

ORC- MAGNON



A Tactics Game of Stone Age High-Fantasy War
From Steve Robbins Games | steverobbinsart.com

ORC-MAGNON

Basic Rules

Recently, on an archeological dig in unspecified Europe, scientists uncovered trace evidence of a long-forgotten battle over holy objects. A battle took place many uncounted generations, well before the Dawn of Early Society, and was fought between Man and Orc nearly 42,000 years ago.

This discovery has shaken the *foundations* of history! Piecing the scant few clues that *can* be interpreted, scientists have been painstakingly re-creating these battles, and now it's *your* turn.

Remember: *history will be written by winners.*



Orc-Magnon is a war simulation game between two players, one taking the role of a Tribe of Mankind, the other taking the role of a Tribe of Orcdom. Players use tokens to represent warrior units, and resolve combat using a six-sided dice (not provided).

Set Up:

Choose and unfold a map, and lay it out flat. There will be some fold creases. Decide who gets what side, and how you want to orient the board.

Lay out your warrior tokens, with the side that has a "W" face down. It is recommended to sort units by type.

Decide how many warrior units can be used by both sides. For a regular game, limit the armies to 5-10 units each, or assign the movement number of a unit as its cost, and limiting each side to a budget.

Place the Tribe Camp and Totem tokens on a hex on your respective sides, where ever you wish.

After choosing warriors, proceed with play.

Warrior Units:

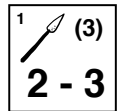
Melee:

The bottom left number represents a unit's melee strength, and the bottom right number is that unit's movement allowance.



Range:

These units have a range indicated in brackets on the upper right corner. This number relates to how far a warrior can dislodge a missile. The number in the upper left correlates with a spear/atlatl token. The unit's melee strength is significantly less when they've thrown their weapon, as they will need to retrieve their thrown weapon after a volley. The only exception is the sling warrior, who can rely on stones/rocks they pick up.



Movement:

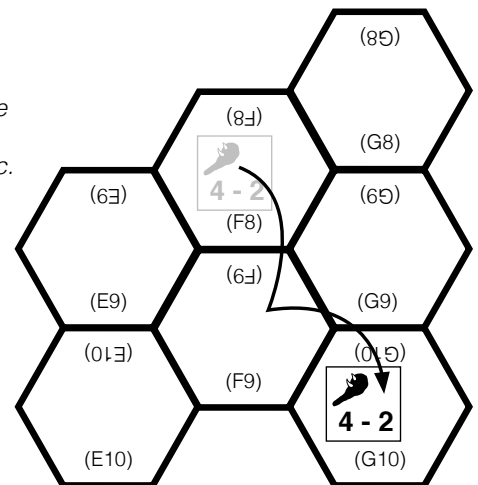
Before the beginning of a turn, players write down on a separate sheet of paper where their units will move to on the next round. When complete, both players move their units simultaneously.

Each space is numbered, making transcription of ones turn verifiable (However, players may use an honor system).

Some hex spaces are specific terrain, and modify certain attacks. See back page of this booklet for details.

In this example, the Club Warrior has a movement of 2 hexes per turn.

On the separate piece of paper, a player would write "F8 → G10", or "Club to G10," etc.



Initiative:

Initiative determines who the Attacker is, and who the Defender is. This is decided by:

- 1) which unit moved more spaces to get to the other unit, or
- 2) flipping a coin or rolling odds/evens if both warriors moved the same distance.



Combat:

Melee:

When two units share a space, spaces next to one another, or pass each other en route, players may initiate melee combat. Combat is resolved with a Combat Results Table (CRT) and a unit's melee stat.

The CRT that is consulted is based on both warriors' melee strength. In an example of a Orc Club of 4 and a Human Axe of 3, the CRT that is used is marked 4/3. Or if it's that same Orc Club versus a Human Knife, the table would be marked 4/2.

