



Ages 8+



2-4 Players



20-30'

# AIMBOTS

Prototype Rulebook v1.0  
Not Final- For Review Only  
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*In the distant year of 1997 all sports have been replaced by the Aimbots Combat Arena (ACA). The Aimbots are hyper-adaptable, morphogenic, and re-programmable robotic platforms. Shared and advanced programs morph the robots into powerful combat machines. The ACA pits the best Aimbot teams against one another in five bot battles. Fame, glory, and fortune are on the line. May the best team win!*

## GAME CONTENTS

- 25 Dice
- 12 Aimbot Chassis
- 50 Program Cards
- 20 Damage Plates
- 16 Power Cores
- 12 Scrap Tokens
- 1 Combat Arena board



# GOAL

Eliminate the enemy bots and collect scrap to earn power cores.

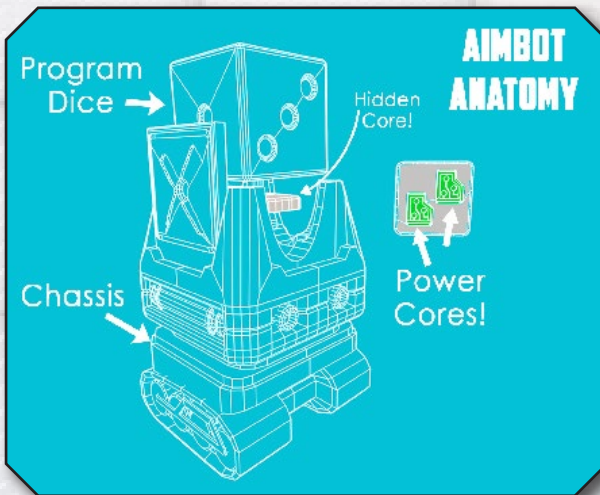
**The first player to capture 7 cores wins!**

## AIMBOT ANATOMY

Aimbots are highly adaptable, but all of the bots share the same basic anatomy. Study up if you hope to win in the arena.

Each Aimbot has three major parts.

- 1. The Aimbot Chassis-** The robot miniature.
- 2. The Program Dice-** This configures the bot when it is on the field of play. The top face indicates the selected program and the bots Armor Value. The side faces are used for attacking and boost. More details on how these work later in this book.
- 3. The Power Core-** Each Aimbot has a power core hidden under its Program Dice. Aimbots carry single, double, or triple cores. When your bot is destroyed, your opponent captures these cores as a trophy.



## REMEMBER!

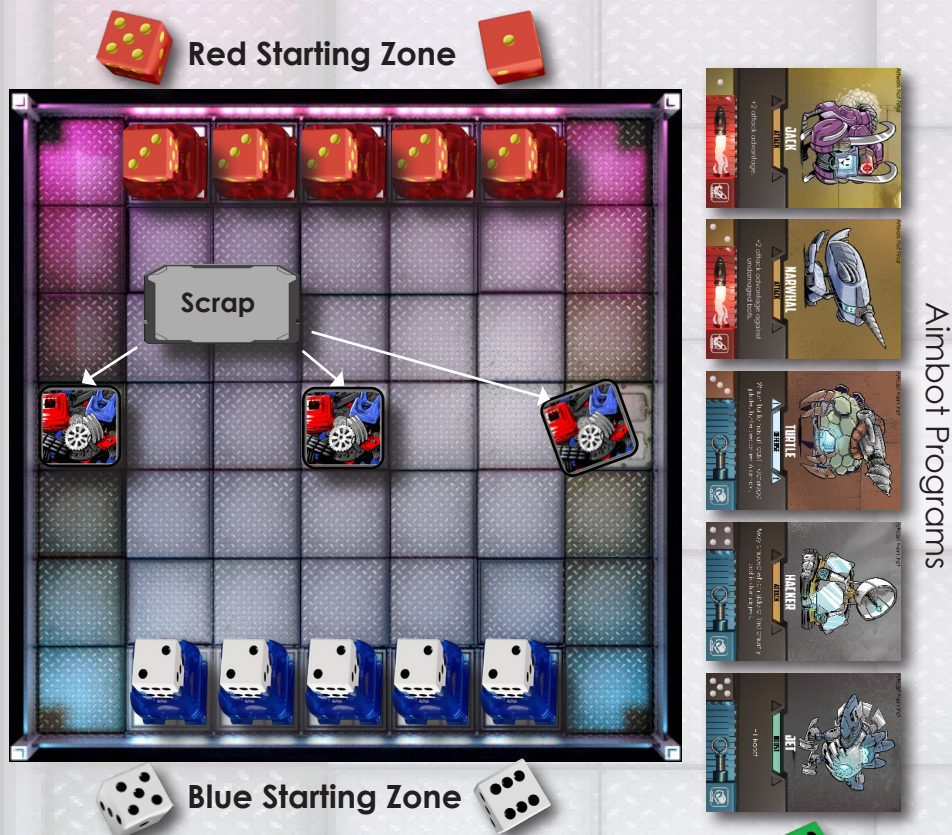
**Aimbots are omni-directional. Though the model has treads, the Aimbot can move in any direction without pivoting first.**

