

HOW TO PLAY ARISTEIA!





HexaDome

San Pietro de Neoterra

Welcome one and all to the greatest spectacle in the Human Sphere!

-My name is Vince McMahonogany, and I'll be your host this wonderful evening. We're live from the HexaDome in San Pietro di Neoterra, surrounded by two hundred thousand passionate fans and accompanied by billions more via Maya. Tonight we'll all get to enjoy the most anticipated match of the year.

Tonight's fight will pit two teams that swept the board last season in terms of awards: quite possibly the eight best aristos in the Sphere, together in one HexaDome. In a few minutes they will clash for the honor of winning this season's opening match.

The visiting team is now coming out the orange gate, a remarkably stylish squad with 8-Ball, Gata, Miyamoto Mushashi, and Wild Bill! And through the green gate here comes the home team, a lineup full of finesse players: Major Lunah, hExX3r, Maximus, and Parvati! This is going to be a night for the ages, and I can't wait to be a part of it.

But before we move on, allow me to introduce my own team of collaborators. First, the most efficient sports analyst a host has ever had, she's statistics made flesh, Lydia Vásquez!

-Thank you, Vince. Nothing any regular comlog Geist couldn't do with some extra memory modules and a few minutes.

-Don't believe that for a second, folks. I would be lost without her. Lydia, I wouldn't trade you for all the comlog assistants in the Sphere. Any numbers to get the ball rolling?

-Certainly. Last season Gata scored one hundred seventeen victory points with her dashes. Major Lunah has been remarkably consistent, averaging four frags per game. And Maximus is inaugurating his tenth consecutive season today, breaking the current record. This is a historic game.

-Which brings us to our next colleague, a true legend of this sport. Please welcome to the stage the five-time Bahadur, FinalBoss! Good evening, how do you feel about Max beating your record?

-Glad to be here, Vince. What can I say, it stings like nettle panties, but I'll just have a good cry about it later at home, draw a bath and get a big glass of something Caledonian and strong. Tonight I'm here to watch the game! I want to know what 'Denied!' hExX3r has up her sleeve. I'm sure she'll show us some new tricks tonight. And we'll see if Parvati can keep her team alive against the combined offense of Mushashi and Wild Bill. Hohoho! Oh, man, this is going to be a good one. These guys are killing machines!

-Serves me right for asking you a question. Yes, these players are certainly bloodthirsty. What do your figures say, Lydia?

-Last season, Wild Bill and Mushashi were tied for the most takedowns. I think putting hExX3r in the infirmary at the right moment could tip the scales in their favor, Vince.

-See? You don't want to miss this one!

This season we're adding a new co-host to the team. From the set of Go-Go Marlene, bringing the LD on the HD, always handsome, always charming and always racy, it's Rhod Bozzo! Welcome, Rhod. How are you going to delight us tonight?

-Viiince, my man! Hello, everyone! Love y'all! The backroom talk is tonight there's going to be sparks in the arena, and I don't mean scary gunfire sparks.

Gata just got out of physical rehab after her Bourak run-in with Max and his massive... shield. Well, I've been told she's in tip-top condition now and coming back with a vengeance. I also hear she happened to share the rehab center with none other than 8-Ball (Yum!) and they might have been meeting for more than nanotherapies. Knomsayin'? Maybe that's when they ironed out the deets on her transfer to his team.

-I'm gonna stop you right there, Rhod. I resent the implication that Gata's position is anything less than wholly earned by her stellar performance in the HexaDome.

You see, dear viewers, this is shaping up to be a thrilling encounter. If you're ready to partake of the greatest spectacle in the Human Sphere, welcome to...

ARISTEIA!

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INTRODUCTION

175 years into the future, humanity has reached the stars. The nations of old coalesced into federated blocs who proceeded to carve up any star systems found suitable for human habitation. Technology has advanced beyond our wildest dreams, but its benefits are still available only to those who can pay. Synthetic bodies, artificial intelligence, a data network connecting planets light-years apart, miraculous regenerative medicine... The presence of all these technologies has enabled the creation of *Aristeia!*, the high-stakes contact sport that's sweeping the Human Sphere. A blood sport? Yes, but not as bad as you would imagine. Injuries that not so long ago would have sent you to the morgue can nowadays be healed within minutes. Deadly? Death is certainly on the menu. Tens of millions of fans keep their eyes glued to their holo-screens for the thrill that this match could be the last for their favorite fighters, some of whom enjoy an unprecedented level of celebrity adoration on Maya. *Aristeia!* is non-stop action and top-level athleticism. Get connected and enjoy!

SUMMARY

In *Aristeia!*, each player controls a team of four Characters competing in the bloodiest, most exciting spectacle in the Human Sphere. Throughout five game Rounds, players direct their Character's actions to meet the goals of the Scenario, earning Victory Points to win the game. The first player to collect eight Victory Points wins. Failing that, the player with the most Victory Points at the end of the fifth Round wins. If there's a tie, the player with the most Frag tokens wins.

HOW TO USE THIS RULEBOOK

Among the contents of this box you will find three booklets: 'How to Play' (which you're reading right now), 'Reference Guide' and 'Access Guide to the Human Sphere'. For the time being, this rulebook is all you will need. Once you've read it and played through the tutorial, you will be familiar with the rules of *Aristeia!* and ready to play your first few games, consulting the 'Reference Guide' to solve any doubts that might come up. Any capitalized game terms should have their own entry in the 'Reference Guide' for you to look up.



CONTENTS OF THE GAME

These are all the components included in this box:

1 Underdog token



5 Barrier (Obstacle) tokens



52 State tokens

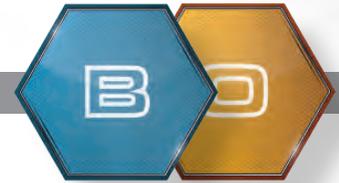


5 Tactics markers

6 Red/Green counters



6 Blue/Orange counters



6 Red/Blue counters



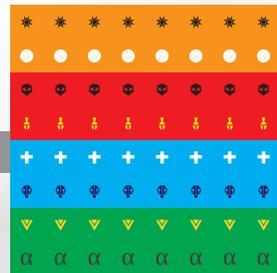
6 Red/Blue counters

6 Green/Orange counters



6 Green/Orange counters

1 Team stickers sheet



27 "1" Damage tokens & 12 "3" Damage tokens



ARISTEIA!

