

ARISTEIA!

FAN MADE ERRATA, REFERENCE GUIDE & FAQ v1.1

TABLE OF CONTENTS

INTRODUCTION	3	STUNNED (CLASSIC).....	11
WHO DOES WHAT	3	STUNNED (AGL, RECOMMENDED)	11
WHEN DO THINGS HAPPEN.....	3	TAUNTED	11
CLASSIC VS. RECOMMENDED RULING.....	3	SETUP & ROUNDS	12
SOLVING RULES CONTRADICTIONS	3	SETUP	12
RULES	4	ROUNDS.....	12
ATTRIBUTES	4	PLANNING PHASE	13
AGILITY 	4	URNS PHASE	13
BRAWN 	4	OBJECTIVES PHASE	13
DEFENSE 	4	RECOVERY PHASE	13
ENERGY 	4	UNDERDOG	13
HIT POINTS 	4	ACTIVATIONS	14
INITIATIVE 	4	PREPARATION STEP	14
SPEED 	4	ACTIONS STEP.....	14
DICE & SYMBOLS	5	STATES STEP	14
CRITICAL BLOCK (CLASSIC).....	5	DISPLACE, PLACE & SWAP	15
CRITICAL BLOCK (AGL, RECOMMENDED)	5	DISPLACEMENTS.....	15
CRITICAL SUCCESS (CLASSIC)	5	PLACING.....	15
CRITICAL SUCCESS (AGL, RECOMMENDED).....	5	SWAPPING.....	15
NULLIFYING DICE.....	5	TACTICS.....	16
ROLLS	6	TACTICS (CLASSIC).....	16
COMBAT ROLLS	6	TACTICS (AGL, RECOMMENDED).....	16
FACE-TO-FACE ROLLS.....	6	TIMING OF TACTICS.....	17
RE-ROLLS (AGL, RECOMMENDED).....	6	DISCARD & REMOVE FROM THE GAME.....	17
SIMPLE ROLLS.....	6	HAND.....	18
SPACES & OBSTACLES.....	7	ACTIONS.....	19
BARRIERS.....	7	SEQUENCE OF AN ACTION.....	19
BENCH	7	ACTION POINTS	20
BLOCKED SPACES.....	7	ATTACKER.....	20
FREE SPACES.....	7	ATTACKS	20
INFIRMARY	7	CONTENDER (CLASSIC)	20
OBSTACLES	7	CONTENDER (AGL, RECOMMENDED).....	20
OCCUPIED SPACES	8	DEFENDER	20
STATES.....	9	MOVE	21
BURNING	9	MOVEMENT POINTS.....	21
DAZZLED (CLASSIC).....	9	DISENGAGE.....	21
DAZZLED (AGL, RECOMMENDED).....	9	LINE OF SIGHT & RANGE	23
FOCUSED	9	LINE OF SIGHT.....	23
HIDDEN (CLASSIC).....	10	COVER.....	23
HIDDEN (AGL, RECOMMENDED)	10	RANGE	24
IMMOBILIZED	10	SMOKE.....	24
MARKED (CLASSIC)	10	GENERAL	25
MARKED (AGL, RECOMMENDED).....	10	ADJACENCY.....	25
POISONED.....	10	ALLIES	25
SILENCED	11	AUTOMATIC SKILLS.....	25
		CHARACTERS	25
		CONTROLLER	25
		CONTROL PANEL.....	25

FAN MADE ERRATA, REFERENCE GUIDE & FAQ

COUNTERS.....	25
DAMAGE.....	26
DEPLOYMENT ZONES	26
EFFECTS	26
ENEMIES.....	26
FRAG.....	26
HEXADOME	26
INITIATIVE CARDS.....	26
INSIDE.....	27
MARKERS.....	27
MINION	27
NULLIFYING EFFECTS	27
SCENARIOS	27
SCORING ZONES.....	27
SWITCHES.....	27
TARGETS.....	28
TEAM.....	28
FAQ & CARD ERRATA	29
GENERAL.....	29
CHARACTERS.....	29
8-BALL.....	29
AXL	29
BACHMANN.....	29
DART.....	30
FIDDLER	30
FINAL BOSS.....	30
GAIA	30
GATA	30
HAMMERHEAD.....	31
HANNIBAL.....	31
hEXx3r	31
HIPPOLYTA.....	31
KOORIE QUEEN.....	31
KOZMO	31
LAXMEE	32
LEI GONG.....	32
MAJOR LUNAH	32
MAXIMUS	32
MIYAMOTO MUSHASHI.....	32
MOONCHILD.....	33
MURTAIR	33
PADRE-INQUISIDOR MENDOZA.....	33
PARVATI.....	33
PRYSM	33
SEÑOR MASSACRE.....	34
SHONA CARANO.....	34
VALKYRIE	34
WILD BILL	34
STANDARD TACTICS.....	35
STERLING FORGE	35

STOP! READ NO FURTHER

To start playing Aristeia!, first you should acquaint yourself with the How to Play booklet. You don't need anything else to play your first few games. As rules questions start coming up during those games, go ahead and check this document for in-depth clarification.

INTRODUCTION

This Reference Guide is a detailed list of all Aristeia! rules, gathered from the official Wiki, forum entries, chats and much more, presented in a way that makes it easy to look them up during a game or when you're ready to dive into the particulars with a few games under your belt.

In contrast to the official Reference Guide this fan made guide is not ordered alphabetically but groups different topics of the game like Attributes or States to make it easier to use during a game.

The errata for general rules has already been incorporated in the rules. The errata for characters and tactics is listed at the end of the document.

WHO DOES WHAT

Throughout the rules, we use the second person ("you") to mean the Character who performs an Action or plays a Tactic. For example, Major Lunah's Automatic Skill says "Ignore your Target's Cover.". That means whenever Major Lunah performs an Action with a Target, her player gets to ignore the Target's Cover.

WHEN DO THINGS HAPPEN

The sequence in which rules are resolved is very important in Aristeia!. You'll find the steps you need to follow for each rule in this Reference Guide. It's mandatory to follow those steps in the specified order, giving your opponent enough time to intervene if he needs to.

IMPORTANT!

If two rules happen in the same step, the Underdog decides the order.

CLASSIC VS. RECOMMENDED RULING

Throughout this document we show the classic version of various rules, the official AGL version of some rules and some house rules.

We always mark the classic version with

CLASSIC

and the recommended version of a rule with

RECOMMENDED

to make it easier to decide which version we think is the best one to play with.

SOLVING RULES CONTRADICTIONS

Whenever two or more rules appear contradictory, use this list - ordered from higher to lower priority - to determine which one takes precedence:

1. If a rule says something cannot happen, that restriction always takes precedence.
2. Scenario rules override both this guide's rules and card Effects.
3. Tactics Effects override both this guide's rules and Character cards. If two Tactics clash, the Underdog decides which one takes precedence.
4. Character cards take precedence over this guide's rules.
5. Rules described in this guide take precedence over rules described in the "How to Play" booklet.

RULES

ATTRIBUTES

Characters have seven distinct Attributes that represent their various proficiencies.

These are: 🦋 Agility, 🦊 Brawn, 🍷 Defense, ⚡ Energy, ❤️ Hit Points, ⚔️ Initiative and 🏎️ Speed.

- Apply any relevant active States to the Character's Attributes when calculating their value.
- The value of an Attribute **cannot** drop below zero.
- If the text of an Effect shows the icon of an Attribute, consider that icon to mean the current value of that Attribute.

AGILITY 🦋

This Attribute indicates the number of dice you use for Disengage Face-to-Face Rolls whenever you attempt to leave a space adjacent to an Enemy.

Related topics: Disengage, Face-to-Face Rolls.

BRAWN 🦊

Use the dice indicated by the 🦊 Brawn Attribute to make Face to Face Rolls when an enemy attempts to perform a movement from a space Adjacent to yours.

Related topics: Disengage.

DEFENSE 🍷

When a Character is the Target of an Attack, they can make a 🍷 Defense Roll against the active Character's Attack Roll.

The type and quantity of dice used by each Target on their 🍷 Defense Rolls are indicated by the 🍷 Defense Attribute.

Related topics: Attacks.

ENERGY ⚡

This Attribute indicates the amount of Action Points the Character has available during Activation.

- At the beginning of the Preparation Step of a Character's Activation, that Character's ⚡ Energy value produces that same amount of Action Points. Even if the Character's ⚡ Energy value is altered later during their Activation, their pool of Action Points for that Activation is not affected.

Related topics: Action Points, Activations, Preparation Step.

HIT POINTS ❤️

This Attribute signifies the maximum amount of 🔴 Damage that the Character can withstand before being forced to visit the Infirmary.

- Place a Character in the Infirmary the moment they accrue a number of 🔴 tokens equal to or higher than their ❤️ Hit Points value.
- Characters cannot receive more 🔴 tokens than their ❤️ Hit Points value. Players will ignore the exceeding Damage.

Related topics: Damage, Infirmary.

INITIATIVE ⚔️

The ⚔️ Initiative Attribute of a Character indicates how likely they are to react faster than their enemies.

When Initiative cards are revealed at the beginning of each Turn, the player who controls the Character with the highest ⚔️ Initiative gets to decide which Character activates first. In case of a tie, the Underdog gets to choose.

Related topics: Initiative Cards, Turns Phase, Underdog.

SPEED 🏎️

This Attribute indicates the amount of Movement Points the Character gains when they perform the Move Action during their Activation.

Related topics: Move, Movement Points.

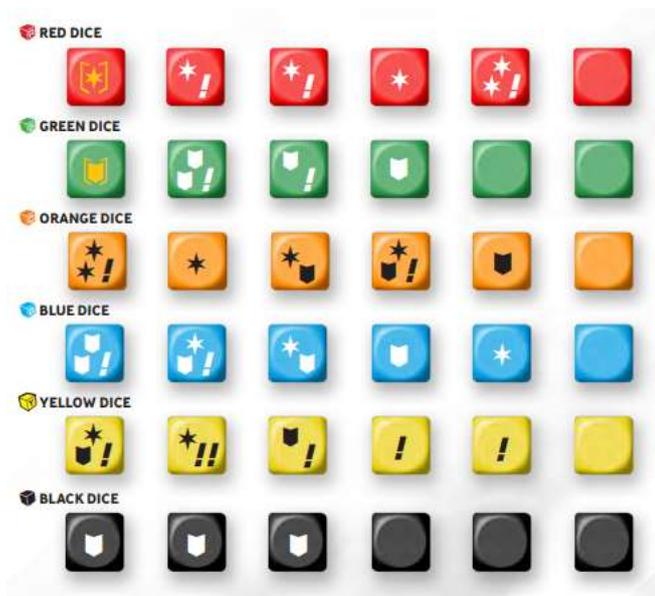
DICE & SYMBOLS

Aristeia! used special color-coded dice with symbols instead of pips on their sides. There are five different symbols on Aristeia! dice: ★ Success, 🛡 Block, ! Special, ✨ Critical Success, and 🟡 Critical Block.

