

ARisteia! CORVUS BELL

AGL 3- RULES

v 2.0

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. (Aristeia! Dice Pack, Event Kit, Interplanetario).

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).

SEASON 3

During the Season 3 the following rules are applied:

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  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 .

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 Tournament	36
Standard Tournament	32
Open Tournament	8

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

- A guaranteed seat in the 8th Interplanetario Tournament, including lodging throughout the event.
- An official 3RD AGL Season trophy.

AGL: STANDARD TOURNAMENT RULES

BASIC RULES

As Official Events, all Tournaments must comply with the Basic Rules of AGL.

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 OR NATION

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. The repeated use of certain Characters allows players to unlock the support of the Human Sphere's great nations.

Players can only choose or a Special Sponsor if they have unlocked that Sponsor on their AGL profile or a nation that supports them.

Players **cannot** change their Sponsor or Nation 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 or Nation, and the Initial Alignment 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:

<i>Players</i>	<i>Tournament Rounds</i>
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:

<i>Outcome</i>	<i>Tournament Points</i>	<i>Difference in Victory Points</i>
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 that got 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 1 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 *Frag*s. 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 *Frag*s 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 *Frag*s 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 *Frag*s.




BUILDING TEAMS

Each player submits a Starting Lineup consisting of eight Characters for the event.

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 or a dice , which of them will be Player A or Starting Player.. The other player will be Player B. For example: Max and Catia agree that Max throws a dice . Max chooses  and Catia flat face. The result of the dice is flat-faced, so Catia is Player A. Therefore, Max 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 must build their Tactical Decks in secret. They can select the IO General Tactics of the Core Box in each tournament round: the IO General Tactics of the TComm deck or the IO General Tactics of the Sterling Forge deck. Players cannot mix Tactics of these three decks. The IO General tactics must be numbered from # 009 to # 018.

Then, also in secret, both choose two Tactics from each of their Characters to form the I8 Tactics Deck.

TOURNAMENT MODS

There are four 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.

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 an additional Movement Point when performing the Move Action

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 (ESTADIO DE SHAOSHANG) | YU JING

All Characters have access to the following Switch:

 : Draw 1 Tactic.

NOVVY BANGKOK | BORDE DE LA HUMANIDAD

Both players begin the game with the spare of Symbols: ★, ■ and ! (it is recommended to use the tokens included in Soldiers of Fortune, Human Fate, and Legendary Bahadurs).

During any roll made by a player, you can add the symbols you want from your spare Symbols to the result after you roll the dice and before the Critical Block step.

After solving the Result of the Roll, the Symbols added to the Roll (even if they have been annulled or removed) move to the opponent's symbol reserve.

MOD PETISO

This Mod is incompatible with the Zlavin and Reina Koorie Mods. The Initial Alignment consists of eight Characters. At the beginning of each Tournament Round, after choosing the Starting Player, both players secretly and randomly mix the Initiative cards of their eight Characters and build a deck that they place face down in front of them.

The steps to follow to build the Teams are:

1. Both players draw the first two cards of their Initiative decks and place them facing down opposite to the rival's, forming two mixed pairs (one card from each player per pair):
Mixed Couple 1: A1-B1
Mixed Couple 2: A2-B2
2. Players discover the four Initiative cards.
3. The Starting Player (player A) chooses which mixed pair of faced Characters will play the scenario. Each player collects its Initiative card from the selected couple and immediately discards the unselected couple.
4. Both players draw the next two cards from their Initiative decks and place them face down opposite to the rival's, forming two new mixed pairs.
5. Players flip the four Initiative cards.
6. Player B chooses which mixed pair of Characters faced will play the stage. Each player collects its Initiative card from the selected couple and immediately discards that of the unselected couple.
7. Repeat steps 1 to 6 again.

The Characters, whose Initiative cards have been selected, will build the Teams that will play in the scenario.

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.

The AGL Official Scenarios for this season are:

- Assault
- King of the Hill
- Scorched Earth
- Blitz
- Carnage
- Capture the Flag
- Witch Land
- Frenzied Dance
- Broken Land
- Gates of Fire

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 <https://otm.corvusbelli.com>.