**More on this on page 8!**



# THE ARENA

The Aimbots Arena consists of 49 spaces. Each end of the arena has a five space starting zone. All of a teams Aimbots must start in their respective zones. There are three special scrap spaces. Aimbots may move anywhere on the arena, even into the opposing players starting zone.



Aimbot Programs

Blue Starting Zone



## SCRAP

Scrap is assigned randomly at the start of each game. Aimbots can move freely on and off scrap. Scrap can only be claimed by using the "Pick-Up" action. Scrap hides power-ups!



# AIMBOTS PROGRAMS

Program cards are the core of the ACA. Players have access to the same programs before a match, but they will need to draft the right mix of programs and play them skillfully to win.

## Program Card Elements

**Armor Value-** Indicates the base armor value for the Aimbot. Higher values mean higher defense. The program dice placed into the Aimbot will have this number face up.

**Program Name-** Each program has a unique name.

**Players may field multiple copies of a program.**

**Ability-** Each card provides the bot with a unique ability. When the ability is activated is indicated on the card.

**Always-** Persistent ability, even when it is the opponents turn.

**Booster-** Activated whenever a bot Boosts.

**Pivot-** Activated before or after a bot Pivots

**Attack-** Activated sometime during the bot's attack action.

**Defense-** Activated sometime during the bot's defense.

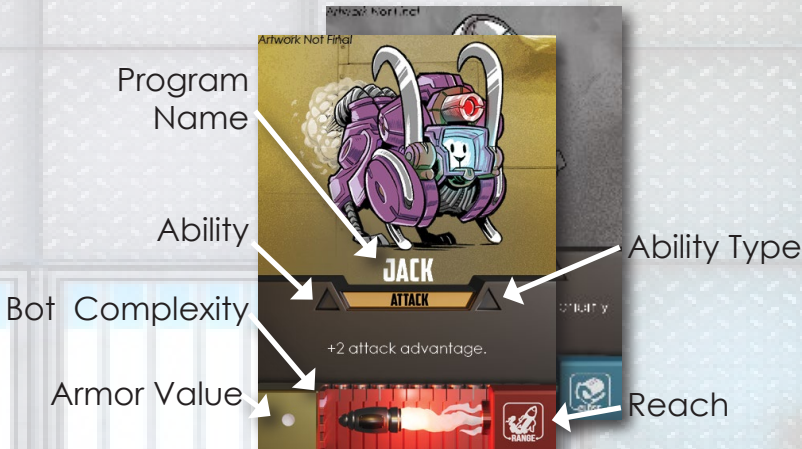
**Reach "Close"-** Aimbot may only attack adjacent spaces.