Across the rules, you will see colored icons indicating these dice.

- Several dice are represented by more than one die icon in a row. For example, 🟠🟠🔵 means “two orange dice and one blue die”.
- Any Symbols listed among dice are added to the Roll as if they were the result of an additional imaginary die. For example, 🟠★ means you roll one orange die and add one ★ to the result.
- Effects that Nullify a die may be used to Nullify a Symbol added to the Roll instead.
- 🟡: This icon represents a red die. Players **cannot** roll more than one red die per Roll.
- 🟢: This icon represents a green die. Players **cannot** roll more than one green die per Roll.
- 🟠: This icon represents an orange die. Players **cannot** roll more than three orange dice (🟠🟠🟠) per Roll.
- 🟡: This icon represents a blue die. Players **cannot** roll more than three blue dice (🟡🟡🟡) per Roll.
- 🟤: This icon represents a black die. Players **cannot** roll more than three black dice (🟤🟤🟤) per Roll.
- 🟡: This icon represents a yellow die. Players **cannot** roll more than three yellow dice (🟡🟡🟡) per Roll.

Related topics: Critical Block, Critical Success, Switches.



CRITICAL BLOCK (CLASSIC)

One of the possible results on a green die is the Critical Block, represented by the 🛡 symbol.

- In a Face-to-Face Roll, before Switches take place, you may use a 🛡 to Nullify any one of the opponent's dice.
- Otherwise, you may use it to activate Switches, where it counts as 🛡🛡.
- If you don't use the 🛡 in either of those two ways, it counts as a single 🛡 during the Roll's resolution.

CRITICAL BLOCK (AGL, RECOMMENDED)

- In a Face-to-Face Roll, before Switches take place, you may use a 🛡 to Nullify any one of the opponent's dice.
- If it is not used to cancel a die, this Symbol is transformed into 🛡🛡 before the Switches' Roll takes place.

Related topics: Nullifying dice.

CRITICAL SUCCESS (CLASSIC)

One of the possible results on a red die is the Critical Success, represented by the ✨ symbol.

- In a Face-to-Face Roll, a Critical Success cannot be nullified by any 🛡 results on the opponent's Roll.
- The only way to nullify a ✨ is by using a 🛡 to Nullify the entire red die.
- You may use a ✨ to activate Switches, where it counts as ★★.

CRITICAL SUCCESS (AGL, RECOMMENDED)

Before a Roll's Switch step takes place, but after the Critical Block step, the player may decide to transform this Symbol into ★★. If they keep it, it is considered to be one ★ that cannot be cancelled by any 🛡 of the opponent's Roll during the Roll's Resolution.

Related topics: Critical Block, Switches.

NULLIFYING DICE

When an Effect Nullifies a die, remove that die from the Roll. Ignore **all** Symbols in nullified dice.

ROLLS

COMBAT ROLLS

Attack and 🗡️ Defense Rolls are collectively called Combat Rolls.

Related topics: Attacks, Defense.

FACE-TO-FACE ROLLS

Face-to-Face Rolls pit two Characters against each other, so they are slightly more complex than Simple Rolls. To resolve a Face-to-Face Roll, follow this sequence:

1. **Tactics:** After declaring a Face-to-Face Roll is needed, both players may play Tactics to modify the Roll. If both players want to play Tactics, the Underdog chooses who does so first.
2. **Roll the dice:** Both players roll their dice.
3. **Critical Block:** If a player rolled a 🗡️, they may use it to Nullify one die from their opponent's Roll.
4. **Switches:** Both players, in turn, may activate Switches using the Symbols they rolled. The Active Player decides which player gets to activate Switches first.
5. **Results:** After activating any Switches, both players nullify one ★ from the opponent's Roll for each 🗡️ symbol they rolled. Any ★ and 🗡️ spent to activate Switches do not count for this purpose. If the Action being resolved is an Attack, each Character suffers as many 🔴 Damage as ★ remain on their opponent's Roll.

Related topics: Actions, Dice, Effects, Switches.

RE-ROLLS (AGL, RECOMMENDED)

In case a die is rerolled due to the Effects of a Tactic, Action, Automatic Skill, or AGL Mod, the second result prevails. You cannot reroll a die more than once.

RECOMMENDED

After extensive testing we recommend the use of the Omadon Arena Mod in all your games:

OMADON ARENA | NEOTERRA

Once per Round, players can re-roll any blanks (dice where no Symbol has been obtained) once on a Roll. The selected dice must be re-rolled before the Critical Block step.

FAQ

Q: Who performs the re-roll first if both players have played the "Precision" Tactic?

A: If both players wish to re-roll, the Underdog decides.

Q: If a player has played "Precision" and they are satisfied with their Roll, can they reroll one of their dice after their rival plays a Tactic that modifies theirs?

A: Yes, "Precision" allows to re-roll a die before the Critical Block step and the Switches step - the player may apply this Effect as long as both players have not agreed to move on to the next step. If a player plays several Tactics that allow them to re-roll a die, they may decide on each re-roll separately and activate this Effect at different times (as long as the restrictions are met -before Critical Block and Switches- and the same die is not re-rolled more than once).

SIMPLE ROLLS

Only one player is involved in a Simple Roll. To resolve a Simple Roll, follow this sequence:

1. **Tactics:** Before any actual rolling takes place, both players have an opportunity to play Tactics to modify the Roll. If both players want to play Tactics, the Underdog chooses who does so first.
2. **Roll the dice:** When there are no more Tactics to play, roll your dice.
3. **Switches:** You may activate Switches using the Symbols you rolled and apply their Effects immediately.
4. **Results:** The Symbols remaining after you've activated your Switches are the result of the Roll. If the result includes at least one ★, the Roll is successful.

Related Topics: Dice, Effects, Switches.

SPACES & OBSTACLES

BARRIERS



Barriers are Obstacles deployed on the HexaDome to provide Cover and hinder the Character's movement.

- Barriers cannot suffer Damage or receive States.

Related Topics: Cover, Obstacles.

BENCH



During the Recovery Phase at the end of each Round, as part of the Nanotherapy step, move any Characters currently in the Infirmary to the Bench and give each of them a -2 token.

- Characters in the Bench go back into the HexaDome at the end of the Preparation Step of their Activation. To do this, Place your benched model on a Free space in any of the Deployment Zones other than the Scoring Zone, and continue its Activation normally.
- Benched Characters are not in Range or Line of Sight of any of the HexaDome's spaces.

FAQ

Q: Can I Place a returning benched Character in a Space Adjacent to an Enemy?

A: Yes, you can.

Q: When a Character receives as many Damage as her Wounds characteristic she goes to the Infirmary. At the end of Round she goes to the Bench. Does she have to spend the whole next round on the Bench to reappear in the HexaDome??

A: No. If she is on the Bench when she activates she must go back to into the HexaDome.

Related topics: Energy, Infirmary, Recovery Phase.

BLOCKED SPACES



Some spaces inside the HexaDome are colored black to indicate they're Blocked.

Blocked spaces have the following rules:

- Characters **cannot** move or be Displaced through them.
- They obstruct Line of Sight.
- They provide Cover.

Related topics: Cover, Displacements, Free spaces, Line of Sight, Movement Points, Range.

FREE SPACES



Spaces inside the HexaDome that are neither Occupied nor Blocked are Free spaces.

Related topics: Blocked Spaces, Line of Sight, Occupied Spaces, Range.

INFIRMARY



When a Character has accrued a number of Damage tokens equal to their Hit Points Attribute, take that Character's model and Place it on the Infirmary section of the Control Panel. When you move a Character to the Infirmary, remove all tokens (State tokens, tokens, Markers...) from their Character card.

- Whenever an Enemy Character is moved to the Infirmary, draw a Tactic and gain a Frag token.
- Characters in the Infirmary are not in the HexaDome, so they **cannot** be the Target of any Effect.
- Whenever a Character is in the Infirmary, don't resolve any of their Activation steps.

RECOMMENDED

After extensive testing we recommend the use of the AGL version when to draw a Tactic for Frags in all your games:

TACTICS (AGL)

- Tactic cards will not be drawn when an Enemy is sent to the Infirmary.
- Whenever an Enemy Character is moved to the Infirmary, gain a Frag token. The first time the player gains a Frag token during a Round, they draw one Tactic.

FAQ

Q: What happens at the beginning of the Activation Step of a Character who is still in the Infirmary?

A: Nothing. As long as the Character remains in the Infirmary, skip all their Activation Steps.

Related topics: Damage, Tactics.

OBSTACLES



Obstacles are elements that occupy HexaDome spaces like Characters, but don't block Line of Sight.

- A space with an Obstacle on it is Occupied, and as such obstructs movements and Displacements and provides Cover.
- Obstacles and the spaces they're on **don't** block Line of Sight.
- Actions, Attacks and Tactics can Target Obstacles unless otherwise stated.

FAQ

Q: Can an Obstacle be Displaced?

A: Obstacles are valid Targets for Actions, Attacks and Tactics. So they can be Displaced.

Q: How can Obstacles provide Cover if it says "Obstacles and the spaces they're on don't block Line of Sight"?

A: The previous point of the Reference Guide states that: "A Space with an Obstacle [...] provides Cover", that is, for the purpose of calculating Line of Sight, and only for this purpose, they must be considered a Blocked Space.

Related topics: Cover, Barriers, Line of Sight, Movement Points, Range.

OCCUPIED SPACES



Spaces with either a Character or an Obstacle on them are Occupied.

Occupied spaces have the following rules:

- Characters **cannot** Move or be Displaced through them.
- They obstruct Line of Sight if they contain a Character.
- They provide Cover.

Related topics: Cover, Displacements, Free spaces, Line of Sight, Movement Points, Obstacles, Range.

STATES

Certain Effects, when applied, impose one or more States. As long as a Target is under the influence of a State, certain rules apply to them.

- Each State is represented by a different token. When a Target is given a State, place the appropriate token red-side up on that Character's card.
- During each Activation's States Step, remove all blue-side up tokens from the active Character's card.
- Then, flip all remaining State tokens so they are blue-side up.
- State names are purely descriptive and have no bearing on their Effect.
- A Target **cannot** be under the influence of two or more instances of the same State, unless otherwise stated by the State rules. If a Target would be given a State they already have a token for, remove the first State token and add the new one, red-side up.
- State tokens have icons on them to represent their Effects. These Effects apply the moment the Target is imposed the State, or immediately when the relevant icon is revealed when flipping the token. These are all possible icons:
 - : As long as the Target is under the influence of this State, their stated Attribute is increased (+) or decreased (-).
 - : The Target suffers X Damage immediately.
 - : The Target is Burning.
 - : The Target is Dazzled.
 - : The Target is Focused.
 - : The Target is Hidden.
 - : The Target is Immobilized.
 - : The Target is Marked.
 - : The Target is Poisoned.
 - : The Target is Silenced.
 - : The Target is Stunned.
 - : The Target is Taunted.
 - X: This side of the token has no Effect.