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

AGL: STANDARD LEAGUES RULES

BASIC RULES

As Official Events, all leagues must comply with the Basic Rules of AGL.

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 3 or more leagues 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 OR NATION

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. The repeated use of certain Characters allows players to unlock the support of the Human Sphere's great nations.

Players can only choose or a Special Sponsor if they have unlocked that Sponsor on their AGL profile or a nation that supports them.

Players **cannot** change their Sponsor or Nation 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 or Nation, and the Initial Alignment 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 LEAGUE ROUNDS

The number of League Rounds per league 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.

NOTE: If both players get the same Victory Points at the end of a scenario, the player that got 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 1 Tournament Point.

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 *Frag*s. 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 *Frag*s 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 Tournament Points), 0 Victory Points and 0 *Frag*s 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 *Frag*s.

BUILDING TEAMS

Each player submits a Starting Lineup consisting of eight Characters for the event.

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 or a dice 🎲, which of them will be Player A or Starting Player.. The other player will be Player B. For example: Max and Catia agree that Max throws a dice 🎲. Max chooses 🎲 and Catia flat face. The result of the dice is flat-faced, so Catia is Player A. Therefore, Max 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 must build their Tactical Decks in secret. They can select the 10 General Tactics of the Core Box in each league round: the 10 General Tactics of the TComm deck or the 10 General Tactics of the Sterling Forge deck. Players cannot mix Tactics of these three decks. The 10 General tactics must be numbered from # 009 to # 018.

Then, also in secret, both choose two Tactics from each of their Characters to form the 18 Tactics Deck.

LEAGUE 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.

MOD AGL MANAGER

Con AGL MANAGER podrás vivir la experiencia completa de ser el Manager de un equipo de Aristeia!. Empezando desde cero, hasta llegar a las grandes ligas de la Esfera Humana.

Take your Aristos to success, make new additions to your team, fall in love with the audience and rise as the Ordalia champion. It's time to prove yourself!

This League Mod is not compatible with any other Mod. By selecting this Mod, the League will be played with the following rules.

FORMAT AND ROUNDS

This League format doesn't apply to sponsors who have been previously unlocked.

This format allows 4 or more players face between 2 and 8 games, playing 1-on-1 matches.

INITIAL ALIGNMENTS

Each player must choose one of the four Initial Alignments before starting the League. This choice will remain until its end.

The player cannot use any other Character that doesn't appear in this Initial Alignment until the players decide to hire it in the Transfer Market.

GREEN TEAM	ORANGE TEAM	RED TEAM	BLUE TEAM
hEXx3r	Wild Bill	Miyamoto Mushashi	Wild Bill
Miyamoto Mushashi	8-Ball	Gata	Maximus
Maximus	Gata	Parvati	Major Lunah
Major Lunah	Parvati	8-Ball	hEXx3r

AUDIENCE

The Audience is the currency and the engine that moves the AGL MANAGER system.

It can be invested to hire new Aristos in the Transfer Market, get new Sponsors or acquire Equipment to improve the team.

The Audience is won at the end of each game and can be exchanged before starting the next Round.

Each Victory Point equals one Audience Point. Two Frags, equal one Audience Point.

Likewise, depending on the final result of the game, two Audience points will be obtained for each Total Victory: one Audience point for Victory and two Audience points for Defeat.

AUDIENCE	
1 Victory Point	1 Audience Point
2 Frags	1 Audience Point
Total Victory	2 Audience Points
Victory	1 Audience Point
Defeat	2 Audience Points

It's not mandatory to use all Audience points between Rounds. The unused Audience points are kept until they're used to get improvements.

TRANSFER MARKET

The Transfer Market is the place to hire new Aristos using the Audience won during the League.

Once an Aristo is hired, it will begin to the Initial Alignment.

The Audience needed to hire a new Aristo is reflected in their personal Cache.

It's possible to end an Aristo's contract. If it's decided to cancel the contract of a character, it will no longer be part of the Initial Alignment and half of the Audience invested in hiring it will be recovered.

