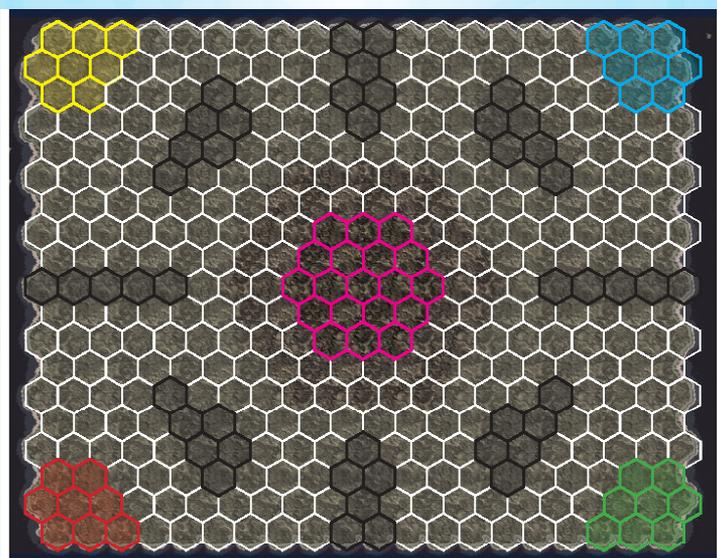


# ALGOS

## FIELD GUIDE

TACTICS FOR FIGHTING AND UNITING





# Introduction

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# Introduction

## Premise, Squads & Classes

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



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!

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!

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!

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 in **A.E.G.I.S.** are **Assault**, **Evasive**, **Guard**, **Intel** and **Support**.



### **A-Class:** *Aggressive and Well-Rounded*

Durable and swift, Assault Class robots use melee attacks and machine guns to damage foes, and can increase the strength of nearby allies.



### **E-Class:** *Fast and Far-Reaching*

With wide, versatile movement and powerful bomb, missile and machine gun attacks, **Evasive Class** robots can aid allies and quickly counter enemy tactics.



### **G-Class:** *Sturdy and Steady*

**Guard Class** robots are hard to destroy, and utilize ramming and heavy firepower to grapple with foes and defend the rest of the squad.



### **I-Class:** *Tricky and Controlling*

Mobile and multi-faceted, **Intel Class** robots use a variety of lightning and energy attacks to stun, relocate and weaken enemies.



### **S-Class:** *Sophisticated and Helpful*

With high energy production and super-long-range laser and rocket attacks, **Support Class** robots can keep foes at bay while aiding and repairing other robots.

# Introduction

## Combined Class Levels

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



### **Level 1:** *Basic Robots*

Robots that are *A, E, G, I* or *S*-Class. In battle they rely on teamwork to be effective. Players pick five of these to form their Squads at the start of the game.



### **Level 2:** *Duo-Class Robots*

These and all subsequent levels are kept off the starting gamespace and are formed mid-battle. Make them by fusing two robots, such as an **A** and an **E**.



### **Level 3:** *Trio-Class Robots*

These are powerful robots made from merging a Basic robot with a Level 2. They have access to more attacks and versatility.



### **Level 4:** *Quadra-Class Robots*

These robots are made by combining all but one Basic robot on your squad. They are very powerful and self-sufficient, and play with unique strategies.



### **Level 5:** *AEGIS-Class*

When five different Classes come together, they can combine into a single, very powerful, omni-functional form.

# Getting Started

## Building Your Squad

**A Squad is made up of five Basic robots and up to 5 combined robots. Any combination of Classes and Makes is allowed with the following exceptions:**

1. No Squad may contain any duplicate robots (Only one of each name. Ex.: only one *SNO-100*, and only one *SNO-400*, but both of these *SNO* robots may be on the same Squad.)
2. Only one Faction may be used in a Squad. (The Faction of a robot is indicated by the colored emblem below the Class Icon. Robots without a Faction are Neutral, and can be used on any Squad. Robots with different Faction Emblems cannot be used on the same Squad.)
3. There can be only one Commander Robot per Squad. They are not mandatory to use, however. (Commander robots are indicated by a gold card frame and Commander Robot subtitle.)]