Related topics: Effects.

BURNING



Targets affected by this State suffer a random quantity of Damage when the blue side of this State token is revealed.

When one or more Burning State tokens are flipped blue-side up, roll an for each flipped token:

- For each : The Character suffers 1 .
- For each : Impose a new Burning State token to the Character.
- Remove the Burning State token immediately after showing its blue side.
- Unlike other States, Characters can suffer more than one instance of Burning at the same time, gaining one Burning token for each such instance.
- No Character makes this roll and, because of that, players cannot modify it by playing Tactics, or activating Switches. Also, as it's not a Roll, the limitation of doesn't apply.

DAZZLED (CLASSIC)



Targets affected by this State **cannot** draw Line of Sight beyond the 0-1 Range.

DAZZLED (AGL, RECOMMENDED)

Targets affected by this State are considered to have all of their Lines of Sight Blocked, except towards Targets in Range 0-1.

Related topics: Line of Sight, Range, Recovery Phase.

FOCUSED



Targets affected by this State may remove this State before making a Roll to add a to that Roll.

REMEMBER

The Focused State does not have an X on its blue side. So Targets with this token are affected by this State on both sides of the token.

Related topics: Dice, Face-to-Face Rolls, Simple Rolls.

HIDDEN (CLASSIC)



You cannot have a Line of Sight to Targets affected by this State, except within Range 0-1.

- Targets affected by this State cannot benefit from Cover.
- Remove this State token immediately after performing an Attack, after the Resolution Step.
- Neither Enemies nor Allies can have Line of Sight to this Target.
- Targets affected by this State still block Line of Sight.

REMEMBER

Defenders with no Line of Sight to the Attacker cannot use their Defence ★ to cause 🔴 Damage.

HIDDEN (AGL, RECOMMENDED)

Each Line of Sight to the Targets affected by this State are considered Blocked, except from Range ●0-1.

- Targets affected by this State cannot gain Cover.
- The 🚫 Hidden Characters add 2 to their ⚔️ during the Initiative step of the turn.
- 🚫 Hidden Characters may re-roll one die once for every Combat Roll and for their Action Rolls when they are Targeting an Enemy.
- Even while 🚫 Hidden, this Target still blocks the Line of Sight.
- When you declare an Action which requires a Roll targeting an Enemy, remove this State after the Tactics step.

Related topics: Line of Sight.

IMMOBILIZED



Targets affected by this State **cannot** spend Movement Points.

- This State doesn't prohibit the Target from being Displaced or Placed somewhere else.

Related topics: Displacements, Movement Points, Placing.

MARKED (CLASSIC)



Targets affected by this State may be targeted even with no Line of Sight.

- Targets affected by this State cannot Benefit from Cover.

REMEMBER

Defenders with no Line of Sight to the Attacker cannot use their 🛡️ Defence Roll's ★ to cause 🔴 Damage.

FAQ

Q: If a Character is 🎯 Marked and 🚫 Hidden, can an Attack be declared against them?

A: 🚫 Hidden prevents Line of Sight from being drawn to the Target, but 🎯 Marked allows the Character to be eligible as Target even without having the Line of Sight that is hidden. Therefore: yes, you can declare an Attack (an Action) on the 🎯 Marked target.

MARKED (AGL, RECOMMENDED)

Targets affected by this State may be targeted, even without Line of Sight.

- Targets affected by this State cannot benefit from Cover.

Characters that perform an Action against a Target affected by the 🎯 Marked State may choose between:

- Rerolling 1 die from their Roll.
- Removing the 🎯 Marked token from the Target and adding a ★ to their Roll.

Both options are applied after the dice are Rolled but before the Roll's Critical Block step.

If and only if:

- They are not Adjacent to the Target.
- They or their Allies have imposed the 🎯 Marked State affecting the Target.

Related topics: Cover, Line of Sight, Target.

POISONED



Targets affected by this State suffer 1 🔴 Damage when the blue side of the State token is revealed.

- Remove the 🦠 Poisoned State token immediately after showing its blue side.
- Unlike other States, Targets can suffer more than one instance of 🦠 Poisoned at the same time, gaining one 🦠 Poisoned token for each such instance.

Related topics: Damage, States Step.

SILENCED



The Player who imposes this State must choose one Action (except Move or any Attack) or one Automatic Skill of the Target. While affected by this State, the Target cannot perform or apply the Effects of the chosen Action or Automatic Skill.

- This State does not affect Attacks or the Move Action.

Related topics: Action, Effects.

STUNNED (CLASSIC)



Targets affected by this State must Nullify a ★ before the Switches step of each of their Rolls.

REMEMBER

The symbol 🗡️ is not affected by this State, as it's not a ★.

FAQ (CLASSIC ONLY)

Q: Do 🗡️ Stunned State Effects apply before or after the Critical Block Step?

A: The Effects of the 🗡️ Stunned State must be applied after the Critical Block Step, and before the Switches Step.

STUNNED (AGL, RECOMMENDED)

Targets affected by this State must Cancel one Symbol of their opponent's choosing from each of their Rolls (★, 🗡️, !). The opponent must choose which Symbol will be cancelled before the Roll for the 'Tactics' step takes place.

The Symbol must be cancelled after the Critical Block step and before the Switch step. The opponent may choose a different Symbol for each Roll.

Related topics: Dice.

TAUNTED



Targets affected by this State cannot perform Attacks against another Target that is not the Character that has imposed this State.

- 🗡️ Taunted tokens also help keep track of the Character that provoked the State.
- Should the Character that provoked the State enter the Infirmary, remove the token immediately.

FAQ

Q: The blue side of the 🗡️ Taunted token still counts as Taunted?

A: No, as the "X" indicates that the token has no Effect on that side.

Related topics: Attacks.

SETUP & ROUNDS

SETUP

Before playing a game of Aristeia!, you will have to make a few preparations, as follows:

STEP 1: CHOOSE THE SCENARIO

In Aristeia!, the specific Scenario you play determines not only the win conditions of the game, but also a number of special requirements you must observe when building your Team. The Core and Prime Time Scenarios PDF as well as the Saif Traders Scenarios document in the download area of the official Aristeia! website list all the different official Aristeia! Scenarios.

STEP 2: BUILD 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.

STEP 3: UNVEIL YOUR TEAM

Once both players have chosen their Team members, they show each other their Character cards and Tactics. 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.

STEP 4: BUILDING THE TACTICS DECK

Each player has their own deck of Tactics. To build your deck, **secretly** choose two of each of your Character's Tactics and shuffle them with the ten Standard Tactics (choose them from **one** of the Standard Decks *Standard from Core Box*, *Sterling Forge* or *TCOMM*) to form an eighteen-card deck.

- **STARTING HAND**

Before moving on to the next step, both players shuffle their decks and draw four Tactics to form their starting Hand.

- **MULLIGAN**

Immediately after drawing your starting Hand, once per game, you may return **your entire Hand** to the deck, shuffle it, and draw a new four-card Hand.

STEP 5: ARRANGE THE HEXADOME

In the description of each Scenario, you will find specific instructions about how to arrange the HexaDome.

STEP 6: 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 and gets the Underdog token. In case of a tie, the Underdog token 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.

STEP 7: DEPLOYMENT

In the description of each Scenario, you will find specific instructions about how to deploy your Characters in the HexaDome.

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

Related topics: Initiative, Scenarios, Tactics, Underdog.

ROUNDS

The game is played in a series of Rounds, and each Round is divided into four Turns. Each Turn, both players activate one of their Characters.

- Each Turn, players activate the Character whose Initiative card they have assigned to that Turn.
- The first Round begins once Setup is complete.
- Each Round is divided into these steps:
 1. **Planning Phase**
 2. **Turns Phase**
 - a. Turn 1
 - i. Initiative
 - ii. Activations
 - b. Turn 2
 - i. Initiative
 - ii. Activations
 - c. Turn 3
 - i. Initiative
 - ii. Activations
 - d. Turn 4
 - i. Initiative
 - ii. Activations
 3. **Objectives Phase**
 4. **Recovery Phase**
- After the Recovery Phase, the Planning Phase of a new Round begins.

Related topics: Objectives Phase, Planning Phase, Recovery Phase, Setup, Turns Phase.

PLANNING PHASE

This is the first phase of each Round, wherein both players place their Initiative cards **face-down** on their Running Order slots, ordered from left to right. Throughout the Round, Characters will activate following that same order. The first turn will have the leftmost Characters activate, then the second turn will have the next leftmost Characters activate, and so on until all Characters have activated.

RUNNING ORDER

Each player has a Running Order area with four slots for their Character's Initiative cards.



During the Planning Phase, you use your Initiative cards to plot the order in which your Characters will activate this round.

TURNS PHASE

During this phase, the second in each Round, players take turns to activate their Characters. Each Round has four turns, and all turns follow the same sequence.

STEP 1: INITIATIVE

Both players reveal the leftmost Initiative card in their Running Orders 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.

STEP 2: ACTIVATIONS

In the order determined during the Initiative step, both Characters activate in turn.

Related topics: Activations, Underdog.

OBJECTIVES PHASE

The Objectives Phase is the third phase of a Round. The Objectives Phase sequence goes like this:

1. CHECK OBJECTIVES

Each Scenario has a list of Objectives that give Victory Points. During this step, check whether any of the players achieved any Objectives this Round and give them the appropriate Victory Points if they did.

2. CHECK END-GAME

During this step, check whether the end-game conditions for the current Scenario are met. If they are, the game ends. If they aren't, proceed to the next step.

3. ASSIGN UNDERDOG STATUS

Give the Underdog token to the player with the fewest Victory Points. If both players are tied, the Underdog token changes hands.

Related topics: Scenarios, Underdog.

RECOVERY PHASE

The fourth and last phase of each Round. After completing the following steps, the Round ends and the Planning Phase of a new Round begins.

1. TERMINATE EFFECTS

All Effects that last 'until the end of the Round' end at this point.

2. NANOTHERAPY

Move all Characters in the Infirmary to the Bench, then impose each of those Characters a -2 ⚡ State token.

3. DRAW TACTICS

- Each player draws one Tactic from their deck.
- If you scored at least one Victory Point this Round, draw one additional Tactic.

Related topics: Bench, Infirmary, Tactics.

UNDERDOG



The player holding the Underdog token gets to decide the order of resolution of any simultaneous Effects and the order of activation in case the two Characters are tied in ♦ Initiative.

- At the start of the game, the player with the lowest sum of all their Character's ♦ Initiatives gets the Underdog token. In case of a tie, the Underdog token is assigned at random.
- At the end of each Round, the player with the fewest Victory Points gets the Underdog token. In case of a tie, the Underdog token changes hands.

Related topics: Effects, Initiative, Setup, Turns Phase.

