

Domination::A Combat Sport in the World of Infinity

Special Rules

"Objective Control"

At the end of a player's activation, a model must be **within 4 inches** of an objective with no enemy models within 4 inches of the same objective in order to control the objective. Once an objective is under control it will remain under control until it is taken by another army. Models do not need to remain within 4 inches to maintain control of a given objective.

"Domination Clock"

At the beginning of the game each player's Domination Clock starts at **twenty**. At the end of each Turn the clock decreases by **two** automatically. Each player's clock will also **decrease** if one player controls more objectives than their opponent at the end of each activation, **the difference** in controlled objectives is removed from the player's clock who controls the least objectives. In addition all Domination Clocks increase one for each figure killed on an opposing team.

"Re-Deployment"

Once per turn during a player's activation their **Lieutenant** may spend one order to re-deploy any model that was removed from the field in a previous turn. This model may be placed within contact of any objective that is currently under control of the army. **Models re-deployed are not subject to Automatic Reaction Orders as they are being re-deployed.**

Scenarios

Victory Conditions

Prevent your Domination Clock from reaching zero. The player's whose clock reaches zero last defeated. In a multi player game if a player's clock reaches zero they are eliminated from the match.

Terrain

For a two player match the game is played on a 3' x 4' surface. Multi player games take place on a 4' x 4' surface. Terrain should be placed as normal.

Objective Placement

After terrain placement five objectives will be placed in the table. One objective is placed in the center of the table. Four additional objectives are placed 9" from the center of the table along the short median line of the table and 6" from the center of the table along the long. Objective may be adjusted up to one inch in any direction to allow terrain variations. Objectives should be placed in the open wherever possible.

Deployment

In a two player match players are given a 12" x 6" deployment zone located in the center of their chosen deployment edge. In a multi player game players are given twelve inches for a chosen corner of the table. Models with abilities that allow them to deploy outside of the deployment zone may not be deployed more than 6 inches from their deployment zone.

Squad Limitations

A Standard match consists of teams made up of 300 points however each team is only allowed 3 SWC and Tags and vehicles are not allowed to be included in the list. All other build options are legal. Squads can be made up of no more than 10 members in one combat group.

An Unlimited match consists of teams made up of 300 points with only normal build restrictions in place.