**"Range"-** Aimbot may attack **2 spaces away**. (sometimes more!)

**Complexity-** Bots are rated on a 3 point scale. The more points the more challenging the bot is to play.

## Golden Rule

**If two effects would happen at the same time, the players whose turn it is decides the order in which to resolve them.**



# SET UP

1. Place the arena board on the table. Each player should have a starting zone in front of them.
2. Each player receives:
  - 7 dice- color matching their starting zone.
  - 5 Aimbot Chassis- color matching their starting zone.
  - 5 Power Cores. (2-Single Cores, 2-Double Cores, 1-Triple Core)
  - 10 Damage plates.
  - 1 Action and Attack Reference Card.
3. Players insert a Power Core into each of their Aimbot Chassis, keeping the cores secret from the other player. Use the game box if necessary to ensure privacy.

## FIRST GAME SET UP

If this is your first game of Aimbots, you may want to skip the drafting steps and get right to the robot fighting. Use these lineups for your first game. Skip to step #8

**Red Player 1-** Turret x2, Turtle x1, Jet x2

**Blue Player 2-** Jack x2, Captain x1, Hacker x2

4. Separate cards by armor level. Take all of the cards for Armor Level-1 and shuffle them, then deal 2 face up. Repeat this for the other Armor Levels. Once complete there should be a marketplace of 10 cards, two at each Armor Level (*Newer or younger players may want to use only Level 1 bots.*)
5. Each player rolls all 7 dice.
6. The player that rolled the **LOWEST** combined result will become the first player and will get to draft first.

### Lockout Draft Rules:

Aimbots claimed by opponents may not be chosen.

Players may not claim more than 1 bot at each armor level.

Players may draft a bot they previously claimed more than once.

- The first player selects **ONE DIE** they rolled, and without changing its result, places it onto a program card that matches its value. (*Rolled "6's" are considered wild and can be placed on any Armor Value*) This die has been programmed for the game and may not be changed.
- The second player selects **TWO DICE**, and places them one at a time onto program cards with the face that was rolled face up.



**Dice may be placed on different programs or the same program.**

- The draft returns to the first player and they may assign **TWO DICE**.
  - Drafting continues, alternating back and forth.
  - When both players have assigned **5 dice**. Players take the cards they drafted and load the dice discreetly into their Aimbot Chassis.
  - The player who drafted first places all of their bots in their starting zone. The other player then places all of their bots in their starting zone. Aimbots may be rotated in any direction when placing them on the board.
7. Randomize scrap tokens and place one face down on each of the appropriate spots on the arena board. **DO NOT FLIP THEM OVER.**
  8. The player who drafted first, will take the first turn of the game.

## LOCKOUT DRAFT EXAMPLE



**Example:** In this draft Amber (the red player) has opted to draft Jack, Jet, Captain, and Narwhal twice. She did not draft a bot at the 4-Armor level. Amber could not draft Turret, as she chose to draft Narwhal at the 2-armor level, thus locking her out from drafting Turret.

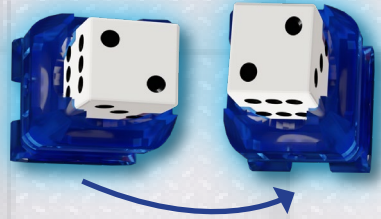
# HOW TO PLAY AIMBOTS

## Turn Structure

On your turn you have 3 energy to spend on Actions. **Boost and Pivot** cost 1 energy. **Pick up and Attack** cost 2 energy. Energy may be spent by the same bot or split between bots. Actions may be repeated if the player has enough energy. An action is completed when any program card effects related to the action have been completely resolved.

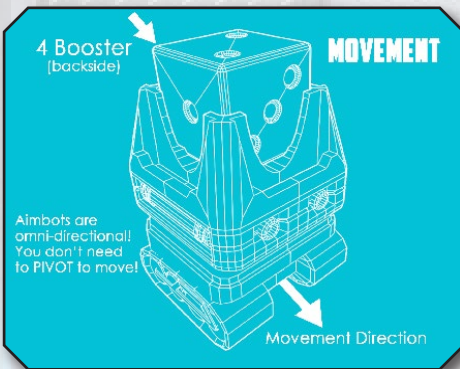
## ACTION: PIVOT

While staying in their current space, rotate the Aimbot in either direction 90°. Do not exceed more than 90° of rotation unless your bot ability permits it.



