# A.E.G.I.S.

## Combining Robot Strategy Game

2nd Edition

# Official Rulebook
# v.2.03

# Quick Start
## Start simple!

A.E.G.I.S. is a simple game with many options! Don't get overwhelmed, try some of these basic teams first!

### Arc Buster Starter

| Offensive | Defensive | Control |
|-----------|-----------|---------|
| ARK-150 | GMD-100 | SOL-100 |
| ARLY-100 | ABB-100 | ATZ-300 |
| ENDR-100 | GET-100 | ARLY-300 |
| GO-100 | IKA-100 | ESPR-300 |
| SSM-100 | SSM-400 | SAR-300 |
| — | — | — |
| ARK-2500 | ABB-1000 | ARLY-3000 |
| ENDR-1000 | SSM-3000 | |

### Sky Guard Starter

| Offensive | Ranged | Control |
|-----------|--------|---------|
| EXL-100 | ARM-777 | IZA-100 |
| AXS-100 | ARK-100 | ESPR-100 |
| ELL-100 | GEL-100 | GECL-100 |
| EJET-100 | IDA-100 | IPPL-100 |
| GAN-100 | SATO-100 | SNO-100 |
| — | — | — |
| EXL-1000 | IDA-1000 | ESPR-IZA |
| EXL-GAN | | ESPR-4000 |

A.E.G.I.S.

# Contents
## Table of Contents

**A.E.G.I.S.** is a tabletop strategy game that revolves around assembling teams of **five** combining robots to do battle against the teams of others! There are five different **Classes** of robot in the game:

**ASSAULT**  **EVASIVE**  **GUARD**  **INTEL**  **SUPPORT**

Each of these **Classes** has traits that separate them from one another, and in each **Class** there are numerous "sub-types" or "**Makes**" that have specific functions in battle. It's up to you to find good synergy between the robots you choose!

Robots of certain **Classes** and **Makes** can combine together to create more powerful versatile robots that can quickly alter your strategy or turn the tide of battle!

And each robot in your squad of five produces and shares energy with the other four, so building an efficient and balanced team for your own specific strategy is key!

Outwit your foe and destroy or immobilize their squad! Find the right combination to victory, *fight and unite!*

# Introduction
## The Five Classes

The five **Classes** of **robot unit** in **A.E.G.I.S.** are **Assault**, **Evasive**, **Guard**, **Intel** and **Support**.

### A-Class: Aggressive and Well-Rounded Units
Durable and swift with good energy production, these robots use melee attacks and machine guns to damage foes while increasing the strength of nearby allies.

### E-Class: Far-Reaching and Utilitarian Robots
With wide, versatile movement and powerful bomb, missile and machine gun attacks, Evasive Class units can aid allies and quickly counter enemy tactics.

### G-Class: Solid and Powerful Tanks
Guard Class units are hard to destroy, and rely on ramming and heavy firepower that can arc over obstacles and through foes. They defend the rest of the squad.

### I-Class: Controlling  and Deterring Foes
Mobile and multi-faceted, Intel units use a variety of lightning and energy attacks to stun, relocate and weaken enemies, on top of burning away their energy.

### S-Class: High-Power Support Machines
With high energy production and super long-range laser and rocket attacks, coupled with repairing and other team-aiding functions, these robots keep squads going.

# Introduction
## Combined Classes

Robots of different Classes can combine into greater forms that share aspects of their components, gaining new powers and versatility. There are five **Unit Levels** in the game.

### Level 1: Basic, single-Class units.
Players pick five of these to form their Squads. They are robots that are A, E, G, I or S-Class and in battle they are reliant on teamwork to be effective.

### Level 2: Duo-Class units created from a pair.
These robots and all subsequent levels are kept off the starting gamespace and are formed mid-battle. They're made by fusing two robots, such as an A & E or G & I, etc

### Level 3: Trio-Class units made from three bots.
These are powerful units made from merging three Basic robots, or by merging a Basic with a Level 2. They have access to more attacks and versatility.

### Level 4: Quadra-Class. Made from four bots.
These units are made by combining all but one robot on your squad. They are very powerful, self-sufficient and play with unique strategies.

### Level 5: AEGIS-Class. A whole squad combined.
If your squad is made up of one basic robot from each Class and they are compatable, they can combine their power into a single, very powerful, omni-functional form.

A **Squad** is made up of five Basic units. Any combination of Classes and Makes is allowed with the following exceptions:

1. No Squad may contain any duplicates *(Only one of each name, Ex.: only one "SNO-100", and only one "SNO-400", but both may be on the same Squad.)*
2. Only one **faction color** may be used on a Squad. *(The faction color is the color of the card background; red, blue, green, purple or yellow. Grey units are colorless/neutral. A Squad can have 4 neutral units and a yellow one, but not a yellow one, a purple one, and 3 neutral ones, etc.)*
3. There can only be one **Commander Unit** per Squad. They're not mandatory, however. *(Commander units are indicated by a gold card background and subtitle.)*

**Each robot has a** game piece **and a** unit card **that are needed to play.**

In addition to choosing your five robot Squad, you can also have a **Combine Pool**, which is made up of the Level 2 and higher robots that you want to combine into during a battle. You can have **up to five** combined units in your Combine Pool. Your Combine Pool is kept off the play area.

