ARISTEIA!

AGL - RULES

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AGL

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AGL: BASIC RULES

Aristeia! Global League (AGL) is *Aristeia!*'s official organized play program, and features an International Ranking to keep track of each player's score.

There are a number of ways to participate in AGL, but all AGL events share the basic rules set forth in this document.

For an event to be officially sanctioned and its results recorded onto the International Ranking, it must comply with all applicable rules.

The AGL rules are divided into those pertaining to the participants and those pertaining to the event organizers. The purpose of these rules is to facilitate the organization of and participation in *Aristeia!* events in a way that allows all members of the player community to be a part of a worldwide system with common ground rules that are fair to all.

EVENT PARTICIPANTS

In order to take part in an official AGL event, players are required to bring everything they need to play, including:

- Miniatures.
- Cards.
- Tokens and markers.
- Control Panel
- Dice.

Participation in official *Aristeia!* events implies knowledge and acceptance of all rules in this document as well as any rules set forth by the event Organizer.

SPORTSMANSHIP
All participants in an event, whether Organizers, Players, or guests, are expected to conduct themselves in a friendly and considerate manner at all times. If a participant disrupts the good atmosphere of an event, the Organizer may penalize them or altogether remove them from play.

Minimum player etiquette includes giving the opponent time to clearly see the results on your dice before picking them up, sharing with the opponent all open information from your team and clarifying it as often as requested, waiting for the opponent to declare Actions, etc.

REMEMBER

Aristeia! is first and foremost a game and events should be fun for everyone involved.

MINIATURES

All miniatures used by the players must belong to the official *Aristeia!* range by Corvus Belli. Miniatures from the Infinity range may be used (see Proxies and Conversions).

PAINTING
Players can paint or mark their miniatures to identify their owner.

PROXIES
It is not allowed, **under any circumstances,** to use miniatures from other brands or manufacturers. The use of other Corvus Belli miniatures is allowed; however, players must inform their adversary which characters are represented. The size of the base must not exceed, in any way, the limits of the hexagonal tiles of the HexaDome.

CONVERSIONS
The use of converted miniatures is allowed, as long as the majority of the miniature is made by Corvus Belli miniature pieces and it is completely clear which character is being represented. The base must not exceed, in any way, the limits of the hexagonal tiles of the HexaDome.

CARDS

All cards, including Character cards, Initiative cards, and Tactics, must be the official ones made by Corvus Belli for Aristeia!

Players may use sleeves to protect their cards. In the case of Tactics, all sleeves must be identical.

PROXIES
The use of photocopies, homemade prints, modified cards, or cards made by any other brand or manufacturer is **not allowed under any circumstances.**

TOKENS, MARKERS AND CONTROL PANELS

All the markers and tokens that the players use must be the official *Aristeia!* ones produced by Corvus Belli, or by an Authorized Partner.

PROXIES
Players are not allowed, **under any circumstances,** to use markers or tokens from other brands or manufacturers.

MODIFICATIONS

Players are allowed to mark all their pieces, tokens and Control Panels to identify the owner, as long as that mark does not interfere with the component and its rules.

The use of homemade markers or tokens is not allowed under any circumstances.

The use of homemade Control Panels is allowed as long as the game elements (Bench, Infirmary, Movement Points, Action Points, Round Number…) are clearly distinguishable and have the appropriate measures.

DICE

All dice used by the players must be the official ones made by Corvus Belli.

OFFICIAL APP: ARISTEIA! TEAM MANAGER

Although Corvus Belli provides the players an app that simulates dice rolls for casual games, its use is not allowed during Official Events.

PROXIES

Under no circumstances can custom made dice, modified dice, or dice made by other brands or manufacturers be used as proxies.

MODIFICATIONS

Players are allowed to use permanent markers to indicate ownership, but it is not permitted to alter them in any other way.

LOST OR DAMAGED GAME COMPONENTS

If a game component is lost or damaged during an Official Event in a way that no longer allows the correct development of the game, the player has to immediately inform the Organizer. The Organizer will give the player a short time extension for that round in order to find a replacement. The player may use any game component as a replacement, as far as that allows the correct development of the game (for example, substituting a miniature using another Character not being used in that game, or using a coin to replace a Damage token). If the component is irreplaceable, the player will have to concede the game and, if the component is not replaced before the beginning of the following round, abandon the event.

NAMES AND EQUIPMENT LOGOS

Corvus Belli reserves the right to prohibit and / or withdraw any team name and / or logo that it deems offensive or obscene.

BUILDING TEAMS

Teams must conform to the rules laid out in the *Aristeia!* rulebooks and the special rules of the event, if there are any.

All participating Players must use the *Aristeia!* Team Manager (available for free on the *Aristeia!* Website) to create and check their Teams or Initial Lineups. Should there be a discrepancy, the information available on the official *Aristeia!* rules website (wiki.aristeiathegame.com) takes precedence.

RULES

Official Game Rules are those published by Corvus Belli on the official *Aristeia!* rules website (wiki.aristeiathegame.com/).

All game rules, FAQ, and Rules Errata published up to one week before the date of an event apply to that event.

LEGALITY OF EXPANSIONS

Characters published in expansions will be legal for an Official Event once they appear in the list available in the official *Aristeia!* rules website (wiki.aristeiathegame.com).

EVENT ORGANIZERS

The Event Organizer is the person, store, or club that will organize and manage the event.

