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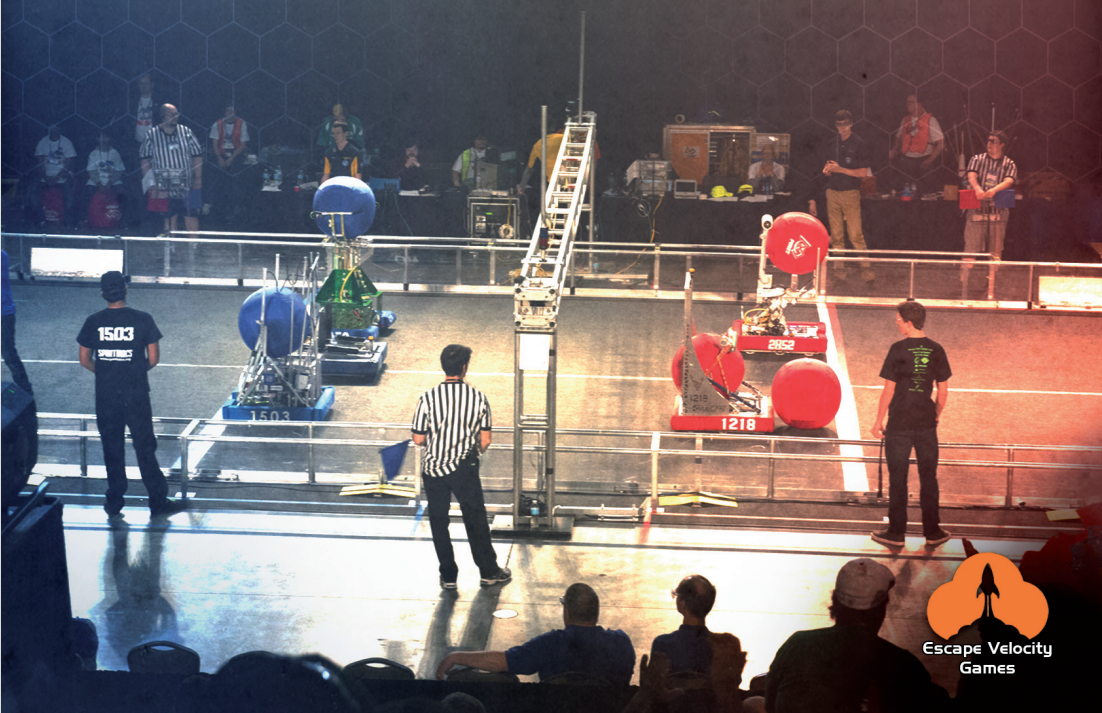
AERIAL ASSAULT

RULEBOOK

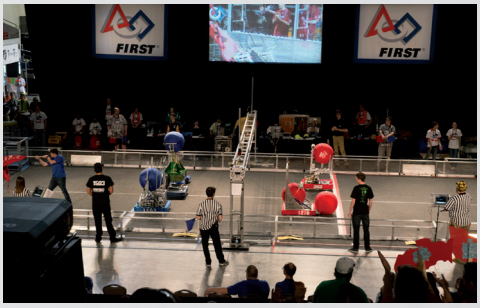


Escape Velocity Games

Overview

Aerial Assault is based on a real-life robotics competition where robots compete at a game of what looks a little bit like robot basketball. The robotics competition takes place on a flat gymnasium-sized field, which is straddled by a metal bar (truss) suspended five feet above the floor. The objective is for the robots in each of two opposing Alliances to score as many balls in goals as possible during a 2 minute and 30-second match. Bonus points are earned for teamwork actions (throwing, catching, and passing). A match is broken into two separate periods: (1) a 10-second Autonomous Period in which robots operate independently of their drivers (human controllers), and (2) a 140-second Driver-Controlled Period in which drivers control their robots remotely from behind a protective wall.

In Aerial Assault, players will simulate building a robot, training their driver, and competing in a match. Each player represents a Robotics Team that has entered their robot into the Aerial Assault competition. Aerial Assault is best played with 4 players. It's also possible to play with 2 or 3 players, and up to 6 players may play with the expansion (included in the Deluxe Edition).