Having a Combine Pool isn't mandatory, but it will give you extra options during battle.

# Getting Started
## Unit Card Overview

Each robot unit in **A.E.G.I.S.** is represented by a **Unit Card**. These cards tell you everything about how the robot plays, and is kept off the game space, and should be viewable to both players at any time.

**Movement Value (p. 11)**
How far it can move per turn.

**CLASS (p. 3-4)**
Class and Unit Level.

**Energy Output**
How much EP it gives each turn.

**Robot Picture**

**Robot Name**
The letters are its Make, its sub-class. The Model Number sets it apart from others in the same Make.

**Actions (p.12)**
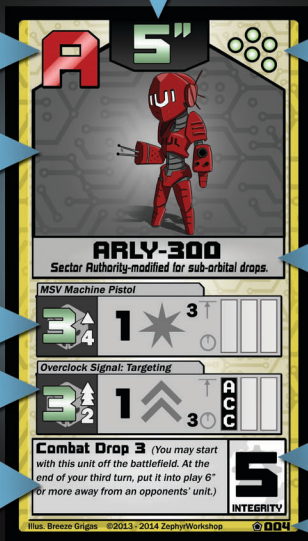Attacks and skills the robot can use on other robots.

**Integrity (HP)**
The amount of damage the robot can take before being destroyed.

**Passive Abilities (p. 17)**
Special skills that can change how a robot plays.

**Set and Card #**

A 5"

ARLY-300
Sector Authority-modified for sub-orbital drops.

*MSV Machine Pistol*

3 △ 4    1    ✦    3 ↑
              3 ⟳

*Overclock Signal: Targeting*

3 △ 2    1    ⌃⌃    ↑
              3 ⟳    A C C

**Combat Drop 3** *(You may start with this unit off the battlefield. At the end of your third turn, put it into play 6" or more away from an opponent's unit.)*

5
INTEGRITY

Illus. Breeze Grigas  ©2013 - 2014 ZephyrWorkshop  ● 004

There are two ways to play **A.E.G.I.S.** :
<u>STANDARD</u> and <u>ADVANCED</u>.

**Standard A.E.G.I.S.** is played on a **Hex Grid**, where players' robots move and attack based on numbers of hexagonal spaces. Playing this way is quicker and easier, with players knowing an exact distance at a glance.

## Standard A.E.G.I.S. Game Materials
1. Your squad (five Basic Unit Cards and their pieces, along with your Combine Pool's cards and pieces) and an opponent with the same.
2. An A.E.G.I.S. Hex Grid
3. Many 6-sided dice for both rolling and tracking damage
4. (Optional) A few terrain pieces (if you don't like the printed obstacles)

**Advanced A.E.G.I.S.** is played like a traditional wargame, where distances for movement are measured in inches with a ruler or tape measure. Playing this way allows for more free-form movement and attacking, along with the ability to play on very large surfaces.

## Advanced A.E.G.I.S. Game Materials
1. Your squad (five Basic Unit Cards and their pieces, along with your Combine Pool's cards and pieces) and an opponent with the same.
2. A square or rectangular table and a ruler or tape measure
3. Many 6-sided dice for both rolling and tracking damage
4. (Optional) A few (2-4) terrain pieces such as books, small boxes, etc

This rulebook will be treating **Standard** as the default.

To set up a standard game of **A.E.G.I.S.**, lay the Hex Grid so that it's flat and players should play on opposite sides. Make sure to display all your unit cards so that both players can see them. The game pieces are placed on the grid in your own **Starting Zone** *(the red or blue zone on the Hex Grid)* once the game starts. The white spaces on the Hex Grid are **terrain**. Most robots cannot move on or attack through terrain.
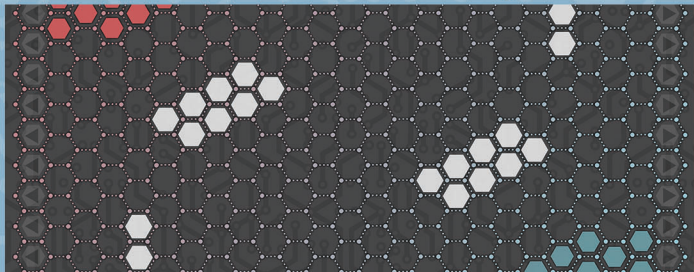


In an advanced game, clear off a table or similar surface and set up terrain pieces like so. Measure half the distance of the shortest side of the space from opposite corners. These are the Starting Zones for either player.