11 Victory Point tokens



10 Frag tokens

3 Booklets: 'Reference Guide', 'Access Guide to the Human Sphere' and 'How to Play'



8 Models



GREEN TEAM

hEXx3r, Maximus, Major Lunah and Parvati



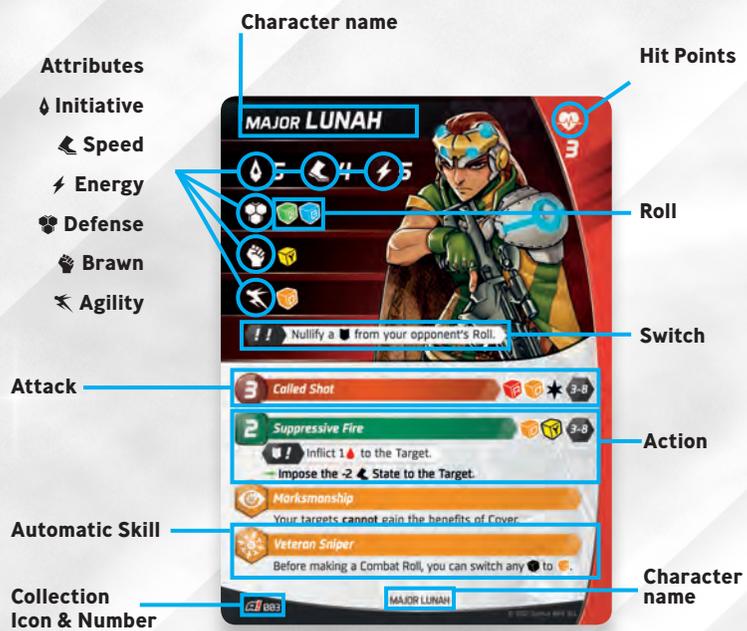
ORANGE TEAM

Wild Bill, Gata, 8-Ball and Miyamoto Mushashi

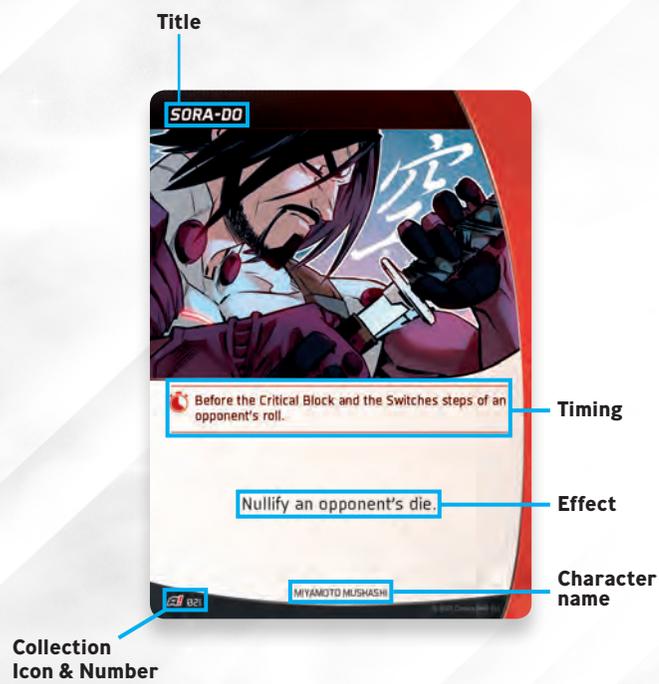
14 Custom Dice



8 Character Cards



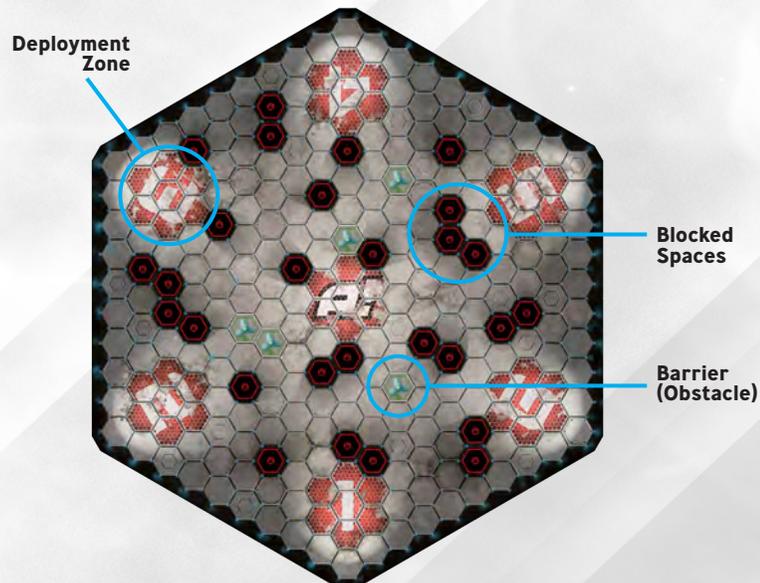
52 Tactics



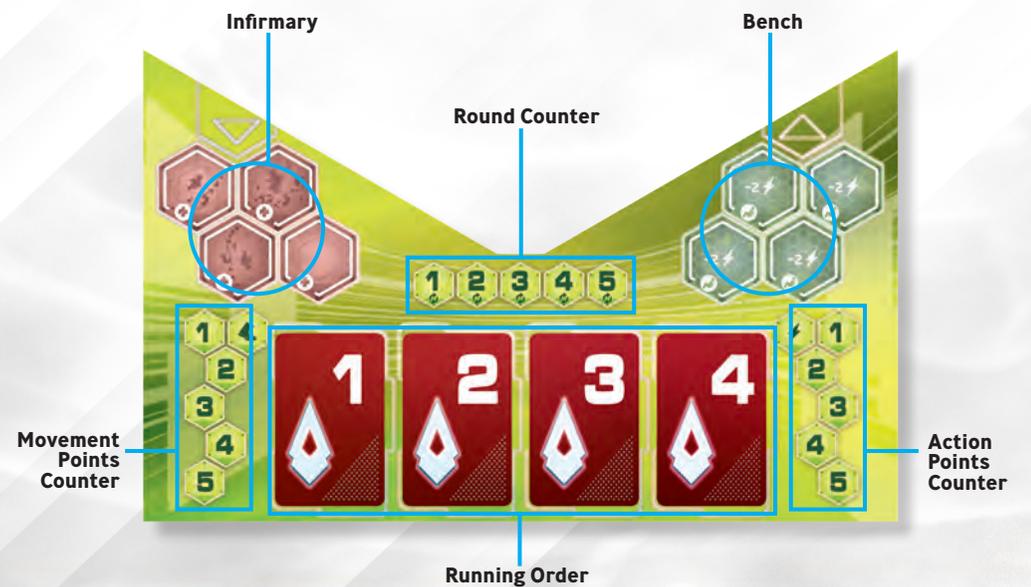
8 Initiative Cards



1 Two-Sided HexaDome



2 Control Panels



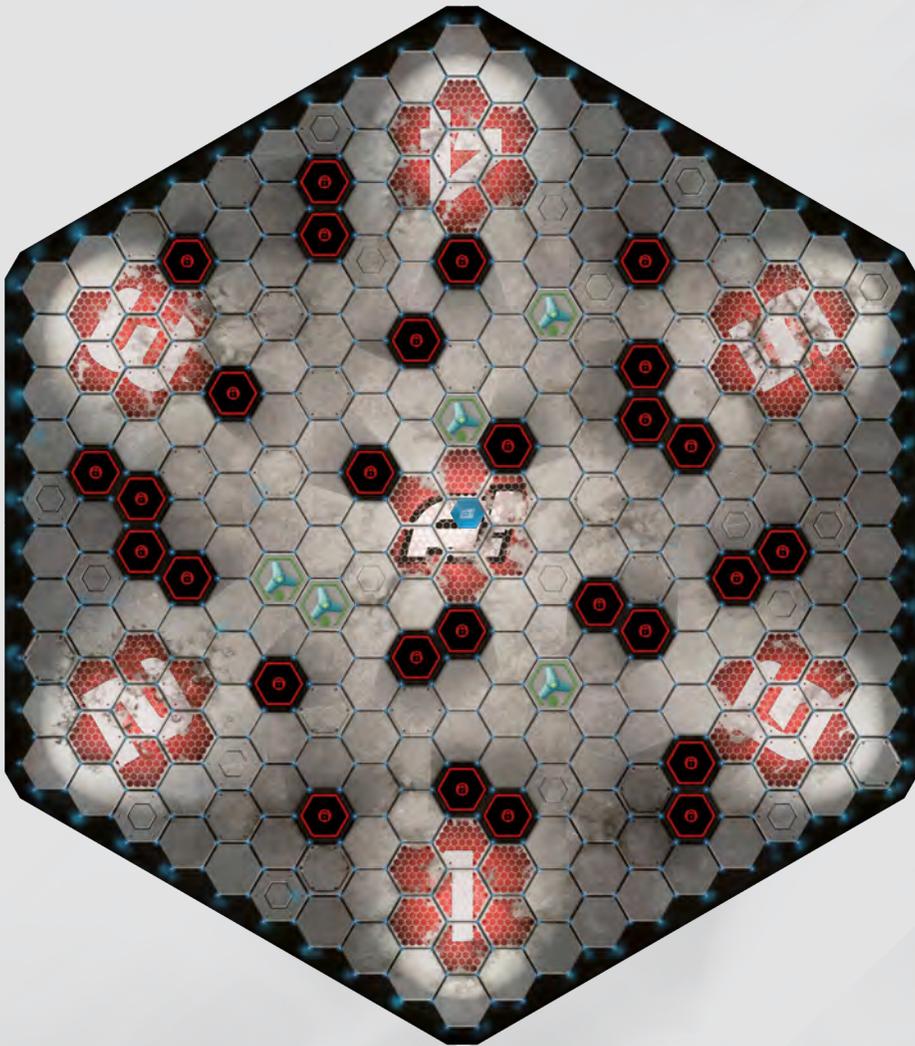
SETTING UP YOUR FIRST GAME

Before playing a game, you will have to set up a number of game elements, including the game board and your teams, by following these steps:

1. ARRANGE THE SCENARIO

Aristeia! games are governed by the ruleset of one specific Scenario. Scenarios dictate how to arrange the HexaDome part of the board, what restrictions to observe when drafting your teams, and how to win the game. The 'Reference Guide' includes four Scenarios for you to play, and more Scenarios will be released in the future to add variety to your games.

For your first game ever, you will be using the 'Assault' Scenario. Arrange the game board, the Barriers and all other components as shown here:



In this Scenario, the goal is to control the Scoring Zone by having more Characters inside than your opponent at the end of each Round. The Scoring Zone, marked with a blue Counter, changes positions as the game proceeds, so your Characters will have to chase it around the HexaDome while frustrating your opponent's attempts to do the same.

2. BUILD YOUR TEAM

Each player controls a team of four Characters. At the end of this booklet you will find rules for you to build your own custom teams, but for your first game you will be playing with the two preset teams shown on the previous page. Use team stickers to identify your team.

3. BUILDING THE TACTICS DECK

Each player has their own Tactics Deck made up of two Tactics for each of their Characters plus the ten Standard Tactics.

For your first game, take the eight Tactics assigned to your team and shuffle them in with your ten Standard Tactics to form your deck.