A game of Aerial Assault consists of three phases:

- **Phase 1** – Build Season. Each player uses Robot Part cards to build a robot with three key parts: Drive Train, Shooter, and Floor Pick Up.
- **Phase 2** – Driver Training. Players draft action cards that will allow their robots to shoot, catch, pick up balls, move, and block opponents during the match (Phase 3).
- **Phase 3** – Aerial Assault Match. Players are randomly assigned to the Red or Blue Alliance. The Red and Blue Alliances then compete in an Aerial Assault match that consists of one Autonomous Round and five Driver-Controlled Rounds. Points are scored for shooting a ball into a high or low goal, throwing a ball over the truss, catching a ball that was thrown over the truss, and goal assists.

The match ends when the 5th Driver-Controlled Round has been completed. The Alliance with the most points at the end of the match wins!

Components

- 4 Robotics Team cards (1 per team)
- 16 Basic Action cards (4 per team)
- 52 Robot Part cards (13 per team)
- 24 Special Action cards
- 6 Playing Field Zone cards
- 2 Scoring cards
- 4 Alliance Selection cards
- 2 red ball tokens and 2 blue ball tokens
- 4 six-sided dice

Robotics Team Card

Note: The Robotics Team Cards are the "robots" that are referenced throughout the rules. These cards are placed on the field during Phase 3 – The Aerial Assault Match.

Setup

Each player selects 1 Robotics Team card and takes the 13 Robot Part cards and 4 Basic Action cards that match their Robotics Team color. Place the 6 Playing Field Zone cards in the center of the play area according to the field layout (see diagram). The truss is always in the middle of the field.

Field Layout

Phase 1 – Build Season

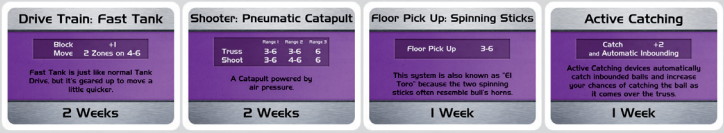
Building Your Robot

During the Build Season, each player simultaneously and secretly builds a robot using cards (see Building Constraints below) from their set of 13 Robot Part cards. Once all players have announced that they are finished building, players put their chosen cards face up in front of them on the play area. Return the unused Robot Parts to the box.

Building Constraints:

- Each robot must include one Drive Train (for moving and blocking), one Shooter (for shooting and trussing), and one Floor Pick Up (for retrieving balls from the floor). Exception: Some Shooter cards also include a built-in Floor Pickup ability, in which case a separate Floor Pickup part is not required.
- Each robot may also optionally include Active Catching (which increases the chance for a successful catch).
- No robot may have more than 6 weeks' worth of parts.

It may be possible to build a robot in fewer than 6 weeks. If a player does this, they may give their driver extra training (i.e., obtain extra Special Action cards) in Phase 2.

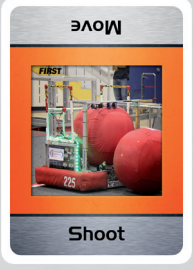


A Sample Completed Robot (2 + 2 + 1 + 1 = 6 weeks)

Phase 2 – Driver Training

In this phase, each player builds a Robotics Team deck that contains (a) the four Basic Action cards that match their team color and (b) additional Special Action cards. Players add Special Action cards to their decks using the following procedure:

1. Shuffle the 24 Special Action cards together to form a face-down draw pile.
2. Draw and place 8 cards face up in the center of the table.
3. Each player rolls 2 dice. The player who rolled the highest sum becomes the Starting Player.
4. Beginning with the Starting Player and going clockwise, players take turns selecting a single face-up card to add to their deck. Each time a card is taken, immediately replace it with a new card from the draw deck so there are always 8 face-up cards on the table.
5. Repeat Step 4 until each player has a total of 7 action cards in their deck: 4 basic action cards plus the 3 special action cards selected during training.



Basic Action Card

6. Finally, players who used less than 6 weeks to build their robot in Phase 1 take two additional cards (one at a time, in turn order), with selected cards being replaced with new cards from the draw deck as usual.

Choosing Actions and Flipping Cards

At various times during the game, players will use their Basic and Special Action cards to select actions for their robots. Each action card provides two separate options: the action listed at the top of the card and the action listed at the bottom of the card. When played, an action card may only be used for one action or the other, not both. To select which action on a card will be used (either top or bottom), the card is placed face down on the play area and then, when required, flipped face up.