Your opponent's deployment zone

Terrain

Terrain

Terrain

4'

2'

Your squad's deployment zone
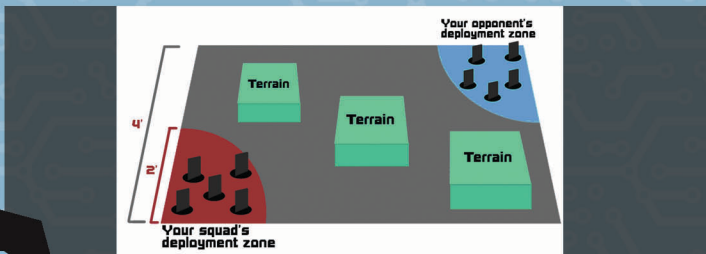
Once the game space (**battlefield**) has been set up, players have to randomly decide (with dice, etc) who goes first.

**The player who goes first puts their robots' game pieces on the battlefield first** in their starting zone. And **then the second player puts their robots on the battlefield** in their Starting Zone. Then the first player starts their first turn. Robots can be arranged anywhere, in any formation in a players' Starting Zone. **You cannot use Actions on your opponent until after they have taken their first turn.**

AN EXAMPLE OF
ROBOT PLACEMENT
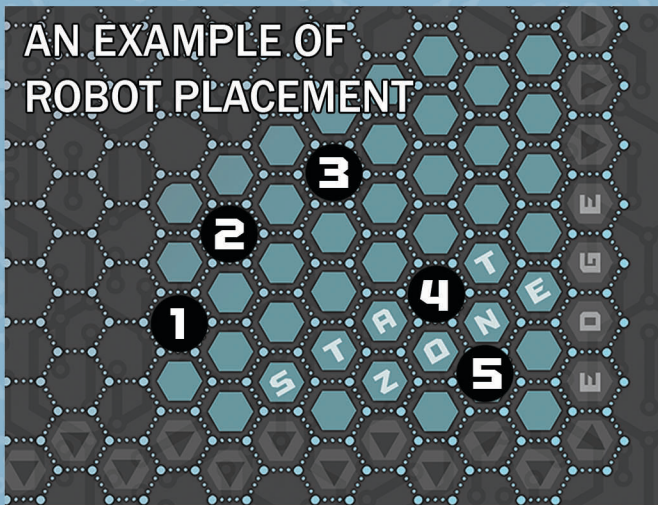
Each turn is separated into two phases: the **Recharge Phase** at the start of the turn, and then the **Action Phase** where your robots move and attack other robots.

Each **Recharge Phase**, you add up the **Energy Points** in the upper right hand corner of each of your active **unit cards**, and make note of it. *(The A.E.G.I.S. Hex Grid has a tracker for this.)* This is your **Energy Pool** for the turn. If a robot is destroyed, or replaced by a Combined Robot *(p.23)*, their Energy Points will not be added to the pool each turn anymore.

Any Energy Points not used disappear at the **start of your next turn**.
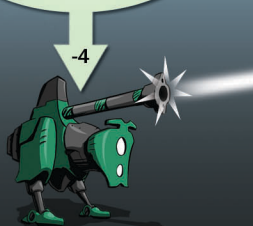


**Recharge Phase**
Your robots pool their Energy Points together. (This team gets 16 EP to use each turn.)

+1  +4  +3  +3  +5
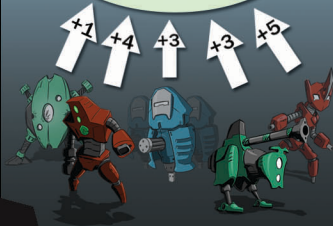
**Action Phase**
Your robots use Energy Points from this pool to move and attack.

-4

During the Action Phase, robots **Act** by moving and performing Actions by consuming Energy Points. **Each turn, a player must act with at least one of their robots.**

Each of your robot units **act** one by one in any order. Once a robot is done acting the first time it can't **act** again until next turn.

Each unit's own "mini phase" works like this:

1. Choose one robot to act.
2. You can **move** it. *(Expending 1 Energy Point for each Hex or Inch moved. 4" refers to 4 hexes and 4 inches.)*
3. **Or** it may take an **Action** against another robot's game piece. *(Expending 1 Energy Point per die rolled to perform it.) (Units can also move and then take an Action. Units cannot move after taking an Action, however.)*

Repeat until all your robot units currently on the battlefield have acted, all Energy Points have been expended or you just choose to end the turn. Once this is done, the turn is over, and it's then the opponent's turn.

| Recharge Phase | Action | Phase | Turn Ends |
|---|---|---|---|
| **Refill EP** | Move and attack with each of your bots, using up your EP. | | **Next player takes their turn.** |

# Game-Play
## Moving Robots!

Each robot has a **movement value** that tells you how far you can move it (its game piece) around the battlefield.