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

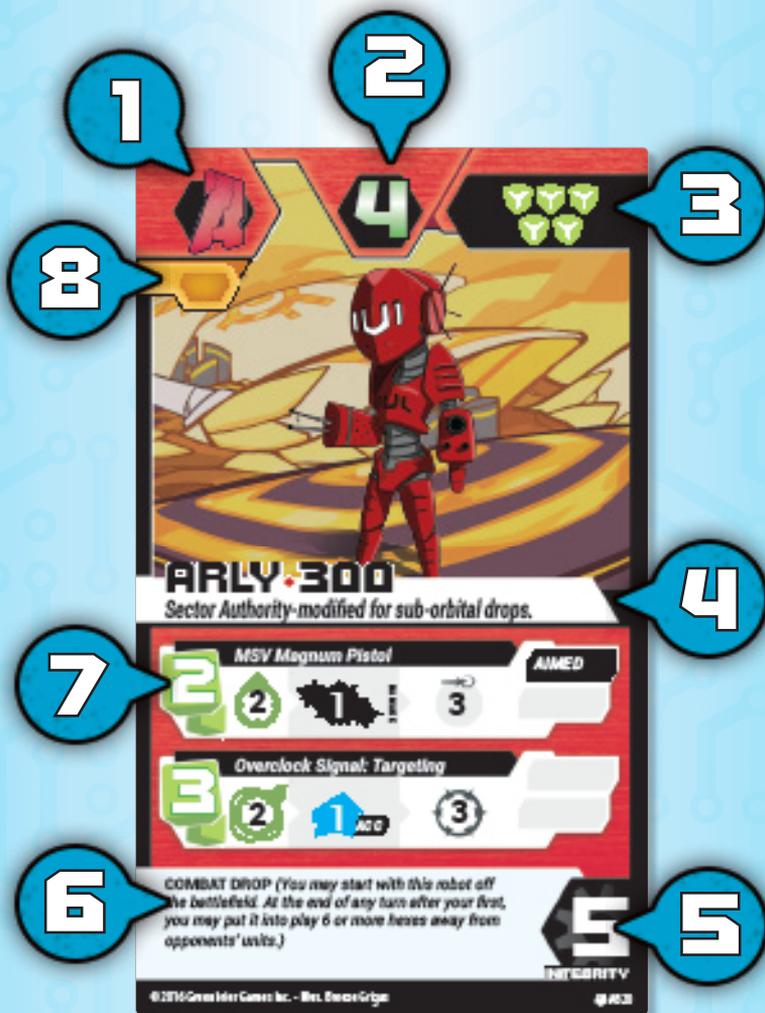
In addition to choosing your five robot Squad, you can also have a **Combine Pool**, which is made up of the Level 2 and higher robots that you want to combine into during a battle. You can have up to five combined robots in your Combine Pool. Your Combine Pool is kept off the play area.

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

# Getting Started

## Robot Card Overview

Each robot in **A.E.G.I.S.** is represented by a Robot 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.



# Getting Started

## Robot Card Overview

### Robot Card Anatomy

1. **Class:** Class and robot level. (Page 6)
2. **Movement Value:** How far a robot can move in a turn.
3. **Robot Picture**
4. **Robot Name:** Made up of a **Make** (the letters) and a **Model Number**. The Model Number sets a robot apart from others of the same Make.
5. **Integrity:** The amount of Damage the robot can take before being destroyed. Commonly referred to as "HP".
6. **Passive Abilities:** Special skills that can change how a robot plays. Pg
7. **Actions:** Attacks and skills the robot can use on other robots. Pg
8. **Faction Emblem:** How much EP the robot gives each turn.

# Getting Started

## Setting Up a 2-Player Game

Standard **A.E.G.I.S.** is played on a **Hex Grid Battlefield Board**, where movement and attacks of player robots are based on numbers of hexagonal spaces.

### Standard A.E.G.I.S. Game Materials

1. An A.E.G.I.S.. Hex Grid Map
2. Two Squads (five Basic Robot cards and their pieces)
3. Both players' Combine Pool's cards and pieces.
4. An Energy Tracker for each player.
5. The included 6-sided dice for activating abilities and attacks.
6. Damage Counters (or extra dice) to track robots' Integrity
7. (Optional) Terrain Pieces



# Getting Started

## 2-Player Game: Standard Rules

**A standard game of A.E.G.I.S. is played with two players, on the side of the board that has the red and blue Start Zones.**

1. Both players have a team of 5 Basic robots, and an optional Combine Pool deck kept off to the side.
2. Up to 10 pieces of normal terrain are placed. Terrain can't be placed in Start Zones or within 2 hexes of a Start Zone.
3. Or the default terrain on the board is used.
4. Roll dice to see who goes first. That player puts their robots in their Start Zone first, followed by player 2, and then player 1 takes the first turn.
5. Opponent's robots can't be targeted until each player has had their turn.

**A player wins the game when:**

1. All of their opponent's robots are destroyed.
2. Their opponent cannot produce five (5) or more total energy at the start of their turn.
3. A player can no longer deal damage, energy damage, push or pull.