STANDARD TACTICS

- Dodge (009)
- Dodge (010)
- Take Aim (011)
- Take Aim (012)
- Focus (013)
- Focus (014)
- No! (015)
- Fortune favors the Badass (016)
- Catch your breath (017)
- Stick to the plan (018)

GREEN TEAM

- Block (047)
- Scram! (048)
- Holographic Sight (028)
- Snake Bite (030)
- Access Denied (045)
- R@gd011 (046)
- Nanoids Cloud (036)
- Field Analysis (038)

ORANGE TEAM

- Tsuchi-Do (019)
- Mizu-Do (020)
- Block (023)
- Barrel through (024)
- Swerve (031)
- Go All-Out (032)
- Ace of Diamonds (042)
- Ace of Hearts (040)

Before shuffling, players put aside these Tactics from their decks, that will form their initial hands:

- **Green Player:** No! (015), Field Analysis (038), Take Aim (011), Catch Your Breath (017).
- **Orange Player:** No! (015), Swerve (031), Take Aim (011), Catch Your Breath (017).

Then, shuffle the rest of your Tactics Deck.

Use the cards you set aside as your initial hand instead of drawing four Tactics.

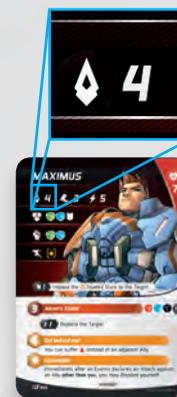
STARTING HAND

Once your Tactics deck is shuffled, draw a starting hand of four Tactics. Once per game, if you don't like the Tactics you've drawn, you can shuffle your hand again into the deck and draw a new starting hand of four Tactics.

4. UNDERDOG

To decide which player will begin the game as the Underdog, both players add up their Character's Initiative values. The player with the lowest total starts out as the *Underdog*. In case of a tie, the *Underdog* card is assigned at random. From this point on, whenever two Characters have tied Initiative values or two or more simultaneous Effects need to be resolved, the Underdog gets to decide the order of activation/resolution.

For your first game, the Green Player starts out as the Underdog.



Initiative



Initiative Card



Underdog token

5. DEPLOYMENT

In the description of each scenario you will find specific instructions on how to deploy your Characters on the HexaDome.

For your first game, arrange your Characters as shown in this diagram.



Once all Characters are deployed, the first Round of the game begins.