When you **move** a robot, you can move it up to it's maximum movement value. For each **1"** (hex/inch) moved, you must spend 1 Energy Point from your Energy Pool. You can't move more than you have Energy to pay. Units may not move over or through terrain or other units.
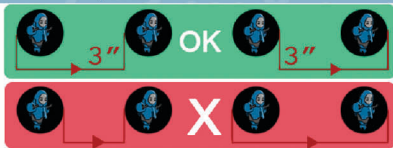
**Movement Value**

**7"**

A bot with 3" Movement moves on hexes like this.

1" 2" 3"
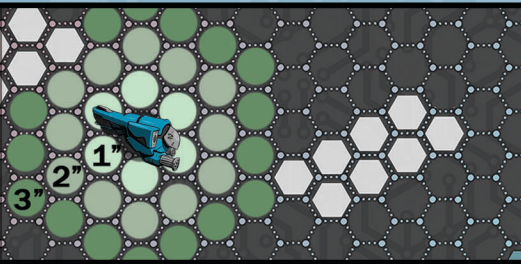
Advanced mode movement rules: Any fraction of an inch is considered an inch in terms of energy cost. Units may not move over or through terrain or other units. (When moving, you must measure from one part of the unit to the same part of the unit.)

3" OK 3"

X

*(Get in range, Roll dice, Deal damage!)*

Each Basic robot has up to two **Actions** on their card, whereas Level 3 and higher units have up to three. Each Action represents something the robot can do, from shooting guns to repairing, to many more. Actions look like this:



**Dice Number**
You pay this much EP and roll this many dice to attack.

Action Name

*35mm Gepard Buster*

**I N H E R I T ★**

**Combine Inheritor** (p.25)

**Accuracy Number**
The dice must land on this number or above to succeed.

**Accuracy Indicator**

△ X  Each dice that lands on or above X is a success.

🌲 X  All dice must land on or above X for the Action succeed once.

**Action Power**

**Action Type** (p.14)

**Attributes** (p.15-17)

**Range Values**

↑ **Distance**
Hits one target robot within the number.

⟳ **Radius**
Hits all robots within the number of hexes/inches. Doesn't target.

Actions are made up of several things:
The **Dice Number** (The cost to attack), the **Accuracy Number** and **Accuracy Indicator** (To tell if the attack hits or not), the **Action Power** (tells you how strong it is), the **Action Type** (what it does) the **Range Values** (what other robots you're hitting) and the **Attributes** (which can modify the effects.)
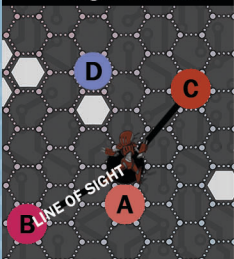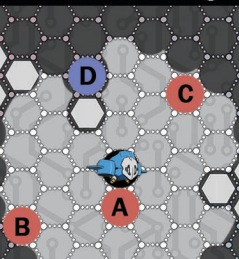
When using an **Action**, follow these steps:

1. Look at its **range values**. (below) If there's at least one robot (ally or enemy) that will be affected by the Action, you can use it.

2. To use the Action, pay Energy Points equal to the **Dice Number** and then roll that many dice. *(If this reduces your Energy Pool below 0, you can't do the attack.)*

3. Look at the **Accuracy**. If the little number has a ▲, it means **each dice** that lands on or above that number is a success. If it has a 🌲, it means that **all dice** have to land on or above that number for the Action to succeed once.

4. Note the big symbol, the **Action Type**. (p. 14) This determines whether the attack does damage, repairs, pushes, etc.

5. Note the **Attributes** (p. 15-17). They can determine whether the Action works or not, adds additional damage, etc.

6. Apply the effect equal to the **Action Power** to the target(s) for each success.

7. Resolve! After the Action is done, remove any robots with 0 Integrity from the battlefield and flip their card over.

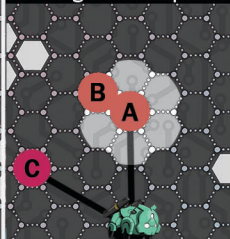| ⬆3 Distance Only<br>Target one robot. | ⏱3 Radius Only<br>Hit all within range. | ⬆3 ⏱1 Distance +<br>Radius<br>Hits target and expands. |
|---|---|---|
| Can hit A, B **or** C. | Hits A, B **and** C. | Hits A and B **or** C. |

Line of sight: Center of the user to the target must be unobscured.

Actions can have a variety of effects on other robots. The **Action Power** determines how stong the effect is, while the **Action Type** symbol determines what it does.

### Damage
Actions that reduce the targets' Integrity equal to the Action Power. Units with 0 integrity are destroyed.

### Repair
Actions that increase the targets' Integrity equal to the Action Power. Integrity can't go higher than what's printed.