ACTIVATIONS

The bulk of any Aristeia! game is a series of Character Activations.

During their Activation, Characters can perform Actions and play Tactics to fulfill the goals of the Scenario and win the game.

- A Character's Activation has three steps:

1. **Preparation Step**
2. **Actions Step**
3. **States Step**

This order is maintained throughout the game.

- Whenever a Character is in the Infirmary, don't resolve any of their Activation steps.

Related topics: Actions, Actions Step, Preparation Step, States, States Step, Tactics, Turns Phase.

PREPARATION STEP

This is the first step of each Character's Activation. During this step, Action Points are generated, and benched Characters return to the HexaDome.

1. At the beginning of this step, the Character has zero Action Points and zero Movement Points and becomes the active Character for the remainder of the Activation.
2. Then, apply any Effects that apply 'at the beginning of the Preparation Step'.
3. During this step, the active Character gains as many Action Points as their ⚡ Energy Attribute.
4. If the Character was benched, at the end of this step Place the Character's model on a Free space in one of the Deployment Zones that isn't currently the Scoring Zone.
5. At the end of this step, remember to apply any Effects that apply 'at the end of the Preparation Step'.

Related topics: Action Points, Bench, Energy.

ACTIONS STEP

This is the main step of a Character's Activation. In it, you perform Actions, play Tactics, and spend Movement Points to move.

1. At **the beginning** of this step, remember to apply any Effects that apply 'at the beginning of the Actions Step'.
2. During this step, you can spend Action Points to perform the active Character's Actions, spend Movement Points to move the active Character around the HexaDome and to play Tactics.
3. You can spend your Actions Points and Movement Points in any order you want, but you must finish resolving the current Action or movement before you move on to the next.
4. You don't have to spend all your Action Points or Movement Points, but any remaining points are lost at the beginning of the next step.
5. At **the end** of this step, remember to apply any Effects that apply 'at the end of the Actions Step'.

Related topics: Actions, Action Points, Movement Points, Tactics.

STATES STEP

This is the last step of a Character's Activation, wherein you remove or flip all States on the active Character's card.

1. At **the beginning** of this step, the active Character loses all remaining Action Points and Movement Points.
2. Then, apply any Effects that apply 'at the beginning of the States Step'.
3. During this step, remove all blue-side up tokens from the active Character's card.
4. Then, flip all red-side up tokens from the active Character's card so they are blue-side up.
5. At **the end** of this step, remember to apply any Effects that apply 'at the end of the States Step'.
6. Once this step ends, the Character is no longer the active Character.

Related topics: States.

DISPLACE, PLACE & SWAP

DISPLACEMENTS

Displacements allow you to change the position of a Target, and don't count as a movement.

- To Displace a Target, place that Target on an adjacent Free space.
- Unlike a Movement, a Displacement doesn't trigger Disengage Rolls and doesn't cost any Movement Points.

Related topics: Disengage, Free spaces, Movement Points.

PLACING

Some Effects ask you to Place a game element on a HexaDome space. These Effects specify which criteria you must follow, but the chosen space must be Free. If none of the designated spaces are Free, Place the game element on a Free space Adjacent to one of the designated spaces.

- When Placing a game element that was already deployed on the HexaDome, ignore all the intervening spaces.

Related topics: Adjacency, Effects, Free spaces.

SWAPPING

If an Effect indicates that two Targets Swap their positions, Place each of the Targets on the other's initial position.

Related topics: Placing, Effects.

TACTICS

ERRATA

All Tactics with the wording: "During the Activation of..." must be changed to: "During the Actions Step of the Activation of..."

FAQ

Q: The "Access Denied" Timing says: "At the beginning of hEXx3r Activation". Can I play this Tactic if hEXx3r starts her Activation in the Bench?

A: The Tactics that has the Timing that reads "At the beginning of the Activation of..." must be changed to "At the beginning of the Actions Step of the Activation of..." Hence, hEXx3r can play that Tactic after returning from the Bench, since that happens during the Preparation Step.

TACTICS (CLASSIC)

Tactics are cards you can play during the game to apply some Effect.

- Each player needs a copy of the ten Standard Tactics to build their deck.
- Each Character has four Tactics associated to them. When you build your deck, you secretly choose two of each of your Character's Tactics and shuffle them with the ten Standard Tactics to form an eighteen-card deck. During the game, you can use your Tactics with any Character as long as their conditions are met, even if they are associated with a different Character.
- At the beginning of the game, players draw four Tactics to form their starting Hand.
- At the end of each Round's Recovery Phase, each player draws a Tactic, plus an additional Tactic if they scored at least one Victory Point that Round.
- Whenever an enemy Character is moved to the Infirmary, draw a Tactic card.
- Tactics have a timing text that specifies when to play them.
- Players **cannot** play Tactics during the Activation of a Character in the Infirmary, as there is no Activation for those Characters.
- Once you have applied the Effect of your Tactic, discard it.
- Players can examine either of the discard piles at any moment.



- Players **cannot** alter the order of the cards in a discard pile.
- The names of Tactics are purely descriptive and have no bearing on their Effect.
- Tactics that specify a Range measure that Range from the active Character outward.

FAQ

Q: What happens when the Tactics deck is empty? Do you shuffle the Discard Pile and get a new one?

A: No. When the deck runs out you can no longer draw cards from it.

Q: How many duplicates of Tactics can I have when building my Tactics Deck?

A: You must have Tactics from 009 to 018 in play and then add two different Tactics per each Character in your Team. Even though some Tactics have the same name, effect or even art, the numbers on it must be different.

Q: Is the Tactics selection during Team composition secret, or does my rival know what I'm picking?

A: When presenting the teams you must show the 4 tactics of each Rival Character, but the final selection of the 2 Tactics that each Character provides to your deck is secret.

Q: Can I play a NO! to cancel another NO!?

A: Absolutely. A NO! played right after another NO! cancels its effects.

Related topics: Discarding, Hand, Range, Rounds.

TACTICS (AGL, RECOMMENDED)

Remove point 5 from Tactics (Classic) and add:

- Tactic cards will **not** be drawn when an Enemy is sent to the Infirmary.
- Whenever an Enemy Character is moved to the Infirmary, gain a Frag token. The first time the player gains a Frag token during a Round, they draw one Tactic.

TÁOWÙ. PHANTSMAGORICAL AURA

If the first time a player gains a Frag token during a Round is as a result of sending Táowù to the Infirmary, they cannot draw a Tactic.

The next time during the same Round that they would gain any Tactic, they cannot draw a Tactic unless specified by the Scenario.

FAQ (AGL ONLY)

Q: How many Tactics can I draw if I get multiple Frag tokens for the first time during a Round by sending Táowù and at least one other Aristo to the Infirmary?

Unofficial A (chat): One. Táowù does deny drawing a Tactic by sending him to the Infirmary but he cannot prevent you to get a Tactic by fragging anyone else at the same moment.

TIMING OF TACTICS

Tactics have a timing text that specifies when to play them. There are no other timing windows when to play a tactic.

If Tactics of different players share the same timing and their players want to play these Tactics at the same time, the Underdog decides who goes first.

Even having "passed" a player can play a Tactic again taking into account what the opponent is doing.

If Tactics affect a dice throw, players they can continue playing all the Tactics they want in the order they want, until they agree to throw the dice.

FAQ

Q: Can Tactics be played during the performance of an Action with Timings such as "During X's Activation" or "During the Actions Phase of X's Activation"?

A: No. A Tactic's Timing must set a moment or specific step during the performance of an Action, for example: "Before making a Roll."

EXAMPLE

Player A: I play a Take Aim, to add an 🎲.

Player B: Okay, then I'm going with Dodge.

Player A: Hmm ... I see your Dodge and I am going to use Concentration. And... Yes, why not? A Snake Bite!

Player B: I play my NO! against your Snake Bite.

Player A: NO! to your NO!

Player B: Ok... (Thinking) I think I'll pass.

Player A: In that case, I'll play another Dodge.

Player B: I keep passing.

Player A: Well, so it comes to another Concentration. Shall we throw?

Player B: Maybe I could do something else... Hmm... Never mind, let's throw!

Both players throw their dice.

See the detailed explanation here:

<https://aristeiathegame.com/blog/item/592-unraveling-the-rules-tactics>

DISCARD & REMOVE FROM THE GAME

When an Effect forces you to Discard a Tactic, choose one of the Tactics in your Hand and place it face-up on your Discard Pile.

- If the Effect specifies that you are to discard a Tactic at random, shuffle your Hand and allow your opponent to choose one of your Tactics face down, then discard that Tactic.

FAQ

Q: Can both players look at the Discard Pile of the other player at any given time?

A: Yes.

Q: When do you discard a Tactic that's been played? When you discard it, does it apply lasting Effects like ones that last "until the end of the Round"?

A: Tactics are discarded immediately after applying its Effects. Long lasting Effects are considered to be applied from the moment the Tactic is played. The Tactic is discarded after the last of its Effects has been resolved (that's what the markers with the Tactic's illustration are for to remind players that said Effects are active even if the Tactic has been discarded).

Q: My opponent attempts to play "Tectonic Shake" and I cancel it by playing a "NO!", so the "Tectonic Shake" is discarded. I then play "Mind Reading" and draw "Tectonic Shake" from my opponent's Discard Pile. "Mind Reading" states that the Tactic is returned to the rival's deck after being played, but "Tectonic Shake" states that it must be removed from the game. What happens in that case?

A: Playing this Tactic implies applying all its Effects one after the other. One of the Effects in "Tectonic Shake" is to remove the Tactic from the game. Once the card has been played, there is no longer a card to discard or return. Cards with the Effect "Remove this Tactic from the game" are single use.

Related topics: Effects, Hand.

HAND

Each player has a hand of Tactics.

- The cards in your hand are secret, so don't allow your opponent to see their content. However, the number of cards in your hand at any given moment is not secret.
- There is no limit to the number of Tactics you can have in your hand at the same time.

Related topics: Discarding.

ACTIONS

The active Character may use their Action Points to perform any of the Actions described in their Character card. Scenario rules can add more Actions to a Character's repertoire. Additionally, all Characters may perform the Move Action and the Contender Attack.



All Actions have a ① name, Type, ② Cost, ③ Range and ④ Effect.

- Action names are purely descriptive and have no bearing on their Effect.
- Actions are printed on Character cards with a green title.
- Attacks are a special type of Action and are printed with a red title.
- In order to perform an Action, the Character must first pay its **full** cost in Action Points.
- As long as the Character pays the cost, they may repeat the same Action as many times as they want.
- Characters **cannot** perform a new Action until they have finished performing their previous Action.
- **By default, if an Action calls for a Roll, consider it to mean a Simple Roll.**
- Only those Targets **inside** the Action's Range are considered valid Targets.
- When applying the Effects of an Action, read and carry out each sentence before moving on to the next.
- Effects denoted by a » symbol **always** apply, regardless of the number of ★ rolled.
- Effects denoted by a → symbol apply only if you rolled **at least one** ★.
- → Effects are not mandatory, so you may choose not to apply them even if you rolled one or more ★.
- Regardless of the number of ★ rolled, Effects apply only once per Action.
- In addition to Effects, Actions may permit one or more Switches. These Switches apply to that Action's rolls only.