**Tournament rules:**

1. Official games of A.E.G.I.S. are played best 2 out of 3.
2. Players have seven basic robots, and then use five in a given game. The other two are a player's *side board*. Players can switch out basic robots between games, after the first game. Games start by showing all seven robots to the opponent, followed by picking five of your seven to play with.

# Game-Play

## 4-Player Game - Free For All

A multiplayer game of **A.E.G.I.S.** is played with 3 or 4 players on the side of the board that has four colored start zones. It's played like a standard game, but with more players.

All players have a team of 5 basic robots, and an optional combine deck of up to 5 robots each kept off to the side.

Roll dice to see who places robots first. That player puts their robots in their Start Zone first, followed by player 2, 3, and 4, and then player 1 takes the first turn, followed by player 2, 3, 4, and so on back to player 1.

Opponents' robots cannot be targeted until each player has had their turn.

### **The game proceeds as normal until 3 players are eliminated. Player elimination occurs when:**

1. All of a player's robots are destroyed.
2. A player can no longer take any action. (Players in 4-player may keep playing even if below 5 energy, or unable to attack, as long as they can still perform actions.)

### **A player wins the game when:**

1. No other player has robots
2. No other player can deal damage, energy damage, push or pull
3. The only remaining players cannot produce 5 or more energy at the start of their turn

# Game-Play

## 4-Player Game - Tag Team

A tag team game of **A.E.G.I.S.** is played with 4 players using the side of the board that has four start zones. Two players play against another two players in a tag-team battle.

Roll dice to see which team places robots first (team A). The team who wins the roll can choose any two start zones on the map.

Turn order alternates. Player 1 from the other team (team B) gets to move first. Followed by player 1 from team A. Then player 2 from team B, and finally player 2 from team A.

Opponent's robots can't be targeted until each player has had their turn.

Teammates do not share energy across squads.

Teammates can combine their robots together. The owner of the combined robot's card is who controls it.

### **The game proceeds as normal until one team has lost. Player elimination occurs when:**

1. All of a player's robots are destroyed.
2. A player can no longer take any action. (Players in tag-team may keep playing even if below 5 energy, or unable to attack, as long as they can still perform actions.)

### **A team wins the game when:**

1. The opposing team has no robots
2. The opposing team can't deal damage, energy damage, push or pull
3. Neither player on the opposing team can produce 5 or more energy at the start of their turn.

# Game-Play

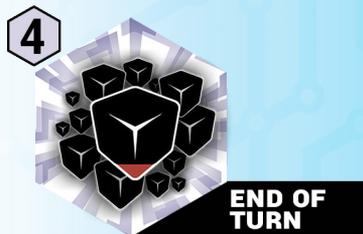
## Turn Order: Recharge Phase

Each turn is separated into two phases:

**Recharge Phase** is at the start of the turn where your robots generate Energy Points

**Action Phase** is where your robots **move and attack** other robots using those Energy Points

Each Recharge Phase, add up the **Energy Points** in the upper right hand corner of each of your active robot cards, and make note of it on your Energy Tracker. This is your **Energy Pool** for the turn. If a robot is destroyed, or replaced by a Combined robot, 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.
- If a player's team cannot produce 5 or more Energy during the Recharge Phase, that player loses.

# Game-Play

## Turn Order: Action Phase

During the **Action Phase**, robots Act by moving and performing Actions by consuming Energy Points.

Each of your robots 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 robot's own "mini phase" works like this:

### 1. CHOOSE A BOT

CHOOSE ONE ROBOT TO ACT.



### 2. MOVE IT

YOU HAVE THE OPTION OF MOVING YOUR ROBOT BY SPENDING 1 ENERGY POINT PER HEX.



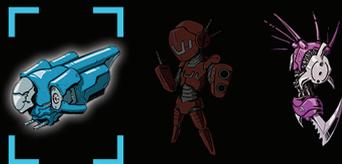
### 3. TAKE ACTION

TO TAKE AN ACTION AGAINST ANOTHER PLAYER'S ROBOT, EXPEND THE AMOUNT OF ENERGY THE ATTACK OF YOUR CHOICE REQUIRES. ROBOTS CAN MOVE BEFORE THEY ATTACK BUT NOT AFTER.



### 4. REPEAT

THE ROBOTS ON YOUR TEAM CANNOT ALL ATTACK AT THE SAME TIME! REPEAT STEPS 1-3 UNTIL YOU RUN OUT OF ENERGY IN YOUR POOL, OR, WHEN EVERY ROBOT ON YOUR TEAM HAS ATTACKED. ONCE THIS IS DONE, IT'S THEN THE OPPONENTS TURN.