### Energy Drain
Action reduces affected robots' EP permanently equal to the Action Power. *(Track lost EP with dice or counters.)*

### Energy Boost
Action increases affected robots' EP to the Action Power. *(Track gained EP with dice or counters.)*

### Push and Pull
- Action pushes or pulls affected robots in a straight line away from/towards the user in hexes/inches equal to the Action Power.
- **Units pushed off battlefield are destroyed.**
- If a robot is pushed or pulled into another robot or terrain, the robots take damage equal to **half the remaining distance, rounded down.**
- On hexes, units can only be push/pulled on axis. (p.16)

### Buff and Debuff
Actions that increase/decrease a certain stat of the target(s), like Accuracy, indicated by **modifier** attribute on the Action (p.17). These changes last one full turn only. *(Ex: a buff/debuff made on your opponent's turn will go away at the start of their next turn.)*

**Actions** often have special rules that affect how they work. These are **Attributes**, the 3-letter abbreviations in the boxes to the right of an Action.

**A A** **Anti-Air**
If this Action does damage, it deals 1 more damage to affected robots with Flight.

**C R T** **Critical**
Action does 1 additional damage for each die that lands on the Accuracy Number.

**A P** **Armor Piercing**
Action affects target and all robots behind it in a line within the Distance Value. *(On hexes, only pierces on axis. See p.16)*

**F R C** **Force**
Treat this Action as if it were also a Push Action (p.14) Deal damage as normal before pushing.

**A I M** **Aimed**
Action's accuracy cannot be altered.

**H V Y** **Heavy**
Action can't be used if the user has moved this turn.

**A R C** **Arcing**
Action has no line of sight and can hit any target within the Distance Value.

**S T N** **Stun**
Robots affected by this Action can't move for a full turn.

**D S A** **Disarm**
Robots affected by the Action can't use Actions for a full turn.

**L H T** **Light**
Action can be used before or after this unit moves, or before or after it uses another Action

**R C H** **Recharge**
Action can only be used once every other full turn.

**X P O** **Expose**
All Actions targeting the affected unit gain CRT for a full turn.

Certain Attributes in black boxes are called **Modifiers.** They deal directly with how the Action works, such as taking the place of the Range Values.

**C M B**

### Combine Action
Action may trigger and succeed for free when the user comes into play after combining. *(Optional).*

**L S R**

### Laser
Action can target any robot in Line of Sight. (p.13) It affects all robots in that line. *(On Hexes, Lasers only pierce through multiple robots if they're all on the same axis.)* This Action's accuracy can't be altered.

**M L E**

### Melee
Action can only target robots adjacent (within 1") of user.

**S L F**

### Self
Action can affect the user in addition to other robots, if any.

**D I V**

### Divide
Final damage must be divided among affected robots. *(If 3 damage is being done to three robots, each take 1, or one takes 3, etc.)*

Actions with '<u>LSR</u>' and '<u>AP</u>' can target units as normal but only "pierce" on the six hex axes.

<u>Push and Pull Actions</u> also only work on these six lines, otherwise they have no effect.
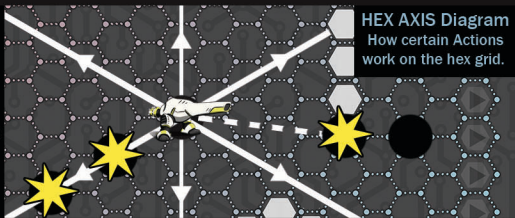
**HEX AXIS Diagram**
How certain Actions work on the hex grid.

There are certain **Modifiers** that appear only on **Buff** and **Debuff** Actions, Actions that alter how a target plays rather than dealing damage to it. These Modifiers are:

**A C C** — **Accuracy Modifier**
If a robot's Accuracy is **Buffed**, all of its Actions' dice can roll X lower to succeed, where X is the Action Power. If a robot's Accuracy has been **Debuffed**, it has to roll X higher.

**E V A** — **Evasion Modifier**
If a robot's Evasion is **Buffed**, all Actions targeting it have to roll X higher to succeed, where X is the Action Power. If a robot's Evasion has been **Debuffed**, Actions targeting it can roll X lower to hit it.

**D M G** — **Damage Modifier**
If a robot's Damage is **Buffed**, Actions it has deal X additional damage after damage is calculated, where X is the Action Power. If it's **Debuffed** it will deal X less damage after damage is calculated.

**D E F** — **Defense Modifier**
If a robot's Defense is **Buffed**, Actions affecting it deal X less damage after damage is calculated, where X is the Action Power. If it's **Debuffed** the attacks will deal X more damage after damage is calculated.

**M O V** — **Movement Modifier**
If a robot's Movement is **Buffed**, its Movement value is increased by X, where X is the Action Power. If it's debuffed, it's reduced by X.