FAQ

Q: Can I perform an Action (for example, Deus Vult! from Padre-Inquisidor Mendoza) without declaring a Target?

A: Actions that have a Range need a Target since Range implies the need for a Target to determine distance and Line of Sight. Some Actions such as Doumu Gift, Super Jump or Nebula specify what their objective is in its Effects entry on the card.

Q: Symbols indicated during an Action Roll (Major Lunah's Aimed shot, for example) are part of the result as if they were on another imaginary die. If there are multiple symbols to add to the Roll, is it considered that they appear on the same imaginary die? Or each symbol appears on a different imaginary die?

A: It is considered that each symbol appears on a different imaginary die.

SEQUENCE OF AN ACTION

To resolve an Action, follow this sequence:

NOTE

The Underdog decides the order. In any given step, the Underdog gets to decide the order of resolution of simultaneous actions.

1. REQUIREMENTS

As the active player, you choose which Action you want to perform and check that all requirements are met: you have enough Action Points to pay the Cost, the target is within Range and Line of Sight, and any other special requirements the Action calls for. If all requirements are met during this step, you may move on to the next. If you fail to meet any of the Action's requirements, you **cannot** perform that Action.

2. DECLARATION

You declare the Action you intend to perform and pay the necessary Action Points. Now is the time to declare any intended Targets.

IMPORTANT!

From this step onwards, the Action is completed even if some of the requirements are no longer met. For example, an opponent could play a Tactic that Displaces the Target of your Action out of its Range, but that wouldn't stop the Action from taking Effect.

3. ROLL

If the Action calls for any Rolls, either Simple or Face-to-Face, make them now. Check the Roll against your Character's Switches and decide whether you will activate any of them.

4. EFFECTS

If the Action called for a Roll, you may apply → Effects as long as you got at least one ★ in your Roll.

Conversely, ➤ Effects are mandatory and always apply.

If the Action didn't call for any Rolls, apply its Effects now.

5. RESOLUTION

At the end of this step, the Action is completed.

Related topics: Action Points, Activations, Attacks, Characters, Effects, Range, Symbols.

ACTION POINTS

Characters spend Action Points to perform Actions during their Activation.

- At the beginning of their Activation, the Active Character gains a pool of as many Action Points as their current ⚡ Energy Attribute.
- The value of this Attribute is only relevant when it creates the pool of Action Points during the Preparation Step. Even if the Character's ⚡ Energy value is altered later during their Activation, their pool of Action Points for that Activation is not affected.
- Any unused Action Points are lost at the end of the Activation. Action Points **cannot** be transferred.

Related topics: Actions, Attribute, Energy.

ATTACKER

The Attacker is whichever Character declared the current Attack Action.

Related topics: Attack, Defender.

ATTACKS

Attacks are a type of Action indicated by a red title in the Character card.



- You **cannot** choose your Allies as Targets for an Attack.
- The Character that declared an Attack is the Attacker, and its target is the Defender.
- During an Attack, the Attacker becomes the Defender's Target.
- To resolve an Attack, make a Face-to-Face Roll. The Attacker uses the dice specified by their Attack, and the Defender uses the dice pictured in their 🛡 Defense Attribute.

- As per the Cover rules, the Attacker, the Defender or both might be able to add one 🎲 to their Roll.
- In the Effects step of the Attack, both Characters may use their unblocked ✨ to cause the other that amount of 🔴 Damage.
- The Defender cannot use their ✨ to cause 🔴 in a Combat Roll if there's no Line of Sight to the Attacker during the declaration of the Attack.

FAQ

Q: Eclipse attacks Major Lunah, and during the States step, the 🌀 Dazzled State is imposed on her. Can Major Lunah use her Successes while 🌀 Dazzled?

A: Yes, the Requirements to perform an Attack are kept until its Resolution.

Q: Must all 🔴 Damage be inflicted in an Attack, or is it possible to choose how many ✨ become 🔴 Damage?

A: During the Resolution of the Roll, all uncancelled ✨ become 🔴 Damage.

Related topics: Actions, Attacker, Cover, Defender, Face to Face Rolls, Switches.

CONTENDER (CLASSIC)

All Characters have access to this Attack, even if it doesn't appear on their Character cards:



CONTENDER (AGL, RECOMMENDED)

The Contender Attack becomes:



DEFENDER

The Defender is the Target of an Attack.

Related topics: Attacks, Defense.

MOVE

All Characters can perform an Action called Move at the cost of 2 Action Points.



- When used, this Action gives the active Character as many Movement Points as their current Speed value.
- This Action doesn't imply any actual movement and in fact doesn't alter the position of the Character at all; it simply generates Movement Points for the Character to spend during their Activation.

FAQ

Q: Can I interrupt my movement to spend Action Points? What happens to the Movement Points not spent until that moment?

A: Movement Points generated with the “Movement” Action must be consumed one by one, so you can spend Action Points in between Movement. Movement Points not spent after the execution of an Action will still be available unless the resolution of said Action - or other effects during its execution (Automatic Skills, Tactics, etc.) – force us to use them all or forfeit them.

Related topics: Actions, Movement Points, Speed.

MOVEMENT POINTS

During their Activation, Characters may spend their Movement Points to move around the HexaDome.

- Spending one Movement Point allows the active Character to move to an Adjacent Free space.
- Characters start their Activation with zero Movement Points.
- The Move Action produces as many Movement Points as the Character's current Speed value.
- Speed is only relevant when applying the Effects of the Move Action. Even if the Character's Speed value is altered later during their Activation, their pool of Movement Points for that Activation is not affected.
- Movement Points are spent one at a time, even if you plan to continue moving afterwards.
- You may distribute your Movement Points and Action Points as you see fit during your Activation. For example, you could make two movements, Attack, and then make a further movement.

- Movement Points gained outside a Character's Activation are lost, and they cannot be saved up for the next Activation.
- You don't have to spend all your Movement Points, but any remaining points are lost when the Activation ends.
- There's no need to perform a Move Action to spend the Movement Points gained by other means (Tactics, Actions, Switches...).
- For a Character to use a movement to leave a space Adjacent to an Enemy, first they must win a Face to Face Disengage Roll. If the active Character fails to Disengage, they stay on their original space and lose all remaining Movement Points.

Related topics: Activations, Blocked spaces, Free spaces, Move, Occupied spaces, Speed.

DISENGAGE

When a Character uses a movement to leave a space Adjacent to an Enemy, both Characters make a Face to Face Disengage Roll. To Disengage, follow this sequence:

1. Make a Face-to-Face Roll using the active Character's Agility and the Enemy's Brawn. If there are several Enemies Adjacent to the active Character, the opponent chooses only one of their Characters to make the Roll, but that Character adds one to their roll for each additional Enemy Adjacent to the active Character. Only the Character that makes the Roll can activate Switches.
 2. In the Face-to-Face Roll to Disengage, both Characters are considered Targets to one another.
 3. If the active Character has at least one when the Roll is resolved, they have successfully Disengaged and may resume their Activation. If the active Character fails to Disengage, they stay on their original space and lose all remaining Movement Points.
- The active Character **cannot** abandon his space until after resolving the Disengage Roll. Thus, the moving Character doesn't need to declare the space where he wants to move to.
 - The active Character **must** move to a new space if the Disengage Roll is a success.
 - Displacing and Placing Characters doesn't require Disengage Rolls.

FAQ

Q: A Character trying to Disengage obtained the Symbols needed to activate a Switch and Displace himself, but no whatsoever. As the Character is no longer adjacent to an Enemy, is it legal to keep moving?

A: No. As soon as the Character fails the Disengage Roll, all Movement Points are lost. However, if you spend two more

Action Points to perform a new Move Action, you'll get more Movement Points and, since your Character is no longer adjacent to an Enemy, can advance freely without another Disengage Roll.

Q: When making a Face-to-Face Roll to Disengage, what happens if I Displace myself with the effect of a Switch and end up adjacent to another Enemy? If the Roll is successful, could I move a space without having to Disengage this new enemy, or would I have to Disengage a second time without having moved? If I have to disengage a second time without moving, would I be forced to move 2 Spaces if I succeed with my second Disengage?

A: The successful result when Disengaging forces you to move the Character that disengages, then the disengaged model must declare this mandatory movement and will have to make a new Face to Face Roll to Disengage the second model. If it's successful again, the Disengaging Character must move only once.

Related topics: Agility, Brawn, Face to Face Rolls, Move, Movement Points.

LINE OF SIGHT & RANGE

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.

IMPORTANT!

This imaginary line will be obstructed if it crosses two or more vertices of a 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.

- Measure Line of Sight from the Character's space to their Target's space.
- Characters and Obstacles do not obstruct Line of Sight to the vertices of their own spaces when they are the Target.
- Adjacent Characters always have Clear Line of Sight to one another.
- The line between two Adjacent Occupied or Blocked spaces does obstruct Line of Sight.
- For a Target to be within ● Range, you must have Clear or Limited Line of Sight to them.
- In a situation in which the conditions for more than one type of Line of Sight can be applied, players will use the less restrictive Line of Sight.
- Effects with a ● Range ignore the Line of Sight and Cover rules.

FAQ

Q: Does Valkyrie have a clear Line of Sight to Gata?



A: Yes, since the lower line only goes through the first corner, and it reaches the second corner.

NOTE

Section 4 of the rules of "Line of Sight" states: "The line between two Adjacent Occupied or Blocked spaces does obstruct Line of Sight." Yet in section 2 of the same rules it is stated that: "Characters and Obstacles do not obstruct Line of Sight to the vertices of their own spaces when they are the Target." Therefore, we must consider that Gata's space is not an Occupied Space since it is the Target.

Related topics: Blocked Spaces, Occupied Spaces, Range.

COVER

Both the Attacker and the Defender can add one 🛡️ to their Combat Rolls if they are Adjacent to a Blocked or Occupied space that is partially obstructing the Enemy's Line of Sight.

FAQ

Q: May I benefit from Cover if I Attack a Barrier or an Obstacle?

A: Only if a Face-to-Face Roll is involved.

NOTE

Adjacent Characters never benefit from Cover when they Attack one another.

Related topics: Adjacency, Attacks, Blocked Spaces, Line of Sight, Occupied Spaces.

RANGE

An Effect's Range indicates the minimum and maximum distances at which it can be applied.

There are two types of Range: ● Line of Sight, and ● No Line of Sight.

●: You need Line of Sight to your Target for that Target to be in Range.

●: There's no need to have Line of Sight to the Target. In an Attack, Cover rules are ignored.

