



DOMINUS

A MAGNA ROMA EXPANSION

MAGNA
ROMA



GAME COMPONENTS



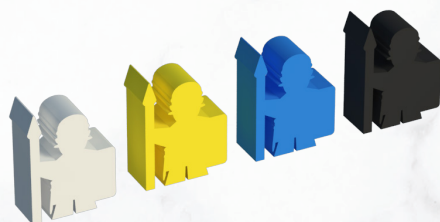
1 DOMINUS MAP BOARD



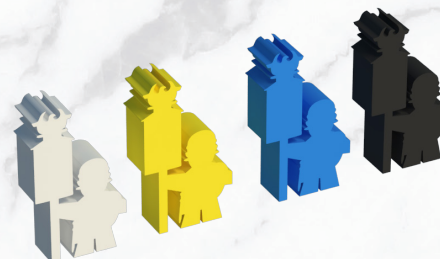
12 DOMINUS SCORE TILES



12 SETTLEMENT TOKENS
(2 of each of the 6 types)



40 LEGION MEEPLES
(10 per player color)



4 GENERAL MEEPLES
(1 per player color)

OVERVIEW

Rome is facing a civil war! The provinces need to be kept in check, the Emperor needs his best generals around the empire. Who better than you?

You will deploy your legions to fight for control over the provinces and fortify the mighty empire. Use your strategic skills to conquer more of the provinces for yourself, because your opponents will be doing the same.

SETUP

Set the game up just as you would a normal game, with the following changes:

The Military board is not used in the Dominus Expansion. Instead, set up the Dominus map board as following:

- 1 Shuffle the Dominus score tiles and place one tile on each of the indicated slots on the board, face-up.
- 2 Shuffle the Settlement tokens face-down, and place one Settlement token on each of the provinces on the board except the Rome province.
- 3 Each player places one of their Legion meeples in the Rome province.



YOU ARE READY TO START!

GAMEPLAY

The gameplay is the same as the base game except for the following changes and additions:

- The Dominus board represents the Roman Empire, separated into provinces. In this expansion, the players will deploy and move their units (Legion and General meeples) across the provinces on the Dominus board in order to be one of the three most powerful players in each province, thus getting the bonus victory points  from the Dominus score tiles.
-  When you combine the Military symbol by placing your City tiles, you will be able to **deploy** or **move** units onto the Dominus board.
-  In addition to the Military symbol, the Prestige symbol will also let you **deploy** or **move** your units on the Dominus board. When you combine the Prestige symbol by placing your City tiles, you will choose if you want to either score victory points  as normal, or use the Prestige symbol to **deploy** or **move** your units, just as the Military symbol lets you do in this expansion.
- If you would gain a Legion  symbol from a Monument, the Market board or the City dashboard, you can use that symbol with its lesser benefit (the same you get when you combine a Military or Prestige symbol of different color City tiles).
- Each Legion meeple gives you 1 power in that province, while the General gives you 2 power in a province.
- The General meeple can be deployed only by combining the Military or Prestige symbol from tiles with the same color.

DOMINUS ACTION TABLE



By creating a Military or a Prestige symbol from City tiles of a different color, or by gaining a Legion  bonus, you may either: Deploy 1 Legion meeple; Move 1 Legion meeple or Move your General meeple.

By creating a Military or a Prestige symbol from City tiles of the same color, you may either: Deploy 2 Legion meeples; Move 2 Legion meeples; Deploy 1 Legion meeple and Move 1 Legion meeple or Deploy your General meeple.

DEPLOY LEGION AND/OR GENERAL MEEPLES

This action lets you place one or two of your Legion meeples or your General meeple in the Rome province.

Depending on the symbol you combined, choose which units you want to deploy. Take those meeples and place them in the Rome province.

The Rome province doesn't score points at the end of the game and cannot be controlled during the game.



MOVE LEGION AND/OR GENERAL MEEPLES

With this action, you can move your Legion and/or General meeples to adjacent provinces, which are separated with red lines. Provinces connected by black dots are considered adjacent as well.

Choose which units to move depending on the symbol you combined and use your movement to move those units around the map. You may use the movement in any way you want, meaning you can move one or multiple units with a single movement action.

Each province can have any number of units present.

If you are the first player to move a unit into a province, reveal the Settlement token in that province and immediately gain its bonus. Discard the Settlement token afterwards. For the effects of the Settlement tokens, refer to the Settlement Bonuses table below.



SETTLEMENT BONUSES



Deploy one Legion meeple in the Rome province for free.



Choose a Beautification tile and place it legally in your city (*only compatible with the Beautifications tile variant*).