Attacker Melee: 4

	5	4	3	2	1
1:	R	W	W	W	R
2:	0	R	R	0	W
3:	0	R	0	W	W
4:	W	0	W	W	K
5:	W	W	K	K	K
6:	K	K	K	K	K

After the initiative has been determined, the Attacker rolls on six-sided die, and consults the CRT. There is a chance that the Attacker will outright kill the other unit, but not necessarily. If not an immediate kill, the Defender rolls on the CRT, using their own melee strength on the chart against their attackers' number

If the Defender is unable to outright kill the Attacker, the Attacker rolls again on the CRT, and play continues as normal, that combat concluded for that round.

If multiple units are attacking one unit, that player determines which one attacks first, goes through the CRT, and then attacks with the other if necessary.

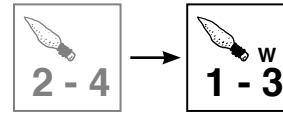
Range:

A ranged weapon, when thrown, uses a separate CRT, based on that units' Range Number, which is found on the upper right corner of that units' token.

It is automatically assumed that a range attack will be more powerful (especially if it's an Atlatl), but the cost is losing their weapon until they retrieve it, and using their weaker melee number.

Wounds:

If a unit is wounded in combat, rather than killed, staying put, or fleeing, turn that unit token upside-down.



The token now indicates this unit is wounded, and their attack and movement is altered unless they are healed, killed, or wounded again, at which point, is either flipped to full strength, or removed from the game.

When a unit is wounded after the third CRT movement in combat, they may automatically run two hex spaces.

Victory Conditions/Variations:

The primary victory in Orc-Magnon is to retrieve the other tribe's Totem (a very, VERY sacred holy object), and bring it back to your starting space. The tribe that does this wins the game.



There are some variations:

1) Burn and Pillage:

After placing down the Tribe Camp tokens, warriors must destroy the other tribes camp. When a unit is next to the camp, they may attack the village, and move the Tribe Camp Tracker down for every turn.



While attacking the camp, they are automatically the Defender in combat. Once the village is destroyed, the game is over. The camp may rebuild, similarly to a warrior attacking, but pushing the Tribe Camp Tracker up.

2) Genocide:

Every single warrior of the opposing side is killed. The Tribe Camp Token is not used in this variation.

3) Hell On Earth:

Shaman units are not allowed, Holy Sites are useless, and Natural Catastrophes happen every 3 turns.

4) The Hunt:

Regular rules are used, except a third player takes on the role of the Animal Kingdom. Instead of animal token movement being predictable, The third player actively chases players around. If an animal is killed, there will always be another to take it's place on a different part of the board.

Solo Play:

Player arranges most animals on the board, with the goal to bring back a predetermined quarry. Move animals as normal. For a challenge, limit game to 10 turns.

Shaman:

Every tribe needs a spiritual advisor, and both sides have dragged their medicine man into the fray of battle.

A shaman has the ability to heal a wounded unit, but must share the same space as that warrior. After declaring that the shaman is healing a unit, they must stay put for a full turn.

If a player wishes to, they may use their shaman to raise the dead. After declaring that the shaman will be performing this ritual, the shaman must stay in one space for a full three turns (use shaman Spell Tracker to keep track of turns). This leaves your shaman vulnerable, but allows a player to place a dead warrior unit of their choice next to him when the spell is complete.



Shamans also, three times per game, allow a unit to have +1 melee strength until the end of that warrior's next combat phase. Both the shaman and warrior must be on a Holy Site hex to initiate the spell.

Natural Catastrophes:

If you wish to include random acts of violence committed by nature, place Natural Catastrophe tokens on the board. Players take turns placing the pieces down.



Using the Natural Catastrophe tracker, every six turns, a single disaster occurs clockwise around the board.

This affects a range of hex spaces immediately around it, destroying every living thing in its path, and removing them from the game. This also includes animals that might be in the area.

Animals:

The land is bountiful with several tasty animals... who also find *your* flesh tasty. If you choose to include them, place as many animal tokens on the board as you wish.