Organizers are expected to be an example of good conduct, whether they are participating in the event as players or not. Every Official Event will have exactly one Organizer.

DUTIES OF THE ORGANIZER

The Organizer is responsible for:

- Ensuring that the rules of the event and the game rules are observed.
- Informing Corvus Belli of the results of the event, as indicated in the rules for that type of event.
- Ensuring all participants are registered in the AGL before the event takes place. Players can register using the form available at agl.aristeiathegame.com.
- Establishing the times and duration of each game.
- Manage and provide the prizes, if there are any, as well as informing all participants before the event begins about how those prizes will be distributed to avoid any misunderstanding.
- Providing an adequate venue for the event, as well as anything else required to play:
  - » One chair for each participant.
  - » One game table big enough to allocate all the game components for every two participants.
  - » A game board, like the ones included in the Tournament Kits, for every two players.
  - » Enough Control Sheets and pens for all participants, if they are needed in the event.
  - » At least one copy, accessible to everyone, of all the needed reference documentation: the Reference Guide included in the *Aristeia!* Core Box, FAQs, Official Rules Errata, AGL Basic Rules (this document), and any special rule events, if there are any. The most updated version of those documents can be found in wiki.aristeiathegame.com

REFEREES

During events, Referees are the ultimate authority in matters of game rules, which is why they are expected to make fair rulings and to devote all the time necessary to solving the players' doubts. To make the Referee's job easier, players are encouraged to try to solve their disputes in a friendly manner, and only turn to the Referee if an agreement cannot be reached. Once requested, the Referee's rulings are final.

In the same way, the Referee can establish the sanction he considers appropriate if a player doesn't follow the rules determined by the Organizer.

The Referee and the Organizer of the event will often be the same person. If they are not, the Organizer is bound by the rulings of the Referee like any other participant, both in matters of game rules and conflict resolution.

To prevent conflicts of interest, it is advisable—but not mandatory—for the Referee to abstain from participating in the event as a player.

RANKINGS

Every Official AGL event counts towards *Aristeia!* Player Rankings. Rankings rate players according to their performance in officially sanctioned events, as indicated by their AGL Rating.

Players start the season with an AGL Rating of 1000. Their performance in each Official AGL event they take part in modifies that Rating, depending on whether the result was better or worse than expected as predicted by an *Elo rating system*.

The amount by which the AGL Rating of a player varies with each event depends on the event's K factor, as follows:

Event Type	K Factor
Interplanetario	38
Regional	36
Standard	32
Open	8

At the end of the season, the winner of the Ranking will receive the following prizes:

- A guaranteed seat in the 7th Interplanetario Tournament, including lodging throughout the event.
- An official 2nd AGL Season trophy.
- Taking part in the design process of a new Aristeia! character.

AGL: STANDARD TOURNAMENT RULES

BASIC RULES

As Official Events, all Tournaments must comply with the Basic Rules of AGL. In case of discrepancy between these rules and the Basic Rules, this document takes precedence.

FORMAT OF THE EVENT

This is the basic AGL format for tournaments. This format pits 4 or more players in one-to-one games over 3 or more Tournament Rounds.

STARTING LINEUP

Every player has to build a Starting Lineup before the Tournament. During the tournament, players won't be allowed to use any Characters outside that Starting Lineup.

There are different ways to choose the Starting Lineup, depending on the Tournament Mods chosen by the Organizer. For more details, see 'Tournament Mods' below.

CHOOSING YOUR SPONSOR

Players have to choose exactly one Sponsor from the ones they have available before the Tournament. All players can choose any of the two Basic Sponsors, and may unlock Special Sponsors as a prize for their performance during Aristeia! Official Events.

Players can only choose a Special Sponsor if they have unlocked that Sponsor on their AGL profile, and fulfilled any other requirements imposed by choosing that Sponsor.

Players cannot change their Sponsor during a Tournament.

TOURNAMENT CONTROL SHEET

At the start of the event, each player receives a Tournament Control Sheet. Players must write down their name, Corvus PIN, Sponsor, and eight starting Characters on their sheets.

During the tournament, players are required to use their sheet to write down the score of their game at the end of each Tournament Round. They must also use their sheet to make note of their Characters Lineup and composition of their Tactics Deck for each Tournament Round, so that they can be validated by their opponents or by the Referee when needed.

NUMBER OF TOURNAMENT ROUNDS

The number of Tournament Rounds per tournament depends on the number of players, as shown in this table:

Players	Tournament Rounds
4-8	3
9-16	4
17+	5

Treat this table as a guideline. The Organizer decides the number of Tournament Rounds a tournament will have, but there must never be fewer than 3.

KEEPING SCORE

Ranking during a tournament is determined by the player's *Tournament Points* score.

After each Round, players are awarded *Tournament Points* depending on their game's outcome. The decisiveness of a player's victory and its associated *Tournament Points* reward is measured by the difference in *Victory Points* scored by each player, as per this table:

Outcome	Tournament Points	Difference in Victory Points
Total Victory	3	Difference of 5 or more Victory Points.
Victory	2	Difference of 4 or less Victory Points.
Tie	1	Difference of 0 Victory Points.
Defeat	0	Any Victory Points difference in favor of the opponent.

NOTE: If both players get the same *Victory Points* at the end of a scenario, the player who has won more Frags will be the winner and it will count as a Victory. If both players get the same *Victory Points* and Frags, it will be considered a final tie.