## ACTION: BOOSTER

- To move the player selects one of their Aimbots, and decides the direction they want to move. The dice face on the opposite side of the Aimbots chosen direction becomes the booster value. That bot may move up to their booster value in their chosen direction.
- Aimbots do not have to use all of their movement.
- Aimbots move orthogonally only. (up-down-left-right)
- **Aimbots are omni-directional, they may move in any orthogonal direction without rotating first.**
- Aimbots may not move through any other Aimbots.
- **If the die face is covered with a damage plate, the movement is 1.**

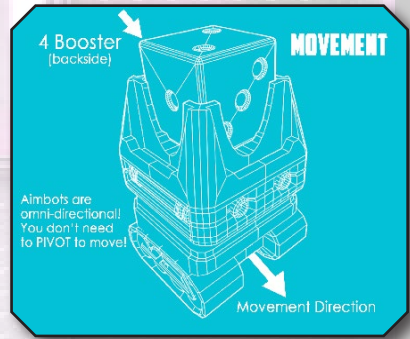


**Example:** If the Aimbot wanted to attack with the 3-value dice face this turn, their movement would be powered by the opposite dice face, which becomes the Booster face for this move. That face shows 4-value. Therefore, their movement would be 4.

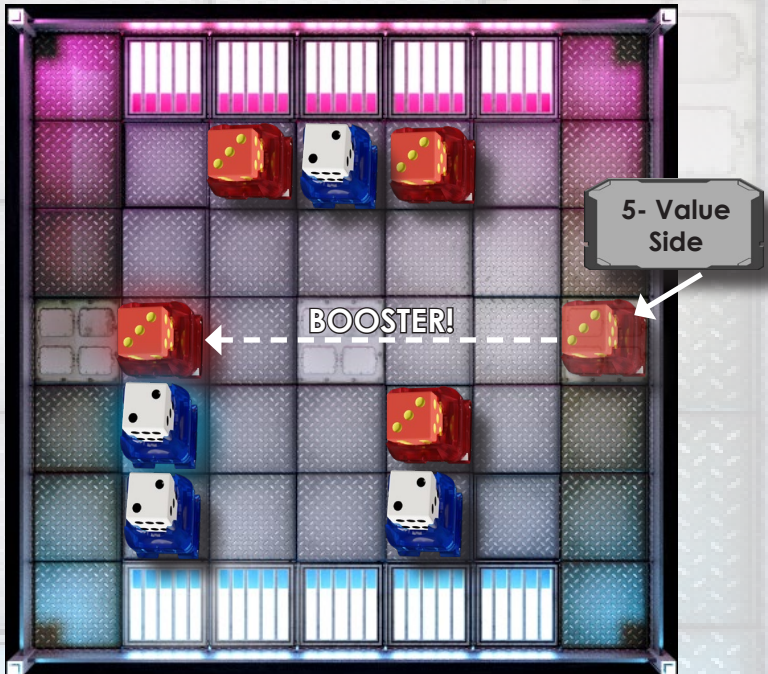


# BOOSTER EXAMPLES

**Booster-** Aimbots use the pips on the dice to push themselves across the arena. Since they are omni-directional high attack faces will be pushed by low movement. Lower attack values are pushed by high boost values. As bots take damage the movement generated by the damaged side drops to 1 value.



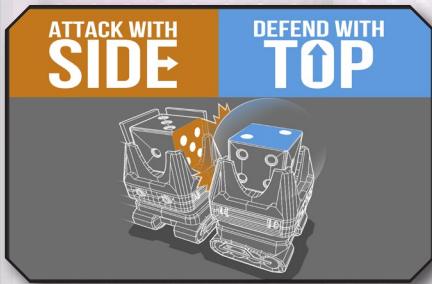
**Example:** The red Aimbot wants to attack the blue aimbot on the other side of the board. The 5-value side of the dice is facing the right, which the bot can use to propel itself across the board 5 spaces. This is just enough! The bot uses a Booster action and sets up a strong 4 Advantage attack against the blue bot!