*Note: Damage is only "calculated" if damage is done at all.*

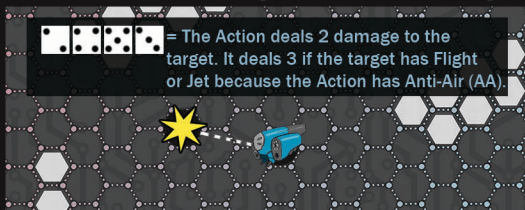**All Buffs and Debuffs only last for until the start of the current player's next turn** *(a.k.a. one full turn.)*

Below are some examples of Actions.
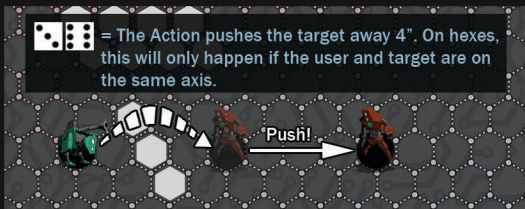
**Ender-I Machine Gun**

### Multiple Hit Actions (▲)

If you use this attack, you target a unit within 3". Then you pay 4 energy. Then you roll 4 dice. Each one that lands 4 or above will deal 1 damage to the target. Then, if the target has Flight or Jet, add 1 more damage due to 'AA'.

= The Action deals 2 damage to the target. It deals 3 if the target has Flight or Jet because the Action has Anti-Air (AA).

**140mm Force Mortar**

### Single-Hit Actions (♣)

If you use this attack, you can target any unit within 5", even behind terrain because of 'ARC'. Then you pay 2 energy and roll 2 dice. They both have to be 3 or above for the Action to work. If the Action does succeed, the target is pushed away 4".

= The Action pushes the target away 4". On hexes, this will only happen if the user and target are on the same axis.

'Push!'

Here are how some more complex Actions work.

### Damage Buffing

This Action boosts the amount of damage other robots do for a turn. You roll 3 dice and they all have to be 3.or above.  All robots in a 3" radius do 1 additional Damage if they use a damaging attack for the next turn.
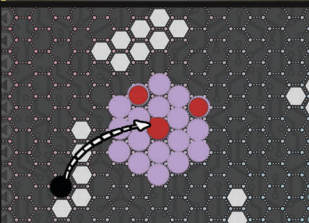
### Evasion Buffing

This Action makes it harder to hit the affected robots for a turn. You roll 3 dice and they all have to be 2 or above.

All robots in a 3" radius now basically have "Evade 1" for a turn, meaning all Actions that target them have to roll 1 higher to hit.

This Action has "Self (SLF)" which means the user's Evasion is also buffed.

### Complex Actions

- This Action makes a cluster of robots easier to hit and more susceptible to damage.
- Target a unit 8" or less away, anywhere(ARC). Pay 3 energy and roll 3 dice. All have to be 2 or above.
- This Actions hits the target and all within 2" of the target.
- All affected units' Evasion drop by 2, meaning all Actions that target them can roll 2 lower and succeed.
- Affected units are also Exposed (XPO). All Actions that target the affected units gain Critical (CRT).
- All this lasts until your next turn starts.

Some robots also have **Passive Abilities**. These can alter how they move or attack, or give them other additional skills. There are also two kinds of special Passive Abilities: **Combine Abilities** and **Commander Abilities**.

**Blitz** *(Upon entering the battlefield, this Unit may move in a straight line up to or equal to its Movement Value.)*
**Flight**
**Magnificence**

**Passive Abilities** are found in normal text and often have a reminder for what they do. Most of them passively affect how a robot plays, like allowing extra Movement or Actions, but some can also be activated.

**Combine Abilities** are in green text and are abilities that trigger only once. They trigger when the user comes into play after Combining. All Level 2 and higher robots have either a Combine Action or Combine Ability so the action of combining has an immediate strategic payoff.

**Commander Abilities** are abilities at the bottom of Commander Units on top of a gold stripe. They are abilities that often affect the whole team or other ally robots and are why only one Commander is allowed per Squad. The rules for Commander Abilities are found on the back of their card.

Here's an index of common Passive Abilities.

**Beacon:** Any opponent's Action that's being used that can target this unit must target it. *(If there are two units with Beacon in range, they choose.)*

**Cloaking X:** Instead of acting with this unit, you may pay its EP and move it up to X". Until your next turn, it cannot use Actions or be targeted.

**Combat Drop X:** You may start with this unit off the battlefield. At the end of your Xth turn, put it into play 6" or more away from an opponent's unit.

**Double-ATK:** Unit may use both of its Actions if it doesn't move this turn. Cannot use the same Action twice.

**Double-Move:** Unit may move after it performs an Action, or twice before it performs an Action.

**Evade X:** Other units targeting this unit have their Actions' Accuracy Numbers increased by X. Accuracy Numbers can't go above 6.

**Flight:** Unit can move over terrain and other units unimpeded. It cannot land on them.

**Jet X:** This unit moves X" for each EP spent to move it. Destroy it at the end of your turn if it hasn't moved. It has Flight.

