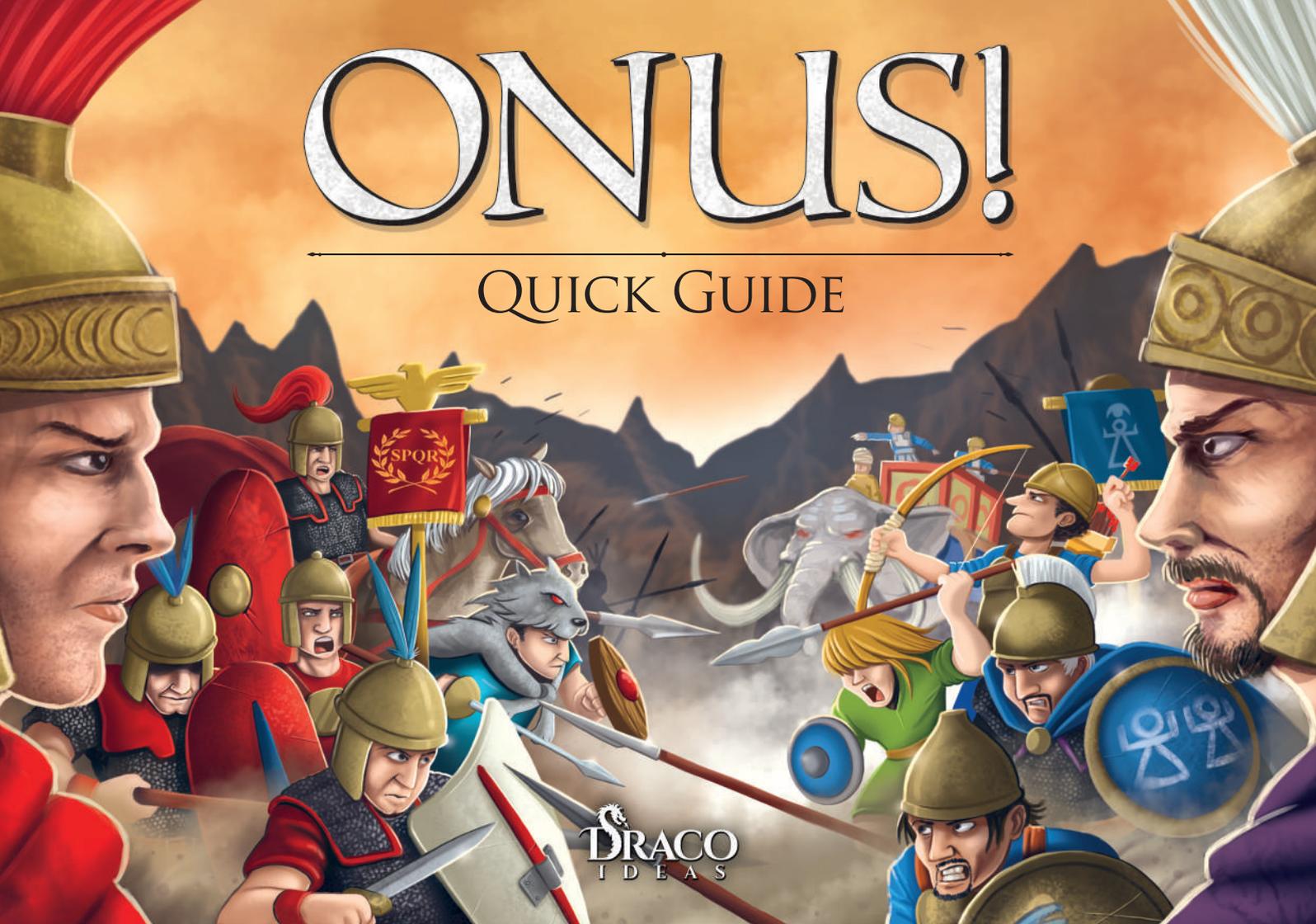


ONUS!

QUICK GUIDE



DRACO
IDEAS

QUICK GUIDE

The aim of this quick guide is to give you a brief overview on how to play **ONUS! Rome vs Carthage**. By reading it, you will learn the basics of a turn sequence as well as the mechanisms related to movement and combat. For further details, please refer to the game's rulebook

COMPONENTS

The basic components included in **ONUS! Rome vs Carthage** are:



Unit's cards: they represent the different types of troops and the set of traits and skills they feature.



Actions/Events cards: the Action/Event cards are split into two parts; actions that will allow you to give orders to your units, and events, that modify the outcomes of Ranged Attacks and Melee Combats.



General's counters



Counters: used to show different ingame situations and features of the units.

STARTING THE GAME

Depending on the battle you want to play or the duration of the game, you will decide a maximum value for the armies, knowing that each unit has a recruitment value represented on the left down corner in the unit's card. If you have decided to play, for instance, a **battle to 1.000 points**, your army can never exceed such limit. Once you have selected your units, you choose a **General** to lead your troops and finally you draw a number of cards according to the **leadership** value of your General: **6 for a standard General, 7 for Scipio and 8 for Hannibal**.

