

OGAM COMPLICATION CARDS

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Reinforcements for the underdog

The first army to lose 25% of its point value in troops receives a unit of mortals designed on as many points or less. Use counters if no models are available to represent the extra troops. The unit appears on any table edge as soon as the point loss occurs.

Divine Wind

Due to the intervention of a hidden prankster deity, all gods in this scenario have -1 on all missile attacks. Ranged attacks from and against other tiers are unaffected. In other words, legends and mortal units do not suffer the -1. This -1 is cumulative with other modifiers for bad weather etc.

My Pantheon for a Horse

In this scenario, all mounted gods and legends will find themselves separated from their mounts. Mounts must be deployed at least 2 x Long away from where the riders are deployed. A god who is adjacent to his mount may jump on the saddle by spending one action. Use counters or spare cavalry figures to represent the mounts.

The Switch Spell

The god with the lower C score, or the god with no ranged attacks if both have the same C score, or random god if none has ranged attacks, is allowed a single Switch spell effect. This allows the player to exchange the position of two units. This may be used only once, in the acting player's turn, as a free action. The Switch may affect friends and foes alike. It may be used on units in a fray.

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Uncooperative Heroes

Each player secretly chooses one of his opponents Legends. Write down the chosen Legend and reveal them simultaneously. The two chosen Legends will NOT count for purposes of the outnumbering/fray rule in this scenario.

Vendetta

Randomly choose one Legend for each player after deployment. The two Legends have a personal hatred for each other. They must always roll at least two dice per activation. Any action these two Legends perform must be used to get into melee with the hated enemy and attack him in melee. After a Legend has killed its hated enemy, it may be activated normally and it is no longer forced to roll at least two activation dice.

Dangerous Ground

There are two patches of dangerous terrain on the table, each 1 x Long across. This can be anything appropriate for the pantheons, from sinkholes leading to the underworld to pools of molten lava. All mortals within 1 x Medium from dangerous ground may not perform Invocation. The dangerous terrain may be crossed by any troop, but it counts as broken ground and, should the unit fail a Q roll on a single die, it takes a casualty.

Deserter

Both players secretly choose a single mortal from one unit in the opponent's force. That mortal has deserted the army and does not take part in this game. The mortal does NOT count as a loss for victory purposes.

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Unforeseeable Destiny

The force with the highest number of Prophecy dice rolls one less Prophecy dice in this game. Ignore this complication and draw another one if neither force uses Prophecy.

Poisoned Arrows

The first unit of mortals in the game to inflict a casualty with a ranged attack rolls a die as per the Poison trait. On a 5 or 6, the attack causes an additional casualty. Draw another complication if no force uses shooters.

Fury of the Mortals

Both players choose one unit of mortals from the opponents force before deployment. That unit may NOT perform invocation during this game but gains a +1 to C (melee and ranged) against other mortal units.

From Them, a Hero will be Chosen

When the first unit of mortals is reduced to a single figure in the game, that figure immediately becomes a Q3 C3 Legend.

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Avenger of the Gods

In this scenario, when a god is first killed, his player chooses one of his legends. That legend gains +1 to his C score as long as the god is out of play. The bonus is lost if/when the god returns.