**Melee Evade X:** Actions with **MLE** targeting this unit have their Accuracy Numbers increased by X. Accuracy numbers can't go above 6.

**Range Evade X:** Actions with a Distance Value targeting this unit have their Accuracy Numbers increased by X. Accuracy numbers can't go above 6.

**Reroll X:** You may pay X EP to reroll X dice after using an Action with this unit, once per turn.

**Retaliate:** This unit may use an Action after it's done being targeted by an apponent's Action. Destroyed bots can't Retaliate.

**Signal:** Units adjacent to this one have their Evasion reduced by 1.

**Vector Evade X:** Dice that fall on X in Actions that target this unit are unsuccessful.

Here are some common Combine and Commander Abilities.

## Combine Abilities

**Blitz:** When this unit comes into play, it may move in a straight line up to its maximum Movement Value for free.

**Capture:** When this unit comes into play, target unit can't move for a full turn.

**Detonate X:** When this unit comes into play, it deals damage equal to its Unit Level to all other units in X radius of it.

**Ignition:** When this unit comes into play, it may move and use Actions immediately. *(Pay EP as normal.)*

**Arrest Mandate II:** When this unit comes into play, select an opponent's unit. For rest of the game, if one of your units targets that one, it gains Reroll 1 until end of turn.

**Laser Prism:** When this unit comes into play, it can Inherit an Action with **LSR** from any ally unit. *(This doesn't remove the action from that ally unit.)*

**Vanish:** When this unit comes into play, it can't be targeted or take damage for a full turn.

**Refuel:** When this unit comes into play, it adds its EP to your pool immediately.

## Commander Abilities

**First Pilot:** While this unit is active, the first robot you act with on your turn gains Reroll 1 until the end of the turn, as long as it has moved first.

**Magnificence:** This unit gets +1 EP, +1 Movement and +1 Integrity for each destroyed ally unit.

**Steady Fire:** While this unit is active, your robots have Reroll 1 as long as they haven't moved.

**Arrest Mandate:** At the start of the game, select an opponent's unit. for the rest of the game, if one of your units targets that one it gains Reroll 1 until end of turn.

**Stellar Limiter:** You must pay the EP that one of your ally units produce in order to use an Action with this unit.

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| ARK-150 wants to combine | The player pays both of the EP Outputs | ARK-150 becomes |
|---|---|---|
|  |  |  |
| with GEL-100! | of these adjacent robots! | ARK-2500!! |

A unit may **Combine** in place of a normal Action. To Combine:

1. Your unit's game piece must be within 1" (hex or inch) of the ally game piece you wish to combine with.

2. You must have a Combine Unit capable of being made by the two cards and game pieces.

3. You pay energy equal to the energy output of both robots. *(A robot that produces 4 EP and another that produces 3 EP will cost 7 EP to combine.)*

4. After paying the EP cost, remove the opposite unit's piece from play, and then replace the robot piece you were acting with with the Combine unit's piece. That Combine Unit counts as already having acted this turn, though any **Combine Actions (p.16)** or **Combine Abilities (p.22)** will trigger immediately.

To figure out if you can make a Combine Unit, look at its **Class** and **Make**. You must have a robot of each Class required to make the Combine *(Above: A and G-Class units are required for an AG)*. Also, any Make names on the Combine Unit must be a part of the combination. *(The A-Class unit used to create the unit above must be an 'ARK' while the G-Class's Make doesn't matter.)* Level-2 and higher Commander Units can only be made by lower level versions of the same Commander.

Only two robots can Combine at a time. A **Level 2** robot is made up of two **Basic (Level 1)** units. A **Level 3** robot has to be made from a **Level 2 and a Basic**. And Level 4's and 5's can be created from a variety of combinations.

High Tier Combining still works the same way, where the robot you're combining into still has to share the **Classes** and **Makes** of its components.

A level 2 robot named "GAN-2000" made from a "GAN-100" and an "EXL-100" counts as both an GAN and EXL if it combines up to a Level 3. **Keep track of this by putting the Unit Cards of the lower level robots underneath the Combined Robot.**
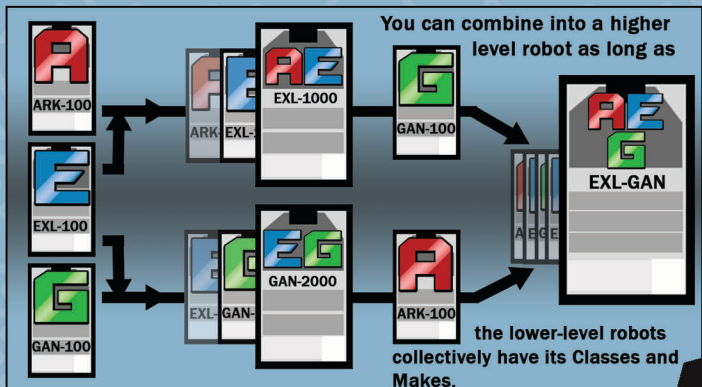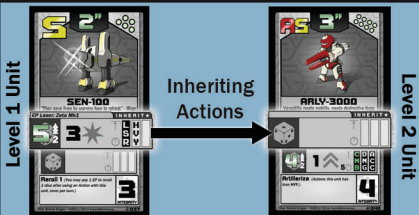


You can combine into a higher level robot as long as the lower-level robots collectively have its Classes and Makes.

