELLS

When a players chip is drawn they may instead cast a spell instead of an order if they have magic upgrades in their army,

However, each Magic upgrade only allows the player an attempt to cast one spell per upgrade. If the spell is failed they may only cast further spells if they have other Magic upgrades in their army.

**Magic Missile**

Range: 15"

Effect: Roll 3 dice vs the target. Each 5+ is a hit (Armour Saves may be taken).

**Shield of Warding**

Range: 12"

Effect: Until the end of the turn, target Brigade gains +1 to Saves.

**Compel**

Range: 15"

Effect: Target Brigade must immediately move 1D6" directly forward (or towards nearest enemy if within charge range). Note, that a compel move cannot move a Brigade into impassable terrain or off the table.

**Veil of Fog**

Range: Place a 50mm x 20mm fog template anywhere within 15" of the caster.

Effect: Shooting attacks through the Veil of Fog suffer -1 to hit until the end of the turn.

**Curse of Weakness**

Range: 12"

Effect: Target rolls one less Combat Dice in melee until the end of the turn.

To cast a spell, a Wizard must roll 7+ on 2D6, any rolls of double 1 are treated as a miscast and the Magic upgrade is lost for the remainder of the battle.

## BRIGADE ACTIONS

When an Order is successfully given to a Brigade all Regiments within that Brigade may use up to 5 Actions.

Actions that are not used may be held as Reactions (to respond to charges, shooting, or enemy movement later in the turn).

A Brigade may use an action or reaction to:

- Split the Brigade into two Demi-Brigades. If doing so each Demi-Brigade is treated as separate units and must be given separate orders to act.
- Combine into a full Brigade if the Brigade has been previously split into two Demi-Brigades and they are in base to base contact with each other.
- Move. Brigades move at the pace of their slowest regiment (see movement). Infantry and Artillery move at 2" per action while Cavalry move at 3".
- Charge/Counter-Charge double their usual movement. This can only be performed once per turn by each Brigade and must end in contact with an enemy unit.
- Shoot. Any regiments equipped with range weapons in the Brigade may shoot at the nearest enemy unit.
- Reload. Units which have used a shoot action with Crossbows & Firearms or Artillery must use a reload action before shooting again.
- Redress the Ranks and remove any disorder from the Regiments in the Brigade.
- Rally. Attempt to rally a fleeing unit by taking a Morale Test.
- About Face. The Brigade spends one action to face the opposite direction.

## END PHASE

Once all the order chips have been drawn and any successful orders are resolved, the players move on to the end phase. Each player resolves the following in order:

- Check morale and break point - if either army had reached its breaking point (50% or more of their Brigades fleeing or have fled) the game ends immediately in victory for their opponent.
- Spell effects - spells or abilities with a "this turn only" duration now expire. Spells or abilities with a longer duration are maintained unless otherwise stated.
- Disordered & Fleeing Units - Any Brigade that is disordered or fleeing at the end of the turn remains so until they spend an action to rally in a later activation.
- Victory points - Tally victory points scored by both players that turn.





# MOVEMENT



Movement is the most important aspect of battle. Battles are decided not only by who strike the hardest but by who arrives first, who holds their ground and who falters. In Orders & Omens, every regiment advances, wheels or withdraws by spending actions granted through orders or reactions when the enemy approaches.

## ZONE OF CONTROL

Each Regiment projects a 10" Zone of Control in all directions. If an enemy enters this area, the regiment may spend unspent actions as reactions to fire, reload, withdraw, wheel or counter-charge.

## CHARGE OR COUNTER-CHARGE (1 ACTION)

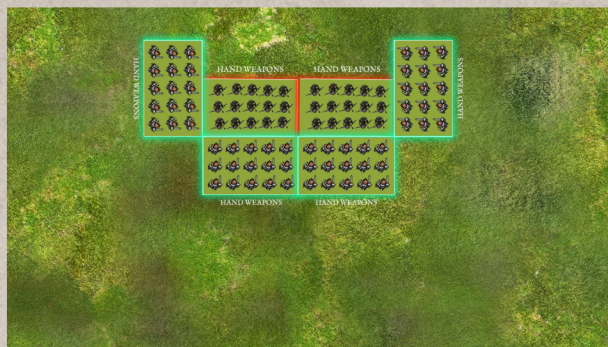
The base movement of Infantry and artillery is 2" while cavalry is 3". A charge doubles this distance (4" for infantry and artillery, 6" for cavalry). A charge must be made in a straight line without wheeling and must end in contact with an enemy's front.

If both sides count as charging (see counter-charge below), then both units gain a +1 modifier to their Combat Dice rolls.

Once contact is made, the Brigades are aligned so that the Regiment which contacted the enemy first is aligned opposite the enemy Regiment which was its nearest contact point, the remainder of each Brigade follows up into contact in the same formation as it was when it charged.



In the example above we can see the Brigade in green has charged into the enemy and has two Regiments on either side which are not in contact, these will wheel around the enemy Brigade until they make contact.



Here we can see that the edge Regiments have wheeled around and are now in contact with the enemies flanks. These two Regiments will benefit from a modifier of +1 to their rolls for attacking the enemies flanks. They'll also benefit from the +1 modifier for performing a charge.

## REACTIONS TO A CHARGE

When a Brigade is charged, it may choose one of the following reactions before the charger moves:

**Withdraw:** Move directly backwards up to half its normal move (1" for Infantry and Artillery, 3" for Cavalry). The unit becomes Disordered. If contacted despite withdrawing, it fights as normal.