Animal Combat is the same as melee, however animals always get the initiative.



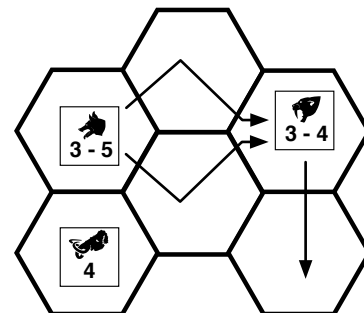
1) Sabre Tooth Lions: these bruisers move up and down the board in a straight line.

2) Dire Wolves: these vicious dogs move side to side on the board horizontally.

Wolves and Sabre Tooth Lions can pass over mountains as normal hexes.

3) Goliath Tigerfish*: a species of fish with gigantic teeth and ferocity. They cycle through the water hexes.

*Goliath Tigerfish are actually native to Africa, but used in this game.



4) Mammoths: these normally ignore Men and Orcs, but will attack if you disrupt its territory.

Randomly place Mammoth Tokens face down on any heavy-wooded areas. Some of pieces might not be a mammoth. But some might...

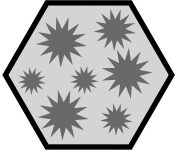
Land:

This is a quick reference guide to the types of land that stretches and covers unspecified Europe during the battle, and its effects on units. Not include is grasslands, which provide no modifications.



Light Forest

When in this forest, ranged weapon attacks are -1 (e.g., normal range attack of 3 is a 2).



Heavy Forest

Ranged weapons are -2, and if playing with the Animal tokens, there could potentially be an angry mammoth to greet you.



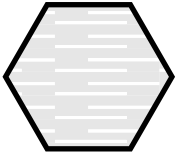
Hill

Crossing a hill or stopping on a hill is -1 movement, but you gain +1 for ranged attacks. Limit 2 warriors per hill.



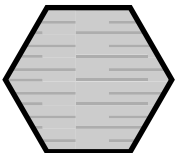
Mountains

Only animal tokens can cross mountains. Going around is the only solution.



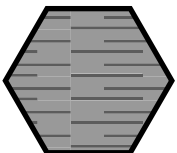
Shallow Water

Wading in this depth of water reduces movement -1. Animals can move in these shallows.



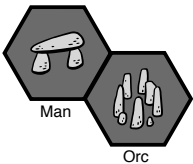
Neck-high Water

Swimming in this depth will reduce movement -2, and attack -1. Animals cannot follow you.



Deep Water

Impassable depth. Moving a unit here is suicide (or murder, if you out-think your enemy...)



Holy Sites

Thousands of years later, tour guides will call these ruins, but you call them useful: a unit is on their tribe's site cannot be killed, and gains melee +1. Limit one unit at a time. Shamans gain +3 melee.

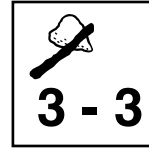
Warrior Units:

This is a quick historical reference guide to the types of weapons that are used in *Orc-Magnon*. Please note that Humans are the light grey tokens, and that Orcs are the dark grey tokens.



Club:

A phallic symbol of power, this weapon has lasted throughout the annals of time as the prototypical "Cave Man" tool.



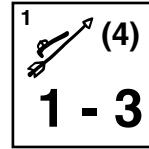
Axe:

Normally reserved as a tool of a budding lumber industry, the axe was made of chipped rock that was honed into a very sharp and effective edge.



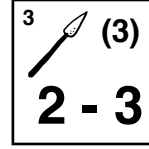
Knife:

Early knives were also made from chipped rocks. Somewhere lost in antiquity, the innovation of adding a handle allowed for a better grip.



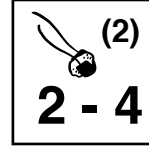
Atlatl:

Still used in parts of Australia and Africa, the Atlatl is a surprisingly effective launching tool, able to huck missiles farther and faster.