ARISTOS

ARISTO	CACHE	ARISTO	CACHE
Maximus	10	Gata	16
Miyamoto Mushashi	16	Major Lunah	6
8-Ball	6	Parvati	10
Wild Bill	16	hEXx3r	16
Hannibal	10	Padre-Inquisidor Mendoza	10
Valkyrie	16	Murtair	4
Laxmee	16	Kozmo	16
Señor Massacre	10	Toawu	4
Dart	6	Oberon	4
Bixie	4	Shona Carano	6
Prysm	10	Koorie Queen	4
Eclipse	4	Final Boss	4
Bachmann	6	Gaia	6
Hammerhead	10	Fiddler	10
Hippolyta	10	Axl Steel	10

SPONSORS

The sponsor's support is achieved through the Audience.

You can get the support of several Sponsors during the League. If so, you must choose a Sponsor before the League Round between those available to benefit from its effects during the game.

SPONSOR	AUDIENCE COST	EFFECT
Oxyd	4	You cannot make Mulligan at the start of the game. At the beginning of the game, draw 5 Tactics instead of 4.
Aigletech	5	You can make a second Mulligan at the start of the game.
Accesstel	5	At the start of the game, you can make Mulligan only of the cards you select.
Tequian PSN	5	You cannot make Mulligan at the start of the game. At the beginning of the game draw 6 Tactics instead of 4. Select 2 Tactics and place each on the top or bottom of your Deck.
Shangmei	3	You can choose who of the two players will be the Starting Player (or player A) during the team selection. During the Deployment step, you are considered to be the Underdog. If both players have Shangmei as a sponsor, their effects are canceled.

EQUIPMENT

The equipment allows you to improve the capabilities of your team before and during the game.

Once used, some kits cannot be reused until you get them again.

EQUIPMENT	AUDIENCE COST	EFFECT
Changing rooms with Zen Garden.	14	Your Concentration cards replace your text for: Add 🍷+! to the Roll.
HoloVisors K3-PL3R.	14	Your Target cards replace your text with: Add 🍷+★ to the Roll.
Tesseum nanoprotections.	14	Your Dodge cards replace your text for: Add 🍷+🛡 to the Roll.
"The show must go on"	14	Your card The Luck of the Champion replaces its text for: You can repeat the roll of one of your dice and add to the ★o 🍷 o ! roll.
Advanced Tactical Analysis	14	Your Take a breath card replaces its text for: Draw 3 Tactics and place one of them at the bottom of your Deck.
Legal protection	14	Your card NO! replaces the text with: Cancel the Effects of the opponent's Tactic. This card cannot be cancelled by the rival's Tactic NO!.
Infirmary Assistant	10	(Once per game) You can discard a Tactic to remove a Character's Status, even if it is on the Bench.
Team Mascot.	6	(Once per game) When you are meant to give the Underdog token, you can keep it in your possession for the next Round.
Night out.	8	(One use only) After choosing the Starting Player, you can ban a character from the opponent's Alignment before building the Teams. This Equipment can only be used when the opponent has more than four Aristos in its Team.

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.

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 an additional Movement Point when performing the Move Action

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 (ESTADIO DE SHAOSHANG) | YU JING

All Characters have access to the following Switch:

 : Draw 1 Tactic.

NOVVY BANGKOK | BORDE DE LA HUMANIDAD

Both players begin the game with the spare of Symbols: ★, ■ and ! (it is recommended to use the tokens included in Soldiers of Fortune, Human Fate, and Legendary Bahadurs).

During any roll made by a player, you can add the symbols you want from your spare Symbols to the result after you roll the dice and before the Critical Block step.

After solving the Result of the Roll, the Symbols added to the Roll (even if they have been annulled or removed) move to the opponent's symbol reserve.

MOD PETISO

This Mod is incompatible with the Zlavin and Reina Koorie Mods. The Initial Alignment consists of eight Characters. At the beginning of each Tournament Round, after choosing the Starting Player, both players secretly and randomly mix the Initiative cards of their eight Characters and build a deck that they place face down in front of them.