**Brace:** Hold position. If the regiment has ranged weapons and the charger began within their range, it may make a Brace Volley before melee is fought. A Brace Volley always hits only on 6s, and any hits scored are added to those caused in the first round of melee. Brigades which include Polearm armed Regiments may only Brace when charged.

**Counter-charge:** Move directly forwards up to the regiment's normal Move (Infantry 2", Cavalry 3"). The charging unit then moves up to its Charge distance. If both units meet, align bases at the point of contact. Both sides count as charging and receive +1 Combat Die in the first round of melee.



## BRIGADE FORMATIONS (2 ACTIONS)

A player is able to adopt a number of different formations for each Brigade. Each formation comes with its own benefits and disbenefits. A Brigade can adopt any formation it wishes as long as a Regiment is contacting another regiment through at least one corner of its base.

Changing the Brigades formation costs 2 Action points and cannot be used as a Reaction when enemies enter a Brigades Zone of Control.



This formation is valid as each regiment is in contact with another regiment through at least one corner.



This formation is invalid as the far left Regiment is not in contact with another Regiment from its Brigade.



### LINE ABREAST

Both Brigades shown are in Line Abreast formation, they are connected via their Regiments short edges in one continuous line. This allows the Brigade to maximise its frontage for melee or shooting.



### COLUMN

Column formations allow the Brigade to move through tight places on the battlefield and at an increased rate.

Brigades in column formation are easier and quicker to wheel and are able to fit through narrower gaps between impassable terrain.



### DEFENSIVE SQUARE

Will allow Brigades to form a defensive ring against charges from multiple directions. A formation like the above makes it difficult for enemy Brigades to contact their flanks or rears.



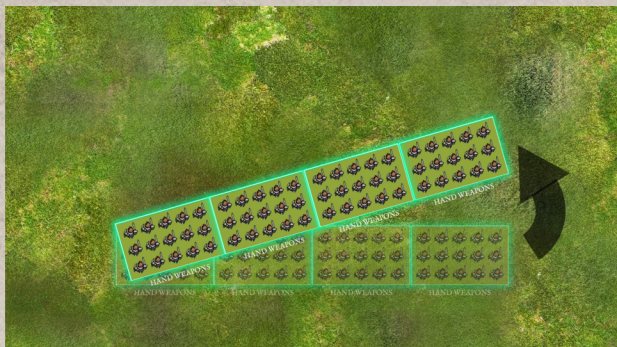
### MIXED ORDER

A Brigade in Mixed Order such as the one above will place melee units to the front of the Brigade while ranged units are in the rear. Ranged Regiments positioned behind melee Regiments may fire over them, as long as they are in base contact. This allows ranged units to shoot without the threat of being charged from their front.

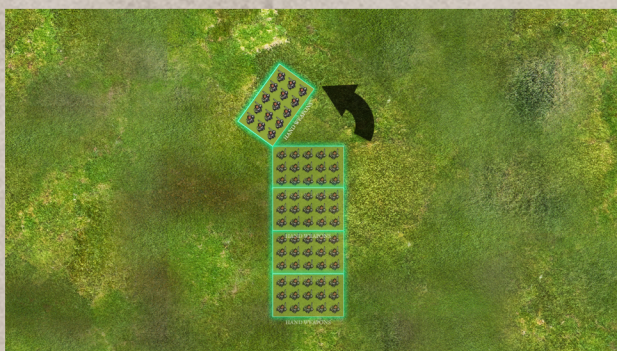


## WHEELING

A Brigade can pivot around one end of its line (the pivot point), with the opposite end of the line moving forward a distance equal to the Move allowance for that action.



In the example above a Brigade in Line Abreast formation wheels its full 2" movement using its front left corner as the pivot point and measuring using the right front corner.



In this example, a Brigade in Column formation wheels using the left front corner as the pivot once more. The right corner is used to measure the distance and all Regiments must stay within contact.



On its second Action, it chooses to move once more, this time the forward Brigade moves 2" forwards while the other Brigades snake along the path behind.

## FLEEING

When a regiment breaks, it immediately flees directly towards the nearest table edge. Infantry and artillery flee 4" and cavalry flee 6" per action.

A fleeing regiment may only spend actions attempting to rally or continuing to flee. A regiment may make no more than two rally attempts in a single turn. If it fails both, it must use its remaining actions to flee further.

## COLLISIONS

Fleeing regiments may collide with terrain, friendly units, or the enemy.

- If they collide with terrain or the table edge, they are removed from play, scattered and lost.
- If they collide with a friendly regiment they are removed from play, scatter and dispersed. The contacted regiment must make an immediate morale test. If it passes, it holds its ground but becomes disordered. If it fails, it too begins fleeing.
- If a fleeing regiment collides with the enemy, it is removed from play entirely, its soldiers, scattered, killed or captured.

## GENERALS AND MESSENGERS

the Messengers move in the Strategic Order phase of the turn and move 15" per turn.

Each Marshal and Divisional General may move up to 15" once per turn, whenever a friendly chip is drawn.

E.g. A player draws a friendly chip, they choose to move their Marshal 15" and then attempt to activate a unit. They can move another General the next time a friendly chip is drawn. Each General and Marshal may only move once per turn.





# COMBAT



Combat occurs in two forms within Orders & Omens, Ranged Combat and Melee Combat. Ranged combat represents bows, crossbows, firearms and artillery loosing volleys across the field. Melee Combat represents the brutal clash of soldiers close up.

Both are resolved with Combat Dice and modifiers. Combat Dice are determined by the unit's experience level (Green, Experienced, Elite) and are adjusted by weapons and circumstances.

## RANGED COMBAT

When a Brigade chooses to use a Shoot action any regiments within the Brigade equipped with ranged weapons and with a valid target may attempt to fire.

