

DOMINATION

2-4 Players

Ages: 8+

Game time: Approximately 15-20min per player

Each player will take on the role of a rival Queen within a colony of ants. Players will then take it in turn to perform actions with the drones under his/her control with the aim of gathering food to increase their Queen's **Dominance**. Different Queens have different tastes so each player will have to prioritise different sources of food. The victor will be the Queen who has rested control of the food source from the other Queens allowing her to attain **Domination** of the colony.

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COMPONENTS:-

Player Pieces

Each player has these in their colour:

- 5 Identical 'Drone' dice per player
- 1 Unique 'Queen' die per player
- 6 Attack dice
- 6 Defence dice
- 1 Printout of these rules, included are:-
 - 6 6x6 square grids, known as tiers, numbered 1 to 6
 - 6 Queen cards
 - 38 Hand cards (9 per player)
 - 24 Food tokens (6 of each)

Note: All mention of the words die or dice refers to a standard 6 sided die.

Note: All mention of the word adjacent means the 6 orthogonal spaces in 3 dimensions. These are forwards, backwards, left, right, above and below.

SETUP

- Lay out each tier in ascending order from left to right
- Shuffle the food tokens and create a face down draw pile then randomly assign a number of these tokens, equal to the number of players plus 1, to the colony. For each token roll a die to determine which tier it will appear on, roll again for which row and column on that tier.
- In the same way randomly determine a starting position for each players Queen. If your Queen would start adjacent to another players Queen (**Remember** to check above and below) reroll all 3 dice.
- Shuffle the 6 Queen cards and deal 1 face down to each player. Each player should also take 1 of the 9 card player decks, shuffle it to create a face down draw pile and draw their 3 card hand. If at any time a players deck is depleted, they should shuffle their discard pile and place them face down and this becomes their new deck.
- Randomly determine a first player. Starting with the player to his/her left and proceeding counter-clockwise each player should place their Drones on the board adjacent to their queen. Drones may not start the game in the same location as another drone.
- Play can now begin with the first player and will proceed clockwise

PLAYING THE GAME

During a player's turn he/she may activate each of his ants up to once according to the **Abilities** of each ant. After a player declares their turn complete, randomly generate (using the method described above) a number of **Food tokens** equal to the number of tokens removed in the previous turn.

MOVEMENT

All insects may move in the following manner:

- To any orthogonal position at a cost of 1 movement point per square.
- An insect may never move in a diagonal direction.
- An insect can move up or down a level at a cost of 1 movement point per level. It occupies the same grid position on the new level.
- Friendly insects have no effect on moving through a square, however, a drone may not finish its move in a square containing a friendly insect.
- Moving into a square containing an enemy insect immediately initiates combat and ends that drones turn once combat has been resolved.
- Movement is from levels 1 to 6 but an insect cannot travel from level 1 to 6 and vice versa.

INSECT ABILITIES

DRONES

- Come into play on 6 **Strength**
- May not act the turn they are Spawned
- Can move a number of squares equal to half their strength rounded up
- Stop immediately when the encounter a **Food token** and acquire it, this ends the drone's turn
- Have a move speed of 1 when carrying a **Food token**
- Can give a **Food token** to a friendly ant at a cost of 1 move, this ends the drone's turn
- Can take a **Food token** from a friendly ant at a cost of 1 move, this ends the drone's turn
- Can enter a square containing an enemy drone, initiating combat (see **Combat** below), the drones turn ends when the combat is resolved. May not use this ability when carrying a **Food token**.
- A player may look at any **Food token** currently in the possession of a Drone they control
- A player may never control more than 5 drones.

Note: Drones cannot attack an enemy Queen. No Queen would allow such an affront even against an enemy

QUEENS

- Begin the game on 1 **Dominance**
- Can move 1 square

- Cannot move into a square occupied by an enemy ant or a **Food token**
- After receiving a **Food token** increase **Dominance** by 1
- In addition to their move may also perform a **Spawn** action. By spending 1 **Dominance** and 1 **Food token** they can produce a new Drone in an adjacent square.
- A player can look at any **Food token** in the possession of their Queen

COMBAT

Complete the following steps in order:

1. Each Drone generates a number of attack/defence dice equal to its strength
2. Each player chooses a card from their hand and plays it face down
3. Each player rolls the dice they generated in step 1
4. Each player then reveals the card from step 2. If both players reveal the same card the drones become **Dominated** (see description below).
5. Resolve the relevant attack/defence ability on your card.
6. Players compare the **Power** of the highest die left in their pool. The winner is the drone with the highest **Power**.
7. Each player draws back up to their maximum hand size.

Dominated: When a drone becomes **Dominated** all of its attack/defence dice become equal to the **Dominance** of the opposing Drone's Queen.

COMBAT RESOLUTION

WINNER

- Takes any **Food tokens** from the loser
- May place the loser in any adjacent square

LOSER

- Loses a number of **Strength** equal to the difference in **Power** at the end of the **Combat**

DRAWN COMBAT

- Each drone loses **1 Strength**
- The attacking Drone moves back into the square he occupied immediately before the combat began

- The defending Drone moves 1 square directly away from the attacking Drone leaving any **Food tokens** behind. If this square is occupied, randomly determine which of the remaining empty adjacent squares the defending Drone moves to.

COMBAT CARDS

In each players combat deck there are nine cards. These are the following:

- 5 Worker cards
- 1 Legionnaire card
- 1 Bodyguard card
- 2 Soldier cards

WORKER

In an attacking combat the Worker card adds 2 to all attack dice.

In a defending combat, a victorious attacker does not obtain a carried food and it is retained by the worker drone.

LEGIONNAIRE

When the Legionnaire is revealed in an attacking combat, food is always stolen, even if the worker card is played by the defender.

BODYGUARD

In a defending combat the Bodyguard card adds 3 to all defence dice.

SOLDIER

In an attacking combat the Soldier adds 2 to all attack dice.

In a defending combat the attacker must discard their highest dice score.

END OF GAME

The Game ends immediately when 1 player's Queen reaches 6 **Dominance**. Players reveal their **Queen card** and score 1 victory point per **Food token** collected by their Queen plus any bonus points from their **Queen card**. The player with the most victory points wins. If there is a tie the player with the highest **Dominance** wins. In the unlikely event that there is still a tie all tied players roll a die until there is a clear winner, what self-respecting Queen would share power?!