



OF GODS AND MORTALS

Mythological Wargame Rules

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OSPREY
WARGAMES

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INTRODUCTION

WHAT IS THIS GAME ALL ABOUT?

Gods, legendary beings, monsters, heroes and their followers wage war on each other in an attempt to shape the world according to their desires. Odin negotiates a truce with ice giants and trolls and musters a Norse host against Zeus and Medusa, who lead a band of Greek hoplites. The Dagda engages in furious hand-to-hand combat with Horus, while Cu Chulainn wrestles a giant scorpion. These are the superheroes of yore. Their battles are the foundation of fantastic stories we still tell today. *Of Gods and Mortals* is a set of fast-playing wargame rules for fighting these battles between gods, immortals and heroes from the pantheons of myth. Games are played out on a tabletop, using painted miniatures, dice and measuring sticks.

WHAT YOU NEED TO PLAY

To play this game, you'll need:

- At least three dice per player, of the standard, six-sided type.
- Miniatures (about 16–20 per player).
- Three measuring sticks – Short (7.5cm), Medium (12cm) and Long (18cm).
- A playing surface of at least 90x90cm (3'x3').
- A couple of old CDs and cardboard rectangles to be used as movement trays.

Throughout this text, examples are shown in Italic.

Important rules are shown in bold.

Tactical tips, rules exceptions, designer's notes and play hints are in bold italic.

You'll also need a few scenic items to represent hills, trees, boulders, ruins, sacred springs and groves, and other terrain features. Scenic items make the tabletop more interesting and the battle more challenging, with units manoeuvring around difficult terrain and exploiting natural features to their advantage.

As long as all the miniatures being used share a consistent scale and basing convention, the game can be played with any figures you like. We recommend basing close-order infantry figures on square bases so that they can rank up. Other units (including Gods, Legends, skirmishers and animals) are best based on round bases (pennies or washers). This will let you determine at a glance who moves independently, and who moves in close or open order.

GAME LENGTH AND SCALE

A satisfactory game can be played in under one hour once you're familiar with the rules, making it possible to play a short campaign in a long evening or over a weekend. The game is scalable: you can play larger battles just by increasing the point totals.

The rules are written for two players but it is possible to play with more (see Appendix 1).

The ground scale is 1cm = 1 yard.

One figure represents one character.

One turn represents a few seconds.

All distances and ranges are measured with three measurement sticks labelled Short (7.5cm), Medium (12cm) and Long (18cm). Pre-measuring (checking a range before declaring an attack or a movement) is always allowed. Players may measure distances at any time.