LEGO X-POD

PLAY OFF

AERO POD
STARTER'S KIT

The Aero Pod

Strengths: High-speed flying and jumping makes Aero Pod the most maneuverable team
Weaknesses: A bit weak on deconstruction, and on a less crowded board yellow units lose their advantage.

Strategy tips: Avoid too much direct combat and instead fly over and around your opponents. Balance your powerful deconstructing units with small flyers, which you might be able to sneak in for a score.

Game Summary

In X-Pod Play Off, you and your opponent use your X-Pod bricks to build units, deploy them on the board, and the opposition. To win, be the first player to move 3 units all the way across the board to your opponent's side.

Setup

1) Select a board and get out your X-Pods.

2) Put your bricks down on your Inventory Sheet and find Plan Cards for the Aero Pod basic units: **Copter Raider**, **Jet Raider**, **Jump Jet**, **Minicopter**, **Glider Medic**, **Rescue Jet**, **Interceptor**, **Yellow Flyer.**

3) Build any three units. If this is your very first game, build **Copter Raider**, **Jump Jet**, and **Rescue Jet**. Or try **Jet Raider**, **Minicopter**, and **Rescue Jet**. Always build your units to their highest level.

4) Pick your three X-tra cards. If this is your very first game, pick the **Build 2**, **Move +1**, and **Level +1** cards. Or you can pick any combination of those three X-Tra cards for your hand.

5) Flip any flat brick to see who goes first. The first player places his 3 units first on his home row. Then the second player places his units. The first player also takes the first turn. On your first turn, you will probably ACTIVATE one of the units that are already on your home row.

Quickstart Rules

Turn Sequence
Each turn you must do one of the following things:
• BUILD one unit to its maximum level and put it in your X-Pod lid.
• PLACE one unit from your lid to your home row.
• ACTIVATE one unit already on the board. When you activate a unit, that unit can do one movement action and one special action.
• UNFREEZE one unit that has been scared or webbed. Turn that unit right side up.

Movement actions:
MOVE: Move up to the move value on the board (non-diagonal moves only). You cannot move through or land on an obstacle square or a square with another unit.

FLY: Just like jump, except you can end your movement on an obstacle. You can never end your movement on top of another unit.

JUMP: Just like move, except that you can move over squares with obstacles and other units. You have to end your movement on an empty square.

PUSH: Push is the same as move, except that a pushing unit will push other units around the board if it bumps into them. Remember that a unit can push more than one unit at a time, and if units get pushed into walls and obstacles, they will be deconstructed.

Special Actions:
CARRY: As you move, you can pick up an adjacent unit and then put it down in an adjacent square when you have finished moving. You can only put down the unit being carried in a square that the unit could normally occupy.

REPAIR: Heal 1 adjacent unit up 1 level. Repair ends your turn.

SCARE: Scare is an ability that allows a unit to freeze another unit. At the end of a player's turn, any unit with the Scare action freezes any adjacent enemy units. The frozen targets are flipped upside down, and cannot be activated or use any ability until they have been unfrozen. Freezing a unit does not cause it to lose any bricks.

DECONSTRUCT: Take an adjacent unit down 1 level. Deconstruct +1 takes a unit down 2 levels. A ranged deconstruct has a range in square (so Decon R2 can deconstruct exactly 2 squares away). Using the deconstruct action ends your turn.

EAT: Deconstruct any adjacent level 1 unit and go up 1 level. You can only eat a unit that is already at level 1. If you are at your maximum level you can still eat, but there is no repair effect. Eating ends your turn.

WEB: Web is a special action that allows a unit to freeze another unit. To do so, the unit must two spaces away from the target and end its turn with the Web action. The target is flipped upside down, and cannot be activated or use any ability until it has been unfrozen. Freezing a unit does not cause it to lose any bricks.