Example 1: Player A scored 7 *Victory Points* during this Tournament Round, while her opponent, Player B, scored 3 *Victory Points*. The outcome of the game was a Victory for Player A, since the difference between their scores was 4 (7 – 3 = 4), and a Defeat for Player B, since the difference was in favor of his opponent. Player A gets 2 *Tournament Points* this round and Player B gets none.

Example 2: Both Player A and Player B get 7 *Victory Points*. Player A made 5 Frags while Player B only made 3. Player A is the winner of this duel and will win 2 *Tournament Points* per Victory.

Example 3: Both Player A and Player B get 7 *Victory Points*. In addition, both Player A and Player B made 4 Frags. As there is no way to decide the winner, the result is considered a Draw, and both Players win I *Tournament Point*.

FINAL SCORES

Once the last Tournament Round has finished, it is the duty of the Organizer to rank the players according to their total *Tournament Points* scores.

The winner of the tournament is the player who ranked first, that is, the one with the highest *Tournament Points* score.

If two or more players are tied for the same position, they are ranked according to their accumulated *Victory Points*.

If both their *Tournament Points* and *Victory Points* scores are equal, players are ranked according to their accumulated *Frags*. If this fails to break the tie, players are ranked according to the sum total of the *Victory Points* accumulated from all their opponents in the tournament.

PAIRINGS

Pairings for the first Tournament Round are assigned at random.

From the second Tournament Round on, a Swiss system is used. Players are ranked according to their *Tournament Points* scores, and ties are broken by comparing accumulated *Victory Points* scores. If the tie persists, compare the players' accumulated *Frags* and, if this fails to break the tie, the total *Victory Points* from all their previous opponents in the tournament. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

ODD NUMBER OF PLAYERS (BYES)

If the number of players in the tournament is not even, each Tournament Round one of the players will have to wait for the next Tournament Round to play; that player is said to be "given a bye". A player who takes a bye is awarded a Victory (worth 2 *Tournament Points*), 0 *Victory Points* and 0 *Frags* for that Round.

The Organizer must make sure that a single player is never given more than one bye during a tournament.

For the first Tournament Round, the player given a bye is determined at random. In subsequent Tournament Rounds, the player with the lowest ranking takes a bye, unless that player had already taken a bye in one of the previous Tournament Rounds. In that case, the player with the next lowest ranking who had not previously taken a bye is given the bye.

When players take a bye, they must make a note of it in their Tournament Control Sheet.

Once the last Tournament Round ends, players who were given a bye follow these steps:

1. Add up all *Victory Points* the player earned during the tournament.
2. Multiply the result by the number of Tournament Rounds of the tournament.
3. Divide the result by the number of Tournament Rounds played (one less than the total Tournament Rounds of the tournament) and then round up.

The end result is their final *Victory Points* score. In the event of a tie, repeat the process with the player's *Frags*.

BUILDING TEAMS

Each player submits a Starting Lineup consisting of four or eight Characters, depending on the Tournament Mods chosen by the Organizer.

Each player must bring two printed copies of their **Starting Lineup** and give one to the Organizer before the first Tournament Round begins.

BUILDING TEAMS AT THE BEGINNING OF EACH TOURNAMENT ROUND

Once players have been paired up with their opponents, and the Scenario has been announced at the beginning of a Tournament Round, they will build their Teams following these steps:

1. Choose the Initial Player. Players choose randomly, tossing a coin, which of them will be Player A. The other player will be Player B.
2. Player A chooses one Character.
3. Player B chooses two Characters.
4. Player A chooses two Characters.
5. Player B chooses two Characters.
6. Player A chooses one Character.

DECKBUILDING

Once both teams are built, players secretly choose two Tactics from each of their Characters to form the I8 Tactics Deck.

SEASON 2

During the Season 2 the following rules are applied:

FIRST BLOOD

Only one Player can get First Blood. At the end of the game, and only in the case of a tie in Victory Points and Frag tokens, the victory will be awarded to the player with the First Blood.

- The first Player to send an Enemy Character to the Infirmary will get First Blood.
- The First Blood allows a player to draw an additional Tactic.
- If two rival Characters go to the Infirmary during the same Activation, the First Blood will be given to the Active Player.

CRITICAL SUCCESS

One of the possible results on a red die is the Critical Success, represented by the ⊠ symbol.

- In a Face to Face Roll, a Critical Success **cannot** be nullified by any I results on the opponent's Roll.
- The only way to nullify a ⊠ is by using a ▣ to Nullify your opponent's red die completely.
- At the beginning of the Roll's Switches Step, each ⊠ adds one ✶ to the total amount of Symbols rolled.
- You may use a ⊠ to activate Switches. When this is done, it counts as a ✶.

TOURNAMENT MODS

There are five Tournament Mods available to Organizers to choose from. Organizers can choose more than one Mod for their Tournament, unless the Mod says otherwise.

KOORIE QUEEN MOD
The Starting Lineup consists of eight Characters. At the beginning of each Tournament Round, after choosing the Initial Player, players ban one Character from their opponent's Starting Lineup before forming their Teams:

1. Player A bans a Character from Player B's Starting Lineup.
2. Player B bans a Character from Player A's Starting Lineup.

Once both players have chosen and banned a Character from their opponent's Starting Lineup, they choose their Characters as stated in the 'Building Teams' section, above.

