

# AERODOME<sup>TM</sup>

The background features a dark purple gradient. In the center, there is a stylized graphic of a sun or planet with horizontal bands of light blue and white. Below this graphic is a base composed of white-outlined geometric polygons, resembling a mountain range or a futuristic landscape.

RULEBOOK



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*In this game, you are pitted against other top pilots from around the multiverse. Take to the sky to challenge, fight, out fly, and defeat your foes to be crowned the champion of the Aerodome!*

## OVERVIEW

Aerodome is a competitive, head-to-head game. Players assume the roles of fighters and, using their constructed maneuver hand, aim to out fly opponents in the Stadium and be the last one flying.

During a game, players will play Battle cards and activate abilities to pilot their ship, fire weapons, and improve their vessel. Cards are played from a Maneuver Hand assembled by the player and Auxiliary cards collected from the play area. The last player flying with any Hit Points left on their pilot is crowned the winner.

Aerodome is a competitive and fast-paced take on aerial combat, with art and design by Wade Piche.



# COMPONENTS

## COMPONENTS

- 1 Rulebook
- 14 Six-sided dice (d6)
- 1 Six-sided die (d3)
- 16 Fighter cards
- 20 Auxiliary cards
- 180 Battle cards
- 2 Damage dials
- 8 Fighter markers (Double-sided)
- 1 Set of Maneuver tools
- 1 Shot tool
- 2 Buff tokens (Elusive double-sided with Nitro)
- 10 Debuff tokens (5 Frozen, 5 Burn with Dazed)
- 4 Auxiliary tokens
- 1 Play Mat poster
- 10 Charge tokens



180 BATTLE CARDS



16 FIGHTER CARDS



20 AUXILIARY CARDS



8 DOUBLE-SIDED FIGHTER MARKER TOKENS



10 DOUBLE-SIDED DEBUFF TOKENS



2 DOUBLE-SIDED BUFF TOKENS



2 DAMAGE DIALS



10 CHARGE TOKENS



4 AUXILIARY TOKENS



SHOT TOOL

Represents the range and distance an attack may have from an attacker when using the Shot action.



## MANEUVER TOOLS (SPEED 1-5)

Fighter Maneuver actions are performed using Maneuver tools represented by numbers 1-5. When performing an action that calls for a Maneuver, players look at the action tab to determine the type and speed of the maneuver. The speed number indicates the Maneuver tool used for this action.

**Example:** A Roll 2 Maneuver action has a speed of 2 and uses the Maneuver tool marked with a 2.

## LIVING RULEBOOK - VER 1.0



Aerodome uses a living rulebook.  
Download the latest version at:

[Aerodomegame.com/Support](http://Aerodomegame.com/Support)

# FIGHTER CARDS

Fighter cards represent the player and their abilities in battle. Each fighter fits one of four unique Archetypes: Daredevil, Gearhead, Sharpshooter, or Speedster. An Archetype reflects a fighter's strengths and weaknesses in the Aerodome.



## ARCHETYPES



**SHARPSHOOTERS** are quick on the trigger and able to predict and aim with ease when firing. They have abilities that trigger or affect attacks.



**SPEEDSTERS** know how to utilize altitude and retool their engines to maximize their speed. They have abilities to increase their Initiative and perform faster maneuvers.



**GEARHEADS** bring a spare tool or two to help them in battle and aren't afraid to alter their fighters. They have abilities that improve their modifications.



**DAREDEVILS** are willing to risk it all by putting their vehicle through rigorous maneuvers. But high risk has higher rewards! Their abilities may limit opponents or modify the Initiative phase.

### 1) FIGHTER NAME/CALL SIGN

The fighter's name and reference for their Signature Battle cards, as well as their unique call sign.

(Note: future expansions may include duplicate fighters flying under a different call sign.)

### 2) ARCHETYPE ICON/COLOR

The fighter's Archetype. (See box.)

### 3) FIGHTER ABILITY

Each fighter has a unique ability that complements their Archetype and play style. This may include a mix of fighter-specific abilities and universal keywords.

### 4) FIGHTER TYPE AND WORLD

The fighter form [type] and the world the fighter is from. Some Battle cards may be limited to certain types or worlds.

### 5) MANEUVER BAR

Icons that indicate card type and number of that card type that may be included in the fighter's Maneuver Hand, to a maximum of 9 cards. (See page 8 for more details on hand building.)

**Example:** This fighter's Maneuver Hand may include up to 3 Straight, 3 Turn, 1 Roll, 1 Rotate, and 3 Immelmann cards.

# BATTLE CARDS

Battle cards represent a fighter's Initiative, as well as maneuvers and actions performed during a round.



## 1) BATTLE CARD NAME

Each Battle card has a unique name. Players cannot include copies of cards with the same name in their Maneuver Hand. (See page 8 for more details on hand building.)

## 2) BATTLE CARD TYPE

The main Maneuver action that defines the card type. This is used to determine if it can be added to a fighter's Maneuver Hand during hand building.

## 3) ACTION BAR

Actions available for the Active Battle card. There are two different types of Action tabs: *Maneuver* and *Attack*.

**Maneuver actions:** The main way in which fighters move about the play area.

The number defines the speed and which Maneuver tool to use.



STRAIGHT TURN ROTATE



ROLL IMMELMANN



SHOT

## 4) INITIATIVE

The player's Initiative for the round. A Maneuver Hand of 9 cards can have no repeating Initiative numbers.



## RULES OF THE SKIES

If text on a card ever contradicts the game rules, the card instructions should be considered correct.

## COLORS

Colors are a quick way to indicate a card's Archetype.

If a player selects a fighter with the Daredevil Archetype, then they may only include Daredevil (red) and Basic (grey):



cards in their hand.

## 5) ABILITIES AND KEYWORDS

Some cards have unique abilities that offer additional actions or status effects. Many cards will utilize keywords as a quick reference to an ability. (See page 29 for more details on keywords.)

## 6) CARD ID NUMBER/ MANEUVER HAND RESTRICTIONS

Along the bottom of each card includes information for Maneuver Hand building (such as Archtype or specific Fighter restrictions) and a unique number given to the card for referencing that specific card.

# AUXILIARY CARDS



Auxiliary cards are used to enhance fighters to perform stronger abilities and attacks. When used, an Auxiliary card will replace all keywords and effects from a player's active Battle card. Players may have any amount of Auxiliary cards in their hand.



## TYPES OF AUXILIARY CARDS

**ARMAMENT AUXILIARY** are powerful weapons that provide more punch than a typical Attack action. This Auxiliary is assigned to your Fighter card and can be used as instructed at any time. Players may only have one Armament attached to their Fighter card at a time.

**SKILL AUXILIARY** are crazier maneuvers to give your fighter the maneuverability you need. They are typically added to your hand and used when instructed.

**INSTANT AUXILIARY** are immediate effects to add to your fighter.

**MOD AUXILIARY** are effects that enhance your fighter momentarily. They are typically added to your hand and used when instructed.

### 1) AUXILIARY CARD NAME

Each Auxiliary card has a unique name. Players typically cannot include copies of cards with the same name.

### 2) AUXILIARY CARD TYPE

See box for details on the types of Auxiliary cards and how they interact.

### 3) ACTION BAR

Similar to Battle cards, this area denotes the actions for the card.

### 4) AUXILIARY ACTION ICON

Some Auxiliary cards will have an Action icon. If a player wants to use this card, they must replace an Action icon on their active Battle card with the actions on this card.