### CHECK LINE OF SIGHT AND RANGE

Regiments equipped with ranged weaponry must shoot at the closest enemy Brigade unless that Brigade is out of sight. If a Brigade is not within a Regiments range, then that unit may not shoot.

A regiment firing at an enemy regiment must have clear line of sight and the target unit must not be engaged in melee.

Regiments may not shoot through friendly regiments, unless they are in base to base contact them.

### ROLL COMBAT DICE AND APPLY MODIFIERS

Roll the Combat Dice for each regiment (remembering that Green, Experienced and Elite all have different numbers of Combat Dice.

If the weapons they are using are at long range, any rolls of 6+ after modifiers are classed as a hit. If the weapons are at effective range, any rolls of 5+ after modifiers are classed as a hit.

### SAVES

If the target had any Armour Save (6+) or a spell effect (e.g. Stone Armour), roll saves before applying hits. Crossbows, Firearms and Artillery negate any save rolls from armour.

### RESOLVE MORALE

Once the number of hits are assigned, the target must make a Morale Test with a negative modifier on the number of hits suffered. This negative modifier can be no more than -3.

## MELEE COMBAT

Melee begins when two opposing regiments are in base contact (via charge, counter-charge, or moving into contact). Both sides roll their number of Combat Dice simultaneously taking into account the following modifiers (stackable unless otherwise stated):

- +1 to hit for Charging or Counter-Charging in the first round of melee.
- +1 to hit for holding higher ground.
- +2 to hit rolls for polearm units against enemies to their front.
- -2 to hit rolls for polearm units against enemy units in their flank or rear.
- +1 to hit rolls for attacks in a units flank or rear.
- -1 to hit rolls if the regiment is disordered
- -1 to hit rolls if the regiment is equipped with bows, crossbows, firearms or artillery

### HITS

Dice rolls of 5+ after any of the above modifiers inflict hits.

### DETERMINE WINNER

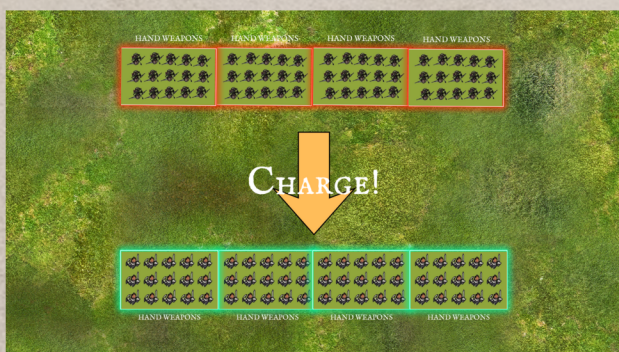
Compare the total hits inflicted and add any Brace Volley hits to the total. The side that takes the most hits is the loser. If the both sides have the same number of hits the combat is a tie and another round of melee takes place.

### MORALE TEST

The losing regiment makes a morale test with a penalty equal to the difference in hits.

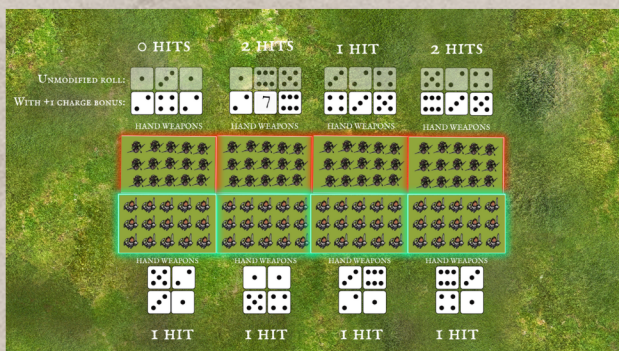
If this morale test is failed by 1-2 then the Regiment is pushed back 2" and becomes disordered. If the test is failed by 3 or more the regiment breaks and flees 4". If the test is passed another round of melee takes place.





In the above image, a Green Infantry Brigade armed with hand weapons charges an Experienced Infantry Brigade.

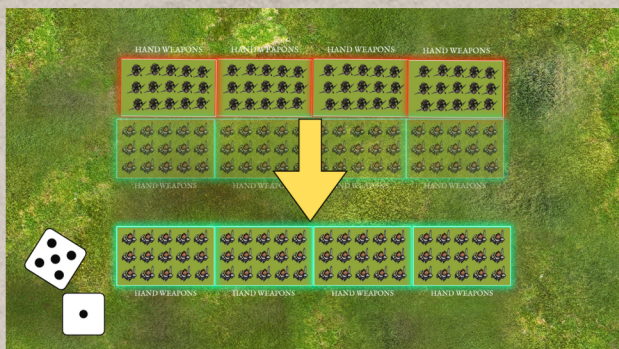
As they performed a Charge Action, the Green rated Infantry will benefit from a +1 modifier to their Combat Dice rolls in the upcoming melee.



As the charging unit is Green, each Regiment has 3 Combat Dice, they roll these dice, adding +1 to each for charging. The Brigade gets a total of 5 hits.

The Experienced Brigade roll 4 dice each and they do not benefit from any modifiers to their roll. Their Brigade gets 4 hits.

As a result the Green Brigade wins combat and the Experienced Brigade will now take a Morale Test with a -1 modifier (the difference between the two sides number of hits) to their roll.



In this case, we'll assume that the nearest Divisional General is Experienced. Therefore the Brigade would need to pass their Morale Test on 6 (Experienced General CV: 3 + Experienced Brigade CV: 3).

