

Rulebook

DominAnts

Take the lead of your hive and bring your ants to victory! Decide on your strategy - should you attack or should you grind? The choice is yours! Take the thrones of all your enemies and achieve absolute domination!

The Game Set contains:

- 20x20 Board + 4 differently coloured hives
- 4 ant queen pawns (1 ant queen for each colour)
- 80 worker ants (20 worker ants for each colour)
- 40 soldier ants (10 soldier ants for each colour)
- 20 warrior ants (5 warrior ants for each colour)
- 5 neutral units
- 60 sugar tokens
- Special Effects AntWheel
- Action Point Calculator
- Random Tile Picker

After the board is set each player chooses a colour (the colour picked corresponds to the hive, ants and queen ants)

Every player starts the game with:

- 1 ant queen pawn (on the hive throne)
- 9 worker ants (in the hive)
- 3 sugar tokens

Once the game starts, the player who rolls the highest starts. Every player starts their turn with 20 action points:

- 1 tile movement = 1 action point per pawn
- Attacking = 1 action point per pawn
- Gathering Sugar Cubes = 1 action point
- Dropping Sugar Cubes = 1 action point
- Pawn Upgrade = 1 action point

Players take turns clockwise. Every time all players have taken a turn (one turn cycle) the AntWheel must be spun. That triggers a certain event.

Gathering Mechanics:

In order to pick up a resource from a:

Permanent resource node - the Worker Ant should be on one of the four coloured tiles to collect a Sugar Cube.

Resource node with a limited number of Sugar Cubes available (e. g. dropped by a player or summoned by the AntWheel) - the Worker Ant pawn should be on any adjacent tile in order to collect one Cube.

One Worker Ant is possible to carry multiple Sugar Cubes, but may only collect one such per turn.

Note: Only the Worker Ants are able to pick up resources!

Upgrade Mechanics:

To upgrade your units you need to have them inside the hive. The new one spawns in the hive.

- 2 x Worker ants + 1 Sugar Cube + 1 Action Points = 1 Soldier;
- 2 x Soldiers + 1 Sugar Cube + 1 Action = 1 Warrior;
- In case the Queen dies she may be replaced by spending 5 Sugar Cubes + 1 Action Point.

Note: Only the Worker Ants are able to pick up resources!

Attacking Mechanics:

A single pawn is able to attack in a 3x3 tile area around it. Depending

This table displays the equal power level of all the insects, if an insect or a group of insects were to combat each other with the same power level they would cancel each other out resulting in both groups/individuals dying. If a group of insects were to have a higher power level they would survive whilst the other group is eliminated.

Ant Type vs Ant type	Worker ants to kill	Soldier ants to kill	Warrior ants to kill	Grasshopper	Queen ant to kill
Worker ants	1:1	2:1	3:1	3:1	5:1
Soldier ants	1:2	1:1	2:1	2:1	3:1
Warrior ants	1:3	1:2	1:1	1:1	2:1
Grasshopper	1:3	1:2	1:1	1:1	2:1
Queen ant	1:5	1:3	1:2	1:2	1:1

To kill an opposing ant the player's ant must be placed on the adjacent tile of the targeted ant. If an ant is killed it is removed from the board. If it carried any sugar cubes, they are dropped on the tile the ant died on. The sugar cubes become a Limited resource node.

Hive Mechanics:

The Hive is the place, where you may store your Sugar Cubes until needed, where your new ants spawn and where the Queen Throne is. Should an enemy ant reside on your throne for 2 turns you are disqualified. The Goal is to disqualify all other players from the game.

Antwheel events:

- "Strong Currents" - For the next turn cycle every player has double Action Points (40 action points)
- "Fertilising Rain" - For the next turn cycle it rains upon the battlefield, slowing the movement of all units. This way you need 2 Action Points to move 1 tile. The rain also spawns 2 Limited Resource Nodes in random places (the place is decided by the random

Tier List:

Type of ant	Tier
Worker ant	1
Soldier ant	2
Warrior ant	3
Grasshopper (special unit)	3
Ant Queen	5