Higher level robots can use Actions from the lower level robots that made them up.

**Level 1 Unit**



Inheriting Actions

**Level 2 Unit**

You may over-write Actions on higher level robots. Then they can't be used.

When two robots combine, they can sometimes pass certain Actions upward to the new robot. The Action slots that can be passed up/overwritten have **Combine Inheritors**, the grey starred tag on the right of the Action Name.

If a robot you're combining with has an Action with one of these Inheritors, and the robot it's turning into has one as well, that means you can **overwrite** the slot with the lower level robot's Action. For the rest of the game, the new robot has that old attack instead of the one on its card. **Keep track of this by putting lower level unit cards under the combine robot's card.**

You can't pass pass an Action up more than one Level, however. If you give a Laser to "ARLY-3000" (above), "ARLY-3000" can't pass that attack up to a **Level 3** robot. **You can only Inherit what's printed** on the lower level robot.

Once both players' robots are on the battlefield and attacking each other, performing amazing feats of teamwork and combining, the game will inevitably come to end.

**There are three ways to win a game of A.E.G.I.S.**

### 1. Annihilation
Destroy all of your opponent's units. **At the end of any turn, if a player no longer has any robots on the field, that player loses the game.** If neither player has any units on the field at the end of a turn, the game is a draw.

### 2. Energy Depletion
Reduce your opponent's energy production by either destroying their units, or directly removing their energy with special Actions. **A player loses the game if they can't produce 5 or more Energy Points at the start of their turn.**

### 3. Rout
At the end of any turn, **if a player doesn't have any robots on the field which can cause Damage or Energy Damage, that player loses the game.** If this is the case for both players, the game is a draw.

**Then, reset and play again!**

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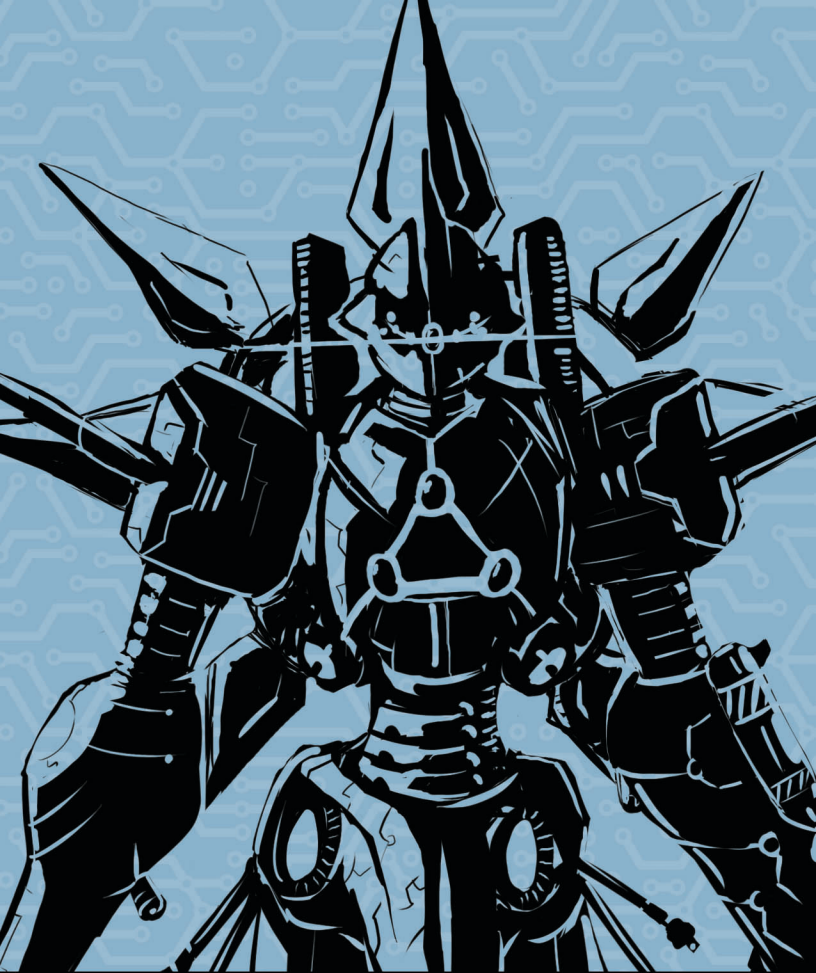Ryan "The Boulder" Richford

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