- A Character's own space is Range zero, all adjacent spaces are Range one, spaces adjacent to those are Range two, and so on.
- To measure the distance between any two spaces, count the spaces in the shortest route between them, including the final space but not the first.
- Ranges have two values. The first is the Minimum Range, the second value is the Maximum Range.
- For a Target to be in Range, it must be no closer than the Minimum Range, and no further than the Maximum Range.
- Any Effect with Minimum Range zero may affect the Character that played it.
- ● Range measurements must avoid both Occupied and Blocked spaces.
- Effects with a ● Range are unaffected by Occupied or Blocked spaces.

Related topics: Actions, Attacks, Effects, Line of Sight, Tactics.

SMOKE



Smoke tokens affect the visibility in the HexaDome, blocking the Line of Sight but not movement.

- All spaces, even Free Spaces, with a Smoke token block Line of Sight.
- Targets inside a space with a Smoke token cannot draw Line of Sight beyond Range ●0-1.
- Every **other** Line of Sight to a space with a Smoke token is blocked.
- **But** Characters always have a clear Line of Sight to an Adjacent Target, ignoring Smoke rules.
- Free Spaces with a Smoke token don't provide Cover.

- Remove Smoke tokens at the beginning of the deploying Character's next Activation. If the Character is in the Infirmary, remove the Smoke tokens when that Activation would have taken place.
- The maximum quantity of Smoke tokens provided with the Character determine the maximum quantity of Smoke tokens they can deploy at the same time. Once a Character has deployed all their Smoke tokens, they cannot deploy more Smoke tokens until some of their Smoke tokens have been removed from the HexaDome.

Related topics: Cover, Line of Sight.

GENERAL

ADJACENCY

Two spaces are adjacent if their sides (and not just one of their vertices) are touching. Adjacent spaces are at Range 1 for each other.

- Two Characters are adjacent only if their spaces are adjacent.
- A space **cannot** be adjacent to itself.
- You can always draw Clear Line of Sight between two adjacent spaces.

Related topics: Range, Line of Sight.

ALLIES

All Characters in the same Team are Allies of each other.

- Allies **cannot** be chosen as the Target of an Attack.
- Characters are Allies of themselves.

Related topics: Attacks, Enemies.

AUTOMATIC SKILLS



In addition to Actions, some Character cards include Automatic Skills, indicated by their orange title. Automatic Skills' Effects are always active, even during an Enemy's Activation, or when the Character is in the Infirmary or the Bench.

Related topics: Effects.

CHARACTERS

The models that form each Aristeia! team are called Characters.

- Any text that mentions a Character refers to both their model and their Character card.
- Characters can be the Target for any Action, Attack or Tactic, unless otherwise stated.



Related topics: Attributes, Effects, Initiative cards.

CONTROLLER

Controllers are the Characters who may deploy their Minions in the HexaDome.

- The Controller can only deploy their Minions on Free Spaces.
- The Controller cannot deploy their Minions Adjacent to any Allied Minions.
- The Controller can remove **one** of their Minions from the HexaDome at any time during their Actions Step for no Action Points cost, and within any Range.
- If the Controller is placed in the Infirmary, all their Minions must be removed from the HexaDome immediately.
- The Controller may activate their Minions to perform one of the Actions on the Minion's Card.
- The Controller cannot have more Minions deployed than are listed on their Card.

Related topics: Minion.

CONTROL PANEL

Each player has a Control Panel board. You can use your Control Panel to manage your Action Points and Movement Points pools for the active Character, and setup your Running Order.



Related topics: Action Points, Movement Points, Running Order.

COUNTERS



Counters are the colored tokens included in the Core box. They don't have any specific effect in the game but are used as reminders.

- To designate the Scoring Zone, place a Green Counter.
- To count the Action Points with your Control Panel, use a Red Counter.
- To count the Movement Points with your Control Panel, use a Blue Counter.
- Some Scenarios or Effects may require the use of some Counters.

Related topics: Action Points, Control Panel, Movement Points, Scoring Zones.

DAMAGE

Results of ★ on Combat Rolls and certain Effects inflict 🔴 Damage to Targets.

- When any Action, Tactic or Automatic Skill 'causes' or 'inflicts' an amount of 🔴 on a Target, or whenever a Target 'suffers' 🔴, place that many 🔴 tokens on that Character's card.
- Characters **cannot** receive more 🔴 tokens than their ❤️ Hit Points value. Players will ignore the exceeding Damage.
- When you 'heal' a Target's 🔴, remove as many 🔴 tokens from the Character's card as the value of the heal.
- When there are as many 🔴 tokens on a Character card as that Character's ❤️ Hit Points, move that Character to the Infirmary immediately and then remove all 🔴 and State tokens from their card.
- There are two types of 🔴 tokens. A '3' 🔴 token has the same value as three '1' 🔴 tokens, and so on.

Related topics: Attacks, Defense, Hit Points, Infirmary.

DEPLOYMENT ZONES

Certain clusters of spaces around the HexaDome are colored differently; these are the Deployment Zones. The rules of each Scenario indicate how to use these areas.

- A Character is 'inside' a Deployment Zone only if that Character is on one of the spaces that form the Deployment Zone.

FAQ

Q: Can the Central Zone be a Deployment Zone?

A: Yes. The central zone is a Deployment Zone. Each Scenario has rules that indicate if this area can be selected during the beginning of the Deployment Phase, as any other zone would.

Related topics: Scenarios, Scoring Zones, Setup.

EFFECTS

An Effect is the text of an Action, Tactic or Automatic Skill.

- Effects preceded by ➡ in the text of an Action always apply.
- Effects preceded by → apply only if you rolled **at least one** ★ on the Action Roll. Remember that any ★ traded in for Switches are spent and do not count.
- Switch Effects only apply if you pay the relevant cost.

- Effects affect only the Targets of the Action, Switch, Tactic or Automatic Skill.
- When you apply an Effect, read each sentence in order and apply it before moving on to the next.
- Effects that last 'until the end of the Round' have Markers associated to them. When you apply one of these Effects, place the Marker on the Target's Character Card as a reminder.
- Unless otherwise stated, Allied Characters, Enemy Characters and Obstacles are all valid Targets for any Effect.

Related topics: Actions, Automatic Skills, Markers, Switches, Tactics.

ENEMIES

Characters controlled by the opponent are Enemies.

Related topics: Allies, Characters.

FRAG



Each time a Character is sent to the Infirmary, the opposing player gains a Frag token. In most Scenarios, the player with the highest number of Frag tokens at the end of the game wins in case of a tie in Victory Points.

Related topics: Infirmary, Scenarios.

HEXADOME

The HexaDome is the area of the game board divided into hexagonal spaces for Characters to move around.

- Neither the Infirmary nor the Bench are part of the HexaDome.

Related topics: Blocked spaces, Free spaces, Obstacles, Occupied spaces.

INITIATIVE CARDS

Each Character has an associated Initiative card. The number printed on that card is the Character's ♠ Initiative value.

A Character's ♠ Initiative is subject to changes caused by States; keep track of these when you reveal their Initiative card.

Related topics: Initiative, Planning Phase, Running Order.



INSIDE

A Character is 'in' or 'inside' a zone if they are on one of the spaces that form that zone.

Related topics: Deployment Zones, Scoring Zones.

MARKERS



A Marker is a type of token that helps keep track of Effects whose duration is longer than the Activation in which they were played.

- There is no limit to the number of Markers a Character can have on them at the same time.

Related topics: Effects, Recovery Phase.

MINION

Minions are a special type of Obstacle controlled by the Character who deployed them, called a Controller.

- Minions may perform Actions when activated by their Controller. When performing any of these Actions, the active Player may play Tactics, and activate the Switches on the Minion card. A Controller cannot activate one of their own Switches from an Action Roll of their Minion, or vice-versa.
- Minions can be affected by States and can suffer Damage and are removed from the HexaDome when they have suffered as much Damage as their Hit Points.
- Minions cannot benefit from Cover.
- During the Controller's States Step, all blue-side up State tokens on their Minions cards are removed, and then all red-side up State tokens are flipped.
- Minions may have Attributes - like a Character - that let them make Face to Face Rolls if their Controller wants. In example, if the Minion has the Brawn Attribute it can force a Disengage Roll; if the Minion has the Defense Attribute it may Roll for Defense when it is the Target of an Attack.
- Minions are part of the team of the Controller and so they are considered Allies, though they are not Characters.
- Enemy Characters' Minions are considered Enemies for all purposes, though they are not Characters.
- Minions that have been removed from the HexaDome are placed to the side, ready to be deployed again.

FAQ

Q: Do Minions removed from the HexaDome keep the tokens or markers they had assigned?

A: No.

Related topics: Ally, Controller, Enemy, Team, States Step, Obstacle.

NULLIFYING EFFECTS

When an Effect is Nullified, ignore all its text, including Effects, Effects, and Switches.

Related topics: Switches, Effects.

SCENARIOS

Scenarios are special sets of rules and goals that alter the basic Aristeia! games.

- Before the game, players must agree on which Scenario to use.
- Scenario rules may put certain constraints on the way teams and Tactics decks are built.
- All scenarios specify how to arrange the HexaDome, how to deploy the teams and the victory conditions for that game.

Related topics: HexaDome, Setup.

SCORING ZONES

The Scoring Zone is a specific Deployment Zone where players can score Victory Points. The rules governing the Scoring Zone depend on the Scenario being played.

- Characters cannot deploy or return from the Bench onto the Scoring Zone.
- Use a Blue Counter to keep track of which Deployment Zone is the Scoring Zone this Round.
- The Scenario rules indicate which Deployment Zone is the Scoring Zone at the start of the game and whether it changes during the game.

Related topics: Counters, Deployment Zones, Scenarios.

SWITCHES

Any time you make a Roll, you obtain a series of Symbols as a result. Depending on the Character that made the Roll, you will have a number of Switch options that allow Displace yourself. that

Character to exchange certain Symbols to obtain specific Effects.

Switches have this format:

① Cost + ② Effect

- A Switch listed above a Character's Actions may be used in **any** of that Character's Rolls.
- A Switch listed inside a particular Action may be used in **that Roll only**.
- Switches can only be activated during a Roll's Switches step.
- To activate a Switch, spend the Symbols specified by its Cost and apply its Effect. Symbols spent this way **cannot** be used for any other purpose.
- You **cannot** activate a Switch until the Effects of the last one have been applied.
- The active player decides which player gets to activate Switches first.
- Each player has only one chance per Roll to activate all their Switches, one after the other. You cannot activate Switches after the turn has ended.
- Any Symbols not spent for Switches are counted as part of the Effect's resolution.
- As long as you can spend the required Symbols, you may activate a Switch more than once.
- Switches with an effect "at the end or resolution of this Action/Attack" are not cumulative.

FAQ

Q: Can Switches be activated as many times as possible, paying their symbol cost each time?

A: Yes, you can activate as many Switches as many times as you want, as long as you can spend the needed symbols.