ZLAVIN MOD
The Starting Lineup consists of eight Characters. At the beginning of each Tournament Round, while building their Teams, Characters a player has chosen are blocked so that they're not available for their opponents to choose.

CARANO MOD
This Tournament Mod is not compatible with any other Mods. The Starting Lineup consists of four Characters. Players cannot change the Characters chosen for their Teams for the duration of the Tournament. However, Players may change the Character Tactics in their decks at the beginning of each Tournament Round.

MOD AGL CIRCUIT

The Organizer chooses a single stadium in which to hold the event. Each stadium offers a different effect or rule that is available to all players participating in the event in each Tournament Round:

TUNGUSKA STADIUM | NOMADS
All the characters gain I Movement Point at the start of the Actions Step of your Activation.

SAIF TRADERS | HAQQISLAM
All Characters have access to the following Switch:

!! : Remove a Status token that you have been assigned.

OMADON ARENA | NEOTERRA
Once per Round, players can re-roll any number of dice on a Roll where no Symbol has been obtained.

SHAOSHANG-T (SHAOSHANG STADIUM) | YU JING
All Characters have access to the following Switch:

▣! : Draw I Tactic.

MOD FINAL BOSS (SEMY 2.0.)

CREATING THE TEAMS

The initial line up consists of eight Characters. At the start of each Tournament Round, each player makes a team of six

Characters. Follow this system for selection:

1. Choose the Initial Player. Players are determined at random, - by tossing a coin, for example - which of the two players will be player A, and which one of the players will be Player B.
2. Player A chooses a Character from the Initial Character List.
3. Player B chooses two Characters from the Initial Character List.
4. Player A chooses two Characters from the Initial Character List.
5. Player B chooses two Characters from the Initial Character List.
6. Player A chooses two Characters from the Initial Character List.
7. Player B chooses two Characters from the Initial Character List.
8. Player A chooses a Character from the Initial Character List.

RESERVE ZONE

Each Player will designate an area next to their Control Panel to place their miniatures, their Team Characters, and Initiative cards when they're not playing.

UNDERDOG

To decide who is going to be the Underdog, each player adds together the ⬥ Initiatives of their six Characters.

FORM THE TACTICS DECK

Tactics decks are comprised of 18 Tactics (composing of 10 General Tactics [009 to 018] and 8 Tactics from their selected Characters) with the restriction that each Character cannot contribute more than 2 Tactics to the deck. It is possible to select a Character who doesn't contribute Tactics to the deck.

DEPLOYMENT

The players deploy as indicated by the scenario, leaving two characters undeployed. These Characters become reserves at the end of Deployment. The miniatures, Character cards, and Initiative of the Reserve Characters are placed in the Reserve Zone.

SUBSTITUTIONS

At the beginning of the Nanotherapy Step, during the Recovery Phase of each Round, the Players can exchange any number of Characters in Reserve Zone for Characters that are in the Infirmary.

When a Character from the Reserve Zone replaces another in the Infirmary, the Miniatures, the Character card, and Initiative card of that Character needs to be exchanged with the Character they are replacing. The Initiative card of an Incoming Character is placed in the same position as the Outgoing Character.

The incoming Characters will receive, therefore, the -2 ⚡ State when going to the Bench during this step.

ASK FOR A CHANGE

Once per Round, Players may voluntarily substitute one of the Characters on their Team at the end of the States Step of his activation and that are in the HexaDome, and exchange one of them for any Characters in the Reserve Zone. A Character cannot be substituted if it is Adjacent to an Enemy.

Steps to follow to substitute one Character for another in the Reserve Zone:

1. Place the substituted Character in the Reserve Zone.
2. Remove all State, Wounds and Markers tokens from the Character card.
3. Remove the Taunted tokens of the substituted Character from other Character cards.
4. Remove all Smoke tokens from the substituted Character that was in the HexaDome.
5. The opponent draws a Tactic.
6. The opponent wins the same Victory Points if there is an opportunity to score by placing an Enemy in the Infirmary.
7. Select a Character from the Reserve Zone and place it in the Infirmary.
8. Exchange the Character and Character Initiative cards with those of the Character that comes into play.

SCENARIOS

The Organizer must choose an Official AGL Scenario for each Tournament Round. The Organizer must make the chosen Scenarios known when the tournament is first announced so that players can take them into account when building their Starting Lineups.

AGL RATING

Players' AGL Ratings change depending on their results in each tournament's rounds, as well as the event's K factor, as detailed in the AGL Basic Rules document.

REPORTING RESULTS

In order to update the AGL Ranking with the results of a tournament, Organizers must report those results using the Official Tournament Manager found at agl.aristeiathegame.com.

Should you encounter any problems during the reporting process, please contact us at agl@corvusbelli.com.

AGL: OPEN TOURNAMENT RULES

BASIC RULES

As Official Events, all Tournaments must comply with the Basic Rules of AGL. In case of discrepancy between these rules and the Basic Rules, this document takes precedence.

FORMAT OF THE EVENT

This format is designed for casual AGL tournaments. This format pits 4 or more players in one-to-one games over 1 or more Tournament Rounds.

TOURNAMENT CONTROL SHEET

At the start of the event, each player receives a Tournament Control Sheet. Players must write down their name, Corvus PIN, Sponsor (if it's needed), and starting Characters (if it's needed) on their sheets.