FUNDAMENTAL CONCEPTS

Here are a few basic concepts you will need to be familiar with to play a game of *Aristeia!*

RANGE

Range is the most commonplace requirement for any Action your Characters might want to perform. There are two values to any Range. The first value is the Minimum Range, the shortest allowed distance—measured in spaces—to the Target. The second value is the Maximum Range, the longest allowed distance to the Target.



To verify you're within Range, count the number of spaces between your Character and their Target, following the shortest route. A Character's space is at Range 0, adjacent spaces are at Range 1, and so on.



TYPES OF RANGE

-  : This Range requires the target to be within Line of Sight.
-  : Effects with this Range don't need you to have Line of Sight to the target.

LINE OF SIGHT

Line of Sight determines what a Character in the HexaDome can 'see' at any given time.

A Character has Line of Sight to a Target if you can draw an unobstructed straight line from one vertex of their space to, at least, two vertices of the Target's space. This line is obstructed by spaces Occupied by another Character or Blocked by terrain. Spaces Occupied by an Obstacle don't block Line of Sight.

IMPORTANT!

This imaginary line is also considered obstructed if it crosses two or more vertices of the same Blocked or Occupied space.

There are three possible Line of Sight conditions:

- **Clear Line of Sight:** You can draw unobstructed straight lines from one of the vertices of your space to **every vertex** of the Target's space.
- **Limited Line of Sight:** You can draw unobstructed straight lines from one of the vertices of your space to **at least two vertices** of the Target's space, but not to all.
- **Blocked Line of Sight:** You can draw unobstructed straight lines from one of the vertices of your space to **at most one vertex** of the Target's space.



① Blocked Line of Sight

② Limited Line of Sight

③ Clear Line of Sight

ROLLS

In *Aristeia!*, you use special dice showing a series of symbols to decide the outcome of your actions. Each symbol has a different in-game meaning.

- **Success (★):** Each of these represents one success in your roll. In an Attack, each success inflicts one Damage to the Target.
- **Block (■):** In a Face to Face Roll (that is, one in which both players roll dice simultaneously), each of these symbols cancels out one of the opponent's (★).
- **Critical Success (★!):** This is a Critical Success, and **cannot** be canceled out by a ■.
- **Critical Block (■!):** This Critical Block cancels out an entire die from the opponent's Roll, even if it's showing a ★.
- **Special (!):** This symbol has no impact on the roll, but might be useful for activating a Switch like the other symbols.

IMPORTANT!

Whatever the type of roll, players **cannot** roll more than three dice of the same color at once.

RED DICE



GREEN DICE



ORANGE DICE



BLUE DICE



YELLOW DICE



BLACK DICE



There are two types of rolls: Simple and Face to Face. Only one player rolls dice for a Simple Roll, but both players roll against each other in a Face to Face Roll.

If you roll a ■ in a Face to Face Roll and want to use it to cancel out one of your opponent's dice, you must do so before activating any Switches.

SIMPLE ROLL EXAMPLE

Parvati performs her *MediKit* Action to heal a teammate. She must pass a Simple Roll by rolling at least one ★ on her 🎲. She throws the die and it shows ★★!, so she heals successfully.



FACE TO FACE ROLL EXAMPLE

Major Lunah uses her *Called Shot* to perform an Attack on Miyamoto Mushashi. Major Lunah rolls her 🎲★ Attack, meaning she throws those two dice and adds a ★ to the result as if it had been rolled on a third die. All in all, she rolls ★★!.

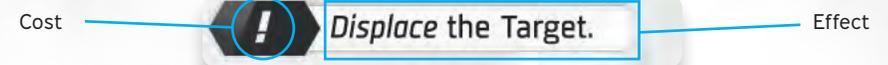
Her target, Miyamoto Mushashi, defends himself by rolling 🎲 for a result of ■!.

Mushashi can use his ■ to Nullify one of Major Lunah's dice, so he uses it and takes away the 🎲. Then, he uses his ■ to Nullify one of Major Lunah's remaining ★. Major Lunah's final result is ★!, and Mushashi's is ★!.



SWITCHES

Activating Switches allows you to spend some of the symbols you rolled to obtain some extra Switch Effects in return.



You can only activate Switches immediately after making a roll.

IMPORTANT!

Switch Effects always apply **before** the Effects of the Action that called for the roll.

Whatever symbols you spend to activate Switches will not be available for the resolution of the roll. That means if you spend one ★ to activate a Switch, you will not be able to count that success for the Effect of your Action. Similarly, if you spent one ■ to activate a Switch, you will not be able to use it to cancel out one of your opponent's ★.

Switch Effects apply immediately when you pay their cost. Specifically, they apply before the Effect of the Action that prompted the roll.

During a Face to Face Roll, the player controlling the active Character—the one who performed the Action that prompted the roll—gets to choose which player may activate their Switches first.

If you spend a ★ to pay the cost of a Switch, it counts as ★★. Likewise, a ■ counts as ■■ for the purposes of activating a Switch.

Switches listed inside the text of an Action can only be activated during a Roll for that specific Action. Conversely, Switches listed under a Character's Attributes and before their Actions are called General Switches and may be activated during any Roll made by that Character.

SWITCH EXAMPLE

B-Ball rolled ■! on his *Eat my Fa Jing* Attack. Without any ★, he cannot deal any Damage, but he may spend his ! to activate his Switch, thus *Displacing* his target.



SWITCH ORDER EXAMPLE

Miyamoto performs his *Ken no Sen* Attack against Major Lunah, so he rolls 🎲 for a result of ★★!.

She defends herself by rolling 🎲 for a result of ■!.

If Miyamoto decides Major Lunah will be the first to activate Switches, she could spend !! to Nullify one of Miyamoto's ■.

On the other hand, if he decides to go first, he may spend each of his ■ to add one more ★ to his Roll. This way, when it's Major Lunah's turn to activate her Switches, her !! will be useless without any ■ to Nullify in Miyamoto's Roll.



SWITCHES AND CRITICALS EXAMPLE

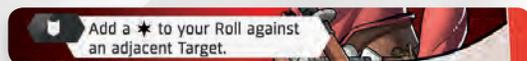
Maximus performs a *Jotum's Shield* Attack on Miyamoto Mushashi, so he rolls  against Mushashi's , which is .

Maximus rolls , and Mushashi rolls .



Mushashi decides to keep his , and use it on the Switches step instead of Nullifying one of Maximus' dice now.

Then, Maximus decides to activate his Switches first, and spends his  to *Displace* Mushashi.



Finally, Mushashi spends his  to activate his General Switch twice, giving him an extra . Mushashi can activate it because Maximus was adjacent when he declared the Attack.

PLAYING THE GAME

A game is played throughout five Rounds, and each Round is divided into a number of phases that always play out in the same order.

In this section, we'll delve into the phases of each Round, and these asides will show a sample Round for you to play along as part of your first ever game. Once the second Round starts you'll be prepared to take over your team and act freely for the rest of the game.