Gain 1 Faith (advance 1 step on the Pantheon board).



Gain 1 Star on your City dashboard (advance one of the three tracks by one space).



Gain 3 victory points.



Gain 2 Coins.

END GAME SCORING

When the game ends and all other scoring is done, compare the amount of power of each player for each province on the board. Then, award those players victory points  accordingly, if they meet the condition on the Dominus score tile connected with that province.

- 1st place goes to the most powerful player in that province and they get the highest victory points  multiplier;
- 2nd place goes to the 2nd most powerful player in that province and they get the middle victory points  multiplier;
- 3rd place goes to the 3rd most powerful player in that province and they get the lowest victory points  multiplier.

Remember, each Legion meeple contributes 1 power to your army in a province while your General meeple contributes 2 power.

In case of a tie for who is the most powerful player in a province, the tied players gain the middle victory points  bonus instead. Then the 2nd most powerful player in that province scores the lowest victory points  bonus (thus, leaving the 3rd most powerful player in a province without bonus victory points).

If there is also a tie for who is the 2nd most powerful player in a province, the tied players score the lowest victory points  bonus instead. In this case, the 3rd most powerful player or players are again left without the lowest victory points  bonus.

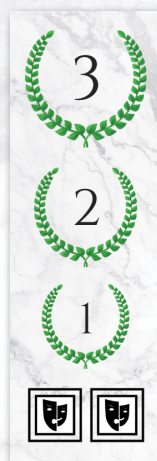
Example: At the end of the game, in the Gallia province, Yellow has 2 Legion and 1 General meeples (4 power total), making them the most powerful player in that province. The 2nd most powerful place for the province is shared between Blue with 2 Legion meeples (2 power) and Black with 1 General meeple (also 2 power). White only has 1 power from their single Legion meeple.

Yellow, as the most powerful player in that province will score the highest victory points  bonus from that province's score tile, which means that Yellow will score  for each pair of Lyre icons in their city.

Blue and Black are tied for the 2nd place because they have equal amount of power. Instead of scoring the middle victory points  bonus, they will score the lowest victory points  bonus, which means that they will both score  for each pair of Lyre icons in their cities, respectively.

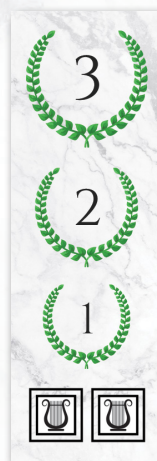
Consequently, White will not score the lowest victory points  bonus because the tied players for 2nd place scored those victory points  instead.





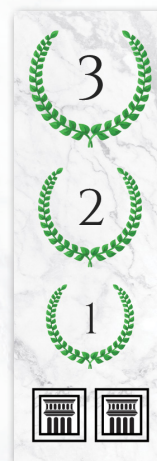
For each pair of Mask icons in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



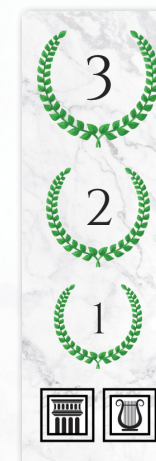
For each pair of Lyre icons in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



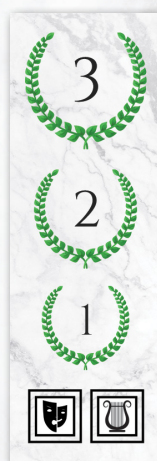
For each pair of Column icons in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



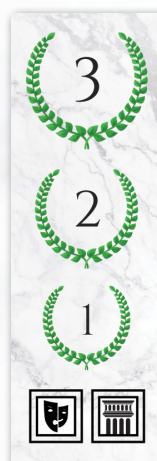
For each pair of Column + Lyre icons in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



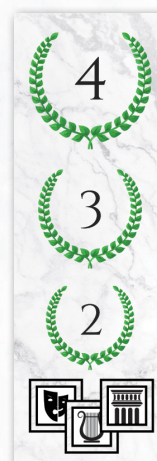
For each pair of Mask + Lyre icons in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



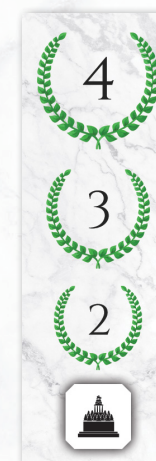
For each pair of Column + Mask icons in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



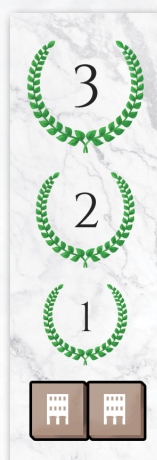
For each combination of Column, Mask and Lyre icons in your city, score:

1st place: (4)
2nd place: (3)
3rd place: (2)



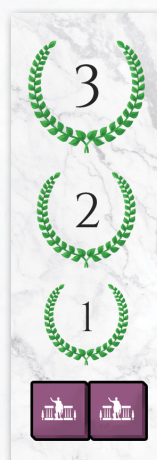
For each Monument in your city, score:

1st place: (4)
2nd place: (3)
3rd place: (2)



For each brown district in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



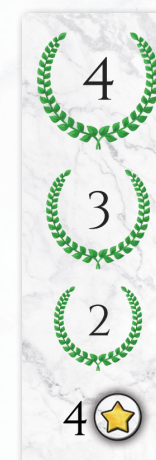
For each purple district in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



For each red district in your city, score:

1st place: (3)
2nd place: (2)
3rd place: (1)



For each 4 stars in your city, score:

1st place: (4)
2nd place: (3)
3rd place: (2)



COMPONENTS



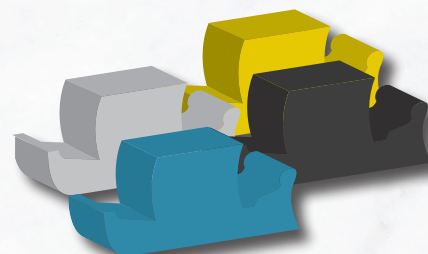
4 PORT TILES
(1 per player color)



6 ISLAND TILES



42 GOODS
(6 types, 7 of each type)



4 SHIPS
(1 per player color)

OVERVIEW

Merchants hungry for profit are flooding your ports with their ships. All of them are ready for your most valuable goods and exports. Raise your settlements' value by producing and trading according to the needs of the empire.

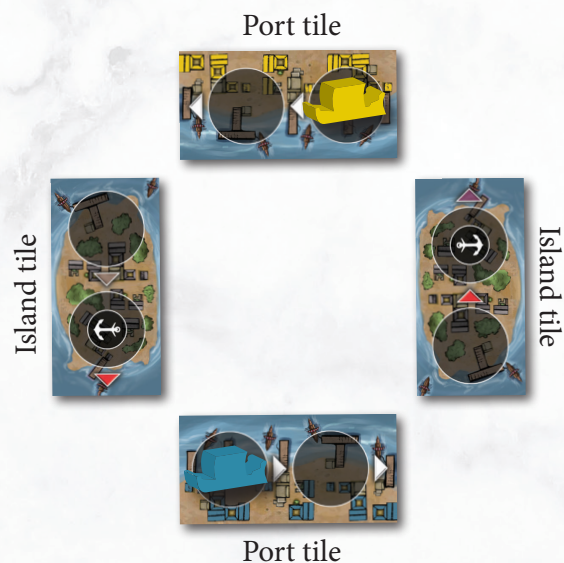
SETUP

Each player takes their corresponding Port tile and places it above their city, within reach of all players. This tile represents that player's port during the game.

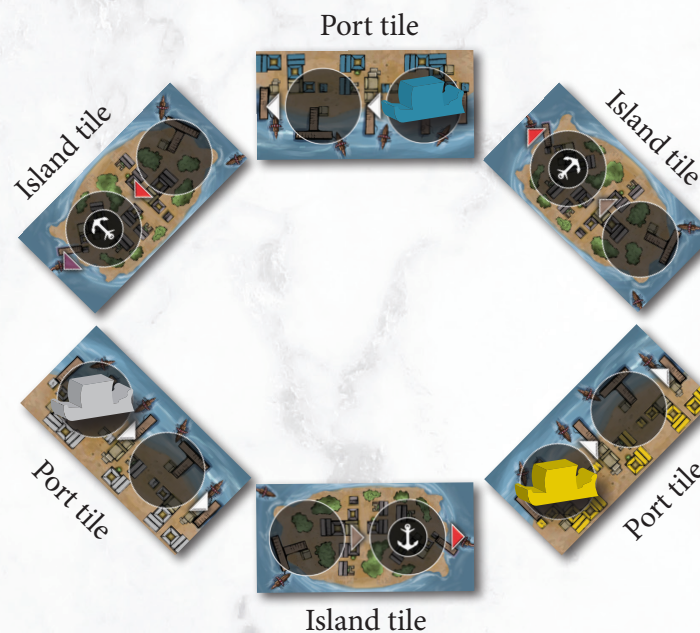
Shuffle the Island tiles and place one Island tile between each Port tile. Please refer to the diagram below when setting up the Port and Island tiles. Return the rest of the Island tiles to the box, you won't be needing them this game - Shuffle the Goods facedown and create the Goods supply.