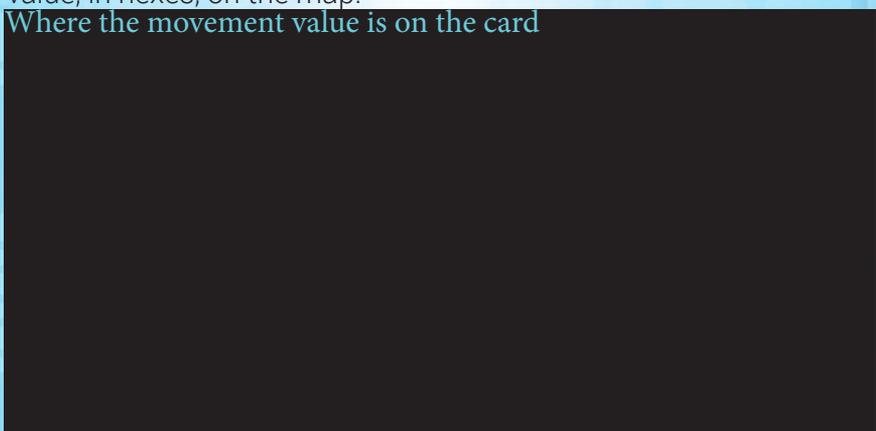


# Game-Play

## Moving with Robots!

Each robot has a **movement value** (see page 9) that tells you how far you can move its game piece around the battlefield. When you move a robot, you can move it up to its maximum movement value, in hexes, on the map.

Where the movement value is on the card



**For each hex moved, you must spend 1 Energy Point from your Energy Pool.** You cannot move more than you have energy to pay. Robots may not move over or through terrain or other robots unless they have the Flying ability (see Pg. X).

easy to read energy sharing diagram



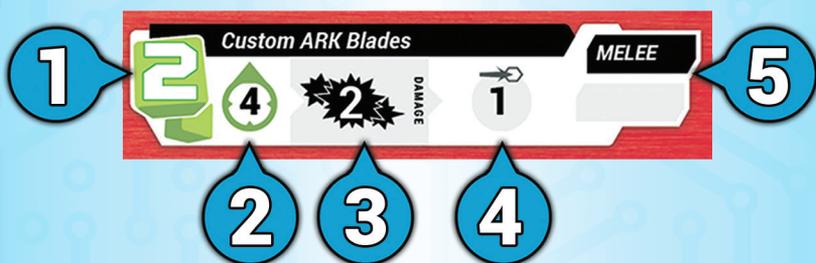
# Game-Play

## Attacking with Robots!

Get in range, Roll dice, Deal damage!

- **Robots may use one Action per turn**, by spending Energy and rolling an equal number of dice. **For each dice rolled, you must spend 1 Energy Point from your Energy Pool.**
- Each Basic robot has up to two Actions on their card, while Level 3 and higher robots have up to three.
- Each Action represents something the robot can do, from shooting guns to repairing, to much more. Each Action may only be used once per turn.

Actions are read left to right.



### Cost. Accuracy. Power. Range. Attributes.

- **Cost:** How much energy you pay and how many die rolled.
- **Accuracy:** What you're trying to roll.
- **Power:** How strong the action is and what it does. Aside from Damage, there are several other action types (pg. xx)
- **Range:** What other robots will it affect.
- **Attributes:** These modify the attacks in simple ways. (pg. xx)

# Game-Play

## Attacking with Robots!

### 1. COST



HOW MUCH ENERGY YOU PAY AND HOW MANY DIE YOU ROLL.

### 2. ACCURACY



WHAT YOU'RE TRYING TO ROLL.



MUST ROLL MULTIPLE DICE AND EACH DIE NEEDS TO BE THAT NUMBER OR MORE.

### 3. POWER



HOW STRONG THE ACTION IS AND WHAT IT DOES. OTHER TYPES OF ACTIONS ON PAGE ##

### 4. RANGE



HOW FAR AN ATTACK CAN HIT A SINGLE TARGET.



HOW FAR AN ATTACK CAN HIT EVERY ROBOT AROUND YOU.

### 5. ATTRIBUTES



THESE MODIFY THE ATTACKS IN DIFFERENT WAYS. LEARN MORE ON PAGE ##

## When using an Action, follow these steps:

1. Look at its range values. 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 Cost, then roll that many dice. (If you don't have enough Energy, you can't use the Action.)
3. Look at the Accuracy. If the little number has a <INSERT> symbol, it means each dice that lands on or above that number is a success. If it has a <INSERT> , it means that all dice have to land on or above that number for the Action to succeed once.
4. Look at the Power. For each time the Action succeeds, it will apply that effect. *"Action Types" Pg. 20.* This determines whether the attack does damage, repairs, pushes, etc.
5. Note the Attributes (pg ##). They can determine whether the Action works or not, adds additional Damage, etc.
6. Resolve! After the Action is done, remove any robots with 0 Integrity from the battlefield and flip their card over.