### 5) ABILITY TEXT

Some cards have unique abilities that offer additional actions or status effects. Many cards will utilize keywords as a quick reference to an ability. (See page 29 for more info on keywords.)



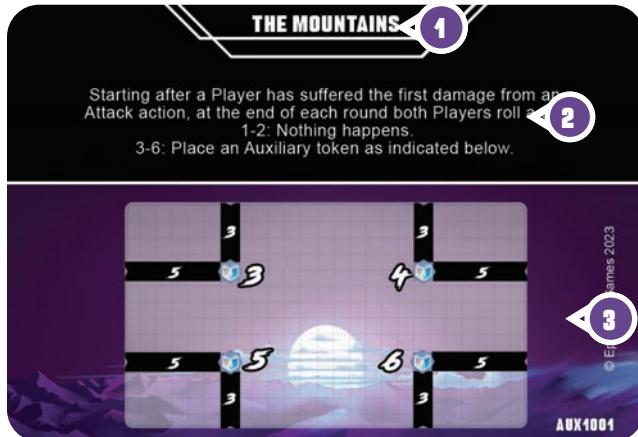
### BATTLE CARD AUXILIARY BAR

Some Battle cards include a bar at the bottom of the card. The keywords found in this bar apply to any Auxiliary cards a player may use during their turn.

# STADIUM CARDS



Stadium cards represent unique scenarios and arenas for players to challenge one another in. Each Stadium card includes information on how Auxiliary tokens are utilized and any additional information a player may need. Each game should be played on a selected Stadium.



## 1) STADIUM CARD NAME

Each Stadium card has a unique name. This name is also represented on the Stadium specific Auxiliary cards players must include during Auxiliary deck construction.

## 2) STADIUM ABILITY

Stadium abilities will detail when an Auxiliary token is placed as well as any other rules that may apply to the particular game such as unique effects and abilities.



## RULES OF THE SKIES

The bottom of each card displays a unique number that is used for reference. Cards with the same name will still have unique IDs.

# AUXILIARY TOKEN



Auxiliary tokens are placed during a match. A player acquires an Auxiliary token when their Fighter marker or Maneuver tool overlaps a token. When this happens, the token is removed and the player may draw the top Auxiliary card from their Auxiliary deck.

# CHARGE TOKENS



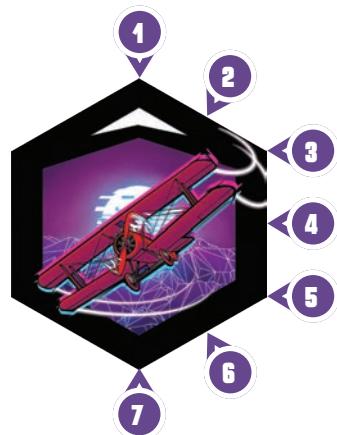
Charge tokens are versatile tokens used to denote a number assigned to a card. They are primarily used for the keywords Charge and Ammo.

# OTHER TOKENS



Fighters are represented by hexagonal Fighter markers. These tokens have a clearly marked Front point (). A player may use any of the official Fighter markers so long as it is clear which Fighter marker belongs to which player.

- 1) Front point
- 2) (Left or Right) Front flat
- 3) (Left or Right) Front point
- 4) (Left or Right) Side flat
- 5) (Left or Right) Back point
- 6) (Left or Right) Back flat
- 7) Back point



## BUFFS & DEBUFFS

**BUFFS** are represented with hexagonal tokens. Players can only have **1 BUFF TOKEN** at a time. If you would gain another, you can choose which to keep.



**ELUSIVE** During the Modify Attack Dice stage of an Attack action, you may spend an Elusive token assigned to your Fighter marker to roll X dice where X is equal to the amount of successful results from the Attack action. For each 5+ block 1 damage.



**NITRO** During your Action phase, you may spend a Nitro token assigned to your Fighter marker to replace a Shot action: Perform a Speed 3 Maneuver action of your choice.



**BURN** At the end of your Action phase, roll 1 d6 for each Burn token assigned to your Fighter marker and suffer 1 damage for each 5+ result. If you would suffer damage this way, remove all Burn tokens assigned to your Fighter marker.



**DAZED** If a Battle card has a Dazed token assigned to it, do not return it to your hand during the End phase. Once a Battle card has 0 Dazed tokens, you may return it to your hand. (The Recover keyword removes Dazed tokens.)



**FROZEN** During the Compare stage, players reduce their Initiative by 1 for each Frozen token assigned to their Fighter marker. If this would ever make the player's Initiative 0 or lower, they may remove all Frozen tokens assigned to their Fighter marker.

**DEBUFFS** are represented with a token and d6. When you are first assigned X of a token, assign 1 token of the specific debuff and a d6 displaying the given value to your Fighter marker. If you already have at least one of that token, increase the number by adjusting the d6. A debuff may never exceed 6.

You may have **MULTIPLE TYPES** of debuff tokens at a time.

# HAND BUILDING

## MANEUVER HAND

Each Fighter card has a Maneuver Bar that indicates which Battle cards that Fighter card may include in their Maneuver Hand. Players can include any amount so long as it is equal to or lower than the amount on the Maneuver Bar and there are no repeating Initiative numbers.



## HAND BUILDING RULES:

- ◆ Players **MUST** include nine cards total and each card must have a unique Initiative number covering 1 through 9.
- ◆ Players can only use Basic Battle cards or Battle cards that share their Archetype, found on their Fighter card.
- ◆ Players may only include 1 card of the same name.
- ◆ Players may only include cards whose restrictions match their type (including pilot name, world, and fighter type name).

## AUXILIARY DECK

Players choose and play with three Auxiliary cards to form a deck following the Archetype and world restrictions similar to the Maneuver Hand.

A standard game includes a Stadium card. When playing with a Stadium card, players add their three Auxiliary cards to a preconstructed Auxiliary Stadium deck of Auxiliary cards.

# GAMEPLAY

## STANDARD FORMAT

The following rules detail Aerodome's standard 2-player format. A typical game will last 20 to 30 minutes.

**If this is your first game,** we suggest using one of the preconstructed decks found on pages 27-28. Rules on Maneuver Hand building can be found on page 8.

## GAME SETUP



### DEFINING A BATTLEFIELD

For the best experience, players should define a space to play that is at least 14" by 24" and clear of any objects. However, any size area may be used.

### PREPARING THE AREA

Place all dice, tokens, Maneuver tools, and the Shot tool to the side of the defined battlefield and within reach of both players.

Players may use their own versions of any tools or tokens, or agree to share a communal pool, so long as they match the size of those found in official Aerodome product.

### STADIUM SETUP

Players select a Stadium card to play in. Players use the Stadium card to determine what Auxiliary Stadium deck they add to their three selected Auxiliary cards, and how the Auxiliary tokens are added to the game. Additional abilities for the players to follow may also be found on the Stadium card.

### PLAYER SETUP

Each player rolls a d6. The player with the higher result chooses to be the first or second player for the first game round.

Starting with the first player, each player places their Fighter marker so that at least 1 Flat edge or point is touching 1 of the edges of a short side of the Stadium. The second player then places their Fighter marker anywhere on the opposite side of the Stadium following the same rules.

*(Note: The starting position of a Fighter marker's Front point cannot be moved once it has been placed.)*

Players set their Damage Dials to 15.

Players shuffle their Auxiliary decks.

Players should reveal their Maneuver Hand to their opponent prior to a game to ensure fairness in building the Maneuver Hands.

**THE GAME IS NOW READY**

**TO BEGIN.**

# INITIATIVE PHASE

Every game includes a number of rounds which are broken up into three phases: Initiative phase, Action phase, and End phase. The game ends when only one player has any Hit Points remaining.