During the tournament, players are required to use their sheet to write down the score of their game at the end of each Tournament Round. They must also use their sheet to make note of their Characters Lineup and composition of their Tactics Deck for each Tournament Round, so that they can be validated by their opponents or by the Referee when needed.

NUMBER OF TOURNAMENT ROUNDS

The number of Tournament Rounds per tournament depends on the number of players, as shown in this table:

Players	Tournament Rounds
4-8	3
9-16	4
17+	5

Treat this table as a guideline. The Organizer decides the number of Tournament Rounds a tournament will have.

KEEPING SCORE

Ranking during a tournament is determined by the player's *Tournament Points* score.

After each Round, players are awarded *Tournament Points* depending on their game's outcome. The decisiveness of a player's victory and its associated *Tournament Points* reward is measured by the difference in *Victory Points* scored by each player, as per this table:

Outcome	Tournament Points	Difference in Victory Points
Total Victory	3	Difference of 5 or more Victory Points.
Victory	2	Difference of 4 or less Victory Points.
Tie	1	Difference of 0 Victory Points.
Defeat	0	Any Victory Points difference in favor of the opponent.

For example, Player A scored 7 *Victory Points* during this Tournament Round, while her opponent, Player B, scored 3 *Victory Points*. The outcome of the game was a Victory for Player A, since the difference between their scores was 4 (7 – 3 = 4), and a Defeat for Player B, since the difference was in favor of his opponent. Player A gets 2 *Tournament Points* this round and Player B gets none.

FINAL SCORES

Once the last Tournament Round has finished, it is the duty of the Organizer to rank the players according to their total *Tournament Points* scores.

The winner of the tournament is the player who ranked first, that is, the one with the highest *Tournament Points* score.

If two or more players are tied for the same position, they are ranked according to their accumulated *Victory Points*.

If both their *Tournament Points* and *Victory Points* scores are equal, players are ranked according to their accumulated *Frags*. If this fails to break the tie, players are ranked according to the sum total of the *Victory Points* accumulated from all their opponents in the tournament.

PAIRINGS

Pairings for the first Tournament Round are assigned at random.

From the second Tournament Round on, a Swiss system is used. Players are ranked according to their *Tournament Points* scores, and ties are broken by comparing accumulated *Victory Points* scores. If the tie persists, compare the players' accumulated *Frags* and, if this fails to break the tie, the total *Victory Points* from all their previous opponents in the tournament. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

ODD NUMBER OF PLAYERS (BYES)

If the number of players in the tournament is not even, each Tournament Round one of the players will have to wait for the next Tournament Round to play; that player is said to be "given a bye". A player who takes a bye is awarded a Victory (worth 2 *Tournament Points*), 0 *Victory Points* and 0 *Frags* for that Round.

The Organizer must make sure that a single player is never given more than one bye during a tournament.

For the first Tournament Round, the player given a bye is determined at random. In subsequent Tournament Rounds, the player with the lowest ranking takes a bye, unless that player had already taken a bye in one of the previous Tournament Rounds. In that case, the player with the next lowest ranking who had not previously taken a bye is given the bye.

When players take a bye, they must make a note of it in their Tournament Control Sheet.

Once the last Tournament Round ends, players who were given a bye follow these steps:

1. Add up all *Victory Points* the player earned during the tournament.
2. Multiply the result by the number of Tournament Rounds of the tournament.
3. Divide the result by the number of Tournament Rounds played (one less than the total Tournament Rounds of the tournament) and then round up.

The end result is their final *Victory Points* score. In the event of a tie, repeat the process with the player's *Frags*.

BUILDING TEAMS

The Organizer can decide any format for Character Teams, as far as the rules in the Aristeia! rules are met.

SCENARIOS

The Organizer must choose an Official or homemade Scenario for each Tournament Round. The same Scenario cannot be played twice during a tournament. The Organizer must make the chosen Scenarios known when the tournament is first announced so that players can take them into account when building their Starting Lineups. If there are any homemade Scenarios, the Organizer has to publish the details when the tournament is first announced.

AGL RATING

Players' AGL Ratings change depending on their results in each tournament's rounds, as well as the event's K factor, as detailed in the AGL Basic Rules document.

REPORTING RESULTS

In order to update the AGL Ranking with the results of a tournament, Organizers must report those results using the Official Tournament Manager found at agl.aristeiathegame.com.

Should you encounter any problems during the reporting process, please contact us at agl@corvusbelli.com.

AGL: STANDARD LEAGUE RULES

BASIC RULES

As Official Events, all Leagues must comply with the Basic Rules of AGL. In case of discrepancy between these rules and the Basic Rules, this document takes precedence.

FORMAT OF THE EVENT

This is the basic AGL format for Leagues. This format pits 4 or more players in one-to-one games over 8 League Rounds.

STARTING LINEUP

Every player has to build a Starting Lineup before the League. During the League, players won't be allowed to use any Characters outside that Starting Lineup.

There are different ways to choose the Starting Lineup, depending on the League Mods chosen by the Organizer. For more details, see 'League Mods' below.

CHOOSING YOUR SPONSOR

Players have to choose exactly one Sponsor from the ones they have available before the League. All players can choose any of the two Basic Sponsors, and may unlock Special Sponsors as a prize for their performance during Aristeia! Official Events.

Players can only choose a Special Sponsor if they have unlocked that Sponsor on their AGL profile, and fulfilled any other requirements imposed by choosing that Sponsor.