# Game-Play

## Attacking with Robots!

**Action range** determines what other robots are affected by Actions. There are two types of range value:

- **Distance:** This action can target a robot within this many hexes away.
- **Radius:** This action affects all robots within this many hexes. Does not count as targeting a robot
- **Radius & Distance:** This action targets robot within a certain amount of hexes and then affects all other robots a certain amount of hexes around the target.

Most actions are restricted by **Line of Sight**. Line of Sight determines if an attacking robot can “see” the robot it’s attacking. You have a clear line of sight if there are no terrain or robots between the attacking robot and its target. You determine if line of sight is clear by drawing a line from the center of the attacking robot’s hex to the center of the target’s hex.

4

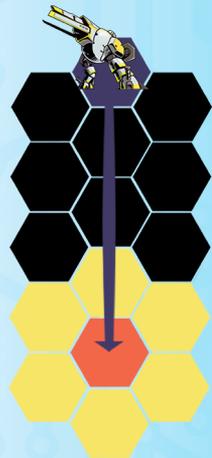
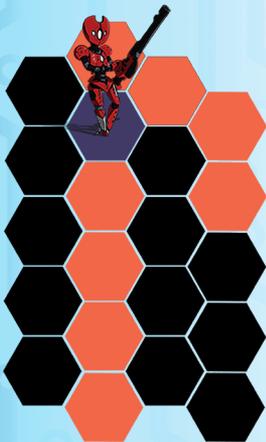
**DISTANCE**

1

**RADIUS**

4

**DISTANCE +  
RADIUS**



# Game-Play

## Action Types

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



DAMAGE

**Damage:** Actions that reduce the target robots' Integrity equal to the Action Power. Robots with no remaining integrity are destroyed.



REPAIR

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



DRAIN

**Energy Drain:** Actions that reduce affected robots' EP permanently by an amount equal to the Action Power. (Track lost EP with dice or counters.)



PUSH



PULL

**Push and Pull:** Actions that push or pull affected robots in a straight line away from/towards the user in hexes equal to the Action Power.

- Robots pushed off the board 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, robots can only be push/pulled on axis. See "Attacking Examples!" Pg. 21.



MOVE

**Move:** Action moves the affected robot in any direction, the amount equal to the Action Power.

- All moves must be legal, and robots do not take collision damage and cannot be pushed off the board using this ability.
- Robots cannot be moved through other robots or terrain with this ability.

# Game-Play

## Action Types

**Bufs and Debufs:** Actions that increase or decrease a certain stat of the target(s), like Accuracy, indicated by the 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). A target may have more than one buff or debuff affecting it at a time.



**Accuracy Up/Down:** This Action makes targets become more/less accurate. Affected robots have all their Accuracy numbers reduced/increased by this Action's power. *(An attack buffed by 1 would need to roll 1 lower to succeed on all dice rolled, and an attack debuffed by 1 would need to roll 1 higher).*



**Damage Up/Down:** This Action makes targets more/less powerful. Affected robots deal additional/less Damage, Energy Drain or Repair equal to this Action's Power if their Actions succeed at least once. *(This is a one-time effect, not applied to each successful die rolled).*



**Defense Up/Down:** This makes affected targets take less Damage or Energy Drain. After being hit with an attack, the affected robot will receive less/more Damage or Drain equal to this Action's Power.



**Evasion Up/Down:** This makes affected targets harder/easier to hit. Robots targeting the buffed robot must roll higher/lower on all dice an amount equal to this Action's Power. *(This applies to ally robots' abilities as well).*

# Game-Play

## Action Attributes

### ANTI-AIR

**Anti-Air:** This Action does 1 additional damage to robots with Flight after the initial damage is calculated.

### ANTI-AIR2

**Anti-Air 2:** This Action does 2 additional damage to robots with Flight after the initial damage is calculated.

### AIMED

**Aimed:** This Action cannot have its Accuracy modified.

### ARCING

**Arcing:** This Action does not require line of effect to a target. It can hit any target within its Distance Value from the user.