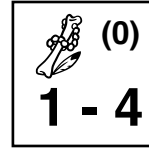
Spear:

Used primarily for hunting. Ancient man would follow their prey for days/weeks, with the intent of wearing a beast down, and then killing it.



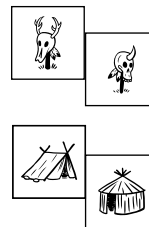
Sling:

In the hands of a capable user, a sling is as deadly as a gun. Though not era-appropriate, it was not surprising that David struck Goliath down in one blow.



Shaman:

Modern research can only guess what rituals were performed in Neolithic times, but can presume that petitioning the spirits of animals was involved.



Relics / Tribal Camp:

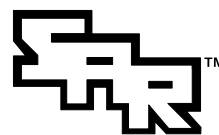
The life of a tribe was intricately tied to their spiritual totems, as it was the easiest explanation of how the world worked and protected them.

The tribal camp itself was a living symbol of unity and survival, with all members pulling their own weight for the betterment of all.

Art, concept and rules developed by Steve Robbins
Play Testers: Matt Miller, Niklas Norman,
Consultant: David Robbins
Special Thanks: Bachman Printing, Shelly
For a physical copy, email: steverobbinsgames@gmail.com



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Melee Combat Results Table

K = Killed
 W = Wounded
 R[un] = Runs 1 Space
 0 = No Results

Attacker Melee: 4

	5	4	3	2	1
1:	R	W	W	W	R
2:	0	R	R	0	W
3:	0	R	0	W	W
4:	W	0	W	W	K
5:	W	W	K	K	K
6:	K	K	K	K	K

Attacker Melee: 2

	5	4	3	2	1
1:	R	W	W	W	R
2:	0	0	0	R	W
3:	0	0	0	R	W
4:	0	0	R	0	K
5:	0	R	W	W	K
6:	W	W	K	K	K

Melee Combat Results Table

K = Killed
 W = Wounded
 R[un] = Runs 1 Space
 0 = No Results

Attacker Melee: 4

	5	4	3	2	1
1:	R	W	W	W	R
2:	0	R	R	0	W
3:	0	R	0	W	W
4:	W	0	W	W	K
5:	W	W	K	K	K
6:	K	K	K	K	K

Attacker Melee: 2

	5	4	3	2	1
1:	R	W	W	W	R
2:	0	0	0	R	W
3:	0	0	0	R	W
4:	0	0	R	0	K
5:	0	R	W	W	K
6:	W	W	K	K	K

Attacker Melee: 5

	5	4	3	2	1
1:	W	W	W	R	R
2:	R	R	0	W	W
3:	R	0	W	W	W
4:	0	W	W	K	K
5:	W	K	K	K	K
6:	K	K	K	K	K

Attacker Melee: 3

	5	4	3	2	1
1:	R	W	W	W	R
2:	0	0	R	R	W
3:	0	0	R	0	W
4:	0	0	0	W	K
5:	W	W	W	K	K
6:	K	K	K	K	K

Attacker Melee: 1

	5	4	3	2	1
1:	0	0	W	W	W
2:	0	0	0	W	R
3:	0	0	0	0	R
4:	0	0	0	0	0
5:	0	R	R	R	W
6:	W	W	W	W	K

Attacker Melee: 5

	5	4	3	2	1
1:	W	W	W	R	R
2:	R	R	0	W	W
3:	R	0	W	W	W
4:	0	W	W	K	K
5:	W	K	K	K	K
6:	K	K	K	K	K

Attacker Melee: 3

	5	4	3	2	1
1:	R	W	W	W	R
2:	0	0	R	R	W
3:	0	0	R	0	W
4:	0	0	0	W	K
5:	W	W	W	K	K
6:	K	K	K	K	K

Attacker Melee: 1

	5	4	3	2	1
1:	0	0	W	W	W
2:	0	0	0	W	R
3:	0	0	0	0	R
4:	0	0	0	0	0
5:	0	R	R	R	W
6:	W	W	W	W	K

Range Combat Results Table



1:	0	0	0
2:	0	0	0
3:	R	R	0
4:	W	W	R
5:	K	W	W
6:	K	K	K

Normal

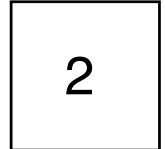
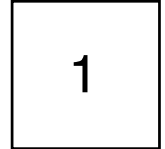