PHASE 1: PLANNING

Arrange the order in which your Characters will act however you want by placing their Initiative cards **face-down** on the Running Order area of your Control Panel. During this Round, your Characters will activate in that order, from left to right. You can change this order at the beginning of every Round.



For our sample Round, place your Initiative cards in this order:

GREEN TEAM:

1. Maximus
2. hEXx3r
3. Parvati
4. Major Lunah

ORANGE TEAM:

1. 8-Ball
2. Miyamoto Mushashi
3. Wild Bill
4. Gata

PHASE 2: TURNS

This is the main phase of the game, where you get to activate Characters to perform Actions and play Tactics. There are four Turns each Round. Each of those Turns has an Initiative step followed by two Activations, one for each player.

TURN 1 INITIATIVE

Both players simultaneously reveal their leftmost Initiative card, corresponding to the first Turn, and compare their values. The player that controls the Character with the highest Initiative, or the Underdog if both Characters are tied, decides which of those Characters activates first.

In the first Turn of our sample game, the Green Player reveals Maximus' card and the Orange Player reveals 8-Ball's card. Both Characters have the same  Initiative value, so the Green Player—as the current Underdog—chooses who will activate first.



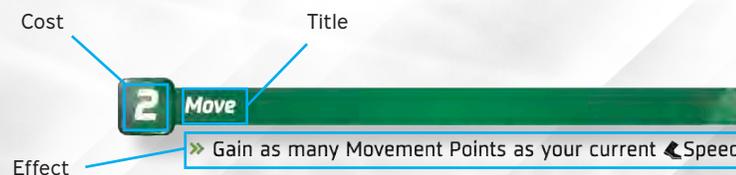
MAXIMUS' ACTIVATION

At the beginning of their Activation, the Active Character gains a pool of as many Action Points as their  Energy Attribute. You will use these Action Points to perform that Character's Actions.



MOVE

All Characters have access to this Action, even if it doesn't appear on their Character cards. There is a description of the effects of *Move* on the back of the 'Reference Guide'.



The  icon indicates that this Effect happens automatically whenever you perform this Action.

By performing *Move*, the Character gains as many Movement Points as their  Speed Attribute. Each Movement Point may be spent to move onto an adjacent Free Space. You can spend Movement Points and Action Points in any order you choose.

SPACE STATUS



Occupied Space



Blocked Space



Free Space

- Spaces with a Character or Obstacle on them are Occupied.
- The Spaces printed black on the HexaDome are Blocked.
- All other Spaces are Free.

ATTACKS

Actions with a red background are Attacks. These Actions deal Damage and apply other Effects to enemies.



To resolve an Attack, make a Face to Face Roll, named Combat Roll. The Attacker uses the dice specified by their Attack, and the Defender uses the dice pictured in their Defense Attribute.

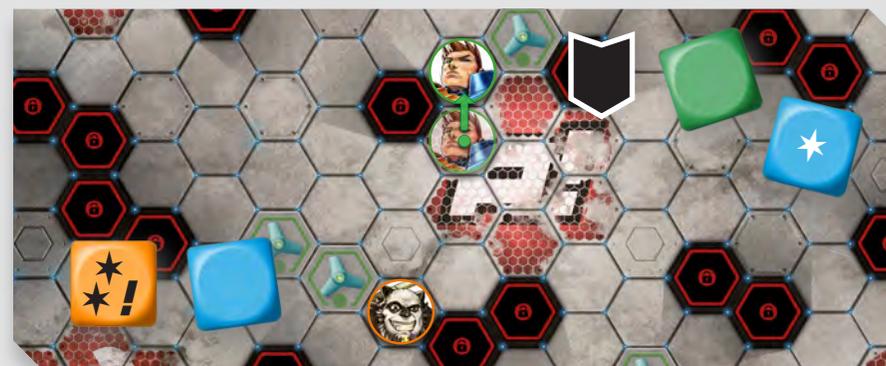
Any rolled during a Combat Roll—unless they are canceled out by an enemy or spent to activate a Switch—inflicts one point of Damage (1) to the enemy.

IMPORTANT!

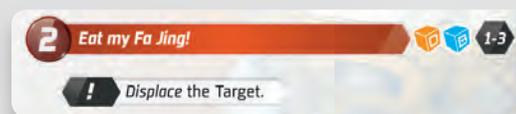
In a Combat Roll, both the Attacker and the Defender are susceptible to receiving from enemy .

DISPLACEMENTS

Some Characters have the ability to *Displace* themselves or others, usually by means of an Action or a Tactic. *Displacements*, unlike *Movements*, don't trigger Disengage Rolls when the Character vacates a space adjacent to an enemy. All other restrictions on *Movement* apply to *Displacements*: only adjacent Free Spaces are valid destinations.



In our sample Round, 8-Ball's roll is , while Maximus' is plus an automatic symbol on top of whatever the dice show.



In this case, 8-Ball rolls and Maximus rolls on his dice, so his final tally is .

Since Switches are activated before the Attack takes effect, 8-Ball spends his to *Displace* Maximus out of the Scoring Zone.

Maximus doesn't want to activate his Switch to keep his , so without further ado both players apply their results.

Maximus spends his to nullify one of 8-Ball's , so he ends up suffering 1 . 8-Ball doesn't have any to stop Maximus' , and suffers 1 too.

8-Ball has no plans for his last Action Point, so his Activation ends, the Action Point is lost and the Turn comes to a close.



1 Maximus starts by advancing toward the Scoring Zone by performing the Action called *Move*.

Thanks to his Speed 3, Maximus can move up to three spaces each time he spends two Action Points to perform the *Move* Action.

2 To reach the Scoring Zone, Maximus will have to perform *Move* twice for a total cost of four Action Points.

At the end of their Activation, Characters lose all unspent Action Points and Movement Points.

8-BALL'S ACTIVATION

Like Maximus, 8-Ball gains five Action Points at the start of his Activation, that is, as many as his Attribute.



8-Ball spends two Action Points to *Move*, approaching the Scoring Zone and putting Maximus inside the Range of his *Eat my Fa Jing!* Attack.

TURN 2 INITIATIVE

Again, both players reveal the Initiative card corresponding to the current Turn.

In our sample game, the Green Player reveals hEXx3r's card and the Orange Player reveals Miyamoto Mushashi's card. Since Mushashi's Initiative is higher, the Orange Player gets to decide who acts first; this time it will be hEXx3r who goes first.

HEXX3R'S ACTIVATION

At the start of hEXx3r's Activation, she gains 5 Action Points as per her ⚡ value. She will endeavor to counter 8-Ball's maneuver.



ACTIONS, REQUIREMENTS AND EFFECTS

Unlike Attacks, which are a special type of Action, most Actions are resolved by a Simple Roll and inflict no 🔥 to their Targets.