### CRITICAL

**Critical:** This Action's Power is increased by 1 for each 6 rolled.

### DISARM

**Disarm:** Targets affected by this Action can't use Actions until the start of your next turn.

### FORCE

**Force:** Treat this Action as if it were also a Push Action (Pg.18). Deal damage as normal before pushing the target.

### HEAVY

**Heavy:** This Action can't be used if the user has moved on its turn.

### LASER

**Laser:** This Action has infinite range, and gains Piercing if used in an axial line (see Pg. XX).

### LIGHT

**Light:** This Action can be used before or after moving or before or after using another Action.

### MELEE

**Melee:** This Action only affects targets adjacent to the user.

### PIERCING

**Piercing:** This Action affects the target and all robots behind it in an axial line within the Distance Value (see Pg. XX).

### SELF

**Self:** This Action can affect the user in addition to other targets.

### STUN

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

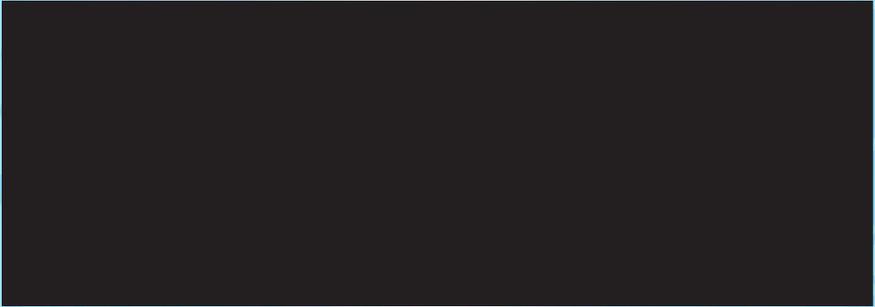
### COMBINE

**Combine Action:** This Action triggers and succeeds for free when the user comes into play after combining.

# Game-Play

## Action Attributes

Below are some examples of Actions.



[graphic of actions 1 - Basic attack]



[graphic of action 2 - With Anti Air 1]



# Game-Play

## Passive Abilities

Some robots also have **Passive Abilities**. These can alter how they move or attack, or give them other additional skills.

★ **IGNITION** *(This unit may activate immediately after combining.)*

**RETALIATE** *(This unit may use an Action immediately after being attacked by an opponent.)*

🚩 **FIRST PILOT**



Passive Abilities are found in normal text at the bottom of certain robots, 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.

There are also two kinds of special Passive Ability: **Combine Abilities** and **Commander Abilities**.

**Combine Abilities** are in green text.

- They trigger only once. These 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 in gold text.

- These are abilities that often affect other ally robots, or even your whole squad. Only one robot with a Commander Ability is allowed per squad.
- The rules for Commander Abilities are found on the back of their card.

# Game-Play

## Passive Ability Index

**Beacon:** Any opponent's Action used that can target this robot must target it. (If there are two robots with Beacon in range, the attacker chooses which to target).

**Cascader:** Whenever this robot fails a dice roll, add 2 EP to your Energy Pool.

**Cloaking X:** Instead of acting with or moving this robot, you may pay X and move it up to X hexes. Until your next turn, it cannot use Actions or be targeted. A Cloaked robot does block line of sight.

**Combat Drop:** You may start with this robot off the battlefield. At the end of any turn past your first, put it into play anywhere that's 6 or more hexes away from an opponent's robot.

**Overload:** This robot may use both of its Actions if it doesn't move this turn. It still cannot use the same Action twice.

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

**Evade X:** All Actions targeting this robot have their Accuracy Numbers increased by X. Accuracy Numbers cannot go above 6.

**Energy Siphon:** If this robot deals Energy Drain to an opponent's robot, add that amount of Energy to your Energy Pool.

**Flight:** Robot can move over terrain and other robots unimpeded. It cannot land on terrain or other robots.

\*Flying robots can't naturally shoot over terrain.

**Jet X:** This robot moves X hexes for each EP spent to move it. It has Flight.

**Melee Evade X:** Adjacent Actions targeting this robot have their Accuracy Numbers increased by X. Accuracy Numbers cannot go above 6.

**Range Evade X:** Actions with a Distance greater than 1 targeting this robot have their Accuracy Numbers increased by X. Accuracy numbers cannot go above 6.

**Reroll X:** You may pay X EP to reroll X dice after using one of this robot's actions, once per turn.

**Retaliate:** This robot may use an Action after it has been targeted by an opponent's Action. Destroyed robots can't Retaliate.

# Game-Play

## Commander Abilities

**Jamming X:** You may pay X EP to have an opponent reroll X dice after they use an Action against your robot. Can be used each time the robot is targeted with as long as you have energy.

### Commander Abilities

**First Pilot:** The first robot you act with each turn gains Reroll 1 until end of turn.

**Magnificence:** This robot gains 1 EP, 1 Movement, and 1 Integrity for each destroyed ally robot. Combined robots count as a number of robots equal to their level when destroyed.