When an action card is flipped face up, the action showing at the top of the card is the action that has been selected. (The action at the "top" is the action that is right side up from the perspective of the player who flipped over the card.)

Special Action Card

This is important because, once a card is flipped over, the pre-selected action (the action now showing at the top) may not be changed to the other action on the card (the action at the bottom). Therefore, each player needs to make sure that the action showing at the top of their just-flipped card is the action that they intended to select. If a player accidentally flips a card the wrong way, they must play it that way anyway!

Phase 3 – Aerial Assault Match

Assigning Players to Alliances

Shuffle the Alliance cards and randomly deal one card to each player. Players will be on either the Red or Blue Alliance, according to their card color. Players may wish to adjust seating around the play area so that they can sit beside their Alliance teammate, but this is not required. Note: Alliances are formed after players have built their robots and selected their action cards – not before!

Robot and Ball Setup

Place the robots (i.e., the Robotics Team cards) in the white zone that corresponds to each team's color (e.g., Blue Alliance robots start in the Blue Auto Start zone). Each robot starts the match in possession of 1 ball marker that matches its team color. If desired, players may give their ball to another robot in their alliance. While it is possible to carry 2 balls at a time, each robot may only shoot, catch and pass 1 ball per action card played.

Match Overview

The match (a full game of Aerial Assault has just one match) is made up of 1 Autonomous Round followed by 5 Driver-Controlled Rounds. The goal of each round is to score as many points as possible.

Autonomous Round

The Autonomous Round has a Robot Action Phase and a Cleanup Phase. In the Robot Action Phase, players plan ("pre-program") three robot actions in advance and then take those actions (one at a time). In the Cleanup Phase, all played action cards are returned to the players' hands.

The only way that Alliances can score points in the Autonomous Round is by shooting a ball into the high goal. Bonus points for goal assists are not awarded in the Autonomous Round. To perform the Autonomous Round, follow these procedures in order:

Robot Action Phase

1. Players secretly and simultaneously lay out ("pre-program") three action cards face down in front of them in a row.

- The order of the cards is important, since in Steps 2-4 the action cards will be revealed and played from left to right.
- Once all players have finished secretly laying out their cards, the cards, their orientations, and their order may not be changed.

2. Each player simultaneously flips over their leftmost card and takes the action that has been selected (i.e., the action now showing at the top of the card).

3. Each player simultaneously flips over their middle card and takes the action that has been selected.

4. Each player simultaneously flips over their rightmost card and takes the action that has been selected.

Cleanup Phase

After all players have completed their 3 actions, the following occurs:

- The action cards that were played during the Autonomous Round are returned to the players' hands.
- The positions of the robots and balls are not reset. All robots and balls remain in place for the first Driver-Controlled Round.

Note: If an action shoots a ball into the high goal in the Autonomous Round, that ball is either permanently removed from the game (if the first ball scored) or set aside for the remainder of the round (if the second ball scored). See the Inbounding section below.

Driver-Controlled Round Overview

There are 5 separate Driver-Controlled Rounds. Each Driver-Controlled Round has a Robot Action Phase and a Cleanup Phase. In the Robot Action Phase, robots perform 5 actions each (one at a time, one per card played). In the Cleanup Phase, after the 5 actions have been completed, all discarded action cards are returned to the players' hands.
Alliances earn points in a Driver-Controlled Round by shooting a ball into a high or low goal (with possible bonus points from assists), throwing a ball over the truss, and catching a ball that was thrown over the truss.
In selecting their Driver-Controlled actions, players on the same Alliance are free to discuss strategy and possible action selections. For example, players may discuss their options and decide that one robot should throw the ball over the truss (truss action) and another robot should catch the thrown ball (catch action).
To perform a Driver-Controlled Round, follow these procedures in order:

Robot Action Phase

1. Inbounding: Alliances with no balls in play (due to a recent score) can potentially return a ball to play.

2. Players simultaneously select one action card and place it face down in front of them.

3. Once all players have selected a card, each player flips over their card and takes the action that they selected (i.e., the action now showing at the top of each card).
   - Some actions take priority over others, but all are revealed at the same time.

