

# ANTS: RED VS. BLACK

A two Player Game Designed by "Super" Dave Radzik for Another Game Company, LLC  
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Ants: Red vs. Black is a game of decision, luck and attrition.

5 Ten Sided Dice are needed to play the game. Tokens are provided but colored beads or other tokens can be substituted. A Game Board with 132 Red & Black tiles and two Ant Army Control Cards.

One player is the Red Ant Commander and the other is the Black Ant Commander. Choose or determine randomly which color each player is. The Red Player will go first though the turn is resolved simultaneously. Players each have an Army Card with Units numbered from 1 through 10 each representing 100 ants. These are the offensive units of the Ant Hill. These units are placed on their numbers on their respective cards. Players sit opposite their respective Ant Hill sides so that they can read their respective Ant Hill text correctly.

A turn consists of both players committing Ant Units, then first the Red, then the Black player rolling dice. Players may use Tactic Points to make changes during turn. All results are marked and resolved at the end of the turn for both players.

Players roll 10 sided dice on the red and black check board. Each player starts with 3 dice and can then commit Ant Units to the engagement to gain more dice. Two Ant Units committed will add one die to the roll up to two bonus dice (up to four Ant Units can be committed, no wounded Ant Units can be committed). A single Ant Unit cannot add a die. Both players choose which Units to commit in a turn before any dice are rolled.

All of a player's dice are rolled at once onto the board. Roll results are determined by the number on the die and the color of the square they land on. Dice that roll off the board are not scored and are wasted rolls. Dice which land on the rolling player's color fully or at least by 60% (just over half the die on) scores a wound on the opposing Ant Unit. The Unit wounded is the number that appears on the die. Dice that land on the opposing player's color (fully or by more than half) do not score. Dice that roll off the board do not score.

Each Ant Unit can receive two wounds before being eliminated. An Ant Unit receiving a wound receives an Ant Wound Marker, placed below the Ant Unit number on the Ant Army Card. Ant Wound Markers remain until an Ant Unit is eliminated or a Tactic Point is spent to remove it. An Ant Unit that receives a second or more wounds in a turn is eliminated and removed from the Ant Army Card at the end of the turn. Removal is at the end of the turn after both players have had their turn rolling. Wounded Ants cannot be committed in a turn.

Dice that land in the rolling player's Ant Hill area result in a Reinforcement Ant Unit taken from the removed Ant Units and returned to the Ant Army Card. This is regardless of the number rolled. Example: the Red Ant Commander rolls 4 dice, one lands on a red square, two on black squares, and one rolls all the way to the far end of the board stopping in the Red Ant Hill area. As long as the Red Ant Commander has an open Ant Unit space on the Ant Army Card, they can return a lost Ant Unit.

Players each start the game with three Tactic Points. Tactic Points can be spent to Adjust the Dice, Swap the Board Colors, or to Heal Wounded Ant Units. What the Tactic Point is used for is chosen by the player when spent. Only one Tactic Point can be spent by a player in a turn.

**Adjust the Dice** - a Tactic Point can be spent to add or subtract one from one of the dice rolled changing the number from a missed attack to one that scores a wound. Example: one of the Red Ant Commander's dice lands on red and rolls a 5. Black does not have a wound on Unit 5, but he does have one on Unit 6. The Red Ant Commander spends a Tactic Point to add one to the die to make it a 6, wounding Black Ant Unit 6 a second time.

**Swap the Board Colors** - a Tactic Point can be spent after the dice are rolled to temporarily change the colors on the board, swapping all Red tiles for Black and Black for Red. The dice rolled by the player now score on the opposite color and not on their own color. The color swap is only counted for the player spending the Tactic Point. It only counts for the turn the Tactic Point is used.

**Heal Wounded Ant Units** - Tactic Points can be spent to remove wound markers from Ant Units. One Tactic Point spent will remove up to 3 wound markers from one or more Ant Units.

When one Ant Army is reduced to only 2 Ant Units by the end of a turn they have lost the game.

**RED ANT COMMANDER**

**THE ANT HILL**

**ANTS: RED VS. BLACK**





Cut Here and tape to other half

**RED ANT HILL**  
**ANTS: RED VS. BLACK**

**BLACK ANT COMMANDER**

<b>RED ANT ARMY</b>									
			<b>ANTS COMMITTED TO ASSAULT</b>						
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
			<b>ANTS WOUNDED IN ASSAULT</b>						
									<b>AN</b> <b>CON</b>

Cut out Red and Black Army Cards

<b>BLACK ANT ARMY</b>									
			<b>ANTS COMMITTED TO ASSAULT</b>						
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
			<b>ANTS WOUNDED IN ASSAULT</b>						
									<b>AN</b> <b>CON</b>

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Game Markers  
Cut them out

5 Ten Sided Dice are needed to play



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