

ARISTeia! CORVUS BELL!

REFERENCE GUIDE

v 1.3

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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, 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.

Since entries are ordered alphabetically, consider this document a dictionary of game terms.

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.

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" section.

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.

DIGITAL VERSION

In the future we can find some typos and add new clarifications to this text. Or add new rules appearing in upcoming expansions. To check the most up to date version of this document, please visit:

<http://wiki.aristeiathegame.com>

RULES GLOSSARY

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 name **1**, Type, Cost **2**, Range **3** and Effect **4**.

- 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.

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, Attributes, 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, Activations, Movement Points, Tactics.

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: Preparation Step, Actions Step and 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.

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.

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: Attributes, Disengage, Face to Face Rolls.

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.

ATTACKS



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

- You cannot chose 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.

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

ATTACKER

The Attacker is whichever Character declared the current Attack Action.

Related topics: Attack, Defender.

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.

Related topics: Agility, Brawn, Defense, Energy, Initiative, Hit Points, Speed.

AUTOMATIC SKILLS



In addition to Actions, some Character cards include Automatic Skills, indicated by their orange title ①. Automatic Skills' Effects ② are always active, even during an Enemy's Activation, or when the Character is in the Infirmary or the Bench.

Related topics: Effects.

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.

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.

BRAWN 🦊

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

Related topics: Attributes, Disengage.

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 a 🎲, 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.

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.

COMBAT ROLLS

Attack and Defense Rolls are collectively called Combat Rolls.

Related topics: Attacks, Defense.

CONTENDER



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

Related topics: Action Points, Attacks, Range.

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.

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.






NOTE:

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

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


CRITICAL BLOCK







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.

Related topics: Nullifying dice, Symbols.



CRITICAL SUCCESS














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  .

Related topics: Critical Block, Symbols, Switches.

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.

DAZZLED




Targets affected by this State **cannot** draw Line of Sight beyond the  O-I Range or use their  Defense Roll  to inflict  Damage to Attackers outside Range  I-I.


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

DEFENDER

The Defender is the Target of an Attack.

Related topics: Attacks, Defense. **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, Attributes.

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.


Related topics: Scenarios, Scoring Zones, Setup.





DICE


Aristeia! uses a series of special color-coded dice. 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: Symbols.

DISCARD PILE

See Tactics.

DISCARDING





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.

Related topics: Effects, Hand, Tactics.

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. 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.

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

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.

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.

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, Attributes, Preparation Step.

FACE TO FACE ROLL

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.

- Critical Block:** If a player rolled a 🎲, they may use it to Nullify one die from their opponent's Roll.
- Switches:** Both players, in turn, may activate Switches using the Symbols they rolled. The active player decides which player gets to activate Switches first.
- 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 4 as ★ remain on their opponent's Roll.

Related topics: Actions, Dice, Symbols.

FOCUSED



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

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.

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.

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, Tactics.

HEALING

See Damage 🩸.

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.

HIDDEN



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

- Targets affected by this State **cannot** benefit from Cover.
- Remove this State token immediately after performing an Attack, after the end of the Action.
- 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.

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.

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, States.

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.

Related topics: Damage.

INFLICT

See Damage.

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: Attributes, Initiative Cards, Turns Phase, Underdog.

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.

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.

Related topics: Blocked Spaces, Occupied Spaces, Range.

MARKED



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.

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 amount of Markers a Character can have on them at the same time.

Related topics: Effects, Recovery Phase.

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.

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.

NULLIFYING AN EFFECT

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

Related topics: Switches, Effects.

NULLIFYING DICE

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

Related topics: Dice, Symbols.

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: Rounds, Scenarios, Underdog.

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.

Related topics: Barriers, Cover, 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.

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.


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.

Related topics: Rounds, Running Order, Turns Phase.

POISONED




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

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

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.

- *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.
- Then, apply any Effects that apply 'at the beginning of the Preparation Step'.
- *During* this step, the active Character gains as many Action Points as their  Energy Attribute.
- 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.
- *At the end* of this step, remember to apply any Effects that apply 'at the end of the Preparation Step'.

Related topics: Action Points, Activations, Bench, Energy.

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, Range, Tactics.

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, Rounds, Tactics.

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

- Turn 1
 - Initiative
 - Activations
- Turn 2
 - Initiative
 - Activations
- Turn 3
 - Initiative
 - Activations
- Turn 4
 - Initiative
 - 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.

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.

Related topics: Planning Phase, Rounds.

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.

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.

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 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.

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.

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-I, or use their 'Defense Rolls' * to inflict 🔥 to Attackers outside Range ●1-I.
- Every Line of Sight to a space with a Smoke token is blocked.
- Free Spaces with a Smoke token don't provide Cover.
- Characters **always** have a Clear Line of Sight to an Adjacent Target, ignoring Smoke rules.
- 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.

SPEED

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

Related topics: Attributes, Move, Movement Points.

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:

-2 ⚡ / -2 🏹 / +2 💎 / -2 📉 As long as the Target is under the influence of this State, their stated Attribute is increased (+) or decreased (-).

X 🔴: The Target suffers X 🔴 Damage immediately.

🌀: The Target is *Dazzled*.

🛑: The Target is *Immobilized*.

🦠: The Target is *Poisoned*.

👉: The Target is *Taunted*.

✖: This side of the token has no Effect.

Related topics: Dazzled, Effects, Immobilized, Poisoned, Taunted.

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.

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

Related topics: Activations, States.

STUNNED



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 ★.

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.

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 that Character to exchange certain Symbols to obtain specific Effects.

Switches have this format:



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 ① and apply its Effect ②. 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.

Related topics: Effects, Symbols.

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.

Related topics: Critical Block, Critical Success, Dice, Switches.

TACTICS



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.

Related topics: Discarding, Hand, Range, Rounds.

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.

TAUNTED



Characters affected by this State can only choose the Character that provoked it as the Target for their Attacks.

-  *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.

Related topics: Attacks, States.

TEAM


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

Related topics: Characters.

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, Running Order, Rounds, Underdog.

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.