4. After an action has been taken, the action card is placed in the player's personal discard pile.

5. Repeat steps 1-4 until all players have played and discarded 5 action cards.

Cleanup Phase

- Everyone picks up their discard pile (which now contains 5 cards) and returns the cards to their hand in preparation for the next Driver-Controlled Round. In this manner, all players begin each Driver-Controlled Round with their full set of Basic and Special Action cards.

Reminder: This entire procedure will be followed 5 times, so that the order of the phases is: the first Robot Action Phase (5 actions), then the first Cleanup Phase, then the second Robot Action Phase (5 actions), then the second Cleanup Phase, and so on. This gives each robot a total of 25 Driver-Controlled actions (5 actions per round x 5 rounds).

The game ends after the 5th Driver-Controlled Round has been completed.

Inbounding

In a real-life Aerial Assault match, after a ball is scored, human members of the Alliance put a new ball into play by throwing it to one of their robots. This is called inbounding a ball. The inbound ball might be caught by the receiving robot, in which case the robot takes possession of the ball, or the inbound ball might be dropped by the receiving robot, in which case it lands on the floor.

Important: The first ball that is scored for each Alliance is permanently removed from the game. When playing the 5-6 player game, the first 2 balls are permanently removed from the game. For the rest of the game, each team only uses 1 ball, and each time that ball is scored it can eventually be returned to play (Inbounded).

The rules of Inbounding:

- Inbounding can only occur during a Driver-Controlled Round.
- Players check for Inbounding before every single card play of every Driver-Controlled Round. Inbounding only occurs if (1) an Alliance has no balls in play (due to a recent score) and (2) that Alliance has a robot in the opposing Alliance's Shoot Zone 1. For example, if the Red Alliance scores, the red ball is later inbounded to a Red Alliance robot in Blue Shoot Zone 1.
- When inbounding occurs, the inbounding player selects a receiving robot in the opponent's Shoot Zone 1 and the ball re-enters play. The receiving robot catches or drops the ball based on the following:
    - o If the receiving robot has Active Catching, it automatically catches and takes possession of the inbound ball.
    - o If the receiving robot does not have Active Catching, the inbounding player rolls a die. On a roll of 2-6, the receiving robot catches and takes possession of the inbound ball. On a roll of 1, the receiving robot drops the ball, and the ball is placed on the floor in the receiving robot's zone.
    - o When a robot is in possession of the ball place the ball token on top of the robot card. If the ball is on the ground, place the ball token in the indicated zone.

Action Overview

All gameplay during the Autonomous and Driver-Controlled Rounds is based on actions. Robot actions are selected by playing action cards, but a selected action is not guaranteed to be successful (see below).

The eight different actions that a player's robot may attempt are:

- Move: Move up to the number of spaces (zone) indicated on the driver train part card.
- Shoot: Shoot a held ball into a high goal, or shoot a held ball or a ball on the floor into a low goal.
- Truss: Throw a held ball over the truss.
- Pass (using any shoot/truss card): Throw a held ball zero, one, or two zones away, where it lands on the floor.
- Catch: Catch a ball that a teammate has thrown over the truss.
- Floor Pick Up: Pick up a ball from the floor.
- Block: Attempt to block the action of an opposing player's robot.
- Stay In Place (any action card): Stay in the current zone and do nothing.

However, these actions are constrained by the following important rules:

- A player may only move their own robot. Players may never move other players' robots, including their teammates' robots.
- A player may only hold, shoot, truss, pass, catch, or pick up balls that match the color of that player's Alliance (blue or red). A player may never interact in any way with balls of the opposing Alliance's color.
- A player may not interact with (i.e., shoot, truss, or pass) a ball being held by another player's robot, including a teammates' robot.
- A player may not attempt to block an action of a teammate's robot.

Many action cards cause the player to roll a die to determine whether or not the selected action is successful. An action is successful if the die roll falls within the success range marked on the action card. Many parts or action cards give a bonus to the die roll. These bonuses are added to the die roll each time that action is selected.

Example: A Blue Alliance robot has a Floor Pick Up: Spinning Stick part (Floor Pick Up 3-6) and it is attempting to pick up the ball in its zone. For their action, the controller plays a Floor Pick Up +1 card. They roll a die and add 1 to the roll. The player rolls a 2 (+1) = 3. Because 3 is within the range of the part (3-6), the Floor Pick Up action is successful. The robot has taken possession of the ball and the ball token is placed on top of the robot card.