Q: If I get double the amount of Symbols needed to activate Miyamoto's or Wild Bill's Switches, can I activate them twice?

A: Switches with an effect "at the end or resolution of this Action/Attack" are not cumulative.

Q: Do Switches effects happen before the Effect Phase of an Action?

A: Yes. Switches are activated in the Roll's Switches Phase, which is resolved before the Action's Effect Phase happens (remember that Attacks are Actions).

Q: Switches can be activated if their requirements are fulfilled when the Action is declared or in the moment that you want to spend the necessary symbols?

A: The requirements to activate a Switch must be fulfilled at the moment of spending the Symbols. Switches or other effects that take place can alter the conditions and not allow us to activate a Switch that could have activated previously when declaring the Action.

Related topics: Effects, Symbols.

TARGETS

Most Actions, Attacks and Tactics require you to designate a valid target for their Effect.

- Unless otherwise stated, all Characters both Allied and Enemy and all Obstacles are valid Targets.

Related topics: Effects.

TEAM

A team is formed by all the Characters controlled by the same player.

Related topics: Characters.

FAQ & CARD ERRATA

GENERAL

Q: What are the stickers of the Core Box for?

A: To differentiate your miniatures from your rival's.

Q: What are the color tokens "B/O/G/R" from the Core Box?

A: The blue one serves as a reminder of Scoring Zones, the red one to keep track of Action Points, the Green for movement Points. Certain Scenarios or effects can require the use of these tokens.

CHARACTERS

8-BALL

Q: If 8-Ball is the target of an Attack during the Switches Phase of the Face-to-Face Roll Phase and he activates his Switch to Displace out of Range, does the attack take place?

A: Yes. The only moment when requirements for an Action are checked is during the Declaration Phase. From that moment on, the Action (an Attack in this case) will be executed even if the requirements are no longer met.



AXL

ERRATA

The Effects of Low Kick should read:

“ » After the Resolution of this Attack, impose the -2 State on the Target.”

Q: Shona Carano plays her “Whirlwind” to inflict Damage upon Axl. Can I play “Saved by the Bell” to cancel the performance of the “Whirlwind” Action?

A: No, since the “Whirlwind” Action does not require a Target, Axl is not the Target and therefore cannot play “Saved by the Bell”. The only actions that require declaring a Target to be performed are those that specify a Range.

BACHMANN

Q: Can Bachmann have several Silenced Actions at the same time?

A: Yes.

Q: What happens if Bachmann has Inoculate Silenced and then receives the Silenced State on Flux Capacitor? Is the Silenced to Inoculate removed? What happens if at that time you have several State tokens of the same type?

A: When Silencing Flux Capacitor, the previous Silence tokens he had will be removed. The Character who Silence decides which repeated State tokens Bachmann gets.

Q: In the case that Bachmann uses Samples to impose another Character's Silence token, who decides which Action or Automatic Skill is Silenced?

A: Bachmann.

Q: If Bachmann has Immunized Silenced, what happens with his Burning and Poisoned States?

A: When not being immunized, all the State tokens on their blue side are removed, and then all those showing their red face are rotated. This includes the Silenced State token itself, so the effects of Burning and Poisoned do not apply.

Q: When Bachmann uses Inoculate to impose a 🗑️ Silenced State, does he choose which Action or Automatic Skill is 🗑️ Silenced from the Target or does it remain a 🗑️ Silenced State over Bachmann's Automatic Action or Skill?

A: Bachmann chooses a Target's Action or Automatic Skill.

Q: When Bachmann imposes a 😡 Taunted State, does he become the Character that Taunts?

A: No, Bachmann only transfers the State token by keeping the original Taunt source. We use the term "impose" to remember that the State tokens should always be on their red side, even if Bachmann has them on their blue side.

Q: If Bachmann has several of the same Attribute-modifying State tokens, do the Effects stack up? In case of having three +2 📈 State tokens, would he have 📈 11?

A: Effects of States that affect Attributes do not stack, since they only affect the base value of the Attribute. In the example above, Bachmann would have 📈 7.

Q: Does Bachmann suffer Damage when flipping his 🔥 Burning or 🦠 Poisoned State tokens?

A: He does not, since in both cases the Target receives Damage only if they are affected by said State, and Bachmann remains unaffected thanks to his "Immunized" ability. Even if the Effects are not applied, the State tokens must be removed immediately when showing their blue side.

DART

Q: What happens if I attack with Dart after playing Ambush? Can the Defender make its Defense Roll? What about using her Switches?

A: When Dart plays Ambush, no Enemy can make her the Target of an Attack, but if Dart attacks an Enemy, she automatically becomes the Defender's target. The Defender must make its Defense Roll, but it **cannot** activate their Switches that affect Dart. It doesn't apply to Switches that affect both players' Rolls.

Q: If I have Dart in my Team and she's in a 🎯 Focused State, can I play "Ambush" and then apply "Fairy Dust", and remove the 🌀 Dazzled State that "Ambush" imposes? How should I apply Effects that have the same Timing?

A: Yes, you can. Both "Ambush" and "Fairy Dust" share the same Timing: "At the beginning of the Actions Phase..." Since there is no conflict to be resolved with your opponent, the Player who decides to execute the order applies the Effects.

FIDDLER

Q: Can Fiddler impose the 🎯 Focused State on a Jackbot that hasn't been deployed?

A: No.

Q: While playing on Broken Land, I have Fiddler in a Scoring Space and one of her Jackbots sends an Enemy – who is outside a Scoring Space – to the Infirmary after performing "Remote Activation". Do I get a Victory Point?

A: No. The condition is Fiddler performing an Attack, and "Remote Activation" is just an Action.

Q: My Jackbot attacks an Enemy without Line of Sight to them because they have the 🎯 Targeted State. Can I activate the Switch to impose the 🔥 Burning State on them?

A: You cannot since the Switch clearly expresses as a necessary condition that it is required to have Line of Sight to the Target.

FINAL BOSS

ERRATA

The Effects of Ohohoh, Surprise! should read:

"[...]Place yourself in Contact with the Target.

You may remove the 🌀 Stunned State from that Target and inflict 2 🔥."

GAIA

Q: Can I play Gaia's "Tectonic Shake" in "Scorched Earth" to turn a burned Deployment Zone into a Scoring Zone?

A: Yes. The impossibility of selecting a Deployment Zone with a red marker is only applied at the beginning of the Round, when the Underdog must select the new Scoring Zone. The scenario doesn't prevent you from scoring in a Zone with the red marker.

GATA

Q: Can Gata perform her Freerun Action to jump once for every Movement Point spent, effectively advancing up to 10 spaces with just 5 Movement Points?

A: Yes, she can. Given the right conditions in the HexaDome, Gata is unstoppable.

HAMMERHEAD

Q: Can I distribute the ☠️ Poisoned tokens among several Characters in Range when I play "Contagion"?

A: Yes.

Q: Can Hammerhead choose the Space from which he declares "Battering Ram" as a Free Space in which to Place himself at ● 1-2 from his Target?

A: When choosing a Free Space, HammerHead's current Space is occupied by himself, so he cannot Place himself in it, even if it is at ● 1-2 from the Target.

Q: Can Hammerhead Place himself at ● 1-2 from his Target even if he cannot be Displaced?

A: Yes.

HANNIBAL

ERRATA

Pointman should read:

"Any Ally other than you may add..."

Coordinated Assault should read:

"Add a 🗡️ to your Attack Roll for each Ally other than you..."

Q: Can I apply the "Pointman" Effect on a 🎯 Marked Target with which Hannibal has no Line of Sight?

A: No, since "Pointman" expressly indicates that Hannibal must have Line of Sight with the Target, and the 🎯 Marked State does not grant Line of Sight.

hEXx3r

Q: Unlimited Power says I should play it during hEXx3r's Activation, once she has already received as many Action Points as her ⚡ Energy Attribute's current value. When I play the mentioned Tactic, hEXx3r receives a -2 ⚡ State token. How does this work?

A: You must flip that State token at the end of her Activation, as per the States rules, thus revealing the -1 ⚡ side of the State token. That means she will never suffer the full -2 ⚡ because of the effects of this Tactic.

HIPPOLYTA

ERRATA

The Effects of Myrmidon Steel should read:

"➡️ After the Resolution of this Attack, impose the -2 ♠️ State on the Target."

Q: Does Hippolyta gain 2 Movement Points due to "Boasted Reflexes" if she plays "Amazon Wedge!"?

A: Yes, since both have Effects that play out at the beginning of the Actions Phase. The player decides in which order these Effects are activated, since they only will do so once. Logic

indicates that Hippolyta should increase her ♠️ Initiative with the Tactic first and then gain 2 Movement Points immediately afterwards.

KOORIE QUEEN

Q: Can I execute Bounce (activating the Boomerang Switch) at the end of the Boomerang Resolution if the Target dies?

A: Switches are activated before the Resolution, although in this case, its application may not be immediate. When the Switch is activated, it will be established if there will be a Rebound and to whom. This Rebound is resolved after the Resolution of the Attack.

KOZMO

Q: When I play the "Asteroid Belt" Tactic, Kozmo and the Enemy Attacker stop having Line of Sight between them. Can they use their Successes to inflict Damage on this Attack?

A: Yes. The statement was made correctly, and its requirements are maintained, so that Kozmo and the Attacker can take Damage since the Attacker and the Defender have Line of Sight.

Q: If Kozmo plays Asteroid Belt and the Ally who is being attacked is 🎯 Marked and there is no Line of Sight, what happens with Kozmo? What if Kozmo were 🚪 Hidden?

A: Once the Attack is declared, it has to be performed even if the conditions change. When playing Asteroid Belt, Kozmo becomes the Target of the Attack under the same circumstances of the declaration of the Attack. The Requirements under which the Attack is performed are maintained until its Resolution.

LAXMEE

Q: Since symbols act as imaginary die rolls, does Atom prevent symbols from being added to the Roll by Switches such as Miyamoto's?

A: Atom forces the opponent to make its Roll only with the chosen die. The symbols in Attack Rolls, such as Major Lunah's Called Shot, are not added. Once the Roll is made, Switches and other Effects can add symbols to the result.

LEI GONG

ERRATA

The Effects of "Mirrors of Lei Gong" must be denoted by a **»**.

MAJOR LUNAH

Q: When can I play Spot an Opening?

A: The timing text in the card says: 'Before the Critical Block and Switches of a Combat Roll [...]'. So, you can play this Tactic after rolling the dice, but before any player applies any Critical Blocks or activates any Switch.

Q: Does that mean that I have to play that Tactic (Spot an Opening) before anyone uses the 🗡️ to Nullify an opponent's die?

A: Yes. You can ask your opponent to re-roll the green die even if it produced a 🗡️.

Q: In a Combat Roll on which the Tactic "Open Defense" is played, would I be able to add extra Dice to the Roll using other Tactics?