Each player places their ship on the rightmost space of their Port tile.

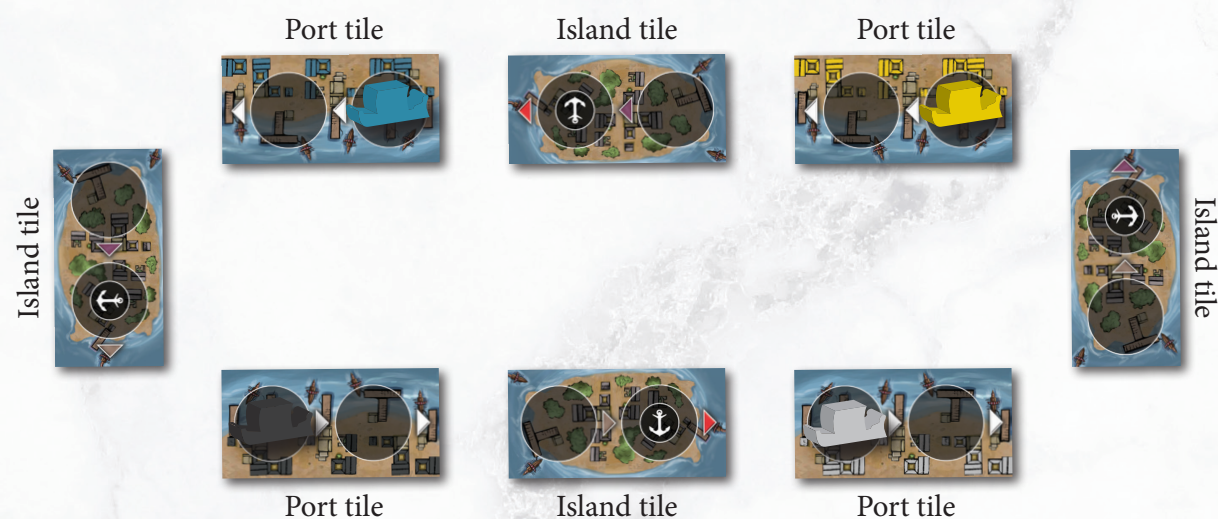
2 PLAYER



3 PLAYER



4 PLAYER



YOU'RE READY TO START YOUR GAME!

GAMEPLAY

The Portus module adds the following rules and mechanisms in the game:

- **Move Ship if on a Port Tile:**

At the end of your turn, if your Ship meeple is located on one of the spaces of a Port tile (either yours or another player's Port tile) move your Ship meeple one space counterclockwise.

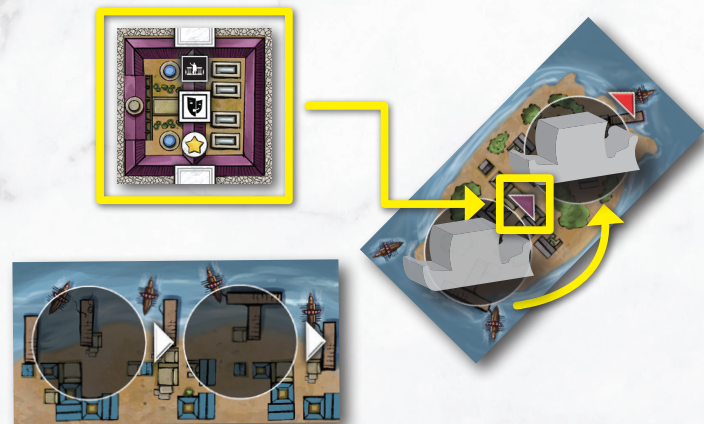
Example: Your Ship meeple is located on the second space of a Port tile. At the end of your turn, you automatically move the Ship meeple to the next space (counterclockwise) and your Ship reaches an Island tile.



- **Move Ship if on an Island Tile:**

At the end of your turn, if your Ship meeple is located on one of the spaces of an Island tile, move your Ship meeple one space counterclockwise **only if you matched** the color of the arrow next to the space with the color of the City tile you placed this turn.

Example: You placed a purple City tile in your city on your turn. Because you matched the City tile color with the arrow color on the Island tile, you move your Ship meeple one space counterclockwise.



- **Anchor:**

At the end of your turn, if your Ship meeple stays on the Anchor space on the Island tile, you will gain one random Goods token from the Goods supply.



Example: Your Ship meeple is located on the Anchor space of an Island tile. You placed a brown City tile in your city. With this City tile placement, you didn't match the color of the tile with the arrow next to the space, so your Ship meeple will remain in the same space.