Double Actions

Each action card usually has two options: an action at the top of the card and an action at the bottom of the card. On some special cards, however, one or both actions consist of a double action (e.g., Move then Shoot, Shoot then Move, Move then Block, Block then Move, etc.).

Special rules for double actions:

- Carrying out a double action is just like carrying out the two single actions that are listed, one after the other.
- A player can decide to do both actions or only use one of the listed actions.
- If a player decides to use both actions, they must be performed in the order listed. For example, when selecting the Move then Block double action, the player may not reverse the order and do Block then Move instead.
- If a double action is blocked by an opponent, both actions are blocked.

Sequence of Play and Timing

Revealed actions can often be performed simultaneously, since (a) the actions of robots on the same Alliance frequently do not interact and (b) the actions of one Alliance frequently do not affect the actions of the opposing Alliance.

When the order of actions for Alliance teammates is important, however, players on that Alliance are free to perform their actions in any order that they desire. Here are some examples:

1. An Alliance wants to pass a ball between robots that are two zones apart, so one player plays a pass action and the other player plays a floor pick up action. The pass action would be resolved first, followed by the floor pick up action.
2. If 2 allied players attempt a floor pick up in the same zone, they may decide who will attempt the roll first. If successful, the first robot will take possession of the ball. If unsuccessful, the 2nd robot may attempt the floor pickup.
3. If two players in the same Alliance are in the same shooting zone, one player might play a shoot action (and go first) and the second player might play a floor pick up (and go second), thereby ensuring that the second player is in a position to pick up a potentially missed ball.

The order of actions becomes particularly important when a player from one Alliance attempts to block a player from the opposing Alliance. When any player attempts a block action, it is important to resolve all actions in order using the following sequence:

1. Block actions – Block, Move then Block, or Block then Move.
    - Block actions that attempt to block opposing block actions occur before anything else. E.g., player A tried to block player B's shoot action, but player C (allied with player B) tries to block player A. Player C's block attempt happens first.
2. All Shoot/Truss actions – Shoot, Move then Shoot, Shoot then Move, Truss, Truss then Move, or Move then Truss
3. All other actions – Move, Move 2, Catch, or Floor Pick Up

Re-roll Cards

If a player plays an action with a re-roll they may re-roll their dice. Re-roll can only be used once per game.

Stay in Place

At times a player may want to stay in its current zone and do nothing. To do this, play any action card face down, but rather than flipping it over with the other players, leave the card face down and announce that the robot will do nothing.

Moving

During the Autonomous Round, robots must stay on their own side of the field, and therefore may not drive under the truss. During a Driver-Controlled round, robots may move anywhere on the field, including into their opponents' white zone and shoot zones. Robots may move under the truss during the Driver-Controlled rounds.

The instant that the cards are revealed, any moving players rotate their card to right to move right or rotate to the left to move left. If a drive train is fast enough to move the robot 2 spaces, the player must announce whether the robot is going 1 or 2 spaces.

Card flipped and turned to the right indicated they wish to move to right.

Note: With a Fast Tank drive, players need to roll a die to determine if it can move 2 zones. If the die roll fails, the robot only moves 1 zone.

Shooting

Shooting is the main way to score points in Aerial Assault. Robots in the Red Alliance may only shoot at red goals, and only from a Red Shoot Zone or the Red Auto Start (white) zone; robots in the Blue Alliance may only shoot at blue goals, and only from a Blue Shoot Zone or the Blue Auto Start (white zone). Robots in Shoot Zone 1 shoot at a range of 1. Robots in Shoot Zone 2 shoot at a range of 2. Robots in their Auto Start (white) zone shoot at a range of 3. During the Autonomous Round, balls can only be shot into the high goal.

A player in shooting zone 1 needs to roll a 3-6 to succeed

High Goal Scoring

To shoot the ball into the high goal:

1. The player must select a shoot action.
2. The player must have a ball in their robot's possession.
3. The robot must be in the scoring zone that matches its Alliance color.
4. Look at the range on their shooting robot part and add any modifiers. Then roll the die.
5. On a successful roll, the ball scores. If the roll fails, the ball lands on the floor in the current zone.