## 1. SELECTION STAGE

Players begin each round by secretly selecting a Battle card from their Maneuver Hand. This will be the Active Battle card for that player during their Action phase.

Once all players have selected their card, they continue to the Reveal stage.

1. Start of Selection stage.
2. Each player secretly selects their Battle card and places the card face down.
3. End of Selection stage.

## SYNC

At the end of the Compare stage, if a player and their opponents' Initiatives are the same they are considered to be in "Sync." Whenever this happens, players each roll a d6 to determine who will have Initiative for that round. The player who rolled the higher result may choose if they want to have the Initiative for the remainder of the round.

## 2. REVEAL STAGE

All players simultaneously reveal their selected Battle card.

1. Start of Reveal stage.
2. Players reveal their Battle cards simultaneously.
3. End of the Reveal stage.

## 3. COMPARE STAGE

The player with the higher Initiative (after any modifications) has the Initiative for the remainder of this game round.

If two players have revealed the same Initiative, players roll a d6 to determine the order in which they modify their Initiatives.

At the end of the Compare stage, move on to the Action phase starting with the player with Initiative.

1. Start of Compare stage.
2. The player with the highest revealed Initiative modifies their Initiative.
3. The player with the lowest revealed Initiative modifies their Initiative.

PLAYER A



*Example: Player A has chosen and revealed Lucky Split (with an Initiative value of 4) as their card for the round. Player B has chosen Deke Sneak (with an Initiative value of 7). Assuming no players have any usable modifications, Player B will claim Initiative for this round.*



PLAYER B

# ACTION PHASE

Starting with the player who has the Initiative, players take turns completing their Active Battle card.

## RESOLVING A BATTLE CARD

When a player resolves a Battle card, they complete any number of the actions on the left side of the card in order from top to bottom.  
*(Detailed examples for these action tabs can be found on pages 17-18).*



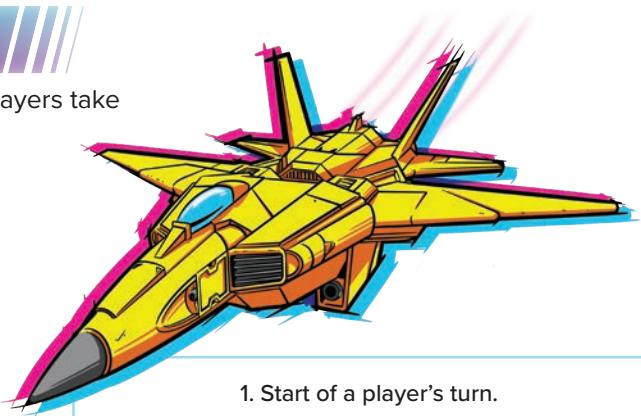
A player may choose to skip any Action tab so long as it doesn't have the icon on it. An Action tab with the icon means players MUST perform that action before moving to the next action.



A Reactive Action tab is any Maneuver action with a black background. Players may perform that action up to the number as indicated (Minimum 1).



An Action tab with the icon means if the action is successfully completed, the player may draw an Auxiliary card.



1. Start of a player's turn.
2. Activate top most action.
  - a. Active player resolves an action.
  - b. Opponent may resolve an action if able.
3. Repeat Action phase steps 2a and 2b until the Active player has completed all of their chosen actions on their Active Battle card in order.
  - a. End of the Active player's turn.
4. Restart from Action phase step 1 with the player with the next highest Initiative. When all players have completed their Active Battle card, move on to the End phase.

## MANEUVER ACTION

When performing a Maneuver action, players need to determine the type and speed of the maneuver.

## ATTACK ACTION

When performing an Attack action, players need to determine the type and tool of the attack and amount of dice for the attack.

## SUFFERING DAMAGE

When a fighter takes damage, either from another fighter or an effect, they should adjust their Damage Dial by the appropriate amount counting down.

## RESOLVING ABILITIES

Some cards may include an additional keyword or ability on the Battle card. The keyword or text details how it affects a player's actions and/or when it applies.

After the player with the Initiative has completed all of the actions they wanted on their Active Battle card, play passes to the next player. After all players have completed their Active Battle card, players return their cards to their hands and begin a new game round until one of the End phase conditions has been met.

***If at any point a player has taken damage equal to their Hit Points, play immediately moves to the End phase.***

## AUXILIARY TOKENS

If a Maneuver action would cause a Fighter marker or Maneuver tool to overlap an Auxiliary token, they may draw the top card from their Auxiliary deck.

If an Auxiliary deck is ever out of cards, shuffle the discard pile into a new deck.

## ACTION EXAMPLES



**MANEUVER EXAMPLE:** Player A has played a Battle card with a Straight 1 Maneuver action. This means the player MUST perform a Straight Maneuver action and, based on the number, should use the 1 Maneuver tool. (The following Roll 3 Maneuver action is not locked, so the player may choose to perform or skip that Maneuver action.)



**ATTACK EXAMPLE:** Player A is performing the Shot 4 Attack action, where 4 is the number of d6 they will roll for their attack. First, Player A uses their Shot tool by placing it against their Fighter marker's Front point to check if Player B's Fighter marker is within range. The Shot tool overlaps Player B's Fighter marker, so they are within range and Player A can make an attack roll. Every 5+ result is considered a hit and will deal 1 damage per to Player B. This roll had one 5+ result, so Player B will suffer 1 damage on their Damage Dial.

# END PHASE



Players check to see if their fighter has taken damage equal to their Hit Points. If any have, the game is over. If not, a new round begins with the Initiative phase. Play continues in this way until one player's fighter reaches 0 Hit Points.

1. Start of the End phase.
2. Players check to see if fighters have taken damage equal to their Hit Points.
3. If YES, the game is over. The player with Hit Points remaining wins!  
If NO, a new round starts with a new Initiative phase.

## VICTORY

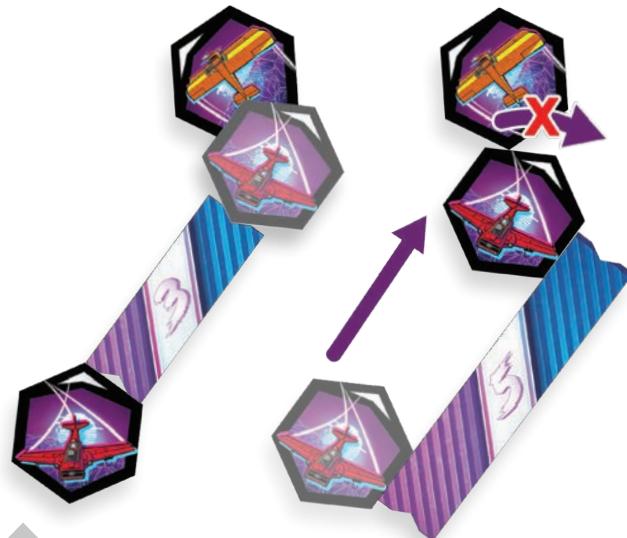
If a fighter suffers damage equal to their Hit Points, the game ends and the player whose fighter still has Hit Points is the victor.

*(Note: In Tournament play, if the game ends due to time and a fighter has not been reduced to 0 Hit Points, then the winner is the fighter with the most remaining Hit Points. If both fighters have equal Hit Points, players both select a random Battle card from their hand (Dazed cards are not in your hand), the player with the highest Initiative card revealed this way is the winner.)*



# GENERAL RULES

## OVERLAPPING FIGHTERS



**Example:** In performing their Turn 3 maneuver, Player A would overlap Player B during step 2. Instead, to avoid this, they will still complete step 1, but during step 2 they will instead move their fighter along the side of a long enough Maneuver tool until they are touching the opposing fighter. Player A then suffers 1 Collision damage. They do not continue with step 3 of the Turn maneuver.