Before performing an Action, make sure you meet all necessary requirements for it. The most common requirement is Range.

Since her Actions have a limited Range, hEXx3r spends two of her Action Points to perform the Move Action and approach her teammate Maximus so he falls inside the Range of her *Vade Retro*.

Once in range, she performs *Vade Retro* to push Maximus back inside the Scoring Zone.

The outcome of an Action as described by its text is called its Effect. Effects may be labeled by a couple of different icons depending on how they apply.

As seen on the Move Action, Effects that start with the ➡ icon apply obligatorily each time the Action is performed.

Conversely, Effects that start with a → icon apply only if the result of the Roll includes at least one ★ after activating any Switches. In addition, these Effects are optional and you may choose not to apply them even if you rolled the required ★. These effects apply at most once per Action, even if the Roll showed several ★.



hEXx3r spends one Action Point to perform her *Vade Retro* Action on Maximus, who is within range: between one and four spaces from her.



She rolls 🎲🎲🎲 for a final result of ★!!!, enough to apply the Effect and *Displace* Maximus one space into the Scoring Zone.



Since Maximus is still within *Vade Retro* range, hEXx3r spends another Action Point and performs the same action again. This time she rolls ★♣!!!, enough to activate a Switch and still apply *Vade Retro*'s Effect. She spends ♣! to *Displace* herself one space (1) before *Vade Retro* *Displaces* Maximus to the center of the Scoring Zone (2).



This Switch is listed before hEXx3r's Actions on her card because it can be activated during any of her rolls.



Finally, hEXx3r spends her last Action Point to perform *Vade Retro* on Maximus once again. She rolls ★★★★★, so she *Displaces* Maximus to complicate the opposing team's advance (1).

MIYAMOTO MUSHASHI'S ACTIVATION

It's now Mushashi's go, and he gains five Action Points as per his ⚡ Attribute. He will attempt to gain access to the Scoring Zone by removing Maximus from the equation.



Since Mushashi's *Ken No Sen* Attack has Range I-I, it can only be used on adjacent enemies; this means Mushashi will have to move next to Maximus. After spending two Action Points to perform *Move*, he runs towards Maximus, drawing his blades.

TACTICS

Each player has their own deck of Tactic cards. You can play your Tactics to gain an edge over your opponent when you need it most.

The timing section of the card says when you can play that Tactic.

Tactics must be discarded after applying their effects, forming a discard pile.

You draw a Tactic every time an Enemy goes to the Infirmary, and at the end of every Round. You can have as many Tactics in your hand as you want, there is no maximum hand size.

AUTOMATIC SKILLS

Some Characters have Automatic Skills listed on their Character cards. Unlike Actions, Automatic Skills may be used at any time and require no expenditure of Action Points.



The Orange Player plays a Tactic named *Take Aim* to boost Mushashi's next Roll with an extra 🎲, and then spends 3 Action Points for Mushashi to perform a *Ken No Sen* Attack on Maximus.



3 *Ken No Sen*



Mushashi rolls 🎲🎲🎲🎲 for an impressive tally of ★★☆☆♠♠!. Simultaneously, Maximus rolls his 🎲 of ♣♣♣ for a result of ♣♣♣!.

Miyamoto Mushashi activates his Switch to transform his ♠♠ into ★★, and Maximus uses his ♣ to nullify that many ★ from Mushashi's Roll. As a result of this Attack, Maximus suffers 3 🔴.

Kaze Tachinu
Immediately after inflicting X 🔴, you may Displace yourself X spaces.

Since Mushashi inflicted 3 🔴 on Maximus, he may use his *Kaze Tachinu* Automatic Skill to Displace himself up to three times, enough to enter the Scoring Zone.

TURN 3 INITIATIVE

Players reveal the Initiative cards on the third slot of their respective Running Orders. The Green Player reveals Parvati and the Orange Player reveals Wild Bill, who has a higher 🎲 value. This time, the Orange Player decides to go first.

WILD BILL'S ACTIVATION

Thanks to his *Twin Pistols* Attack, Wild Bill can shoot at enemies up to 6 spaces away from him, so he gets behind 8-Ball to open fire on hEXx3r.



After spending two Action Points to *Move*, Wild Bill positions himself next to 8-Ball. Next, he spends his remaining three Action Points to perform a *Twin Pistols* Attack on hEXx3r.

In this moment, Maximus could use his *Implacable* Automatic Skill to Displace himself, but decides to stay where he is and block that route to the Scoring Zone.

COVER

Cover is any element that provides protection against attacks. For Attacks made against a Target further than one space away from the Attacker, either or both Characters may benefit from Cover to maximize their survivability.

A Character is in Cover if they are adjacent to a Blocked or Occupied Space that is partially obstructing the enemy's Line of Sight.

Characters in Cover add  to their Combat Rolls.

COVER EXAMPLE



① No Cover

② In Cover

③ No Cover

OBSTACLES

Obstacles are terrain elements that impede Character movement but provide useful Cover.

Spaces Occupied by an Obstacle don't block Line of Sight, but may grant Cover to adjacent Characters.



Both Wild Bill and hEXx3r benefit from Cover for their Rolls for this Attack, so Wild Bill rolls      and hEXx3r rolls   .

3 **Twin Pistols**     2-6

Dead Man's Hand
Once per Combat Roll: during the Switches step, you may discard a Tactic to add a  to your Roll.



Wild Bill's result is    , and hEXx3r's is  , so hEXx3r will suffer 2 . hEXx3r would survive this damage, so Wild Bill decides to use his Automatic Skill *Dead Man's Hand* during the Switches step of the Roll to discard the *Catch Your Breath* Tactic in exchange for another , which will cause the third  he needs to put hEXx3r out of commission.

INFIRMARY

The moment a Character accumulates a number of  tokens equal to or higher than their  Hit Points Attribute, remove that Character from the HexaDome and place them in the Infirmary.

Then, discard all  tokens and any States on that Character.

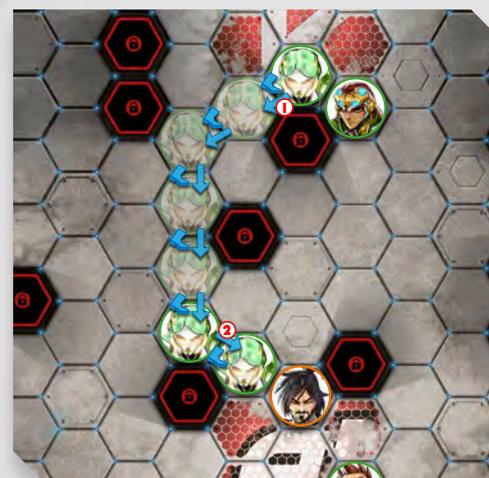
Each time a Character visits the Infirmary, the opponent draws one Tactic card and takes one Frag token.