Players **cannot** change their Sponsor during a League.

LEAGUE CONTROL SHEET

At the start of the event, each player receives a League Control Sheet. Players must write down their name, Corvus PIN, Sponsor, and starting Characters on their sheets.

During the League, players are required to use their sheet to write down the score of their game at the end of each League Round. They must also use their sheet to make note of their Characters Lineup and composition of their Tactics Deck for each League Round, so that they can be validated by their opponents or by the Referee when needed.

NUMBER OF LEAGUE ROUNDS

The number of League Rounds per tournament depends on the number of players, as shown in this table:

Players	League Rounds
4-8	3
9-16	4
17+	5

Treat this table as a guideline. The Organizer decides the number of League Rounds a League will have, but there must never be fewer than 3.

KEEPING SCORE

Ranking during a League is determined by the player's **League Points** score.

After each Round, players are awarded *League Points* depending on their game's outcome. The decisiveness of a player's victory and its associated *League Points* reward is measured by the difference in *Victory Points* scored by each player, as per this table:

Outcome	League Points	Difference in Victory Points
Total Victory	3	Difference of 5 or more Victory Points.
Victory	2	Difference of 4 or less Victory Points.
Tie	1	Difference of 0 Victory Points.
Defeat	0	Any Victory Points difference in favor of the opponent.

For example, Player A scored 7 *Victory Points* during this League Round, while her opponent, Player B, scored 3 *Victory Points*. The outcome of the game was a Victory for Player A, since the difference between their scores was 4 (7 – 3 = 4), and a Defeat for Player B, since the difference was in favor of his opponent. Player A gets 2 *League Points* this round and Player B gets none.

FINAL SCORES

Once the last League Round has finished, it is the duty of the Organizer to rank the players according to their total *League Points* scores.

The winner of the League is the player who ranked first, that is, the one with the highest *League Points* score.

If two or more players are tied for the same position, they are ranked according to their accumulated *Victory Points*.

If both their *League Points* and *Victory Points* scores are equal, players are ranked according to their accumulated *Frags*. If this fails to break the tie, players are ranked according to the sum total of the *Victory Points* accumulated from all their opponents in the League.

PAIRINGS

Pairings for the first League Round are assigned at random.

From the second League Round on, a Swiss system is used. Players are ranked according to their *League Points* scores, and ties are broken by comparing accumulated *Victory Points* scores. If the tie persists, compare the players' accumulated *Frags* and, if this fails to break the tie, the total *Victory Points* from all their previous opponents in the League. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

ODD NUMBER OF PLAYERS (BYES)

If the number of players in the League is not even, each League Round one of the players will have to wait for the next League Round to play; that player is said to be "given a bye". A player who takes a bye is awarded a Victory (worth 2 *League Points*), 0 *Victory Points* and 0 *Frags* for that Round.

The Organizer must make sure that a single player is never given more than one bye during a League.

For the first League Round, the player given a bye is determined at random. In subsequent League Rounds, the player with the lowest ranking takes a bye, unless that player had already taken a bye in one of the previous League Rounds. In that case, the player with the next lowest ranking who had not previously taken a bye is given the bye.

When players take a bye, they must make a note of it in their League Control Sheet.

Once the last League Round ends, players who were given a bye follow these steps:

1. Add up all *Victory Points* the player earned during the League.
2. Multiply the result by the number of League Rounds of the League.
3. Divide the result by the number of League Rounds played (one less than the total League Rounds of the League) and then round up.

The end result is their final *Victory Points* score. In the event of a tie, repeat the process with the player's *Frags*.

BUILDING TEAMS

Each player submits a Starting Lineup consisting of four or eight Characters, depending on the League Mods chosen by the Organizer.

Each player must bring two printed copies of their Starting Lineup and give one to the Organizer before the first League Round begins.

BUILDING TEAMS AT THE BEGINNING OF EACH LEAGUE ROUND

Once players have been paired up with their opponents, and the Scenario has been announced at the beginning of a League Round, they will build their Teams following these steps:

1. Choose the Initial Player. Players choose randomly, tossing a coin, which of them will be Player A. The other player will be Player B.
2. Player A chooses one Character.
3. Player B chooses two Characters.
4. Player A chooses two Characters.
5. Player B chooses two Characters.
6. Player A chooses one Character.

DECKBUILDING

Once both teams are built, players **secretly** choose two Tactics from each of their Characters to form the 18 Tactics Deck.

SEASON 2

During the Season 2 the following rules are applied:

FIRST BLOOD

Only one Player can get First Blood. At the end of the game, and only in the case of a tie in Victory Points and Frag tokens, the victory will be awarded to the player with the First Blood.

- The first Player to send an Enemy Character to the Infirmary will get First Blood.
- The First Blood allows a player to draw an additional Tactic.
- If two rival Characters go to the Infirmary during the same Activation, the First Blood will be given to the Active Player.

CRITICAL SUCCESS

One of the possible results on a red die is the Critical Success, represented by the ⊛ symbol.

- In a Face to Face Roll, a Critical Success **cannot** be nullified by any I results on the opponent's Roll.
- The only way to nullify a ⊛ is by using a 🛡 to Nullify your opponent's red die completely.
- At the beginning of the Roll's Switches Step, each ⊛ adds one ✶ to the total amount of Symbols rolled.
- You may use a ⊛ to activate Switches. When this is done, it counts as a ✶.