## ACTION: ATTACK (ONLY ONCE PER TURN)

**Step 1- Declare the Attack-** Choose the bot you are attacking with, they become the **attacker**. Then choose the bot you are attacking, they become the **defender**. You may only attack bots within your attack range. Check your program card for the bots range.

**Line of Sight-** Ranged Aimbots may attack through other bots



Attacks are made with the attack face, the side of the program dice facing the enemy bot.

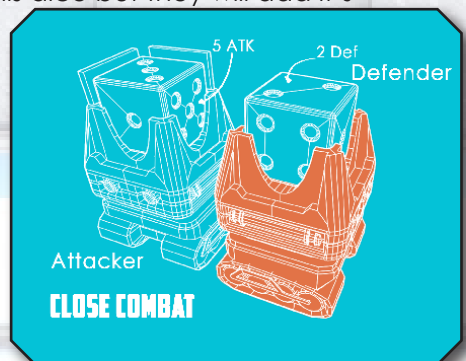
Bots defend using their armor value, the top face of the dice.

**If a dice face is covered with a damage plate, its value is 1.**

**Step 2- Determine Advantage-** Before each combat the attacking player compares their attack base (side of the dice) against the defenders armor value (top of the dice). **The higher value gains the “advantage value” for combat.** If the attacker has the higher value they have the advantage on attack. If the defender has the advantage, they gain the advantage on defense. Some bots have abilities that will impact advantage.

**Step 3- Set the Advantage Dice-** Once the advantage is determined. The player with the advantage takes the advantage dice (green dice) and sets the face to match the Advantage value. They don't roll this dice but they will add it's value to their Combat Roll.

**Example:** The attacking bot is using their “5” side to attack a bot with a “2” Armor Rating, the attacking player has a “+3 Advantage” and sets the Advantage Dice to match.



## ACTION: ATTACK (ONLY ONCE PER TURN)

**Step 4: Roll Dice-** The attacker and defender each roll 2 dice.

- Many Aimbot programs provide a special attack or defense ability. Check your program card for those details.

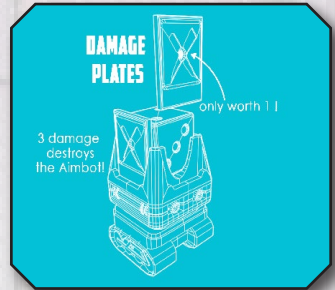
**Step 5: Compare Values-** Highest value wins. **Ties go to the attacker.**

No bot takes damage if the attack misses.

- Attack Value= Advantage Dice (if any) + Attack Roll
- Defense Value= Advantage Dice (if any) + Defense Roll

**Step 6: Assign Damage-** If the defending bot lost the combat, they immediately receive 1 damage plate.

- Insert the damage plate into the bot chassis on the side facing the attacker.
- If the bot taking damage already has a damage plate on the side being attacked, **the player taking the damage decides where to place the damage.**
- If the Aimbot would receive their **third damage** plate, that bot is defeated. Remove the bot from the board. The attacking player claims the power core as a prize. **Draw and place a scrap token on the defeated bots previous space.**
- If a bot is defeated by the ability of a friendly bot or their own ability, the Power Core is still given to the opponent.



## ACTION: PICK-UP

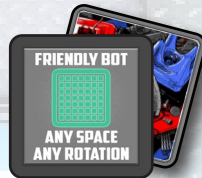
If an Aimbot is on a space with Scrap, spend 2 energy to take a single scrap token and place it face down on your side of the table. If there are multiple scrap tokens on a space, each token requires a separate pick up action to take. Scrap is kept secret and used **one time only**.



1 Power Core



On your turn, gain 3 energy.