After sending hEXx3r to the Infirmary, the Orange Player gains one Frag token and draws a Tactic, ending the activation.

PARVATI'S ACTIVATION

At the start of Parvati's Activation, she gains 5 Action Points as per her  value. She intends to use them to gain a foothold in the Scoring Zone.



① Parvati starts off by spending two Action Points to *Move* next to the Scoring Zone.

② Next, she spends another two Action Points to *Move* again, hoping to get inside the Scoring Zone.

DISENGAGE

In order to leave a space adjacent to an enemy using a Movement, the Active Character must win a Face to Face Roll using their  Agility versus the enemy's  Brawn. To pass that Face to Face Roll, the Active Character must have at least one  after the opponent has used up all their . If the Active Character fails, they cannot Disengage and must stay on their original space and lose all remaining Movement Points.

If an enemy Character attempts to Disengage from a space adjacent to two or more of your Characters, choose one of them to contest the Disengagement. Your chosen Character gains a  bonus to their  for each other ally adjacent to the Active Character, up to a maximum of   .



Parvati tries to Disengage from Mushashi in order to enter the Scoring Zone. Since her ⚡ Agility is 🎲, she rolls that die and gets ✨. Miyamoto Mushashi's 🖊️ Brawn is 🎲🎲, and he rolls 🛡️.

Mushashi spends his 🛡️ to nullify Parvati's only ✨, so she won't be able to Disengage and must remain where she was. Furthermore, she loses all Movement Points she had left.



Using her last Action Point, Parvati performs the *MediKit* Action to heal Maximus. She rolls 🎲 for a ✨ ✨ !, so she can remove one 🩸 from Maximus' Character card. Then, her Activation ends.

TURN 4 INITIATIVE

The fourth slot on the Running Order is revealed, and this time it's Green's Major Lunah versus Orange's Gata. Once again the Orange Player has a higher 📈 Initiative, but this time they prefer Major Lunah to go first.

MAJOR LUNAH'S ACTIVATION

When she Activates, Major Lunah gains five Action Points as per her ⚡ value.

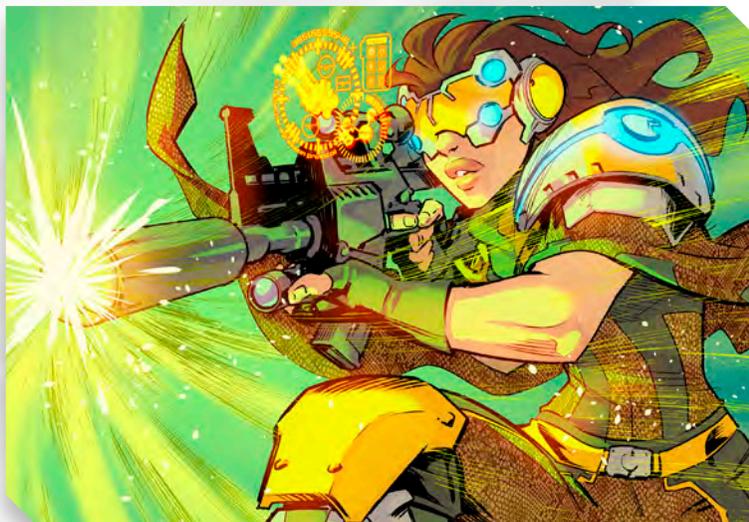


CRITICALS

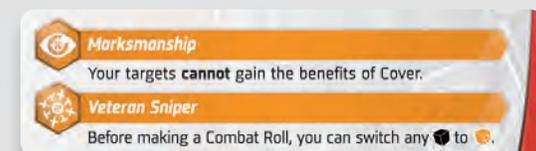
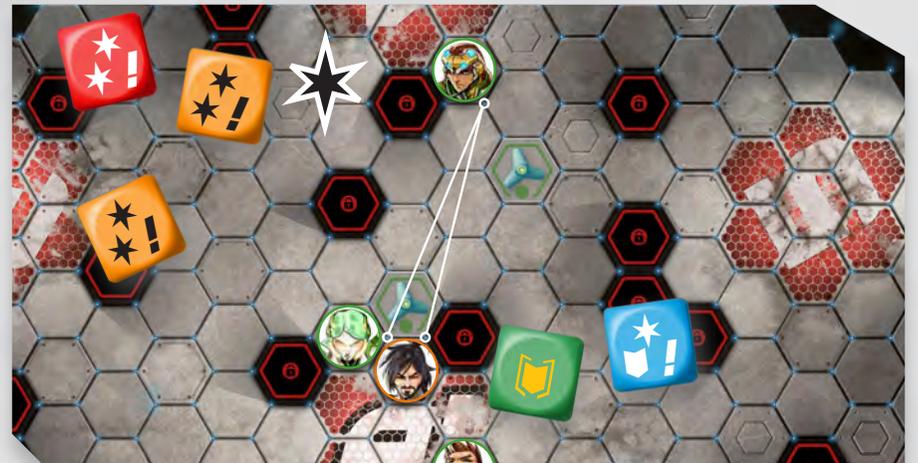
Critical results on dice (🎲 and 🎲) can have a major impact on a Roll.

When you resolve a Face to Face Roll, a 🎲 symbol counts as a ✨ that cannot be nullified by any 🛡️ on the opponent's Roll.

Conversely, you may spend a 🎲 to nullify an entire die of your choosing from the opponent's Roll, even if that die is showing a 🎲. This function of Critical Blocks takes place before any Switches can be activated.



Unlike previous Characters, Major Lunah won't bother to *Move*. Her *Called Shot* Attack has a maximum Range of 8, so she's content to hold her ground and try to take Mushashi down from afar.



Her Automatic Skill, *Marksmanship*, allows Major Lunah to ignore her Target's Cover, so Mushashi won't be able to benefit from that 🛡️ bonus to his 🛡️ Defense Roll.

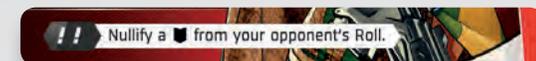
To further complicate things for Mushashi, Major Lunah does have Cover and another Automatic Skill, *Veteran Sniper*, which allows her to trade the 🛡️ bonus from Cover for a more threatening 🎲.



All in all, Major Lunah rolls an Attack of 🎲🎲🎲 ✨ which provides her with a result of ✨ ✨ ✨ ✨ ✨ ! ! ! ! !.

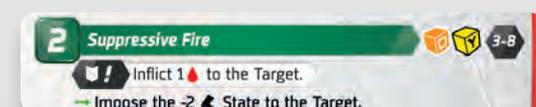
Miyamoto Mushashi rolls his 🛡️ Defense of 🎲🎲 for a result of 🛡️ 🛡️ ✨ !.