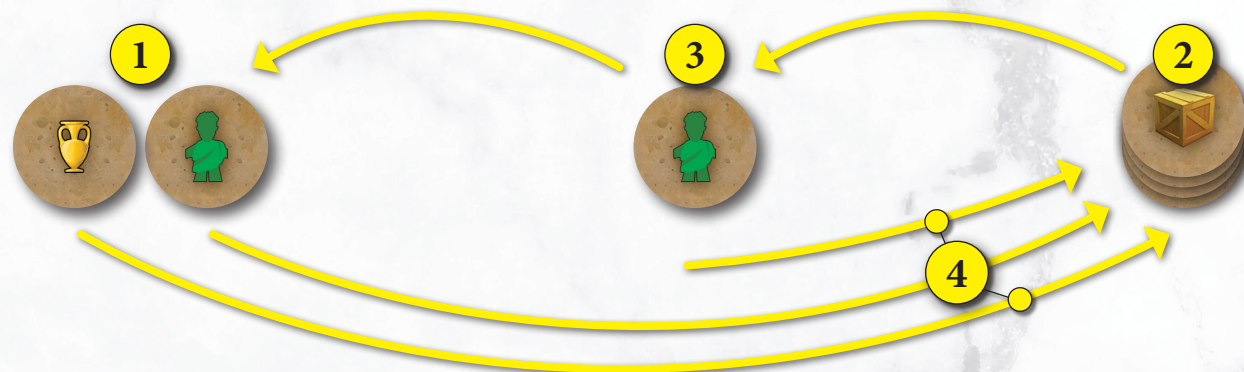
However, because your Ship meeple ended the turn on the Anchor space, you will gain one random Goods token from the Goods supply.



- By intentionally mismatching the City tile colors with the arrow color next to the Anchor space, your Ship meeple can remain multiple turns on the same Anchor space, thus giving you the ability to collect multiple Goods tokens, until you reveal a Goods token that you already have collected.

When you reveal a Goods token that you have already collected, you lose all the Goods tokens gained so far and put them back in the supply face-down.

Example: Your Ship has already collected two Goods tokens on this Island tile ¹. At the end of your turn, the Ship stays on the Anchor space and you must now draw another Goods token ². You draw a Goods token that you already have collected ³, and so you must discard all the previously collected Goods tokens ⁴ and return them to the Goods token supply.



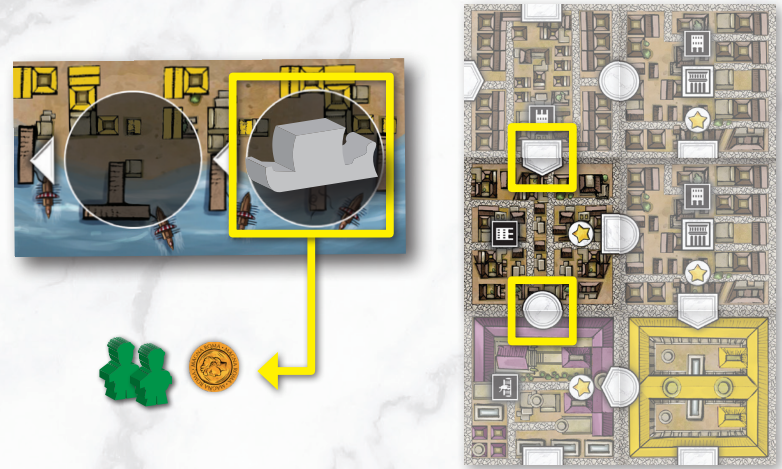
- If you want to gain the benefits of the Goods tokens you collected with your Ship meeple on the Island tile, you must move the Ship meeple out from the Island before you lose all the Goods tokens due to drawing a duplicate token.

To do this, make sure that you match the City tile color with the color of the arrow next to the Anchor space. When you move out from the Island tile, immediately gain the bonuses from the Goods tokens, then reshuffle them back to the Goods supply.



- Finally, if your Ship meeple is standing on another player's Port tile, you will gain all the **Coins** 🪙 and **Population** 🧑 resources as that player gains by placing their City tiles.

Example: Your Ship meeple is standing on Yellow's Port tile. Yellow places a City tile in their city which results in Yellow gaining 2 Population 🧑, 1 Coin 🪙 and 2 Legion ⚔️. Because your Ship is on Yellow's Port tile, you will also gain 2 Population 🧑 and 1 Coin 🪙 (but not Legions ⚔️).



CREDITS

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If you have any questions about the game, or have missing components, please contact us at:
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