The Brigade rolls a 6 and then deducts 1 from this roll for their modifier giving a total of 5. As this is only 1 less than their target number, the withdraw 2" away from the enemy. They remain facing the enemy Brigade.

## GENERALS IN COMBAT

Marshals and Generals are also able to join melee if they are in base to base contact with a regiment that is in combat.

A Marshal or General that is in base to base contact with a friendly regiment that is in combat provide that regiment with one additional Combat Dice.

However, it doesn't come without risk, if the Regiment loses there's a chance that the General could be captured or killed. If the Regiment that they Marshal or General is attached to loses combat, roll on the General's Fate Table applying any modifiers:

### MODIFIERS

Defeated by 1-2 hits: +2 to the roll

Defeated by 3-4 hits: no modifier

Defeated by 5+ hits: -2 to the roll

### GENERALS FATE TABLE (2D6)

2 or less: Slain - The General is killed in the fighting. The Brigade immediately takes a Morale Test with a -2 modifier to their roll.

3-5: Captured - The enemy seizes the General. The Brigade makes a Morale Test with a -1 modifier to their roll.

6-8: Wounded - The General is badly injured. He cannot join another combat and no longer grants their +1 Combat Dice bonus. They may still issue orders.

9-11: Narrow escape - The General survives but is shaken. No further effect.

12+: Heroic Stand - Against all odds, the General rallies the men. Add a further +1 Combat Dice to the Brigade in the next melee.





# MORALE & DISORDER



In Orders & Omens, there are no casualty counters or wound tracks. Regiments are assumed to fight at full strength until their discipline falters. When morale fails, units fall into disorder, flee, or disperse entirely.

## WHEN TO TEST MORALE

A Brigade must make a morale test when:

- It loses a melee combat (even if only by one hit).
- It is charged while already disordered
- A friendly Brigade within 6" breaks and flees
- A friendly Brigade fleeing makes contact with the Brigade
- A special rule, spell, or scenario condition requires it

To test morale firstly add the Brigade's Control Score (lower is better) and the nearest Divisional General or Marshal's Control Score together. This gives a target number.

Roll 2D6 and compare the result to the target number. If the result is equal to or higher than the target number the Brigade holds firm. If the result is below the target number the Brigade falters. The margin of this failure matters:

- Fail by 1-2: the Brigade becomes Disordered and is pushed back 2".
- Fail by 3 or more: the Brigade breaks and immediately flees towards the nearest table edge.

## DISORDER

A disordered Brigade fights less effectively. It suffers -1 to all Combat Dice rolls for ranged or melee attacks.

To recover from disorder it must spend 1 action point to redress its ranks. No test is required, but this may cost valuable time.

If a disordered Brigade loses another melee combat before rallying, its Morale Test is taken with a -1 modifier to its roll.

## FLEEING & BREAKING

A broken Brigade flees 4" per action (Infantry/Artillery) or 6" per action (Cavalry) directly towards the nearest table edge.

While fleeing, Brigades may only attempt to Rally or continue fleeing. A Brigade may attempt up to 2 Rally tests per turn. If it fails both, it must spend remaining actions fleeing.

## COLLISIONS WHILE FLEEING

If a Brigade that is broken and fleeing collides with terrain, an enemy or friendly Brigade, or a table edge its soldiers scatter and disperse and is removed from play.

When a Brigade collides with a friendly Brigade that unit Brigade must immediately take a Morale Test. If it passes it will hold firm but becomes disordered, if it fails it will break and flee in turn, potentially causing a chain rout.

## GENERALS & MORALE

Brigades that break which have Divisional Generals or Marshals attached to them forces the General to roll on the General's Fate Table.

Brigades within 6" may suffer a -1 modifier to their next morale test if they witness the loss of a General.





# VICTORY CONDITIONS



battles in Orders & Omens are not won by annihilation alone, but by the seizure of ground, the breaking of enemy formations, and the capture of leaders. Victory is measured in Victory Points (VPs).

## OBJECTIVES

At the start of the battle, players agree on the number and placement of objectives. Objectives must make narrative sense, for example a bridge over a river, a crossroads, a key hill or perhaps a settlement.

Each of these objectives are given a number. This then allows players to assign objectives to their Brigades to either capture them or defend them. To show this a Brigade may have a dice placed next to it once it receives a Strategic Order. This dice must either be blue (for defense) or red (for offense) and must show the objective number they've been assigned.

When a Brigade has an Offense (Objective X) the Brigade must capture the designated objective. To capture it they must be within 6" with no enemy units within 6" of the objective. Doing so earns the player 2 VPs.

When a Brigade has a Defense (Objective X) order the Brigade must hold the designated objective at the end of the phase by being within 6" of the objective. By doing so the player scores 2 VPs in the End Phase.

## TABLE THIRDS

Before the game begins split the battlefield into equal thirds (i.e. a Left and right flank and a centre). These must be agreed by all players.

At the end of each turn a player scores rVP if they have more unbroken Brigades in that third than the enemy.

## BREAKING THE ENEMY

Each time an enemy Brigade breaks and flees from the Battlefield via the table edge or is scattered and dispersed, the player earns rVP.

If an has 50% or more of its Brigades scattered or fleeing, it reaches its break point and immediately concedes an additional 5VPs to the enemy and the game ends.

## ENEMY GENERALS

If a Divisional General has been captured (see General's Fate Table), the enemy earns 2VP. If the Divisional General is killed (see General's Fate Table), the enemy earns rVP.

If the Marshal is killed or captured, the enemy earns 5VPs.

## CAPTURING BAGGAGE

Some scenarios may include baggage trains or other supply markers. Capturing an enemy baggage marker earns 2 VPs.