Example of High Goal Scoring: A Red Alliance robot is in possession of the ball in Red Shoot Zone 1 (range 1 from the goal). The player has a Catapult Shooter and plays a Shoot +1 card. Normally, the player will need 3-6 on a single die roll to successfully score a goal, but because it is a Shoot +1 card, they would add 1 to their die roll and would only need to roll a 2 or higher.

Note: During the Autonomous Round, balls score 20 points. During the Driver-Controlled Round, balls score 10 points plus any assist points.

Low Goal Scoring

Sometimes it is not advantageous to shoot the ball into the high goal. If a ball is in Zone 1, either on the floor or in a robot's possession, that player may play a move, truss, or shoot card to score the ball in the low goal on a roll of 2-6. If the roll fails, the ball lands on the floor in the shooting robot's zone. Low goals count as 0 points themselves, but assist points are still counted after a low goal is scored.

Example of Low Goal Scoring: A Red Alliance robot is in Red Shoot Zone 1 and the ball is on floor in Red Zone 1. By playing a move, truss, or shoot card, the player can score a low goal on a roll of 2-6. The Red Alliance will score 0 points, but will still earn bonus points for passing or trussing.

Note: The most likely time to use this strategy is during the last card play of the game when a player doesn't have time to play both a floor pick up and a shoot card, or during the game when the Alliance desires to reset the location of a ball (through Inbounding) at the other end of the field.

Additional Scoring: Goal Assists

When a ball is scored in a Driver-Controlled Round, Alliances score 10 additional points for each robot (other than the shooter) that had possession of that ball since it entered play.

High Goal and Low Goal in Zone 1

Passing

If a player plays a truss or shoot card, they may decide to pass the ball instead. Players will announce they are passing the ball 0, 1 or 2 zones away.

One or Two Zone Pass

Passes automatically land on the floor in the zone they are targeting. Passes do not score truss points, as the ball travels low to the floor rather than over the truss. An Alliance teammate will need to play a floor pick up action to pick the ball up from the floor.

Same Zone Pass (Kiss Pass)

If two Alliance teammates are in the same zone and one robot has the ball, they may conduct a "kiss pass." The robot with the ball must play a shoot or truss card, and the robot without the ball must play a floor pick up or catch card. The ball will be automatically passed from one robot to the other.

Truss

Trussing is an attempt by one robot to throw the ball over the truss. The throw attempt must be made from the opposing team's side of the field, over the truss, and into the opposite white zone. For example, a blue Alliance robot can attempt a truss action from the Red Shoot Zone 2 into blue's white zone; this would be a range 2 truss action, since these zones are two spaces apart.

Typically, a truss is attempted by a robot that has recently inbounded a ball and is moving toward its Alliance's side of the field. To truss a ball, the robot must be in possession of the ball, must have played a truss card, and must make a successful die roll (plus any modifiers from the action card). A successful truss will land on the floor in the opposite white zone (e.g., a ball that has been successfully trussed from the red side of the field will land in blue's white zone), unless the trussed ball is caught by a robot on the same Alliance (see next section). An unsuccessful truss will land on the floor in the white zone on the same side as the trussing robot.

Example: Red Alliance has a robot in possession of their ball in the White Zone (Blue Auto Start Zone). They have a Catapult Shooter (Range 1/Truss 3-6) and they play a Truss Card with no modifiers. The player rolls a die. On a roll of 3-6, the ball will successfully go over the truss, scoring the Red Team 10 points for a successful Truss. On roll of 1-2, the ball would land on the floor back in the White Zone where it started.

Alliances score 10 points for throwing a ball over the truss (trussing). Alliances gain 10 additional points for catching a ball thrown over the truss. Once a ball has been successfully trussed, it may not be trussed again until it has been scored in a high or low goal.

Catch

When a robot trusses a ball, a robot on the same Alliance may attempt to catch the trussed ball for additional points. To attempt a catch, the truss attempt must be successful, a friendly robot must be in the white zone targeted by the truss shot, the catching player must have played a catch action, and the catch roll must be successful. If successful, the robot takes possession of the ball and the Alliance is awarded 10 points. If unsuccessful, the ball lands on the floor in the targeted white zone (i.e., the white zone where the catching robot failed the catch).