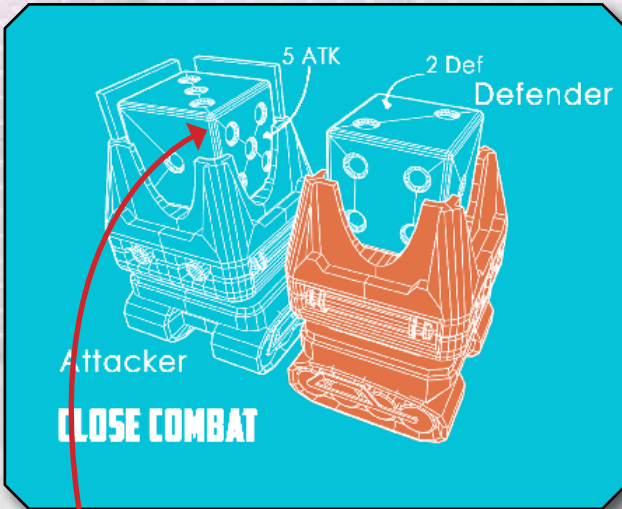
On your turn, place a friendly bot on any space with any rotation.



After any roll, change 1 of your own die to a '6'.

# COMBAT EXAMPLES

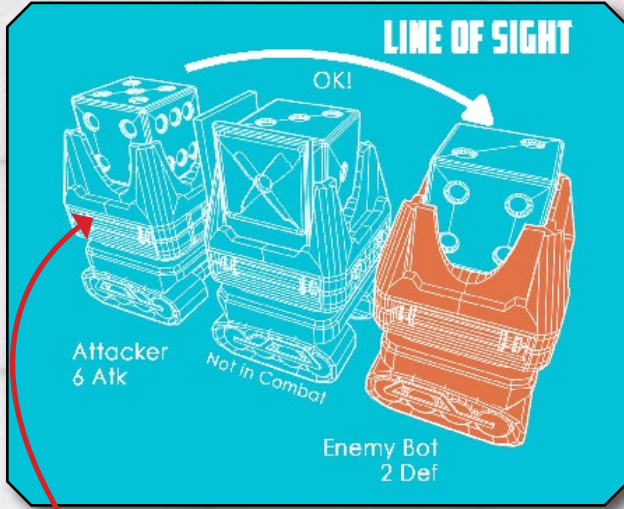
**Close Combat-** In the combat below the blue bot is attacking using their "5" side to attack a bot with a "2" Armor Rating, the attacking player has a "+3 Advantage". The bot with the advantage adds the value to their role, then compares results. The non-advantaged player doesn't need to add anything, they just reference what was rolled.





# COMBAT EXAMPLES

**Ranged Combat-** In the combat below the blue bot is attacking the red bot using a ranged attack. The blue bot's "6" face is pointed towards the enemy. The Red bot has an armor value of 2. Since the attacking bot has "6" that gives the blue bot an "Advantage +4". There is a bot between the two combatants. However ranged attackers can attack through any other bots.



## WINNING THE GAME

The first player to collect **7 Power Cores** wins the game.

*The Power Cores may come from enemy Aimbots or Scrap.*

# 3 PLAYER FREE-FOR-ALL

- Players will only be drafting **3 Aimbots** in this game mode.
- Deal 2 program cards at each armor level to create the program market.
- Each player takes 5 dice in their color.
- Players roll 5 dice.
- The player that rolled the lowest total value will be Player 1. The player sitting to their left will become Player 2, ect...

## Drafting Order

- Player 1- Assigns 1 die
- Player 2- Assigns 1 die
- Player 3- Assigns 2 dice
- Player 2- Assigns 1 die
- Player 1- Assigns 2 dice
- Player 2- Assigns 1 die
- Player 3- Assigns 1 die

## Draft Restrictions

May not draft more than 1 bot at an armor level.

May not draft an already claimed bot.

If a player cannot legally draft a bot, they may change one die to a "wild "6" value.

## Board Set-up

Flip the board to the 3-4 player side.

Each player takes power cores.