## GAME END

The game ends when either:

- A pre-agreed turn limit is reached (i.e. 10 turns)
- A pre-agreed time limit is reached (i.e. 2 hours)
- One army concedes
- One army reaches its breaking point

At the end, both players total their Victory Points and the player with the most points is given a Tactical Victory. If a player concedes or their army is routed at the breaking point, the other player earns a Strategic Victory.

It is entirely possible for one player to earn a Tactical Victory and the other a Strategic Victory.





# NARRATIVE PLAY



Orders & Omens is not just for smashing armies together and rolling dice, it can be so much more. A stage for battles that can shape entire realms. Beyond the clash of regiments lies the stories of armies, races, and nations.

## REGIMENT SIZES

For narrative purposes, each Regiment represents roughly:

Humans: 800 soldiers

Elves: 600 soldiers

Dwarves: 600 soldiers

Orcs: 1,000 soldiers

Monsters: A single mighty creature or small band.

These numbers are intended to give weight to your battles and allow you to create campaign records with a sense of scale.

## CASUALTIES

Each hit scored in combat or at range represent roughly 25 casualties. Players may record these losses across a battle to track a narrative toll on their armies.

E.g. Player A suffered 60 hits during the battle meaning they lost roughly 1,500 soldiers killed or wounded.

## TIMEKEEPING

Each turn represents roughly 15 minutes of real battle time. This allows a single game to be described like a historical chronicle, with movements, engagements, and breakthroughs mapped against the passing of hours.

## TYPES OF VICTORY

At the end of the battle, victories are classified:

- Tactical Victory: Achieved by holding objectives and scoring the most victory points
- Strategic Victory: Achieved by forcing the enemy to break, capturing their Marshal, or compelling them to concede.

It is possible for one player to achieve a Tactical Victory while their opponent secures a Strategic Victory, reflecting history's many ambiguous results.

## SHAPING THE REALM TO COME

Orders & Omens is designed to be more than one-off battles. Each clash can be recorded as part of an ongoing campaign or narrative world.

- Every hit, every regiment routed, and every turn become part of the overall story shaped by the players.
- Players are encouraged to chronicle their games as if writing history. Creating battlefield records akin to a campaign diary or even a wiki of their wars.
- Through playtesting, players are not only refining rules, but also shaping the evolving realm of Orders & Omens.

## WORLDS OF BATTLE

You can set your campaigns in whichever world best inspires you:

- An Existing World: Place your battles into a favourite fantasy setting, from the world of Tolkien to your preferred RPG campaign map.
- Your Own World: Build you own kingdoms, races, and rivalries. Let each battle shape the politics and borders of a land unique to your group
- The Shared Realm of Orders & Omens: Join the evolving narrative being created by playtesters across the community, where every recorded battle contributes to a shared chronicle.





# ARMY CREATION



The following pages describe how to make an army and give detailed army lists and points for the units and races in Orders & Omens.

## CREATING AN ARMY

Before creating an army the players must either agree a points limit to their battle or agree to randomised armies. Randomised armies reflect real battles where armies were often disproportionate in numbers. For a fair battle, we suggest using a points limit.

Each player starts with a Marshal (Marshals are always Elite), they then add their first Divisional General to the list who commands a minimum of 3 and a maximum of 5 Brigades.

Each Brigade must be made up of 2-4 Regiments that are all of the same experience quality (i.e. all Green, all Experienced or all Elite).

## DIVISIONAL GENERALS

(Green) Divisional General.....30 points  
(Experienced) Divisional General.....40 points  
(Elite) Divisional General.....50 points

Each Divisional General and your Marshal may be upgraded with a Magical Advisor who will allow them to cast one spell per turn.

Magical Advisor.....10 points

## RANDOMISING AN ARMY

Battles are very rarely fought between two evenly matched armies. To reflect this players may agree to use the army randomiser for their forces instead. Simply follow the instructions below and record each unit as it is revealed.

- For Each Divisional General, roll their experience:
  - 1: Green
  - 2-4: Experienced
  - 5-6: Elite
- For each Division roll a D6 for the number of Brigades in each Division:
  - 1-2: 2 Brigades
  - 3-4: 3 Brigades
  - 5-6: 4 Brigades
- For Each Brigade, roll for their experience:
  - 1-3: Green
  - 4-5: Experienced
  - 6: Elite
- For Each Brigade, roll for the number of Regiments
  - 1-2: 2 Regiments
  - 3-4: 3 Regiments
  - 5: 4 Regiments
  - 6: Monster or Artillery Regiment
- For each Regiment roll on the following:
  - 1-2: Infantry
  - 3: Armoured Infantry
  - 5: Cavalry
  - 6: Armoured Cavalry
- Infantry Regiments:
  - 1-2: Hand Weapons
  - 3-4: Pikes
  - 5: Bows
  - 6: Crossbows/Firearms
- Cavalry Regiments:
  - 1-3: Hand Weapons
  - 4-5: Polearms
  - 6: Bows
- Monster or Artillery Regiment
  - 1-4: Artillery
  - 5-6: Monster
- Each player starts with a Marshal (Elite).
- Roll a D6 for the number of Divisional Generals in your army:
  - 1-2: 2 Divisional Generals
  - 3-4: 3 Divisional Generals
  - 5-6: 4 Divisional Generals





# PLAYTEST ARMY LIST



## INFANTRY REGIMENTS (AT LEAST 50% OF THE ARMY)

(Green) Hand Weapons.....10 points  
(Experienced) Hand Weapons.....14 points  
(Elite) Hand Weapons.....19 points