**Steady Fire:** On your turn, your robots that haven't moved gain Reroll 1, until the end of your turn.

**Arrest Mandate:** At the start of the game, select an opponent's robot. For the rest of the game, if one of your robots targets the selected robot, your robot gains Reroll 1 until end of turn.

**Stellar Arc:** Pay the EP of an ally robot to give this robot's Actions Arcing until end of turn.

**Lone Crusade:** If there are no allies within 2 hexes of this robot, it takes 1 less damage from incoming Actions.

**Showdown:** If this robot targets a robot that is 3 or more hexes away from other robots, its actions deal 1 additional damage.

**Rogue Decoy:** At the beginning of your turn you may have one of your robots gain Retaliate until the start of your next turn.

# Game-Play

## Combine Abilities

### Combine Abilities

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

**Capture:** When this robot comes into play, any target robot cannot move for a full turn.

**Flicker:** When this robot comes into play, you may move it up to its maximum movement for free. Then, robots next to it can't attack next turn.

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

**Overblitz:** When this robot comes into play, you may move all your other ally robots for free.

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

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

# Game-Play

## Combining Robots!

1



YOUR ROBOT GAME PIECES MUST BE WITHIN 1 HEX OF EACH OTHER.

2



YOU MUST HAVE A COMBINED ROBOT CAPABLE OF BEING MADE BY THE TWO ROBOT TYPES.

3



PAY THE AMOUNT OF EP REQUIRED TO COMBINE YOUR ROBOTS.

4



REMOVE THE TWO ROBOTS, AND PUT THE NEW ONE ON EITHER SPACE THE FIRST TWO WERE.

5



NOW YOU HAVE A POWERFUL NEW ALLY ON YOUR TEAM WITH FULL INTEGRITY.

6



IT CANNOT MOVE OR ATTACK THE TURN IT FORMS, BUT ITS COMBINE ABILITIES TRIGGER.

1. Combine Actions (Pg. 20) or Combine Abilities (Pg. 22) will trigger immediately,

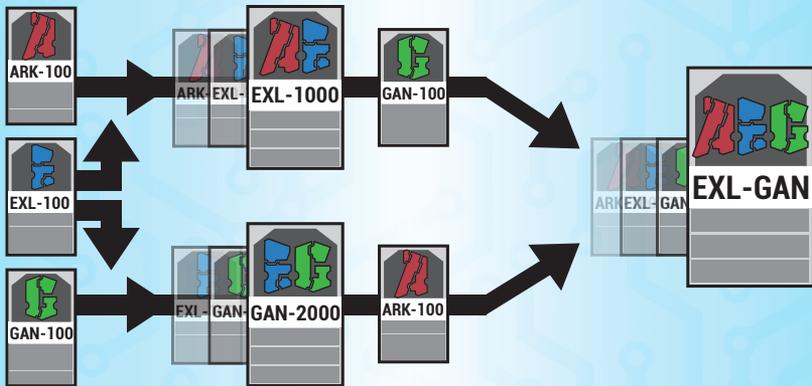
### Combine Requirements

- To figure out if you can make a Combine Robot, look at its Class and Make (Pg. 7).
- You must have a robot of each Class required to make the Combine. Any Make names on the Combine Robot must be a part of the combination.
- Level 2 and higher **Commander Robots** can only be made by lower-level versions of the same Commander robot.

# Game-Play

## High Tier Combining

Only two robots can Combine at a time. A Level 2 robot is made up of two Basic (Level 1) robots. A Level 3 robot has to be made from a Level 2 and a Basic, etc.



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

### Scrap Combining

**Scrap Combining** is an optional rule that allows you to combine with your destroyed robots. At the start of any game, each player receives a **Scrap Token**, and spends it when they Scrap Combine.

Scrap combining costs the same as normal Combining, but one of the compatible robots is destroyed, allowing the functioning robot to use its Action to combine anywhere. The combined robot’s name must match the functioning robot. If an ABB-100 is destroyed, you cannot Scrap Combine into the the ABB-1000.

# Game-Play

## Win Conditions

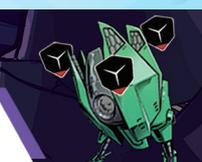
When the players' robots are on the battlefield and attacking each other, performing amazing feats of teamwork and combining, the game will inevitably come to end. There are three ways to win a standard game of **A.E.G.I.S.**:

### ANNIHILATION



Destroy all of your opponent's robots. 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 robots on the field at the end of a turn, the game is a draw.

### ENERGY DEPLETION



Reduce your opponent's energy production by either destroying their robots, 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.

### FORCED RETREAT



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!