### PLAY AREA

Play Area is the defined battlefield for a game. Any tabletop can work for a game, but we recommend a space of at least 14" x 24" or a standard card game play mat.

### TOUCHING FIGHTERS

Any Attack actions from a fighter whose marker is touching another fighter gains the keyword **INEFFICIENT**.

If any position of a Maneuver action would cause a fighter to overlap another fighter, the maneuver cannot be completed and is considered unsuccessful and the player does not continue to move their fighter for that action. Instead, the player must follow the maneuver steps as described on pages 17-18 until they perform the Straight maneuver. The player then selects a long enough Maneuver tool, places it along the Left or Right flat side of the Fighter marker and moves the Fighter marker until it is touching the opposing Fighter marker and ends their action.

If this happens during a Rotate or Roll Maneuver action, players do not move the Fighter marker at all.

**The active player then suffers 1  
Collision damage.**

### TIMING WINDOWS

If there are ever multiple actions that would resolve at the same time, the player whose turn it currently is decides which triggers first. When resolving actions, they must be done in the order listed on the Battle card.

# SUCCESSFUL HITS

A roll is considered successful any time it has at least one result over a predetermined success value. Most abilities will detail what the success value is by listing a number that the player must roll equal to or higher than.



Some keywords or abilities alter the success value of a roll. Changes to the success value of the chosen attack or ability apply until the end of the round. See page 29 for keyword definitions.

**Example:** A player making an Attack action with three dice and Proficient will succeed on a 4+. An Attack action with at least one 4+ is considered successful so this result would be a success.

## MEANING OF X, Y, AND Z

Some cards or abilities have an X, Y, or Z value. These values will be defined by means detailed on the card.

## MULTIPLE KEYWORDS

If a player would activate abilities with the same name, they should add their values. Example: If a player activates an ability to gain Lucky 1 and plays a Battle card with Lucky 3, they will have Lucky 4 for the round.

## DX (DICE)

A d3 and d6 are common dice types found during a game. These correlate to the amount of sides or faces a die has or the numbers the dice will roll up to.

If you don't have a d3, you can roll a d6 following these results:

Result of 1-2: 1

Result of 3-4: 2

Result of 5-6: 3

## CLEAR PASS

A Clear Pass is when a fighter's Maneuver tool overlaps another fighter and the fighter's maneuver is completed successfully without Fighter marker tokens overlapping.

## FLAT AND POINT

The Fighter marker will be referenced by points or flat edges.

## ATTACKER AND DEFENDER

**ATTACKER:** The player performing the Attack action. They may select any enemy Fighter marker within range of the attack.

**DEFENDER:** The attacker's opposing fighter (as chosen by the attacker) and the player who controls the defending fighter.

## DAZING OUT

If at any point a player has all nine of their Battle cards with at least 1 Dazed token on them they immediately lose the game.

## SIGNATURE CARD

Each fighter has an unique Signature card. These cards represent powerful effects and maneuvers that only that pilot can perform. A Signature card's restriction is tied to a fighter's name and any fighter who shares that name may use their Signature cards. (Example: A card for Theodosia Only can be used for any fighter with the name Theodosia.)

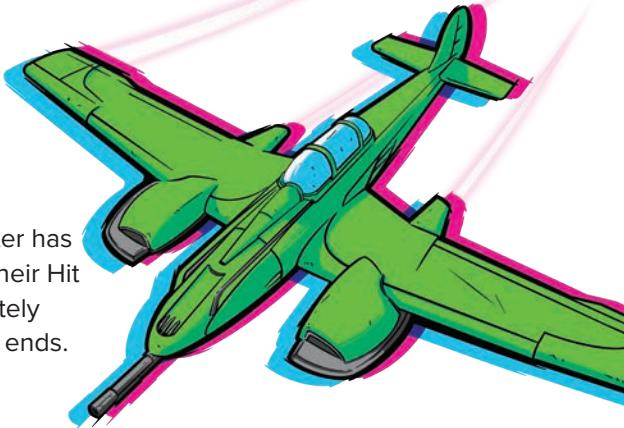
## SIDE A/B

Some cards have a Side A and a Side B. Cards with sides must be on Side A at the start of the game. (Example: Archie and Ely are a double-sided pilot with a Side A for Archie and a Side B for Ely. Players should begin the game on Side A.)

# TAKING DAMAGE



When a fighter takes damage, either from another fighter or an effect, they should lower the damage on their dial accordingly. Once a fighter has taken damage equal to their Hit Points, they are immediately destroyed and the game ends.



**Example:** Player A's fighter starts with 15 Hit Points.

Player B's fighter hits them for a damage value of 3 so they lower their dial to 12. Once the dial hits 0 the fighter is considered destroyed and the game ends.

## WITHIN RANGE



If a card requires being within Range X, check each point and flat edge with a Maneuver tool equal to X. If the tool overlaps the predetermined target, it is considered to be within range.

## LEAVING THE PLAY AREA



If any part of a player's Fighter marker token is outside the play area at the end of their Action phase, the player rolls a d6 for each point that is not within the play area. For each result of a 5+ the player suffers 1 damage. (Example: The above fighter has three points outside of the play area at the end of their turn. The player will then roll 3 d6 to determine if they suffer any damage.)

# ACTIONS



The speed of a Maneuver action matches the number of the Maneuver tool. Each action is broken up in steps that players are instructed to follow. Each of these examples show a “3” action.



## IMMELMANN X MANEUVER.

1. Place the X Maneuver tool against the ship's Front point.
2. From the Front point, move the Fighter marker to the opposite end of the Maneuver tool.
3. Rotate the Fighter Marker 180 degrees so its Front point is inside the Maneuver tool.

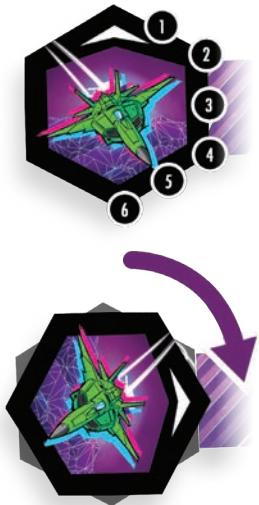
## ROLL X MANEUVER.

1. Choose the Left or Right Side flat of the Fighter marker.
2. Place the X Maneuver tool so the edge is flush along the Side flat of the Fighter marker and move the Fighter marker to the opposite end of the Maneuver tool.

*Note: If a Roll would cause the fighter to overlap another fighter, the rolling fighter does not move and suffers 1 Collision damage.*

## STRAIGHT X MANEUVER.

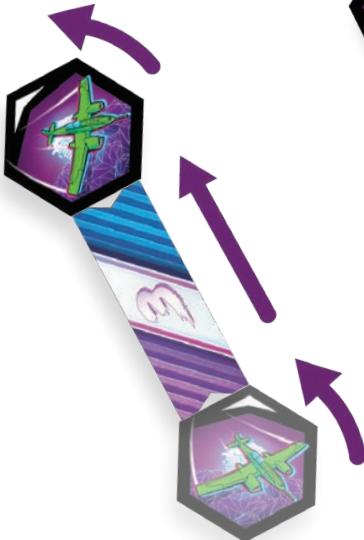
1. Place the X Maneuver tool against the ship's Front point.
2. Move the Fighter marker to the opposite end of the Maneuver tool so the Back point is inside the Maneuver tool.