Example: In the previous example about trussing, if the Red Alliance had a 2nd robot in the White Zone (Red Auto Start Zone on the opposite side of the truss), it could attempt to catch the ball. Assuming the truss was successful, the player catching the ball would need to play a Catch card on the exact same round that their teammate played a Truss card. If the Catching robot has Active Catching, they can add +2 to the die roll.

Floor Pick Up

During a match the ball will frequently land on the floor. A robot will need to pick up the ball to take possession. To pick up a ball, the player needs be in the same zone as the ball, play a floor pick up card, and make a successful floor pick up roll. If the floor pick up roll is successful, the player's robot takes possession of the ball. If unsuccessful, the ball remains on the floor in that zone.

Block

The only way to interfere with the opposing team is to select a block action. When a player selects a block action, they are attempting to cancel out another player's action in that zone. Block actions are resolved before any other actions. When a block action is revealed, the active player must announce which robot in their zone is being blocked. Players may attempt to block a player playing a block action. If a robot attempts to block a block action, that attempt occurs before any other block attempts. If successful, the block will prevent the other player's block action.

When a player selects a block action, both the blocking player and the blocked player roll a die and add any relevant modifiers. If the blocking player's die roll (plus modifiers) is higher than their opponent's die (plus modifiers), the opponent's action is cancelled. The opponent must turn their action card face down, and the action is considered a "stay in place" action. If the opponent's roll is equal to or higher than the blocker's roll, they may proceed with their action.

Example: A Red Alliance robot is in the same zone as a Blue Alliance robot. The Red Alliance robot is attempting to stop a Blue Alliance robot from doing its action. The Red Alliance player plays a Block Card. The Red Alliance Robot has a Tank Drive (+1 Block) and the Blue Alliance Robot has a Mechanum Drive (-1 Block). Each player rolls a die. The Red Alliance adds 1 to their roll and Blue Alliance subtracts 1 from their die roll. Red rolls a 2 (+1) = 3. Blue rolls a 4 (-1) = 3. The result is a tie. Since the Blue Alliance robot was defending, it can do its action.

Note: If a player successfully blocks an action, the blocking player may not play a block action on the next turn against the same robot. After a successful block, that player must play a different action the following turn, or attempt to block a different robot. Alliance teammates may still play a block card against the same robot during the following turn, however. Thus, one player can block a robot one turn, and a teammate can block the same robot the next turn, which would cause the opposing player to lose multiple actions over consecutive turns.

Game End

The game ends after the 5th Driver-Controlled Round. Each Alliance then adds up all of its points to determine the winner. If there is a tie, the Alliance with the most Assists wins. If there is still a tie, the Alliance with the most Catch points win. If there is still a tie, the Alliance with the most Truss points wins. If there is still a tie, the match is a draw.

Additional Rules

2-Player Game

In a 2-player game, each player controls 2 robots that are on the same Alliance. To start the game, shuffle the 1 and 2 Alliance cards and deal them to each player. During Phase 2 – Driver Training, the player with the 1 card chooses 1st for a Robotics Team of their choice and 4th for their other Robotics Team.
The player with the 2 card chooses 2nd for one Robotics Team and 3rd for their other Robotics Team.

During the match, players play two separate hands of cards (one per team) to select/play cards for the Robotics Teams in their alliance.

3-Player Game

In a 3-player game, 1 player controls 2 Robotics Teams on the same Alliance and the other two players are on the other Alliance and control 1 Robotics Team each.
The players can decide who will be the solo player or they can use the random Alliance card to decide who will play the solo side. The two players on the same Alliance can talk to each other when designing their robots, training their driver, and playing the match. During Phase 2 – Driver Training, the player who is alone will draft 1st for one Robotics Team and 4th for the other Robotics Team. The other Robotics Teams will draft 2nd and 3rd.

5-6 Player Game

With the Deluxe Edition of Aerial Assault, it's possible to play with 5 or 6 players. Play is identical to the basic game, but with the following exceptions:

- Shuffle the extra Alliance cards into the Basic Alliance selection cards. The 6-player game is played with 3 players on Red Alliance and 3 players on Blue Alliance.
- Shuffle the extra special Action cards into the action card deck.
- During the Autonomous phase, each Alliance starts with 3 balls. A new ball may not be inbounded until all 3 autonomous balls are scored.
- With three players on each Alliance, it is possible to score double Assist points. If all 3 robots are in possession of the ball at some point, 20 points can be scored for assists.