# Game Modes

## Other Game Modes



# ADVANCED AEGIS

Advanced **A.E.G.I.S.** is played like a traditional wargame, where distances for movement and attack range 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 with no cap on the number of players!

### Advanced A.E.G.I.S. Game Materials

1. Your squad (five Basic Robot 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
3. A ruler or tape measure
4. Many 6-sided dice for both rolling and tracking damage
5. Optional: Any number of terrain pieces with placement agreed on by both players, etc.

# Game Modes

## Machine Chess



### Overview

Machine Chess is a variant on a standard game of **A.E.G.I.S.** It's similar to a standard game, but instead of moving all five robots during your turn, you move one robot at a time in an alternating fashion.

Players move their robots one at a time in alternating order. After all robots on the board have moved, both players' Energy Pools recharge simultaneously.

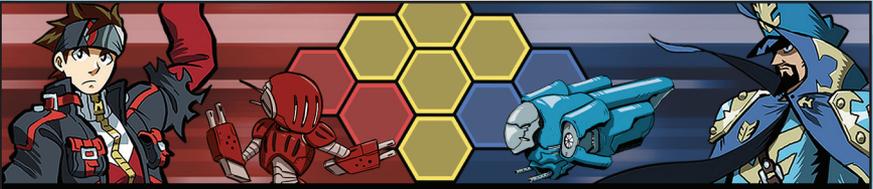
Bufs, Debufs, and other "until end of turn" effects last until the Energy Recharge step.

Players with fewer robots than the opponent may pass their turn. However, as long as the opponent has at least one robot that hasn't acted, you can't move two robots in the same turn. You can only move multiple robots in succession if the opponent passes their turn in between.

The game proceeds as normal and has the same win conditions as a standard game.

# Game Modes

## Point Control



# POINT CONTROL

### Overview

A Point Control game of A.E.G.I.S. is very different from normal play, and uses a Victory Point system to achieve victory, where players use their robots to battle and reclaim territory on the board. The punchboard

Both players have a team of 8 basic robots, in addition to their optional combine deck.

### Setting up the Board

At the start of the game, place 3 of the large, green hex terrain plates. These are the Control Points and can't be placed within 6 spaces of a start zone. Robots can walk on them as normal.

At the same time, up to (8) other terrain pieces can be placed with the reverse sides featuring the glowing blue hexes being shown. These blue hexes are Entry Points where new robots are put into play. The optimum number of Entry Points on the battlefield is 6. Robots cannot move or attack through them, like normal terrain, and once a newly entered robot moves off of one, they can't move back onto them.

# Game Modes

## Point Control

### Setting up the Board (continued)



### Gaining Points

In this mode, players can score points and bring new robots into play once some of theirs are destroyed

**At the start of your turn, add 1 point for each Level (letter) of your robots on a Control Point.** You don't gain any points if an opponent's robot is also on a Control Point.

**1 Point:** Destroy an opponent's robot, or reduce its EP to 0. Then, if it's a combined robot, gain points equal to its Level.

**1 Point:** Combine into a level 2 or 3 robot.

**1 Point:** Destroy multiple robots (ally or enemy) at once.

**2 Points:** Combine into a level 4 or 5 robot.

**3 Points:** Your opponent doesn't have 5 or more energy at the start of their turn, or has no robots in play, or has no actions that deal damage, energy damage, or push.

# Game Modes

## Point Control

### Sending in New Robots

**Entry Points** (Blue Hexes) allow you to bring in your 3 extra robots under certain conditions. At the start of your turn, after your recharge phase, if you have less than 5 total levels of active robots on the board, you may place your extra robots on entry points until you have a maximum of 5 total levels of active robots in play. These robots then add their EP to your pool. They can move and act as normal.

### Winning

The first player to reach 14 or more points wins, as long as they have at least 2 more points than the opponent (otherwise, continue).

If a player has no more robots, the game ends and points are tallied.

# Game Modes

## Combine Rondo



# COMBINE RONDO

### Combine Rondo Overview

**Combine Rondo** is a game mode where you can use combined robots right from the get-go! It can be played in conjunction with any other game mode. In this mode, you have an allotted amount of **Unite Points**, which you use to create your team. This mode allows for crazy combinations and maxed out destructive force.

### Creating your Team

You have 9 **Unite Points** to use when creating your team in this game mode. Each robot is worth an amount of points equal to their Level (number of letters in their Class.) You may use Combined Robots in your starting team. In this game mode, you could use nine Level 1 robots, or three Level 3 robots, et cetera.

Players can still combine in this game mode, and may have up to three combined robots in their Combine Pool.

# Game Modes

Credits