1:	0	0	0
2:	0	0	0
3:	R	R	0
4:	W	R	R
5:	W	W	W
6:	K	K	W

Wounded

Note that, with the exception of sling, when a range weapon is discharged, combat is determined by the melee stats until missile is retrieved.

Shaman Tracker



After declaring that the shaman will be performing this ritual, the shaman must stay in one space for a full three turns. A player may place a dead warrior unit of their choice next to their shaman when the spell is fully complete.

Range Combat Results Table



1:	0	0	0
2:	0	0	0
3:	R	R	0
4:	W	W	R
5:	K	W	W
6:	K	K	K

Normal

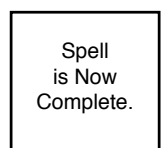
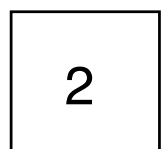
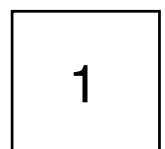


1:	0	0	0
2:	0	0	0
3:	R	R	0
4:	W	R	R
5:	W	W	W
6:	K	K	W

Wounded

Note that, with the exception of sling, when a range weapon is discharged, combat is determined by the melee stats until missile is retrieved.

Shaman Tracker



After declaring that the shaman will be performing this ritual, the shaman must stay in one space for a full three turns. A player may place a dead warrior unit of their choice next to their shaman when the spell is fully complete.

Humans:

Your tribe had spent many long and desperate moons searching for a new home, and praise be to the spirits, you've found one. There is plenty of game to be hunted, fresh water to be drunk, and good timber to construct your dwelling places, and keep the fire alive for another night.

But not too long has past that a hunting party disappeared while on the trail of ibex. That was seven suns ago. One of the men, the youngest, has just crawled back, covered in blood! After being treated by your shaman, he finally was able to choke out one word: ORC.

The Orcs had been the blight on your forefathers, raping and seizing your land through conquest. Merciless and terrible, they will not stop until you are all dead, and your spirits captured and fed to their evil gods of the underworld.

Many suggested that it was a sign from the gods that it was time to leave this valley and find safer grounds. But more believe that this is sign from the gods that this is a home worth protecting. Your chief sided with them, and a call to arms was declared.

This is your time to fight. This is your time to say no more. It ends here, and you're going to make sure of it by capturing their holy relic, and making sure it is utterly destroyed!



Orcs:

Your tribe has faced many challenges in its attempts to survive another winter season. Everywhere the tribe has gone, it has encountered Humans. There are so many of them, and they eat and breed like the wildfire you both fear. You usually have no difficulty cutting through them like a knife in a stomach.

After being chased out of your most recent settlement, your advance party discovered a valley. There is plenty of game to be hunted, fresh water to be drunk, and good timber to construct your dwelling places, and keep the fire alive for another night.

But all is not well. Seven suns ago, one of your hunting parties discovered fresh humans, hunting YOUR ibex. They were slaughtered in an ambush, except one that ran away, and could not be caught. You know they are there, and that they will come. They always will come.

Many suggested that it was a sign from the gods that it was time to leave this valley and find safer grounds. But more believe that this is sign from the gods that this is a home worth protecting. Your chief sided with them, and a call to arms was declared.

This is your time to fight. This is your time to say no more. It ends here, and you're going to make sure of it by capturing their holy relic, and making sure it is utterly destroyed!