The steps to follow to build the Teams are:

1. Both players draw the first two cards of their Initiative decks and place them facing down opposite to the rival's, forming two mixed pairs (one card from each player per pair):
Mixed Couple 1: A1-B1
Mixed Couple 2: A2-B2
2. Players discover the four Initiative cards.
3. The Starting Player (player A) chooses which mixed pair of faced Characters will play the scenario. Each player collects its Initiative card from the selected couple and immediately discards the unselected couple.
4. Both players draw the next two cards from their Initiative decks and place them face down opposite to the rival's, forming two new mixed pairs.
5. Players flip the four Initiative cards.
6. Player B chooses which mixed pair of Characters faced will play the stage. Each player collects its Initiative card from the selected couple and immediately discards that of the unselected couple.
7. Repeat steps 1 to 6 again.

The Characters, whose Initiative cards have been selected, will build the Teams that will play in the scenario.

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.

The AGL Official Scenarios for this season are:

- Assault
- King of the Hill
- Scorched Earth
- Blitz
- Carnage
- Capture the Flag
- Witch Land
- Frenzied Dance
- Broken Land
- Gates of Fire

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 Tournament Manager found at <https://otm.corvusbelli.com>.

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

SPONSORS OR NATIONS

SPONSORS

Sponsors are an important part of the AGL. They allow players to perfect their strategies and take advantage of the experience of their AGL teams.

By registering for an event, the player will choose a Sponsor to benefit from its effects among those available.

More on how to register for an event here:

<https://aristeiathegame.com/blog/item/693-agl-101-guide-for-agl-aspirants>

During this third season, the Sponsors will be unlocked as Achievements. Once a team manages to unlock a Sponsor, they can rely on it until the end of the season.

VISSIORAMA

Because of the #DownWithVissiorama incident, which faced the star hEXx3r and the Nomadic-sponsored teams against Vissiorama, the chain has decided not to take an active part as a sponsor in the AGL, except to help the most beginner teams of the AGL.

More about #DownWithVissiorama:

<https://aristeiathegame.com/blog/item/629-down-with-vissiorama>

All teams can be sponsored by Vissiorama only for the first two events where they participate. Regardless the selection of Vissiorama during the first two matches; the player won't be able to choose them for its third event onwards.

SPONSORS' LIST

NAME	HOW TO GET IT?	EFFECT
Vissiorama	Available for the first two events.	Your opponent cannot apply the effect of their sponsor neither their support of a nation.
Keller Resources	Always available.	No effects.
Oxyd	Always available.	You cannot make Mulligan at the start of the game. At the beginning of the game, draw 6 Tactics instead of 4. Select 2 Tactics and place each one on the top or bottom of your Deck.
Aigletech	To be the one who has won the most Victory Points during an event.	You can make a second Mulligan at the start of the game.
Accesstel	To be the one who suffered fewer Frags during an event.	At the start of the game you can make Mulligan only from the cards you select.
Tequian PSN	To be the one who caused the most Frags in an event.	You cannot make Mulligan at the start of the game. At the beginning of the game, draw 5 Tactics instead of 4.
Shangmei	To be the one who caused the fewer Frags in an event.	You can choose who of the two players will be the Starting Player (or player A) during the team selection. During the Scenario Deployment step, you are considered to be the Underdog. If both players have Shangmei as a sponsor, their effects are canceled.
Compass Transportation	To be the one with the fewer Victory Points in an event.	During a round's Team Building, you can ban a character from your opponent's Initial Alignment after choosing the Starting Player.

GET THE SUPPORT OF A NATION

Aristeia! is a showcase, not only for the industrial megacorporations or the great fortunes but also for the nations of the Human Sphere that, with their support to Aristos like Maximus in the case of PanOceania, send political messages to their citizens and their rivals.

A team can get the support of a nation by repeatedly aligning one of its national Aristos, thus demonstrating its affinity. In return, the most influential positions in the nation will move some threads to smooth the way for the success of the team headed by one of its most iconic fighters.

When registering for an event the player can select one of their available sponsors or one of the available nation supports. Therefore, support can be considered as national sponsorships.

EFFECT

The support of a nation guarantees that one of its Aristos in the player's team **cannot** be banned or blocked in any way. Each round of the event before starting with Team Building, the player must select its Initial Alignment character that will benefit from the support of the chosen nation.

The nation's support shields the Character from sponsor Compass Transportation and Mods Zlavin and Koorie.