## ROTATE X MANEUVER.

1. Mark your Fighter marker with a Maneuver tool (point or flat edge).
2. Rotate the Fighter Marker left or right X times. For each X you must rotate the Fighter marker 30 degrees alternating between a flat edge and a point in the same direction.

*Note: If a Rotate would cause the fighter to overlap another fighter, the rotating fighter does not move and suffers 1 Collision damage.*



## TURN X MANEUVER.

1. Rotate the Fighter marker left or right once following the rules for Rotate.
2. Move the Fighter marker to the opposite end of the Front point based on the speed of the Turn action.
3. Rotate the Fighter marker once more in the same direction as step 1.



## SHOT X ATTACK.

1. Place the Shot tool against the Front point of the Fighter marker and make a Shot roll against any Fighter marker within range. They are now considered the defender.
2. A Shot roll uses  $Xd6$ , where X is equal to the value after the Shot icon.
3. Modify Attack Dice stage:
  - a. *Offensive Modification*  
*The attacking player may modify their attack dice, if able.*
  - b. *Defensive Modification*  
*The defending player may modify their opponent's attack dice, if able.*
4. Any result of a 5+ is considered successful. Deal 1 damage to the defending fighter for each successful hit. If a Shot action doesn't deal at least 1 damage, it is considered unsuccessful.

# ALTERNATIVE FORMATS

## FREE FOR ALL

This format focuses on adding up to 8 players to a free for all format:

### SETUP:

- ◆ Players use two 14" x 24" mats placed side by side along the long edge.
- ◆ Place one Auxiliary token in the center. When a player's Fighter marker ends a Maneuver action within Range 1 of the Auxiliary token, that player draws an Auxiliary card.

### CLARIFICATIONS:

- ◆ "Opponent" refers to the player stationed to your left.
- ◆ When performing an Attack action, a player may target any amount of fighters they wish by allocating dice from their Attack action to each so long as the number of total dice doesn't exceed the Attack action's value.
- ◆ Each fighter is assigned 5 Hit Points instead of 15.
- ◆ When a player's fighter is destroyed, they may re-enter at the start of the next game round. The player places their Fighter marker so it is touching the edge of the play area and is not within Range 5 of an enemy fighter.
- ◆ Players determine a length of time for the game to last. We recommend 40 minutes for a three player match plus 5 minutes per additional player.

### VICTORY

Each player receives 1 Victory Point each time they destroy an enemy fighter. At the end of the predetermined time, the player with the most Victory Points is the victor.

# SQUADRON



This format uses a team of four fighters taking on an opposing team of four fighters. It is played using the Standard Format with the following rule changes:

## SETUP:

- ◆ Players use two 14" x 24" mats placed side by side along the long edge.
- ◆ Players must use one fighter for each of the main Archetypes (Sharpshooter, Speedster, Daredevil, and Gearhead). Each Squadron also selects 10 Auxiliary cards to use within the Squadron.
- ◆ Place one Auxiliary token in the center. When a player's Fighter marker ends a Maneuver action within Range 1 of the Auxiliary token, that player draws an Auxiliary card.

## DURING THE INITIATIVE PHASE:

**ADD: SELECTION STAGE - C** - Each team decides the order in which they want to activate their fighters by placing the Battle cards so that the first player's card is on the left and the last player's card is on the right.

**CHANGE: REVEAL STAGE - B** - Players reveal the leftmost Battle card to determine who will act first and continue with the leftmost once they are completed.

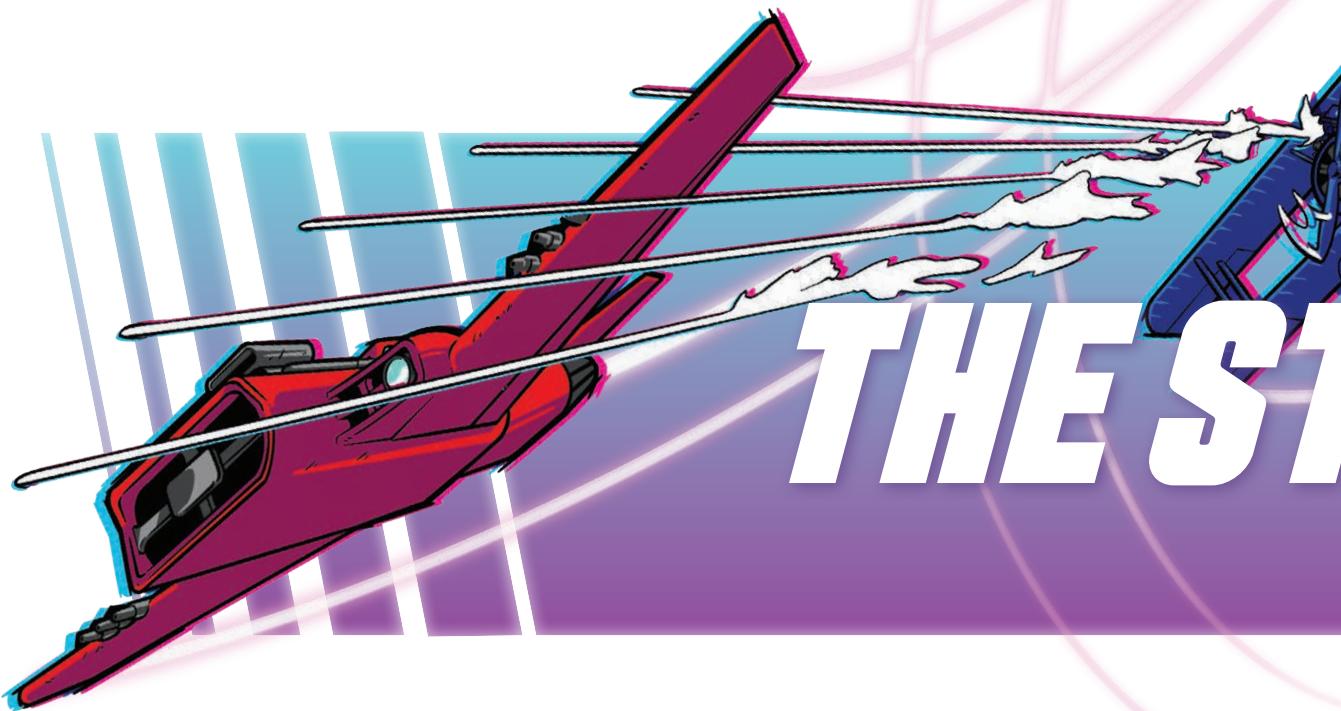
**CHANGE: 4. RESTART FROM ACTION PHASE 1** - With the player with the next highest Initiative. When all players have completed their Active Battle cards, move on to the End phase.