TOURNAMENT MODS

There are five Tournament Mods available to Organizers to choose from. Organizers can choose more than one Mod for their Tournament, unless the Mod says otherwise.

KOORIE QUEEN MOD
The Starting Lineup consists of eight Characters. At the beginning of each Tournament Round, after choosing the Initial Player, players ban one Character from their opponent's Starting Lineup before forming their Teams:

I. Player A bans a Character from Player B's Starting Lineup.
2. Player B bans a Character from Player A's Starting Lineup.

Once both players have chosen and banned a Character from their opponent's Starting Lineup, they choose their Characters as stated in the 'Building Teams' section, above.

ZLAVIN MOD
The Starting Lineup consists of eight Characters. At the beginning of each Tournament Round, while building their Teams, Characters a player has chosen are blocked so that they're not available for their opponents to choose.

CARANO MOD
This Tournament Mod is not compatible with any other Mods. The Starting Lineup consists of four Characters. Players cannot change the Characters chosen for their Teams for the duration of the Tournament. However, Players may change the Character Tactics in their decks at the beginning of each Tournament Round.

MOD AGL CIRCUIT

The Organizer chooses a single stadium in which to hold the event. Each stadium offers a different effect or rule that is available to all players participating in the event in each Tournament Round:

TUNGUSKA STADIUM | NOMADS
All the characters gain I Movement Point at the start of the Actions Step of your Activation.

SAIF TRADERS | HAQQISLAM
All Characters have access to the following Switch:

‼ : Remove a Status token that you have been assigned.

OMADON ARENA | NEOTERRA
Once per Round, players can re-roll any number of dice on a Roll where no Symbol has been obtained.

SHAOSHANG-T (SHAOSHANG STADIUM) | YU JING
All Characters have access to the following Switch:

‼ : Draw I Tactic.

MOD FINAL BOSS (SEMY 2.0.)

CREATING THE TEAMS

The initial line up consists of eight Characters. At the start of each Tournament Round, each player makes a team of six

Characters. Follow this system for selection:

I. Choose the Initial Player. Players are determined at random, - by tossing a coin, for example - which of the two players will be player A, and which one of the players will be Player B.
2. Player A chooses a Character from the Initial Character List.
3. Player B chooses two Characters from the Initial Character List.
4. Player A chooses two Characters from the Initial Character List.
5. Player B chooses two Characters from the Initial Character List.
6. Player A chooses two Characters from the Initial Character List.
7. Player B chooses two Characters from the Initial Character List.
8. Player A chooses a Character from the Initial Character List.

RESERVE ZONE
Each Player will designate an area next to their Control Panel to place their miniatures, their Team Characters, and Initiative cards when they're not playing.

UNDERDOG
To decide who is going to be the Underdog, each player adds together the 💧 Initiatives of their six Characters.

FORM THE TACTICS DECK
Tactics decks are comprised of I8 Tactics (composing of I0 General Tactics [009 to 0I8] and 8 Tactics from their selected Characters) with the restriction that each Character cannot contribute more than 2 Tactics to the deck. It is possible to select a Character who doesn't contribute Tactics to the deck.

DEPLOYMENT

The players deploy as indicated by the scenario, leaving two characters undeployed. These Characters become reserves at the end of Deployment. The miniatures, Character cards, and Initiative of the Reserve Characters are placed in the Reserve Zone.

SUBSTITUTIONS

At the beginning of the Nanotherapy Step, during the Recovery Phase of each Round, the Players can exchange any number of Characters in Reserve Zone for Characters that are in the Infirmary.

When a Character from the Reserve Zone replaces another in the Infirmary, the Miniatures, the Character card, and Initiative card of that Character needs to be exchanged with the Character they are replacing. The Initiative card of an Incoming Character is placed in the same position as the Outgoing Character.

The incoming Characters will receive, therefore, the -2 ⚡ State when going to the Bench during this step.

ASK FOR A CHANGE

Once per Round, Players may voluntarily substitute one of the Characters on their Team at the end of the States Step of his activation and that are in the HexaDome, and exchange one of them for any Characters in the Reserve Zone. A Character cannot be substituted if it is Adjacent to an Enemy.

Steps to follow to substitute one Character for another in the Reserve Zone:

1. Place the substituted Character in the Reserve Zone.
2. Remove all State, Wounds and Markers tokens from the Character card.
3. Remove the Taunted tokens of the substituted Character from other Character cards.
4. Remove all Smoke tokens from the substituted Character that was in the HexaDome.
5. The opponent draws a Tactic.
6. The opponent wins the same Victory Points if there is an opportunity to score by placing an Enemy in the Infirmary.
7. Select a Character from the Reserve Zone and place it in the Infirmary.
8. Exchange the Character and Character Initiative cards with those of the Character that comes into play.

SCENARIOS

The Organizer must choose an Official AGL Scenario for each Tournament Round. The Organizer must make the chosen Scenarios known when the tournament is first announced so that players can take them into account when building their Starting Lineups.

AGL RATING

Players' AGL Ratings change depending on their results in each tournament's rounds, as well as the event's K factor, as detailed in the AGL Basic Rules document.

REPORTING RESULTS

In order to update the AGL Ranking with the results of a tournament, Organizers must report those results using the Official Tournament Manager found at agl.aristeiathegame.com.

