

# Ants and Wasps

Needed: Checker Board

Wasps – 1 Wasp Queen and 8-16 Wasp Soldiers

Ants – 1 Ant Queen, 8 Ant Scouts, and 24 Ant Soldiers

Dice – d10, d8, d6

## TO PLAY

Wasps start out with 1 Wasp Queen and 8 Soldiers.

Ants start out with 1 Ant Queen, 8 Ant Scouts, and 24 Ant Soldiers.

Players can place more than one unit per square.

Ants place their units first, then the Wasps follow.

## MOVEMENT

During each successive turn each side can move 1 unit. If a unit ends in a square with an enemy there will be a fight.

Wasps move 4 squares per turn.

Ants – Scouts move 2 square per turn, and Soldiers move 1 square.

## ATTACK

Wasps attack as 1 unit to 1 unit.

Ants defend as 1 unit to 1 unit.

Ants attack as a group.

Wasps defend as a group.

The Wasp Queen has the same characteristics as the Wasp Soldiers.

The Ant Queen is placed in its initial square and cannot move.

All Wasps get a d10 for attack and defense.

Ant Scouts get a d8 for attack and defense. Ant Soldiers get a d6 for attack and defense. The Ant Queen gets a d6 for defense (it cannot attack), but the Ant Queen can only defend when there are 2 other Ants in the square also defending.

Attackers and Defenders get the die for the highest rated in the square, and when in a group each get a +1 modification to the die roll for each additional unit in the square.

At the beginning of each turn each Queen can add 1 unit other than a Queen as a move.

Winning: Kill the Queen.