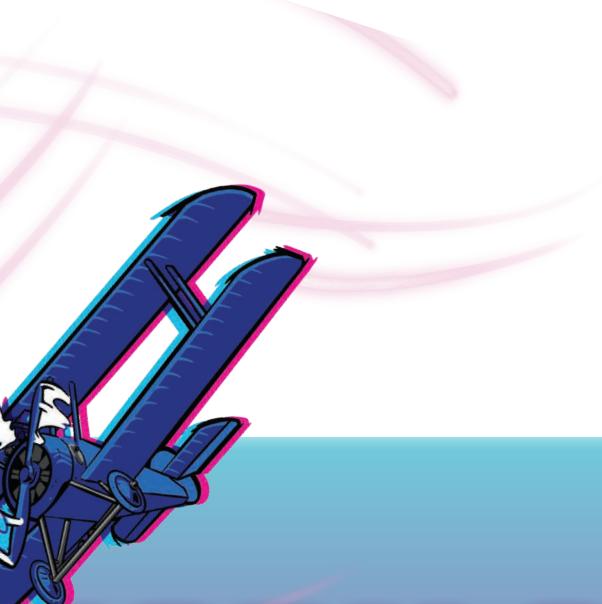
## CLARIFICATIONS:

- ◆ "Opponent" refers to the player you are paired against during the Reveal stage for the remainder of that round.
- ◆ When performing an Attack action, a player may target any amount of fighters they wish by allocating dice from their Attack action to each so long as the number doesn't exceed the Attack action's value.
- ◆ Each fighter is assigned 5 Hit Points instead of 15.
- ◆ When a player's fighter is destroyed, they may re-enter at the start of the next game round. The player places their Fighter marker so it is touching the edge of the play area and is not within Range 5 of an enemy fighter.

## VICTORY

A Squadron receives 1 Victory Point each time they destroy an enemy fighter. The first Squadron to reach 10 Victory Points is the victor.





# STORY SO FAR



# ACE

*Flying over the fields of France, each of these young pilots are daring soldiers fighting for their nations. Pilots from the world of Ace are known for their grace and their elegant war machines – biplanes crafted of canvas and wood. Ace pilots are divided between the Allegiance and Resurgence, two opposing forces each believing they are fighting for the ideology of freedom.*

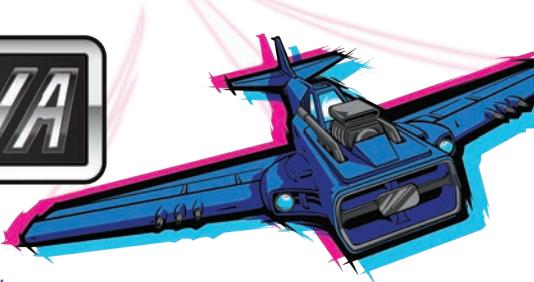
## PILOTS OF THE KNIGHTS OF THE ROUND TABLE SQUADRON

**Theodosia Costello (She/Her)** - The lost daughter of the Resurgent leader. She resents the family name and adopts a new name, Theodosia Costello, to fight for the Allegiance. Her strength is from her resentful attitude but also the respect she shows her squadmates. During the Battle of Rose Hill, she fearlessly led the Knights of the Round Table Squadron in an against all odds victory after bringing down General Valincourt, a ruthless man known as "The Dragon of the West."

**Sophia Saleh (She/Her)**  
- At the age of 11, Sophia was left to fend for herself and her younger brothers after an attack on her city left them all orphaned. Her resilience following this tragedy fostered a vengeful spirit in this sharp pilot. Sophia is a tempered individual who doesn't back down from any fight that promises to get her closer to redemption.

**Archie (He/Him) and Ely (He/Him) Anderson**  
- Inseparable twin brothers from the Midwest. This devious duo brings ingenuity to their fight style by surprising the enemy with unusual, homemade weapons that prove to be devastating in aerial combat. Their victory count is typically combined because it's easier than enduring another argument between the brothers; they can never agree on who shot down which plane.

**Sven Bergman (He/Him)** - Sven was a famous race car driver before the war, and that thrill of high speeds and risk taking fit naturally into his new role in the cockpit. Like his racing days, he knows every nut and bolt in his biplane and has memorized every inch of the machine. Sven believes first and foremost in preparation. When that fails, dazzle them with speed.



*In the world of Futuria, war dominates daily life.*

*The Western Federation's fight to regain power over the Sila Regime has reached its 40th year, and any hope for a quick or peaceful ending has long since faded. The lengthy fight has called for drastic action, with children tested for psionic abilities from birth and forced into a cockpit at a young age to participate in wartime efforts.*

*Futuria's war takes place predominantly in the air on a common battlefield known as the Skies of Azure.*

## PILOTS OF RENEGADE SQUADRON

**Alice Drummond (She/Her)** - On the night before her sister Emilia's death, Alice had a premonition that it would be the last time they spoke. To cheer Alice up, Emilia placed her jacket around Alice's shoulders. Ten years later, Alice still wears her sister's jacket and leads her old team of Renegades aboard the U.S.A.S Minnesota, defending the thousand that call the vessel home.

**Havoc Moua (He/Him)** - Havoc has defended the U.S.A.S. Minnesota for more than thirty years. With his age comes the experience that is unrivaled by anyone else in the Skies of Azure. He believes in hit-and-run tactics, coordinating swipes with other pilots to catch their foes off guard.

**Hilda McMahon (She/They)** - Throughout her time on the U.S.A.S. Minnesota, Hilda has always felt trapped in the shadow of Emilia. That feeling remained when Alice took over for her older sister. Despite these pangs of jealousy, Hilda is a fiercely loyal pilot who has spent thousands of hours in the air to prove herself worthy of leading her own squadron one day.

**Dane X (He/Him)** - Reckless but effective, Dane is a pilot of daring skill. His love of fuselage modification leaves him with a lot more engine and less cockpit space than other pilots. Thanks to these improvements, Dane finds routes most planes – much less pilots – couldn't handle, making him deadly in the sky. His D-22 Maverick sports a fuel-injected Supercharger, allowing him to leave his enemies in the dust.



*Martaga is an arcade game which first released in the year 1976. Players of Martaga are paired off against one another as they hunt and challenge not only the opposing player but also a slew of dangerous bounties in the lawless galaxy of Martaga.*

*In 1979, Well Played Games announced the first ever Martaga World Championship Series, inviting the best from around the world to compete in a last pilot standing championship to crown the first Martaga World Champion. No one knew what to expect after it was announced, including the young Jax Fernandez.*

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## COMPETITORS OF THE 1979 WORLD CHAMPIONSHIPS

**Jax Fernandez**  
**(They/Them)** - When not sweeping floors or helping serve drinks as The Prickly Wren's unofficial barback, this 12-year-old spends every waking hour behind the joystick immersed in the exciting world of Martaga. As a pilot, Jax is sharp, ruthless, and wickedly fast, out gunning and out flying everybody they've come up against to date.

**Fare Collins (He/Him) -**  
Fare is a good natured player from Phoenix, AZ. Fare loves meeting other Martaga enthusiasts and befriending many at competitive events. He and Jax became fast friends after battling in the final round of the Phoenix Regional Championships, where upon Fare's defeat, he shared a game mechanic tip that had helped him beat players across the state.

**Lance Hamill**  
**(He/Him) -** Family wealth has allowed Lance to fly across the country to challenge anyone who dared secure a high score in Martaga. Lance's play style includes sneering insults and underhanded tactics. The only thing that could make each victory on the road to the World Championships better would be having a single person cheering him on.

**Elena Zane**  
**(She/Her) -** It's practically a rite of passage for new Martaga players to be defeated by Elena. As a player, she loves taking risks and going on the offensive. These tactics make her a formidable foe against newcomers, but her daring maneuvers and surprising accuracy are no match for seasoned Martaga players.