Mushashi is too far from Major Lunah to make use of his Switch, so he decides to use his 🎲 to nullify one of Luna's 🎲, depriving her of ✨ ✨ !.



During Switches, Lunah spends her ! ! to activate her Switch and remove one of Mushashi's 🛡️.

Finally, Miyamoto Mushashi suffers 4 🩸 and gets sent to the Infirmary. As a consequence of this, the Green Player gains a Frag token and draws one Tactic card. At the same time, Major Lunah suffers 1 🩸 from Mushashi's ✨.



After putting Mushashi on ice, Major Lunah is still holding onto two Action Points. However, she decides against moving and there aren't any enemies inside her *Suppressive Fire* Range, so she ends her Activation.

GATA'S ACTIVATION

This will be the last Activation of the Round. Gata receives her five Action Points, the same amount as her ⚡ value.

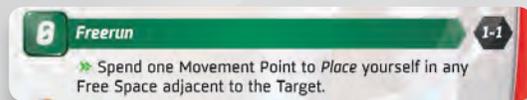


PLACING

When you're prompted to *Place* a Character, you simply take that Character's model and put it on the designated space, disregarding the usual restrictions to Movement and *Displacement*.



Gata launches off by spending two Action Points to *Move* (1), which gives her five Movement Points as per her ⚡ 5.



She uses three of them to move onto a space adjacent to an Obstacle so she can *Freerun* off it. *Freerun* is an Action with no Action Point cost, and it allows Gata to spend one of her Movement Points to gain ground in an unusual way: she can be *Placed* on any Free space adjacent to her Target, which in this case is the Obstacle (2). Effectively, this means she jumps over the Obstacle and has one Movement Point left to move next to Maximus (3).



STATES

Some Effects may impose certain States on targets. Each State has been assigned it's own token, which you can use to mark the affected Characters.

State tokens have two different sides: a red one and a blue one.

When a State is imposed on a Character, place that State's token red-side up on that Character's card.

At the end of a Character's Activation, remove all blue tokens from that Character's card, and then flip all red State tokens so they are blue-side up.

States may have different effects depending on which side their token is currently showing; these effects apply the moment the token is placed or flipped.

A Character cannot be under the influence of two or more instances of the same State. If a Character would have a State imposed on them that they already have a token for, remove the existing token before adding the new one, red-side up.

There's a list of all States and their effects on the back of the 'Reference Guide'.



When Gata spends another two Action Points to *Move*, she receives another five Movement Points. Gata spends one of them to perform *Freerun* and *Place* herself on the far side of Maximus, right at the center of the Scoring Zone (1).

Ordinarily, if Gata wanted to keep moving, she would have to make a *Disengage* Roll, but this time she plays a Tactic, *Swerve*, which allows Gata to *Displace* herself one space, bypassing the *Disengage* roll and coming to rest next to Parvati (2).



Using her last Action Point, Gata performs a *Misdirection* Action to *Dazzle* Parvati. Note that this is not an Attack. She rolls 🎲🎲 for a result of *!!!.

Gata spends !! to activate her Switch and *Displace* herself away from Parvati (3).

Since she rolled a *, Gata gets to impose the *Dazzled* State on Parvati, placing a *Dazzled* token on Parvati's Character card.

Thus concludes the fourth Turn, and we move on to the next phase of the Round.

PHASE 3: OBJECTIVES

At this point in the Round, players track the completion of their Objectives and gain Victory Points for them.

ARISTEIA!

The *Assault* Scenario has three Objectives:

- Being the **only player** with one or more Characters inside the Scoring Zone at the end of the Round (3 Victory Points).
- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points, but only if both players have at least one Character inside the Scoring Zone).
- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone).

Since both players have one Character inside the Scoring Zone, they gain one Victory Point each.

If either player has eight or more Victory Points, or if this is the fifth Round, then the game ends. The player who gained more Victory Points, or the one who has more Frag tokens if there's a tie, wins the game.

Otherwise, the player with the least Victory Points becomes the Underdog. In case of a tie, the Underdog status changes sides.



The players are tied at one Victory Point, so the Orange Player gets the Underdog token.

The Scoring Zone changes in this step, following the rules of the Scenario.

According to the *Assault* Scenario rules, the Orange player, as the Underdog, now gets to decide the position of the next Scoring Zone by placing the blue counter on any of that Deployment Zone's spaces. Only a Deployment Zone with no Characters inside it in this moment can be chosen as a Scoring Zone.

PHASE 4: RECOVERY

In this phase, Characters in the Infirmary move to the Bench with a -2 ⚡ State token.

Finally, both players draw a Tactic card from their decks. Players who earned at least one Victory Point during this Round draw one additional Tactic.



Both hEXx3r and Mushashi move to their team's Bench and receive a -2 ⚡ State token. On their next Activation, they will only have three Action Points available. Then, both players draw two Tactic cards each: one because the Round ends, and one for having scored at least one Victory Point.

At the conclusion of this phase, the first Round ends and the second one begins with a new Planning phase.

SUBSEQUENT ROUNDS

After playing this tutorial Round, you're ready to tackle the rest of the game, and in fact any *Aristeia!* game, by yourself. If any questions pop up during play, feel free to take a look at the 'Reference Guide', where each rule is explained more thoroughly.

CHARACTERS ON THE BENCH

Characters that find themselves on the Bench at the beginning of their Activation must return to the HexaDome immediately. To do that, the player Places the Character in any Free Space inside any of the Deployment Zones, except for the Scoring Zone.

CHARACTERS IN THE INFIRMARY

Characters that are in the Infirmary at the beginning of their Activation don't get to activate at all. Players must skip that Activation step and continue with the Round.

CUSTOM TEAMS

The next time you play a game of *Aristeia!* you should construct your own teams and decks using the Characters available and their Tactics. To build your custom teams, choose the Scenario you will play and then follow the steps laid out in the next section.

1. BUILDING YOUR TEAM

Each player secretly chooses four different Characters to form their team. Two copies of the same Character **cannot** be on the same team, but they can be on rival teams if both players have a copy of the game.

OPTIONAL RULE: DRAFT

If you choose to apply this rule, players take turns to pick a Character for their team from a pool of all Characters. One randomly-chosen player picks a Character, then the opponent picks a Character. Repeat until both players have a four-Character team.

2. UNVEIL YOUR TEAM

Once both players have chosen their team members, they show each other their Character cards. Make sure you understand the Effects of the Actions and Automatic Skills of your Characters and your opponent's Characters before going any further. Throughout the game, keep your Character cards exposed so anyone can check their contents.

3. BUILDING THE TACTICS DECK

To build your deck, choose two of each of your Character's Tactics and shuffle them with the ten Standard Tactics to form an eighteen-card deck.



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