

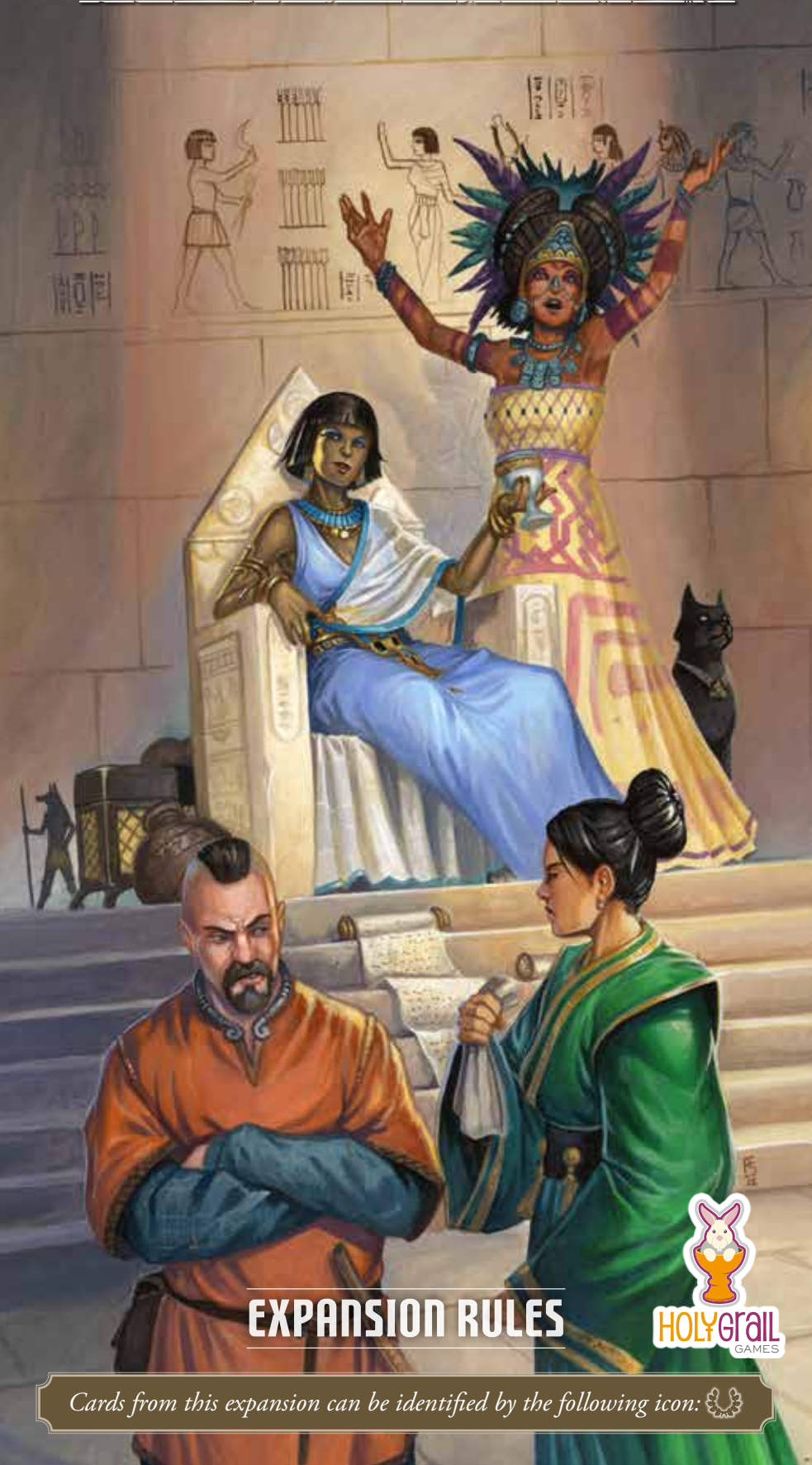
ÉRIC DUBUS

OLIVIER MELISON

DOMINATIONS

ROAD TO CIVILIZATION

HEGEMON



EXPANSION RULES



HOLYgrail
GAMES

Cards from this expansion can be identified by the following icon: 

In Ancient Greece, a Hegemon was a great political and military leader. His word was law, his opinion respected above all others and those who sought power would find it by gaining his favour. Now, with the HEGEMON EXPANSION for DOMINATIONS, you and your opponents can fight to impress the all-powerful Hegemon!