*The Galaxy of Wae is home to hundreds of splintered groups of explorers, conquering warriors, and bounty hunters. One in particular is the Star Lancers, a group of individuals hoping to establish unity across the chaos.*



*However, a new force has approached the galaxy as a powerful epitome of evil, known as IOE, begins to force pilots from across the galaxy to a tournament known as the Aerodome to fight for their worlds' freedom. It's not until Trident Squadron discovers IOE's truths about the tournament that Ash Buchanan signals other dimensional pilots for their help against IOE and to put an end to AERODOME.*

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## PILOTS OF TRIDENT SQUADRON

**Ash Buchanan (He/They)** - Ash is a plucky spirit often seen as a klutz or mess-up. They signed up for the dangerous mission to board the hostile cruiser to prove themselves a hero. His team succeeded, uncovering the project known as Aero-Dimensional Tournament or "Aerodome," though Ash was the sole survivor of the mission.

**Dario Stardancer (They/Them)** - This daring pilot is best known for their stunts performed in a traveling aerial show. Lights and illusions add to their display of pinpoint movements. When traveling, Dario likes to find "work", often out flying their bounty. And on the off chance the bounty doesn't immediately surrender, a short bout is bound to happen.

**Van Vertigo (She/Her)** - People say Van is an acquired taste. She enjoys being the center of attention and typically considers herself to be of a higher caliber than those around her. Her tongue and poise are as deadly as her piloting abilities. Van is regularly being brought in to handle jobs no one else is capable of, thanks to her skills and handling of her modified SW-Z Starbolt.

**B3-47L (They/Them)** - B3 is an android mercenary from the outer sector. They might be small in stature, but that doesn't mean they're not a threat. Those who underestimate B3 only make that mistake once. B3 is programmed to attack at the slightest provocation, so it's easy to say that their trigger finger ignites on a whim. **VIOLENCE!**

# CONSTRUCTED HANDS

## ACE PILOTS



**SOPHIA SALEH**  
“BLACKBIRD”

- 1 - Helpful Straight - RH1005
- 2 - Rend Roll - RH1019
- 3 - Pick'n Choose - RH1133
- 4 - Sharp Immelmann - RH1138
- 5 - Burn Turn - RH1034
- 6 - Vulture Faint - RH1049
- 7 - Blackbird Strikes - RH1147\*
- 8 - Ace Straight - RH1059
- 9 - Songbird's Song - RH1072



**ARCHIE / ELY ANDERSON**  
“DEVIL DUO”

- 1 - Turret Burst - RH1105
- 2 - Gear Rotate - RH1107
- 3 - Twin Straights - RH1112\*
- 4 - Risky Arming - RH1116
- 5 - Proficient Turn - RH1037
- 6 - Ace Rotate - RH1041
- 7 - Harrier Carrier - RH1053
- 8 - Gear Straight - RH1128
- 9 - Aux Turn - RH1069



**SVEN BERGMAN**  
“NIGHT HAWK”

- 1 - Peregrine Dive - RH1155\*
- 2 - Ace Straight - RH1012
- 3 - Ace Turn - RH1021
- 4 - Plink Bank - RH1164
- 5 - Ace Immelmann - RH1033
- 6 - Rend Roll - RH1045
- 7 - Need for Speed - RH1175
- 8 - Proficient Turn - RH1064
- 9 - Swooping Hawk - RH1180



**THEODOSIA COSTELLO**  
“DRAGONSLAYER”

- 1 - Be The Leaf - RH1073\*
- 2 - Lucky Straight - RH1014
- 3 - Ace Roll - RH1020
- 4 - Heave Ho - RH1083
- 5 - Dare Turn - RH1087
- 6 - Evasive Activations - RH1090
- 7 - Proficient Turn - RH1055
- 8 - Strigidae Straight - RH1099
- 9 - Roll Troll - RH1103

## FUTURIA PILOTS



**Alice Drummond**  
“HELLSISTER”

- 1 - Proficient Turn - RH1007
- 2 - Sharp Straight - RH1132
- 3 - Piercing Gaze - RH1134
- 4 - Burning Graze - RH1136
- 5 - Futuria Immelmann - RH1035
- 6 - Smoke on the Water - RH1048
- 7 - Firefall - RH1148
- 8 - Hell's Bells - RH1149\*
- 9 - Practice Makes Perfect - RH1151



**HILDA MCMAHON**  
“VIKING”

- 1 - Recover Straight - RH1009
- 2 - Futuria Straight - RH1052
- 3 - Turnstyle - RH1109
- 4 - Gear Rotate - RH1110
- 5 - Falling Hell - RH1114\*
- 6 - Turntable Scratch - RH1122
- 7 - Hard Aux - RH1123
- 8 - Gear Roll - RH1127
- 9 - Blanks Got You Down - RH1130



**HAVOC MOUA**  
“HUNTER”

- 1 - Elusive Immelmann - RH1003
- 2 - Futuria Straight - RH1027
- 3 - Roll The Dice - RH1039
- 4 - Futuria Immelmann - RH1070
- 5 - Nos Boss Turn - RH1159
- 6 - Ebb and Flow - RH1160
- 7 - Immense Speed - RH1171
- 8 - Mother Swan Dive - RH1174
- 9 - Speed Rotate - RH1176



**DANE X**  
“DIESEL”

- 1 - Hard Rock - RH1004
- 2 - Lucky Split - RH1028
- 3 - Route D6 - RH1046
- 4 - Futuria Rotate - RH1061
- 5 - Dare Straight - RH1075
- 6 - Burn Roll - RH1077
- 7 - Turning Torture - RH1089
- 8 - Deke Sneak - RH1093
- 9 - Burning Fate - RH1100

## MARTAGA PILOTS



ELENA ZANE  
EZW

- 1 - Sharp Roll - RH1131
- 2 - ELO Hell - RH1013
- 3 - Martaga Roll - RH1024
- 4 - Smash - RH1031
- 5 - Straightshot - RH1143
- 6 - Sharp Straight - RH1146
- 7 - Roll to Avoid - RH1056
- 8 - Martaga Immelmann - RH1062
- 9 - Ol' Twirly Bird - RH1150\*



JAX FERNANDEZ  
JAX

- 1 - 1up - RH1001\*
- 2 - Gearturn - RH1108
- 3 - Power Spike - RH1026
- 4 - Supercharger - RH1117
- 5 - Gear Roll - RH1119
- 6 - Aux Turn - RH1042
- 7 - Lucky Straight - RH1054
- 8 - 8-Track Loop - RH1125
- 9 - Sidescroller - RH1071



FARE COLLINS  
FRC

- 1 - Speed Straight - RH1156
- 2 - Boost Roll - RH1157
- 3 - Nitrous Turn - RH1161
- 4 - NOS Straight - RH1029
- 5 - Martaga Turn - RH1036
- 6 - Frozen Pass - RH1170
- 7 - Fare Play - RH1172\*
- 8 - Reposition - RH1065
- 9 - Rolling Nitro Speed - RH1179



LANCE HAMILL  
ZZZ

- 1 - Easy Does It - RH1074
- 2 - Nitro Rotate - RH1015
- 3 - Risky Immelmann - RH1079
- 4 - Dare Roll - RH1080
- 5 - Give Me Fuel - RH1088
- 6 - Xerging Rush - RH1050
- 7 - Rolling Nitro Dare - RH1094
- 8 - Blasted - RH1095\*
- 9 - Dare Immelmann - RH1101

## STAR LANCER PILOTS



B3-47L  
“SUN KING”

- 1 - Venus and Mars - RH1011
- 2 - Recover Straight - RH1018
- 3 - Steady Fire - RH1135
- 4 - Straight as an Arrow - RH1140
- 5 - Max Hammer - RH1141\*
- 6 - Lickity Split - RH1144
- 7 - Turret Twist - RH1058
- 8 - Turret Turn - RH1067
- 9 - Andromeda - RH1068