Should you encounter any problems during the reporting process, please contact us at agl@corvusbelli.com.

AGL: OPEN LEAGUE RULES

BASIC RULES

As Official Events, all Leagues must comply with the Basic Rules of AGL. In case of discrepancy between these rules and the Basic Rules, this document takes precedence.

FORMAT OF THE EVENT

This format is designed for casual AGL Leagues. This format pits 4 or more players in one-to-one games over I or more League Rounds.

LEAGUE CONTROL SHEET

At the start of the event, each player receives a League Control Sheet. Players must write down their name, Corvus PIN, Sponsor (if it's needed), and eight starting Characters (if it's needed) on their sheets.

During the League, players are required to use their sheet to write down the score of their game at the end of each League Round. They must also use their sheet to make note of their Characters Lineup and composition of their Tactics Deck for each League Round, so that they can be validated by their opponents or by the Referee when needed.

NUMBER OF LEAGUE ROUNDS

The number of League Rounds per tournament depends on the number of players, as shown in this table:

Players	League Rounds
4-8	3
9-16	4
17+	5

Treat this table as a guideline. The Organizer decides the number of League Rounds a League will have, but there must never be fewer than 3.

KEEPING SCORE

Ranking during a League is determined by the player's **League Points** score.

After each Round, players are awarded *League Points* depending on their game's outcome. The decisiveness of a player's victory and its associated *League Points* reward is measured by the difference in *Victory Points* scored by each player, as per this table:

Outcome	League Points	Difference in Victory Points
Total Victory	3	Difference of 5 or more Victory Points.
Victory	2	Difference of 4 or less Victory Points.
Tie	I	Difference of 0 Victory Points.
Defeat	0	Any Victory Points difference in favor of the opponent.

For example, Player A scored 7 *Victory Points* during this League Round, while her opponent, Player B, scored 3 *Victory Points*. The outcome of the game was a Victory for Player A, since the difference between their scores was 4 (7 – 3 = 4), and a Defeat for Player B, since the difference was in favor of his opponent. Player A gets 2 *League Points* this round and Player B gets none.

FINAL SCORES

Once the last League Round has finished, it is the duty of the Organizer to rank the players according to their total *League Points* scores.

The winner of the League is the player who ranked first, that is, the one with the highest *League Points* score.

If two or more players are tied for the same position, they are ranked according to their accumulated *Victory Points*.

If both their *League Points* and *Victory Points* scores are equal, players are ranked according to their accumulated *Frags*. If this fails to break the tie, players are ranked according to the sum total of the *Victory Points* accumulated from all their opponents in the League.

PAIRINGS

Pairings for the first League Round are assigned at random.

From the second League Round on, a Swiss system is used. Players are ranked according to their *League Points* scores, and ties are broken by comparing accumulated *Victory Points* scores. If the tie persists, compare the players' accumulated *Frags* and, if this fails to break the tie, the total *Victory Points* from all their previous opponents in the League. Once all players are ranked, opponents are assigned in descending order of ranking (first against second, third against fourth, etc.).

ODD NUMBER OF PLAYERS (BYES)

If the number of players in the League is not even, each League Round one of the players will have to wait for the next League Round to play; that player is said to be "given a bye". A player who takes a bye is awarded a Victory (worth 2 *League Points*), 0 *Victory Points* and 0 *Frags* for that Round.

The Organizer must make sure that a single player is never given more than one bye during a League.

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Divide the result by the number of League Rounds played (one less than the total League Rounds of the League) and then round up.

The end result is their final *Victory Points* score. In the event of a tie, repeat the process with the player's *Frags*.

BUILDING TEAMS

The Organizer can decide any format for Character Teams, as far as the rules in the Aristeia! rules are met.

SCENARIOS

The Organizer must choose an Official or homemade Scenario for each League Round. The same Scenario cannot be played twice during a League. The Organizer must make the chosen Scenarios known when the League is first announced so that players can take them into account when building their Starting Lineups. If there are any homemade Scenarios, the Organizer has to publish the details when the League is first announced.

AGL RATING

Players' AGL Ratings change depending on their results in each League's rounds, as well as the event's K factor, as detailed in the AGL Basic Rules document.

REPORTING RESULTS

In order to update the AGL Ranking with the results of a League, Organizers must report those results using the Official Event Manager found at agl.aristeiathegame.com.

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LIST OF SPONSORS

Name	Type	Effect
Vissiorama	Basic	Your rival **cannot** apply the effects of their Sponsor during this game.
Oxyd	Basic	You **cannot** take a mulligan at the beginning of the game. Your Starting Hand has a size of 5 Tactics instead of 4.
Aigletech	Special	You may take a second mulligan at the beginning of the game.
Accesstel	Special	At the beginning of the Deployment Phase, choose an Enemy Character. Your rival must tell you the Tactics chosen from that Character.
Tequian PSN	Special	You **cannot** take a mulligan at the beginning of the game. Your Starting Hand has a size of 6 Tactics instead of 4. Choose 2 of those Tactics and return them individually to the top or the bottom of your deck.
Shangmei	Special	At the beginning of the Deployment Phase, you choose the Deployment Zones, instead of the Underdog.
Keller Resources	Special	At the beginning of the first Round, and every time there's a tie in Victory Points, you receive the Underdog token.
Compass Transportation	Special	At the beginning of the "Build Your Team" step, you may choose who is Player A.