HEGEMON is an expansion for DOMINATIONS that replaces the original Objective card with a new Hegemon tile mechanic. These common objectives change during the game, forcing you to adapt your strategy in order to outscore your opponents!

Additionally, this expansion includes the Omens feature. These event cards can hinder your plans, or bring you even greater glory! The two new mechanics introduced in this expansion can be played together or separately.

► CONTENTS ◀

14 Hegemon Tiles
52 Omen Cards

1 New Domination card

► PRINCIPLES ◀

In Hegemon you'll be striving to impress the all-powerful Hegemon, meeting his demands in order to score points for your civilisation. These demands can change each Age: each time you'll be forced to reconsider your strategy and decide whether to commit to them, or pursue other options...



At the start of each Age, new Hegemon tiles will be drawn. These represent the Hegemon's demands for this Age. Each tile is an objective and players will battle for dominance over them. At the end of the Age, if a player **dominates an objective**, they are awarded Victory points! In the case of a **draw**, the player **highest on the Initiative track (meaning the closest to I) takes the objective.**

At the start of each Age, just as time passes and new leaders arise, the objectives change and new ones are drawn. Players will need to decide whether to **adjust their strategy during the game to gain additional points** (or at the very least stop other players from scoring them) or concentrate on their initial plan!

With a total of 150 points to be won during the 3 Ages of the game, you may have to be a little flexible and opportunistic if you don't want your opponents to score them all!

RULES

► SETUP

During the setup phase, do not draw Objective cards as per the core game rules. Instead, place the Hegemon box next to the scoreboard, visible to all. Take the Hegemon tiles and separate them into their 5 categories, as shown on the next page : Monuments, Influence, Cities, Mastery cards and Nodus. Take the tiles showing Influence and Monument levels and place them in the box rack. Shuffle the other 3 stacks and draw one tile from each, placing them in the box rack. This will bring the number of objectives to **5**. Return the rest of each pile to the box.



These are the Hegemon objectives for the first Age.

► HEGEMON OBJECTIVES

At the end of each Age, after the “Resolve Influence” stage, any player with the highest score for one of the objectives shown in the rack receives 10 points. These points are scored immediately and players can dominate multiple objectives. If the highest score is a draw, the player highest on the initiative track takes the objective.

Hegemon tiles are divided into 5 categories (decks):

MONUMENTS



The player with the most Monument levels in their Civilisation Tree.

INFLUENCE



The player with the most Influence points.

These two tiles are permanent and do not change at the start of each Age. The following categories contain multiple tiles and will be redrawn at the start of each Age.

CITIES



The player with the most Cities.



The player with the most City Levels, as opposed to individual Cities. In the case of this objective, level 1 Cities do not count. A level 2 City counts as one City Level, and a level 3 City counts as two City levels.



The player with the most adjacent Cities.



The player with the most non-adjacent Cities.

***Note:** If two Cities you control are next to one another, they count as being adjacent. If a City you control is not next to any other Cities you control, it counts as non-adjacent.*

MASTERY CARDS



The player with the most basic Mastery Cards in their Civilisation Tree.



The player with the most advanced Mastery Cards in their Civilisation Tree.

NODUS



The player with the most Nodus of the relevant Domain in their Civilisation Tree.

► REDRAWING HEGEMON OBJECTIVES

At the start of the second and third Ages, before the first player's turn, redraw the Hegemon objectives. The Monument and Influence tiles are permanent and are not redrawn. Return the last Age's tiles to their respective decks, then take each of the three tile decks and shuffle them before drawing one tile from each and placing them in the box rack. Return the rest of each deck to the box. These are the new objectives for this Age. This objective may be new, or one encountered in a previous Age.

► FINAL SCORING

As the points for Hegemon Objectives are scored at the end of each Age after the "Resolve Influence" stage, ignore the "Objective Cards" stage in the final scoring section of the core rule book.



PRINCIPLES

With Omens, you'll be riding the tides of fate as you progress through each Age. Event cards will be drawn throughout the game and if the Omens are good, nations will prosper. If the Omens are ill however, your people's fate may be changed forever...