(Green) Polearms.....13 points  
(Experienced) Polearms.....18 points  
(Elite) Polearms.....24 points

(Green) Bows.....12 points  
(Experienced) Bows.....17 points  
(Elite) Bows.....23 points

(Green) Crossbows/Firearms.....12 points  
(Experienced) Crossbows/Firearms.....18 points  
(Elite) Crossbows/Firearms.....25 points

Armour Upgrade.....2 points

## CAVALRY REGIMENTS (UP TO 50% OF THE ARMY)

(Green) Hand Weapons.....20 points  
(Experienced) Hand Weapons.....30 points  
(Elite) Hand Weapons.....40 points

(Green) Polearms.....22 points  
(Experienced) Polearms.....32 points  
(Elite) Polearms.....42 points

(Green) Bows.....30 points  
(Experienced) Bows.....45 points  
(Elite) Bows.....60 points

Armour Upgrade.....2 points

## ARTILLERY REGIMENTS (ONE PER DIVISION)

(Green) Artillery.....24 points  
(Experienced) Artillery.....34 points  
(Elite) Artillery.....44 points

## MONSTERS (ONE PER ARMY)

GIANT - 120 points  
Control Value: 4  
Combat Dice: 6  
Movement: 3" per action

Special Rules  
Stomp: In melee, any roll of 6 counts as 2 hits  
Stupid: Cannot Counter-Charge

DRAGON - 240 points  
Control Value: 2  
Combat Dice: 7  
Movement: 5" per action

Special Rules  
Flyer: Ignores terrain and other units when moving  
Dragonfire: Once per turn, may spend 1 action to breathe fire at a target up to 6" away. Roll 3 Combat Dice hitting on 5+, armour saves are ignored.  
Fearsome: Enemy units within 6" suffer -1 to Morale Tests

GRIFFON - 160 points  
Control Value: 3  
Combat Dice: 5  
Movement: 5" per action

Special Rules  
Flyer: Ignores terrain and other units when moving  
Shock & Awe: +1 to hit in the first round of melee

CHIMERA - 200 points  
Control Value: 3  
Combat dice: 6  
Movement: 3" per action

Special Rules  
Multiple Heads: Once per turn, may re-roll up to 2 Combat Dice  
Breathe Fire: Once per turn, may spend 1 action to breathe fire at a target up to 6" away. Roll 3 Combat Dice hitting on 5+, armour saves are ignored.





# HUMAN ARMY LIST



**SPECIAL RULE - ADAPTABLE COMMAND:** Once per turn, a Human Divisional General may re-roll one failed Order Test

## INFANTRY REGIMENTS (AT LEAST 50% OF THE ARMY)

(Green) Hand Weapons.....10 points  
(Experienced) Hand Weapons.....20 points  
(Elite) Hand Weapons.....30 points

(Green) Polearms.....12 points  
(Experienced) Polearms.....22 points  
(Elite) Polearms.....32 points

(Green) Bows.....15 points  
(Experienced) Bows.....30 points  
(Elite) Bows.....45 points

(Green) Crossbows/Firearms.....14 points  
(Experienced) Crossbows/Firearms.....24 points  
(Elite) Crossbows/Firearms.....34 points

Armour Upgrade.....2 points

## CAVALRY REGIMENTS (UP TO 50% OF THE ARMY)

(Green) Hand Weapons.....20 points  
(Experienced) Hand Weapons.....30 points  
(Elite) Hand Weapons.....40 points

(Green) Polearms.....22 points  
(Experienced) Polearms.....32 points  
(Elite) Polearms.....42 points

(Green) Bows.....30 points  
(Experienced) Bows.....45 points  
(Elite) Bows.....60 points

Armour Upgrade.....2 points

## ARTILLERY REGIMENTS (ONE PER DIVISION)

(Green) Artillery.....24 points  
(Experienced) Artillery.....34 points  
(Elite) Artillery.....44 points

## MONSTERS (ONE PER ARMY)

**GIANT** - 120 points  
Control Value: 4  
Combat Dice: 6  
Movement: 3" per action

**Special Rules**  
Stomp: In melee, any roll of 6 counts as 2 hits  
Stupid: Cannot Counter-Charge

**DRAGON** - 240 points  
Control Value: 2  
Combat Dice: 7  
Movement: 5" per action

**Special Rules**  
Flyer: Ignores terrain and other units when moving  
Dragonfire: Once per turn, may spend 1 action to breathe fire at a target up to 6" away. Roll 3 Combat Dice hitting on 5+, armour saves are ignored.  
Fearsome: Enemy units within 6" suffer -1 to Morale Tests

**GRIFFON** - 160 points  
Control Value: 3  
Combat Dice: 5  
Movement: 5" per action

**Special Rules**  
Flyer: Ignores terrain and other units when moving  
Shock & Awe: +1 to hit in the first round of melee

**CHIMERA** - 200 points  
Control Value: 3  
Combat dice: 6  
Movement: 3" per action

**Special Rules**  
Multiple Heads: Once per turn, may re-roll up to 2 Combat Dice  
Breathe Fire: Once per turn, may spend 1 action to breathe fire at a target up to 6" away. Roll 3 Combat Dice hitting on 5+, armour saves are ignored.