(2) 2-4	3-3	2-4	4-3	1 (4) 1-3	1 (3) 2-3
(2) 2-4	3-3	2-4	4-3	2 (4) 1-3	2 (3) 2-3
(2) 2-4	3-3	2-4	4-3	3 (4) 1-3	3 (3) 2-3
(2) 2-4	3-3	2-4	4-3	4 (4) 1-3	4 (3) 2-3
(2) 2-4	3-3	2-4	4-3	5 (4) 1-3	5 (3) 2-3
(2) 2-4	3-3	2-4	4-3	6 (4) 1-3	6 (3) 2-3
1	2	3	4	5	6
1	2	3	4	5	6
1-4	Tracker		Tracker		

(2) 2-4	3-3	2-4	4-3	1 (4) 1-3	1 (3) 2-3
(2) 2-4	3-3	2-4	4-3	2 (4) 1-3	2 (3) 2-3
(2) 2-4	3-3	2-4	4-3	3 (4) 1-3	3 (3) 2-3
(2) 2-4	3-3	2-4	4-3	4 (4) 1-3	4 (3) 2-3
(2) 2-4	3-3	2-4	4-3	5 (4) 1-3	5 (3) 2-3
(2) 2-4	3-3	2-4	4-3	6 (4) 1-3	6 (3) 2-3
1	2	3	4	5	6
1	2	3	4	5	6
1-4	Tracker		Tracker		

Tribe Camp Tracker

1	2	3	4	Tribal Camp is Destroyed.
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Human Tribe

1	2	3	4	Tribal Camp is Destroyed.
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Orc Tribe

3-5	3-5
3-5	3-5

3-4	3-4
3-4	3-4





































4	4		
4	4		

3-6	
3-6	
3-6	
3-6	
3-6	





































Natural Catastrophes Tracker

1	2	Hell on Earth	4	5	Something Bad Happens
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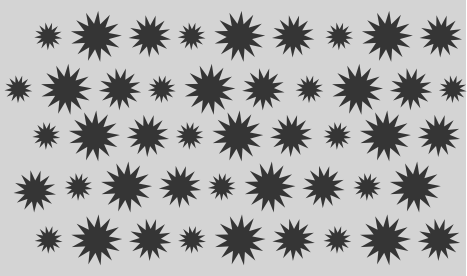
			Tracker

1	 (3) W	1	 (4) W	 W	 W	 W	 (2) W
	1-1		2-1	3-2	1-3	1-2	0-1
2	 (3) W	2	 (4) W	 W	 W	 W	 (2) W
	2-1		1-2	2-1	1-2	2-1	1-1
3	 (3) W	3	 (4) W	 W	 W	 W	 (2) W
	0-2		2-2	3-1	2-1	2-3	2-1
4	 (3) W	4	 (4) W	 W	 W	 W	 (2) W
	1-1		2-1	3-2	1-3	1-2	0-1
5	 (3) W	5	 (4) W	 W	 W	 W	 (2) W
	2-1		1-2	2-1	1-2	2-1	1-1
6	 (3) W	6	 (4) W	 W	 W	 W	 (2) W
	0-2		2-2	3-1	2-1	2-3	2-1

 W
1-2

1	 (3) W	1	 (4) W	 W	 W	 W	 (2) W
	1-1		2-1	3-2	1-3	1-2	0-1
2	 (3) W	2	 (4) W	 W	 W	 W	 (2) W
	2-1		1-2	2-1	1-2	2-1	1-1
3	 (3) W	3	 (4) W	 W	 W	 W	 (2) W
	0-2		2-2	3-1	2-1	2-3	2-1
4	 (3) W	4	 (4) W	 W	 W	 W	 (2) W
	1-1		2-1	3-2	1-3	1-2	0-1
5	 (3) W	5	 (4) W	 W	 W	 W	 (2) W
	2-1		1-2	2-1	1-2	2-1	1-1
6	 (3) W	6	 (4) W	 W	 W	 W	 (2) W
	0-2		2-2	3-1	2-1	2-3	2-1

 W
1-2



1 Hex Radius 2 Hex Radius 2 Hex Radius
3 Hex Radius 4 Hex Radius 5 Hex Radius 6 Hex Radius