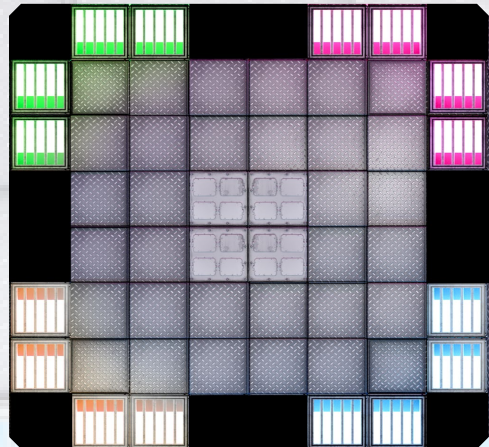
**1- Single Core, 1- Double Core, 1- Triple Core**

Players load their Aimbot Chassis with power cores and program dice.

Players go in order, starting with Player 1 placing all of their Aimbots on the board.

Add scrap tiles face down to the designated scrap spaces.

Player 1 will go first, play proceeds clockwise.



**The first player to earn 5 Power Cores Wins.**

# 4 PLAYER FREE-FOR-ALL

- Players will only be drafting **3 Aimbots** in this game mode.
- Deal 2 program cards at each armor level to create the program market.
- Each player takes 5 dice in their color.
- Players roll 5 dice.
- The player that rolled the lowest total value will be Player 1. The player sitting to their left will become Player 2, ect...

## Drafting Order

- Player 1- Assigns 1 die
- Player 2- Assigns 1 die
- Player 3- Assigns 1 die
- Player 4- Assigns 2 dice
- Player 3- Assigns 1 die
- Player 2- Assigns 1 die
- Player 1- Assigns 2 dice
- Player 2- Assigns 1 die
- Player 3- Assigns 1 die
- Player 4- Assigns 1 die

## Draft Restrictions

May not draft more than 1 bot at an armor level.

May not draft an already claimed bot.

If a player cannot legally draft a bot, they may change one die to a "wild "6" value.

## Board Set-up

Flip the board to the 3-4 player side.

Each player takes power cores. **1- Single Core, 1- Double Core, 1- Triple Core**

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Players go in order, starting with Player 1 placing all of their Aimbots on the board.

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# AIMBOTS GLOSSARY

**ACTIVE FACE-** The Aimbots program dice face facing the enemy bot.

**ADVANTAGE-** The difference between the attacking side dice face and the defending top dice face.

**ADVANTAGE DICE-** This dice is used by the player with the Advantage for the combat. It's value is set to match the Advatage value.

**CHASSIS-** Robot miniature that holds the dice, power core and damage plates.

**PROGRAM CARD-** When an Aimbot is programmed they receive this card. This card details the Aimbots stats and abilities. (page 5)

**POWER CORE-** Represents the bots power source. Players try to capture these by destroying other Aimbots. Power Cores come in 1,2, and 3 values.

**DAMAGE-** When an Aimbot takes damage they insert a Damage Plate into their Chassis. Damage is dealt to the Active Face. Some bots may assign damage to other faces.

**DAMAGE PLATE-** Tokens that insert into the side of the Aimbots. This represents damage and makes the face value equal to "1".

**BOOSTER-** When determining movement. The dice face value opposite the direction of the movement.

**FACE-** One side of an Aimbots program dice.

**ATTACK ROLL-** During an offensive roll, the resulting number to be added to the ATTACK BASE.

**ATTACK VALUE-**  $ADVANTAGE DICE$  (if any) +  $ATTACK ROLL$

**ARMOR LEVEL-** The program dice face pointing upwards. This is the Aimbots base defense value.

**DEFENSE ROLL-** During a defensive roll, the resulting number to be added to the Advantage

**DEFENSE VALUE-**  $ADVANTAGE DICE$  (if any) +  $DEFENSE ROLL$

**FRIENDLY BOTS-** Bots that either you or your teammate control.

**ENEMY BOTS-** Bots that your opponents control.



# CREDITS & ACKNOWLEDGMENTS

Thanks for playing our game!

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**Special Thanks:** The Cincinnati & Hamilton County Public Library for their fantastic Maker Space.

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## Durdle Games

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