Deluxe Edition Team Card

Optional Rules

IRI / Einstein Robots

Every year, the top Robotics Teams in the world compete at the Indiana Robotics Invitational (IRI) and on the Einstein Field at the World Championship in St. Louis. To simulate a match amongst the top Robotics Teams in the world, give each player 7 weeks to build their robot. Additionally, each player may select 1 additional action card during Driver Training.

Rookie Robotics Teams

To simulate a Rookie Robotics Team or to handicap an experienced player, give them only 5 weeks to build the robot.

Random Events

Missed Shots

When a player Trusses or Shoots and rolls a 1 on the die (before any modifiers), roll a die to determine where the ball lands:

Die Roll	Shot	Truss
1	Out of bounds	Out of bounds
2	Out of bounds	Out of bounds
3	Zone 2	Ball travels under the Truss to the opposite White Zone
4	Zone 2	Ball travels under the Truss to the opposite White Zone
5	Zone 2	Zone 2 - same side
6	White Zone - Starting Zone	Zone 2 - same side

Balls that are out of bounds are unavailable until the next card play. They are inbounded as usual.

Tied Blocks

When playing a blocking action card, both players will roll a die and add any modifiers. In the regular game, ties result in no effect and the block is unsuccessful. With this optional rule, when a block results in a tie, the attacking player should roll a die and consult the table:

Die Roll	Effect
1	Driver Panic – Defending robot must randomly select their next action card to play. Move actions are considered staying in place.
2	Minor Breakdown – Defending robot's next action must be a stay in place action.
3	No effect – unsuccessful block.
4	No effect – unsuccessful block.
5	Minor Breakdown – Attacking robot's next action must be a stay in place action.
6	Driver Panic – Attacking robot must randomly select their next action card to play. Move actions are considered staying in place.

Robot Actions and Scoring Summary

Attempted Action	Action Required	Prerequisites	Results	Score Effect (if successful)
Move	Move	None, except that robots may only move under the truss (to the opposite side of the field) in Driver-Controlled Rounds.	Robot moves up to the number of spaces (zones) on the Drive Train part card.	None.
Shoot a High Goal	Shoot	Your robot is holding a ball in a scoring zone that matches its Alliance color, or is holding a ball in the friendly white zone if the robot has a 3 range.	Success: Ball scores and is permanently removed (if 1st ball) or removed for later inbounding (if 2nd ball). Failure: Ball lands on floor in shooting robot's zone.	+20 pts in autonomous round (no assist pts) +10 points in D-C round (plus any assist pts)
Shoot a Low Goal	Move, Truss, or Shoot	Your robot is holding a ball in scoring zone 1 for your Alliance, or a ball is on the floor in that zone.	Success: Ball scores and is permanently removed (if 1st ball) or removed for later inbounding (if 2nd ball). Failure: Ball lands on floor in shooting robot's zone.	+ 0 pts (plus any assist pts)
Truss	Truss	Throwing robot is on the opponents' side of field, and has sufficient range to make the throw over the truss into the friendly white zone.	Success: Ball makes it over the truss and lands in the targeted white zone, or can be caught if friendly robot present. Failure: Ball lands on the floor in the white zone on the same side as the trussing robot.	+10 pts
Catch	Catch	A robot from your Alliance has thrown a ball over the truss and your robot is in the opposite white zone.	Success: Ball is caught, ball is now held by catching robot, team scores. Failure: Ball lands on floor in zone of catching robot.	+10 pts
Pass	Shoot or Truss	None.	Ball lands on the floor in a zone zero, one, or two spaces away.	None.
Floor Pick Up	Floor Pick Up	A ball is on the floor in your robot's current zone.	Success: Robot gains possession of ball. Failure: Ball remains on the floor.	None.
Block	Block	Your robot occupies a zone where a robot from an opposing Alliance is attempting an action.	Success: Blocked robot loses its action. Failure: Blocked robot may attempt its action.	None.
Do Nothing	Any	None.	Your robot stays in place and does nothing.	None.

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Escape Velocity Games