Once you've chosen your troops and the General in lead, you deploy your units onto the battlefield and you can start the battle!

ON YOUR TURN

In **ONUS! Rome vs Carthage**, a player finishes an entire turn before the other plays hers.

1 Activating units: In this phase you have to decide how many Action cards you want to play. A counter will be placed on each unit you want to activate, and afterwards, you'll carry out the actions indicated by such cards. In the event you don't play any Action card from our hand, at the end of the turn you'll draw three new Action cards. Note that you will never may exceed the limit of cards in hand imposed by the leadership value of our General. In case you surpass such limit, you will discard as many as necessary to fulfill this rule.



It's mandatory to activate the units so they can move, pivot, charge, attack at range or use any specific skill they may have. **It's not allowed to activate any unit twice in a turn.** In other words, you can't use two or more Action cards in a given unit.

In some situations a unit can be activated without an Action card: when they counterattack the unit they have been previously attacked by, and when they are fleeing, units will continue their movement backwards.

2 Movement and charges: Every unit has a Movement value trait. **In the battlefield, each movement unit equals to 5 cm/2 inches and it's represented by 1DU.** When moving units, we can spend 1DU to pivot up to 90 grades. We can also move the units to the sides, backwards (without pivoting) or even change the formation. In those three cases we will use half-movement, **which means the unit will move up to half of her movement value.**

In case you need it, you can use the double-movement, though you'll suffer some penalties if attacked by an enemy unit. In the event you complete your double-movement in close combat with an enemy unit, you will be able to charge and combat.

3 Range Attack: You will be able to perform Range Attacks provided a unit has Ranged Weapons, it has been activated and it has moved only half of her movement value. Obviously, the enemy target has to be within range as indicated in the Attacker's card. The Range Attack is carried out as explained in phase 5 below but in this phase you'll have to use the Range Attack values depicted after the Bow icon in the unit's card. In this case, the target can't react, that is to say, she can't counter attack. If the target is closer to half the range value of the attacker's unit, you'll roll 4 die, otherwise you'll only roll 2.

You can't execute a Range Attack against a unit that is engaged in a Melee combat.

4 Skirmishers: In this phase, the Skirmishers that have executed a Range Attack can continue their movement, in case they have any movement point left.

5 Melee: In this phase we will resolve all the Close Combats. All units that are in contact with enemy units are considered to be engaged in a melee. The player who's playing her turn will decide the order to resolve the combats. Firstly, we'll check how an Event will affect the combat. To do it so, we draw a card from the Action/Event pile and depending on the card it will affect the Attacker (indicated

by Sword icon), to the Defender (indicated by a Shield icon) or to both. Then the Attacker may use another event taken from her hand, and finally, the defender may also use one from hers, if she wishes. All these Events will give either bonuses or penalties to the Attack and Armor values.

Next we will roll the dice. One dice is rolled per each section in contact with the enemy (ranging from 1 to 6, in case we have enlarged our formation and surrounded the target). To check if you have made a hit, to each dice rolled we add the Attack value (first digit after the Sword icon in the unit's card), plus any bonuses or minus any penalties due to the Events cards used. The result has to be higher than the first Armor value (first digit after the Shield icon in the unit's card). The Defender takes a hit per dice which value surpasses the aforementioned Armor value.

Once you have checked the number of hits you've made in that engagement, you have to check if you have inflicted any damage. To do it so, we roll again the die that have hit, but this time you have to compare the second values indicated in the Attack and Armor traits.

If the result of the roll plus the second value indicated in the Attack is higher than the second value indicated in the Defender's Armor trait, you inflict 1 wound.



Unless otherwise stated, the target may counter attack simultaneously. This means the defender becomes now the Attacker and the former Attacker now is the Defender, though no new Event cards can be used or added to the counter attack.

Once you have resolved the counter attack, you'll place the appropriate counters over the units that have been wounded. Unit that has received more amount of damage will make a Morale Check.

Morale Check it's done by rolling 1 dice, adding 1 per each wound accumulated on the unit and applying any possible bonus or penalty that may be in place. The result is then compared to the unit's Morale value (the digit after the Flag icon in the unit's card). In case the total value is equal or inferior to her Morale value, nothing happens. Otherwise, the formation breaks. If the unit was already broken due to a previous Morale Check failure, a second failure means that it starts fleeing.

6 Fleeting Movement: In this phase all the units that are fleeing will make the movements. Before doing so, they can make a Morale check. If they pass it, they won't move and will remain broken. If they don't, they will move half of the movement value towards their own rearguard in the battlefield, avoiding enemy units they may find in their flee.

7 End of turn: You'll check if any of the sides meet the **Victory Conditions** that were set prior the start of the battle. If they are not met, you will refill your hand. The player holding the turn will draw 3 new cards in case none were used. If you exceed the hand limit imposed by your General's leadership value, you will discard as many as necessary to keep in hand the number stated by this value. If you used at least one Action card in your turn, **you'll receive only 1 new card.**

The battle will continue until one of the players fulfill the **Victory Conditions** set.

This quick guide has given you a brief overview on how to play ONUS!
Now it's time to delve into the manual and play until you become the greatest General in history ever!



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