Unfreezing Units:
Frozen units are turned upside down and cannot take any action. A unit can be unfrozen if a friendly unit moves next to it, or if you spend your turn to unfreeze it.
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X-Tra cards
You can play up to one X-Tra card on your turn. When you play one, discard it face-down next to the board.

Scoring & Winning
As soon as you move one of your units into your opponent's home row, you immediately score. Take one brick from the scoring unit and put it in your X-Pod to keep score. When your opponent scores, if you have used any of your X-Tra cards, you can take one back into your hand.

To win, be the first to move three of your units into your opponent's home row.

Aero Pod basic set

Starting options:

1 Copter Raider
Jump Jet
Rescue Jet

2 MiniCopter
Jet Raider
Rescue Jet

3 Jet Raider
Glider Medic
Interceptor

X-tras

build 2
level +1
move +1

Aero Pod — Copter Raider

level 1
parts: 1, 32
→ **actions**: none
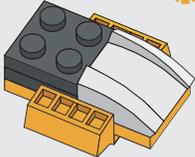
level 2
parts: 3(x2), 34
→ **actions**: move 1, decon
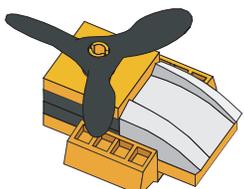
level 3
parts: 31
→ **actions**: fly 2, decon

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Aero Pod — Jet Raider

level 1
parts: 1
→ **actions**: none
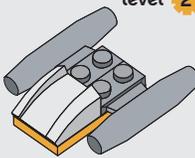
level 2
parts: 37(x2), 34
→ **actions**: jump2
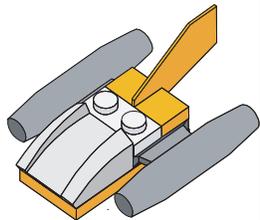
level 3
parts: 7, 38
→ **actions**: jump 3, decon

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Aero Pod — Jump Jet
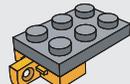
level 1
parts: 2, 15
→ **actions**: none
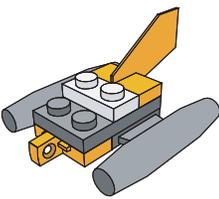
level 2
parts: 37(x2), 7, 38
→ **actions**: jump 3

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Aero Pod — MiniCopter
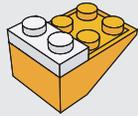
level 1
parts: 23, 7
→ **actions**: none

level 2
parts: 13, 31
→ **actions**: fly 3

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Starting options:

1 Copter Raider
Jump Jet
Rescue Jet

2 MiniCopter
Jet Raider
Rescue Jet

3 Jet Raider
Glider Medic
Interceptor

X-tras

✳ build 2
level +1
move +1

Aero Pod ❧ Glider Medic

level 1
parts: 2 — **actions**: none

level 2
actions: jump 2, repair
parts: 17(x2), 30(x2)

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Aero Pod ❧ Rescue Jet

level 1
parts: 6 — **actions**: none

level 2
actions: fly 1, repair
parts: 36, 30, 19

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Aero Pod ❧ Interceptor

level 1
parts: 13 — **actions**: none

level 2
actions: fly 1, decon
parts: 24(x2)

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Aero Pod ❧ Yellow Flyer

level 1
1
parts: any 1 brick — **actions**: none

level 2
6
parts: + any 5 bricks — **actions**: fly 2

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Aero Pod inventory sheet

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X-TRA

BUILD 2

Play this X-tra before you do anything on your turn.

This turn, build 2 units and place them in your X-Pod lid. You cannot do anything else this turn.

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X-TRA

LEVEL +1

Play this X-tra on any unit at any time during your turn.

The unit's level is increased by 1. This card cannot be played on a unit at max level.

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X-TRA

MOVE +1

Play this X-tra just before you move a unit.

This turn, the unit gains +1 to its move, jump, or fly movement action. A unit with no movement action will get a move 1 ability from this card.

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