

AIMBOTS

8+
age

20-30
minutes

2-4
players

2.5/5
complexity

READY. FIRE. AIMBOTS.

Aimbots is a 2-4 player squad battler with a novel way to use minis and dice.

Players draft their dice into roles (programs) and then mount those dice into miniature chassis that let the natural structure of a 6-sided die control the fighter's stats.

Nested beneath each die in the chassis is a secret tile determining the points for eliminating that bot.

Players move into position, press their advantages, and roll toward victory.

Abstract Strategy

- Squad Drafting
- Dice Skirmishing
- Secret Unit Deployment

COMPONENTS

- 1 game board
- 10 plastic bot chassis
- 14 dice
- 20 damage tiles
- 13 core tokens
- 50 cards

AIMBOT ANATOMY

- 1 Top face controls armor and which program the bot runs.
- 2 Sides control attack strength and movement distance.
- 3 A secret core tile hide VPs.
- 4 Damaged sides are covered and become 1 pip value.
- 5 Three damage = defeated.



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