A: No. "Open Defense" Tactic forces the rival to reroll the dice selected by the Attacker, but it is **not** a new Roll. Tactics adding dice to a Roll have the trigger saying "Before making a Roll", so the requirement is not met in order to play them.

Q: If I have Holographic Sight canceled with a NO!, am I required to declare the Action and spend the Action Points?

A: No.

MAXIMUS

Q: Is Maximus forced to suffer all the 🔴 Damage dealt if I choose to activate his Automatic Skill Get behind me!?

A: No, he's not. You can split the 🔴 Damage between Maximus and the Target as you see fit, as long as all that 🔴 Damage is allocated.

Q: A Gata, in contact with her ally Maximus, suffers an Attack from Miyamoto, that ends up in a result of 7 🔴. How is the Automatic Skill "Behind me!" applied?

A: Before inflicting the 🔴 Damage you must decide how much of that 🔴 Damage is suffered by Maximus, and the rest is applied to the Target of the Attack (in this case Gata). In our example, Maximus could receive 6 🔴, so that Gata will only suffer 1 🔴.

Q: How much 🔴 Damage can Maximus take with his Automatic Skill "Behind me"?

A: He can take any amount of 🔴 Damage, even if this surpasses his ❤️ Wound characteristic.

Q: Is an Attack canceled if Maximus blocks the Attacker's Line of Sight after activating Implacable?

A: No, it's not. The Attacker only needs to check the requirements for the Attack before the declaration step. Thus, even if the requirements are no longer met after that point, the Attack will continue.

Q: Can I spend a 🗡️ to Nullify Maximus' 🗡️ in 🏃 Agility during a Disengage Roll?

A: Yes. Symbols listed alongside other dice count as a dice themselves.

MIYAMOTO MUSHASHI

Q: Can I Attack a Barrier to Activate the Kaze Tachinu Effect?

A: Barriers cannot suffer 🔴 Damage. This means Kaze Tachinu cannot be applied.

Q: During a Combat Roll, Miyamoto obtains ★★★★★ as the result, but the Target has only 3 ❤️ Hit Points left. How many Displacements does Miyamoto obtain from his Automatic Skill Kaze Tachinu in this situation: 5 or 3?

A: Three. Kaze Tachinu only takes into account actual 🔴 Damage, and any exceeding 2 that amount don't become 🔴 if the Target has already reached their ❤️ Hit Points limit.

Q: If Miyamoto plays "Batrachotoxin" during his Activation and deals 🔴 Damage, is Miyamoto considered the one dealing the 🔴 Damage? Is "Kaze Tachinu" activated?

A: The Effects of "Batrachotoxin" do not indicate that it is Miyamoto who deals 🔴 Damage, so the "Kaze Tachinu" is not activated. In the case of Tactics such as "Valkyrie's Cry", it is indeed indicated that the active Character is the one dealing 🔴 Damage.

MOONCHILD

ERRATA

"Transmutation" should read:

"Immediately after you receive enough  Damage to be moved to the Infirmary, ..."

Q: If Moonchild is  Taunted by Prysm within Range 3 and she has an Enemy 8-Ball within Range 2 at the beginning of her Activation, is she forced to Attack 8-Ball due to the Effects of Berserk?

A: No, since the  Taunted State prevents her from attacking Enemies other than Prysm. Afterwards, she'll have to Attack Prysm by performing "Contender", and in the event of having 2 Action Points remaining (i.e.: she sends Prysm to the Infirmary), wouldn't be forced to Attack 8-Ball, since the "beginning of the Activation" Timing would have passed already.

Q: How many times is she forced to Attack due to the effect of "Berserk"?

A: Once.

MURTAIR

ERRATA

The timing of the Berserker Charge should read:

"After the Roll the Dice step and before the Switches step of **Murtair's** Roll."

Q: Can Murtair apply the "Berserker Charge" and "Unbridled Fury" Effects if Maximus absorbs the Damage inflicted?

A: No, because if Maximus absorbs it, no Damage has been effectively inflicted.

Q: If at the moment of resolving a Combat Roll, both Murtair and his Enemy deal enough  to send them both to the Infirmary, can Murtair play "Quenched" to avoid going to the Infirmary?

A: Yes.

Q: Murtair declares an Attack against a Target and plays "Berserker Charge", self-inflicting so much  Damage that he must immediately go to the Infirmary. Must the Attack be resolved?

A: Murtair cannot commit suicide, he must keep himself with at least 1 less  Damage than his  Wounds value.

PADRE-INQUISIDOR MENDOZA

Q: Can I perform Deus Vult! on an Obstacle and activate its Switch to impose the  Burning State to an Enemy?

A: Yes.

PARVATI

Q: When should I play Field Analysis, before or after my opponent flips their Initiative Card?

A: You should play it afterwards. You can wait and see your opponent's Initiative card before you decide whether or not you want to play Field Analysis.

PRYSM

ERRATA

101 Refraction. The Timing of "Refraction" should read:

"Immediately after Prysm receives enough  Damage to be moved to the Infirmary."

Q: Can I play Tactics during my Activation if I am  Taunted by Prysm, and within Range 1-5, to remove the  Taunted State or Displace myself out of the Range of "Pulsing Light"?

A: "Pulsing Light" is applied before anything else once the Active Character's Actions Step begins. You can play any Tactic and activate any Automatic Skill which Timing is within the "Beginning of the Actions Step". This means that you can activate Laxmee's "Fairy Dust" to remove the  Taunted State.

Q: I am  Taunted by Prysm and I must apply " Pulsing Light": What happens if my Character has an Attack that costs 2 Energy? Do I have to Attack twice during my Activation?

A: In addition to your Attack that costs 2 Energy, you also have a "Contender" Attack that costs 3 Energy. So you have to declare Attacks that cost 2 Energy or one that costs 2 Energy and a "Contender" Attack.

Q: My Character has a 1-1 Range Attack, but at the moment of my Activation I begin within Prysm's 2-5 Range. Can I move first and then make that Attack against her?

A: No, in that case you will have to declare that you are going to Attack her with your "Contender".

Q: The Timing of "Reflection" says: "During the Actions Step of Prysm's Activation". If I have this Tactic because I previously played "Mind Reading", or because I have Prysm

on my team, can I play "Reflection" during the Activation of an opposing Enemy Prysm?

A: No. The Tactics with a Timing that reads "During the Actions Step of the Activation of..." can only be played if you are the active player. In this case, you can only play it during the Activation of the Prysm of your Team.

Q: If at the beginning of her Activation, a Character triggered by Prysm has a Tactic in its hand that allows them to perform an Attack (such as Shona Carano's Amputate or Wiiiilmaaa!!!), are you obligated to play the Tactic?

A: Characters ✂ Taunted by Prysm are required to perform an Attack described in their Character Card or Contender, not to play Tactics.

SEÑOR MASSACRE

ERRATA

057 Epic Regeneration. The Timing of "Epic Regeneration" should read:

"Immediately after Señor Massacre receives enough 🔴 Damage to be moved to the Infirmary."

SHONA CARANO

ERRATA

The Effects of Amputate should read:

"➡ After the Resolution of this Attack, if you have inflicted at least 1 🔴 to your Target, they receive as many 🔴 Damage tokens as necessary to match their ❤ Wounds Attribute."

Q: Can Shona Carano use her Defense at a Distance Automatic Skill against an Enemy in Contact if ✂ Taunted by Prysm?

A: Defense at a Distance establishes an implicit condition: Shona may Displace herself if (and only if) she can perform an Attack against the Enemy with which she begins Adjacent. That means that Shona must be able to perform Broadsword, fulfilling all its Range requirements, Line of Sight and Action Points needed. If Shona is ✂ Taunted by Prysm, she won't be able to perform Broadsword against the Enemy (unless it's Prysm herself), therefore, she doesn't get Displaced.

Q: What happens if I play Barrel Through when Shona Carano activates her Defense at a Distance?

A: If Shona Carano is Displaced to a space from which he cannot declare his Attack, Defense at a Distance is

interrupted, without costing Shona Carano any Action Points.

Q: How is "Amputate" resolved against Moonchild in Dogface form?

A: The Resolution of the Attack must be resolved first. This means that if the 🔴 dealt is enough to activate "Transmutation", Moonchild is flipped to her Dog-Warrior form. Since Shona has dealt at least 1 🔴, Moonchild receives as many 🔴 Damage tokens as her ❤ Wounds Attribute, so she is sent to the Infirmary.

VALKYRIE

Q: Can Valkyrie Displace herself after the resolution of a "Valkyrie's Charge" if the Target ends in the Infirmary?

A: No.

Q: Valkyrie declares an Attack on a Target that is an ally of Maximus. Even though Maximus is ❄ Immobilized he activates "Implacable" in order to Displace and ends up in contact with his Ally and Valkyrie. Does Valkyrie gain a 🗡 due to "Freyja's Blessing"?

A: Yes. Freyja's Blessing is an Automatic Skill and that means it would be activated and have effect.

Q: Does Valkyrie spend a Movement Point if she is unsuccessful in a Face to Face Disengage Roll? Would she add one 🗡 if she performs "Charge of the Valkyrie" afterwards?

A: The Face to Face Disengage Roll must be considered as a check to verify that the declared movement is possible (with the corresponding expenditure of a Movement Point). Since Valkyrie didn't pass the Disengage Roll, she cannot leave the space she's on and therefore, does not consume the Movement Point.

WILD BILL

ERRATA

The Switch for Two Pistols should read: "After the Resolution step of this Attack, you may perform Twin Pistols against a different Enemy without spending any Action Points".

Q: Do I have to show the Tactic I recovered to my opponent after playing Ace of Hearts?

A: No, you don't.

STANDARD TACTICS

STERLING FORGE

ERRATA

015 I Own My Luck. The Timing of “I Own My Luck” should read:

“At the beginning of an Attack Roll’s Switch Phase” (you may only play the Tactic when you are Attacking).

The text that states “No die in this Roll can be re-rolled more than once” must be replaced by “Each die of this Roll can only be re-rolled once” in Tactics 009, 011, 012, 013, 016, and 017.

Q: Is obtaining the Symbols required by the Switch necessary in order to play “Dirty Trick” or “Prime Time”?

A: No.

Q: When playing “Reload”, can I add discarded Tactic cards with the Timing: “Before making a Combat Roll”?

A: Yes. That Timing has the phrase “Before making a [...] Roll...”

Q: Who performs the re-roll first if both players have played the “Precision” Tactic?

A: If both players wish to re-roll, the Underdog decides.

Q: If a player has played “Precision” and they are satisfied with their Roll, can they reroll one of their dice after their rival plays a Tactic that modifies theirs?



A: Yes, “Precision” allows to re-roll a die before the Critical Block step and the Switches step - the player may apply this Effect as long as both players have not agreed to move on to the next step. If a player plays several Tactics that allow them to re-roll a die, they may decide on each re-roll separately and activate this Effect at different times (as long as the restrictions are met -before Critical Block and Switches- and the same die is not re-rolled more than once).