VAN VERTIGO  
“COUNTESS”

- 1 - Sturdy Straight - RH1104
- 2 - Burnout Blasters - RH1106
- 3 - Lucky Straight - RH1023
- 4 - Orion's Sword - RH1030
- 5 - Orion - RH1120
- 6 - Now You See Me - RH1044
- 7 - Bebop - RH1124
- 8 - Gear Immelmann - RH1129
- 9 - Best Use - RH1129



ASH BUCHANAN  
“STAR PHOENIX”

- 1 - Halley's Comet - RH1154\*
- 2 - Need for Speed - RH1158
- 3 - Orion's Belt - RH1025
- 4 - Speed Immelmann - RH1165
- 5 - Orion - RH1168
- 6 - Cassiopeia - RH1169
- 7 - Star Lancer Straight - RH1057
- 8 - Twisted Fate - RH1177
- 9 - Falling Twist - RH1178



DARIO STARDANCER  
“FOX-TRON”

- 1 - Recover Rotate - RH1008
- 2 - Roll Even - RH1076
- 3 - Dare Turn - RH1078
- 4 - Holy Diver - RH1084
- 5 - Dare Straight - RH1086
- 6 - Fly and Burn - RH1091\*
- 7 - Elusive Immelmann - RH1051
- 8 - Eluding Maneuvers - RH1096
- 9 - Daring Twist - RH1102

# KEYWORDS

**AMMO X:** After this card is attached to a fighter, place X Charge tokens on this card.

**BOOST X:** Increase the speed of any 1 Maneuver action listed on this card by X (Maneuvers cannot go over 5).

**BURST X:** Increase the number for each Attack action on this card by X.

**CHARGE:** This card can receive Charge tokens. This card cannot have more than 3 Charge tokens at once.

**DAZED X:** At the end of your Action phase: Assign X Dazed tokens to your Active Battle card.

**DISORIENT:** After a successful Attack action: Assign 1 Dazed token to the defender's Active Battle card.

**FREEZE X:** After a successful Attack action: Assign X Frozen tokens to the defender's Fighter marker.

**INEFFICIENT\***: Attack actions on this card succeed on a 6+.

**LUCKY X:** During an Attack action: You may re-roll up to X dice.

**PIERCE:** After a successful Attack action: Deal 1 additional damage to the defender.

**PROFICIENT\***: Attack actions on this card succeed on a 4+.

**PSYCH X:** At the start of the Compare stage: If your opponent has revealed an X Initiative, this card counts as the same Initiative as your opponent's revealed card's Initiative value.

**RECOVER X:** At the start of your Action phase: Remove X Debuff tokens assigned to your Fighter marker or Battle cards.

**REND:** After a successful Attack action: The attacker removes 1 Auxiliary card or Buff token from the defender.

**SCORCH X:** After a successful Attack action: Assign X Burn tokens to the defender's Fighter marker.

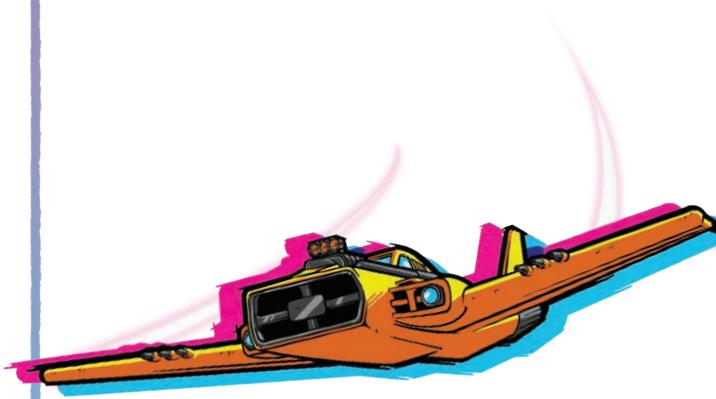
**SPLIT-SECOND:** During the Compare stage: You may increase the Initiative value on this card by 1d3.

**STRAIGHTSHOT:** You must make any Attack actions from this card using the Speed 5 Maneuver tool in the Front point when checking for range.

**STURDY:** While this is your Active Battle card: Suffer 1 less damage from Attack actions (to a minimum of 1).

**TURRET X:** Attacks from this Attack action may use any point listed after the keyword. If no points are listed, choose any point.

*\*Equivalent Exchange - Keywords Proficient and Inefficient cancel one another out.*





*“Even when flying solo, I close my eyes, and I know she is still with me.”*

ALICE DRUMMOND

# CREDITS

**ART AND GAME DESIGN:** Wade Piche

**CARD GRAPHIC DESIGN:** Athena Designs with Chris Beck and Wade Piche

**FIGHTER CONCEPTS:** Connor Duggan with Wade Piche

**RULEBOOK:** Em Handy with Wade Piche

**PLAYTESTERS:** Cole “MINER” Blank, Alex “MURZ” Bojarski, Ken Cho, Tim Dugan, Liam Earley, William “Jester” Earley, Steven “Eeyore” Ford, Ryan “Kansas” Kriesch, Ezekiel “The Beast” McBrayer, John “Moonhowler” McDermid, Andy “DEATHWISH” Myers, Andrew “Zeta” Nuckols, Matthew “Taxman” Norton, Aaron “Kingmaker” Russell, Tim Sturm, Alex Szymanski, Nick White, Victor Yang



Check out Curled Paw Creatives for Official Aerodome Acrylic Templates.



## FOLLOW US AND FIND OUT MORE

The website provides game updates and news about upcoming and released product.

Join the Discord and follow us through socials to engage with our growing community and keep up with events in the Aero-Dimension.

**SPECIAL THANKS TO:** Andy Myers, John McDermid, Matthew Norton, Tim Dugan, Aaron Russell, Cole Blank, Dion Morales, Ryan Farmer, Shae Maloney, Alex Szymanski, Tom Wetzel, Ryan Noonan, and my parents Connie and Lonny Piche.

# QUICK REFERENCE

## INITIATIVE PHASE

### 1. SELECTION STAGE:

1. Start of Selection stage.
2. Each player secretly selects their Battle card and places the card face down.
3. End of Selection stage.

### 2. REVEAL STAGE:

1. Start of Reveal stage.
2. Players reveal their Battle cards simultaneously.
3. End of the Reveal stage.

### 3. COMPARE STAGE:

1. Start of Compare stage.
2. The player with the highest revealed Initiative modifies their Initiative.
3. The player with the lowest revealed Initiative modifies their Initiative.

If two players have revealed the same Initiative, players roll a d6 to determine the order in which they modify their Initiatives.

**SYNC:** At the end of the Compare stage, if both players' Initiatives are the same they are considered to be in "Sync." Whenever this happens, players each roll a d6 to determine who will have Initiative for that round. The player who rolled the higher result may choose if they want to have the Initiative for the remainder of the round.

## ACTION PHASE

1. Start of a player's turn.
2. Activate top most action.
  - a. Active player resolves an action.
  - b. Opponent may resolve an action if able.
3. Repeat Action phase steps 2a and 2b until the Active player has completed all of their chosen actions on their Active Battle card in order.
  - a. End of the Active player's turn.
4. Restart from Action phase step 1 with the player with the next highest Initiative. When all players have completed their Active Battle card, move on to the End phase.

## END PHASE

1. Start of the End phase.
  2. Players check to see if fighters have taken damage equal to their Hit Points.
  3. If YES, the game is over. The player with Hit Points remaining wins!
- If NO, a new round starts with a new Initiative phase.