# ELVEN ARMY LIST



**SPECIAL RULE - KEEN SIGHT:** Elf ranged regiments gain +1 Combat Dice when shooting.

## INFANTRY REGIMENTS (AT LEAST 50% OF THE ARMY)

(Green) Hand Weapons.....10 points  
(Experienced) Hand Weapons.....20 points  
(Elite) Hand Weapons.....30 points

(Green) Polearms.....12 points  
(Experienced) Polearms.....22 points  
(Elite) Polearms.....32 points

(Green) Bows.....14 points  
(Experienced) Bows.....24 points  
(Elite) Bows.....34 points

(Green) Crossbows/Firearms.....14 points  
(Experienced) Crossbows/Firearms.....24 points  
(Elite) Crossbows/Firearms.....34 points

Armour Upgrade.....2 points

## CAVALRY REGIMENTS (UP TO 50% OF THE ARMY)

(Green) Hand Weapons.....20 points  
(Experienced) Hand Weapons.....30 points  
(Elite) Hand Weapons.....40 points

(Green) Polearms.....22 points  
(Experienced) Polearms.....32 points  
(Elite) Polearms.....42 points

(Green) Bows.....24 points  
(Experienced) Bows.....34 points  
(Elite) Bows.....44 points

Armour Upgrade.....2 points

## ARTILLERY REGIMENTS (ONE PER DIVISION)

(Green) Artillery.....26 points  
(Experienced) Artillery.....36 points  
(Elite) Artillery.....46 points

## MONSTERS (ONE PER ARMY)

**GIANT EAGLE** - 140 points  
Control Value: 3  
Combat Dice: 4  
Movement: 5" per action

### Special Rules

**Flyer:** Ignores terrain and other units when moving  
**Harrier:** May withdraw 3" for free after each round of Melee

**DRAGON** - 240 points  
Control Value: 2  
Combat Dice: 7  
Movement: 5" per action

### Special Rules

**Flyer:** Ignores terrain and other units when moving  
**Breathe Fire:** Once per turn, may spend 1 action to breathe fire at a target up to 6" away. Roll 3 Combat Dice hitting on 5+, armour saves are ignored.  
**Fearsome:** Enemy units within 6" suffer -1 to Morale Tests

**GRIFFON** - 160 points  
Control Value: 3  
Combat Dice: 5  
Movement: 5" per action

### Special Rules

**Flyer:** Ignores terrain and other units when moving  
**Shock & Awe:** +1 to hit in the first round of melee

**TREEMAN** - 200 points  
Control Value: 3  
Combat Dice: 5  
Movement: 3" per action

### Special Rules

**Rooted Strength:** Re-roll failed hits in melee  
**Forest Guardian:** Gains +1 Combat Dice if fighting in forest terrain  
**Stubborn:** Counts as Elite for Morale Tests





# ORC ARMY LIST



**SPECIAL RULE - BLOODLUST:** In melee Orc regiments gain +1 Combat Dice.

## INFANTRY REGIMENTS (AT LEAST 50% OF THE ARMY)

(Green) Hand Weapons.....12 points  
(Experienced) Hand Weapons.....22 points  
(Elite) Hand Weapons.....32 points

(Green) Polearms.....14 points  
(Experienced) Polearms.....24 points  
(Elite) Polearms.....30 points

(Green) Bows.....12 points  
(Experienced) Bows.....22 points  
(Elite) Bows.....32 points

(Green) Crossbows/Firearms.....12 points  
(Experienced) Crossbows/Firearms.....22 points  
(Elite) Crossbows/Firearms.....32 points

Armour Upgrade.....2 points

## CAVALRY REGIMENTS (UP TO 50% OF THE ARMY)

(Green) Hand Weapons.....22 points  
(Experienced) Hand Weapons.....32 points  
(Elite) Hand Weapons.....42 points

(Green) Polearms.....24 points  
(Experienced) Polearms.....34 points  
(Elite) Polearms.....44 points

(Green) Bows.....22 points  
(Experienced) Bows.....32 points  
(Elite) Bows.....42 points

Armour Upgrade.....2 points

## ARTILLERY REGIMENTS (ONE PER DIVISION)

(Green) Artillery.....24 points  
(Experienced) Artillery.....34 points  
(Elite) Artillery.....44 points

## MONSTERS (ONE PER ARMY)

**GIANT** - 120 points  
Control Value: 4  
Combat Dice: 6  
Movement: 3" per action

**Special Rules**  
Stomp: In melee, any roll of 6 counts as 2 hits  
Stupid: Cannot Counter-Charge

**WYVERN** - 220 points  
Control Value: 3  
Combat Dice: 6  
Movement: 5" per action

**Special Rules**  
Flyer: Ignores terrain and other units when moving  
Dragonfire: Once per turn, may spend 1 action to  
Venomous Bite: Enemy must re-roll successful  
armour saves.  
Fearsome: Enemy units within 6" suffer -1 to Morale  
Tests

**TROLL MOB** - 160 points  
Control Value: 4  
Combat Dice: 2  
Movement: 3" per action

**Special Rules**  
Regeneration: In the Strategy Phase roll a die, on 5+  
the Troll Mob earns 1 additional Combat Dice  
Stupid: Cannot Counter-Charge

**CHIMERA** - 200 points  
Control Value: 3  
Combat dice: 6  
Movement: 3" per action

**Special Rules**  
Multiple Heads: Once per turn, may re-roll up to 2  
Combat Dice  
Breathe Fire: Once per turn, may spend 1 action to  
breathe fire at a target up to 6" away. Roll 3 Combat  
Dice hitting on 5+, armour saves are ignored.





# DWARFEN ARMY LIST



SPECIAL RULE - STUBBORN: Dwarf Brigades benefit from a -1 modifier to all Morale and Control Test rolls.  
SPECIAL RULE - DWARVEN MADE: Crossbows and Firearms do not require a reload action after firing.

