

TotalDominator

Rules (English)

A game by Remco Verbaten

1. Introduction

In a nearby future robots battle for the remains of the larger world. In this game you control one of these robot warlords on their path to total domination. You will wage battles over control points and strategic areas and win the game through sheer dominance: Dominating all facilities or major territory.

2. Requirements

- **No. Of players:** 2 – 6 (8?)
 - **Materials:**
 - Six D12 (twelve-sided dice): 3 blue, 3 red
 - World Map
 - Tokens for scrap (20x1, 10x5, 5x10)
 - 9 Team Leader Cards
 - Units in 6 (8) colors (incl. Remnants)
 - Territory Cards
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3. Preparing the game

Place the world map in the middle of the table. Shuffle the teamcards and let each player pick one randomly. Place the dice next to the board and hand each player units matching their color. Place scrap-tokens next to the map.

Shuffle the territorycards and deal evenly among players. During this phase only the top part counts. Any cards that can not be evenly dealt are treated as remnant territory.

On each remnant territory, place 2 remnants. On each facility, place 3 remnants and on the ICBM place 5 remnants.

Each player receives 24 starting units. Spread them as you wish on territories in your control. Each area must contain at least one unit.

Once all players' units and remnants have been placed the game is ready to be played.

The player with the most screentime today gains initiative (radar) token.

4. Gameround

An in-game round consists of five phases, which all players play at the same time. Initiative is decided by the radar-token. The player in control of the radar holds the token.

1. Reinforcement Phase
2. ICBM Phase
3. Movement Phase
4. Retreat Phase
5. Combat Phase
6. Resolution Phase

Reinforcement phase

During this phase players reinforce any territory they have using their scrap. They can trade in 2 scrap for 1 unit. Units built from scrap may be placed on any territory under your control.

Any territory that contains no units receives 1 remnant.

Remnant areas with at least 1 unit that are below their unit limit receive 1 reinforcement, with the limits being:

Remnant territory: 2,

Remnant facility: 3,

ICBM: 5.

ICBM Phase

During ICBM Phase, the ICBM is launched by the player in control of the facility. Remnants will not fire ICBM. ICBM must be fired outside of the middle island. The player targets a territory. This targeted territory loses half of the units on it, rounded down.

Movement Phase

During movement phase the troops are moved. The player with initiative decides from which player movement starts. From then, players move their units in clockwise turn order.

Units may move 1 area. Bridges count as one area. There is no limit on how many units may be moved. No units have to be left behind. Units on a territory with a port may be moved to any area with a beach. They may not move from beach to port.

Place at least one unit on the facility box or the dotted box to showcase your control over the area.

Placing units inside a territory, under enemy control, triggers a battle in the next phase. As many different players may enter an area at the same time.

Retreat Phase

During retreat phase any player may choose to retreat up to 2 units when the following are both true: You have over 3 units in the area and there is either an empty territory or a territory under your own control bordering the territory you are fleeing from. Ports may be used to retreat the two units to any beach. A third unit is sacrificed when retreat option is chosen.

Battle Phase

The battle phase resolves all battles one by one. Only two armies battle at one time. If there are multiple armies in the same area, the initial defender picks the first contender. The winner from this battle becomes the next defender and picks their next contender and so forth, until one player remains.

The players must roll as many dice as there are units left on the territory to a maximum of three. The dice are challenged against each other from highest-highest to lowest-lowest.

If blue rolls 12/8/1 and red rolls 11/7/6 then resolution counts: 12-11, blue wins, 8-7, blue wins, 1-6, red wins. When rolling a draw, the defender is victorious.

In rough terrain (with the rough-terrain graphic) the attacker is victorious when rolling a draw.

Dice may be rerolled for a cost of 1 scrap per reroll. Any dice from your own color may be rerolled.

Resolution Phase

When all battles have been fought first is checked if any player controls either 4 islands*, 36 areas or all facilities. If not, each player receives 1 scrap for every territory they own. They receive 1 unit in the area with a factory and 1 scrap for each scrapyard under their control.

When all viable players have received their scrap and units the next round starts.

5. Special Rules

On the bottom of the territory cards are optional events that can be used to impact gameplay. After the game is setup, all cards are collected and each round one card is flipped open during ICBM phase. The event is either instantly handed or active during the entire round.

6. End of the game

When all battles have been fought first is checked if any players controls either 4 islands*, 36 areas or all facilities. Any player who does has achieved TOTAL DOMINATION.

7. Credits

Design and rules: Remco Verbaten

Illustrations: Remco Verbaten