## INFANTRY REGIMENTS (AT LEAST 50% OF THE ARMY)

(Green) Hand Weapons.....	14 points
(Experienced) Hand Weapons.....	24 points
(Elite) Hand Weapons.....	34 points
(Green) Polearms.....	16 points
(Experienced) Polearms.....	26 points
(Elite) Polearms.....	36 points
(Green) Bows.....	14 points
(Experienced) Bows.....	24 points
(Elite) Bows.....	34 points
(Green) Crossbows/Firearms.....	16 points
(Experienced) Crossbows/Firearms.....	26 points
(Elite) Crossbows/Firearms.....	36 points
Armour Upgrade.....	2 points

## CAVALRY REGIMENTS (UP TO 50% OF THE ARMY)

(Green) Hand Weapons.....	24 points
(Experienced) Hand Weapons.....	34 points
(Elite) Hand Weapons.....	44 points
(Green) Polearms.....	26 points
(Experienced) Polearms.....	36 points
(Elite) Polearms.....	46 points
(Green) Bows.....	24 points
(Experienced) Bows.....	34 points
(Elite) Bows.....	44 points
Armour Upgrade.....	2 points

## ARTILLERY REGIMENTS (ONE PER DIVISION)

(Green) Artillery.....	24 points
(Experienced) Artillery.....	34 points
(Elite) Artillery.....	44 points

## MONSTERS (ONE PER ARMY)

STONE GOLEM - 200 points  
Control Value: 3  
Combat Dice: 6  
Movement: 3" per action

Special Rules  
Stomp: In melee, any roll of 6 counts as 2 hits  
Armoured Colossus: Has a 5+ armour save which cannot be negated.

COPTER COMBER - 220 points  
Control Value: 3  
Combat Dice: 4  
Movement: 5" per action

Special Rules  
Flyer: Ignores terrain and other units when moving  
Bombing Run: Spend 1 action to drop bombs on an enemy unit it has moved over. Roll 4 Combat Dice, each 5+ counts as a hit that ignores armour.

FANATICS - 180 points  
Control Value: 2  
Combat Dice: 7  
Movement: 2" per action

Special Rules  
Death-seekers: Slayers benefit from -3 to their Morale Tests  
Frenzy: In melee, roll +1 combat dice in the first round.





# QUICK REFERENCE GUIDE



## TURN SEQUENCE

- Strategy Phase
  - Issue/Change Strategic Orders via Messengers
- Activation Phase
  - Draw Divisional General Chips (2 per)
  - When drawn attempt Order Test (2D6 => Control Value of Brigade and nearest Divisional General
  - On Success: Brigade may use up to 5 Actions
  - On Failure: No Actions and chip lost
  - Doubles:
    - Double 6 = +1 Action (clear orders)
    - Double 1 = -1 Action (fumbled orders)
- End Phase
  - Check victory points and break point conditions

## ACTIONS/REACTIONS

All actions cost 1 Action point:

- Move: Infantry/Artillery 2", Cavalry 3"
- Charger/Counter-Charge: Double move, must end in contact. +1 to hit first round. Max 1 per turn per Brigade.
- Shoot: Fire with ranged weapons
- Reload: Required for Crossbows, Firearms and Artillery
- Rally: Attempt to rally fleeing troops with a Morale Test
- Redress the Ranks: Remove disorder from a Brigade
- About Face: Brigade faces the opposite direction

Unused Actions become Reactions if the enemy moves within 10" (Zone of Control)

## COMBAT

### RANGED COMBAT

Roll the Regiments Combat Dice:

- Long Range hits on 6+
- Effective Range hits on 5+

### MELEE

- Roll simultaneously both sides Combat Dice
- Hit on 5+ after modifiers
- Compare hits: loser takes Morale Test.
  - Fail by 1-2 = Disordered + pushed back 2"
  - Fail by 3+ Broken, flees 4" (Inf/Art) 6" (Cav)

MORALE TARGET = Brigade Control + nearest General Control

## WEAPONS & UNITS

- Hand Weapons: No modifier
- Polearms: +2 modifier to front, -2 if flanked or rear. Cannot charge
- Bows: 10" Max Range, 6" Effective. -1 in Melee
- Crossbows/Firearms: 12" Max, 6" Effective. -1 in melee and must reload before firing again. Ignores armour.
- Artillery: 24" Max Range. Starts hitting on 6+, if hits scored improves accuracy vs same target (5+, 4+ to 3+ max). Resets if target moves 1". Ignores armour. Must reload.

### REGIMENT QUALITY

Green: Control 4, Combat Attack Dice: 3

Experienced: Control 3, Combat Attack Dice: 4

Elite: Control 2, Combat Attack Dice: 5

Armour: Optional upgrade giving 6+ save vs hits. Negated by Crossbows/Firearms and Artillery.





# DIVISION ROSTER



Race:

Division Name:

Division Points:

## DIVISION

Divisional General:

Green ☐ Experienced ☐ Elite ☐ PTS

Magical Advisor: ☐

### 1ST BRIGADE

Regiment Type

1st Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

2nd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

3rd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

4th Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

BRIGADE PTS

### 2ND BRIGADE

Regiment Type

1st Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

2nd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

3rd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

4th Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

BRIGADE PTS

### 3RD BRIGADE

Regiment Type

1st Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

2nd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

3rd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

4th Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

BRIGADE PTS

### 4TH BRIGADE

Regiment Type

1st Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

2nd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

3rd Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

4th Regiment:

Green ☐ Experienced ☐ Elite ☐ PTS

BRIGADE PTS

### 5TH BRIGADE

Monster/Artillery:

Control Value:  PTS

Special Rule:

Combat Dice:

Special Rule:

Movement:

Special Rule:

Note: Not all Brigades/slots need to be filled. Use only what's needed for your Division.