NATION	HOW DO YOU GET IT?	EFFECT
PanOceania	Have played at least 8 rounds with Eclipse, Koorie Queen or Shona Carano.	Protects one of these Characters from being banned or blocked Maximus, Gata, Hannibal, Valkyrie, Dart, Prysm, Shona Carano, Koorie Queen, Padre-Inquisidor Mendoza, Eclipse or Gaia.
Yu Jing	To have played at least 8 rounds with Táowù or Bixié.	Protect one of these Characters from being banned or blocked: Táowù, Bixié or Kozmo.
Ariadna	To have played at least 8 rounds with Murtair.	Protects one of these Characters from being banned or blocked: Wild Bill or Murtair.
Haqqislam	To have played at least 8 rounds with Bachmann.	Protects one of these Characters from being banned or blocked: Major Lunah, Bachmann or Hammerhead.
Nomads	To have played at least 8 rounds with Final Boss or 8-Ball.	Protects one of these Characters from being banned or blocked: Final Boss, 8-Ball, Fiddler, Laxmee, Señor Massacre or hEXx3r.
ALEPH	To have played at least 8 rounds with Oberon.	Protects one of these Characters from being banned or blocked: Oberon, Parvati, Miyamoto Mushashi or Hippolyta.

AGL: OPEN EVENT RULES

BASIC RULES

As Official Events, all Open events must comply with the Basic Rules of AGL.

FORMAT OF THE EVENT

This is the basic AGL format for informal events. The organizer is free to adjust the number of participants and rounds to the event and players' needs.

CONTROL SHEET

At the start of the event, each player receives a Control Sheet. Players must write down their name, Corvus PIN, Sponsor or Nation, and the Initial Alignment on their sheets.

During the event, players are required to use their sheet to write down the score of their game at the end of each 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 ROUNDS

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

<i>Players</i>	<i>Tournament Rounds</i>
4-8	3
9-16	4
17+	5

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

KEEPING SCORE AND PAIRINGS

We recommend using the Tournament Points, explained in the Tournament and League sections. The Organizer is free to decide how to manage the pairings during the event and the parameters to be taken into account to decide the Final Classification.

ODD NUMBER OF PLAYERS (BYES)

We recommend using the Byes rule for Tournament and League, but the Organizer is free to manage an odd number of players in the way it seems more appropriate for the event.

BUILDING TEAMS

The Organizer can decide any format for the Characters' lists building.

OPEN TOURNAMENT MODS

In addition to the Standard Tournament Mods, the Organizer may choose one or more of the following Open Tournament Mods. It is recommended to respect the possible incompatibilities between them.

VASSILY MOD

The Starting Lineup consists of eight Characters. At the beginning of each Tournament Round, after both Players have built their Teams, each player builds a small deck with the four Initiative cards of the Characters they've publicly chosen. Then, each player may secretly replace one of those cards in their own deck with the one from another Character. After that, both Players reveal their Initiative cards. Those will be their Teams for this game.

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.

SEMY MOD

The Starting Lineup consists of eight Characters. At the beginning of each Tournament Round, each player builds their opponent's Team, but following the same steps listed in the 'Building Teams' section. To do this, whenever a player has to choose a Character, they have to choose from their opponent's Starting Lineup.

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 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.

MOD SEMY 3.0.

Players must present for the event an Initial Alignment of 4 Characters per number of event rounds (i.e.: For a 4 Round event: 16 Characters).

The 4 Characters selected by a player to play a round will be discarded for the rest of the tournament. That is, players will choose their Teams from among 12 Characters for the first round; for the second round they must choose from among the 8 Characters that weren't selected at first, and must play the last round with the remaining 4 characters.

MOD ISSEL

Before starting the first round, groups of 3 or 4 players (preferably 4) are created. Each group builds a deck with the Initiative cards of all the Aristeia! characters and mix it upside down. Next, 8 cards are dealt to each player.

Each player must select an Initiative card and handle the rest of its hand to the player on its right. This process is repeated until all players have an Initial Alignment of 8 Characters with which they will play during the entire tournament.

MOD SUAZO

This mod is designed to organize team tournaments.

The Organizer will make a selection of 24 Characters for the tournament (it is recommended to do it randomly). The players are grouped into teams of 3 members. Each team will distribute the 24 characters of the tournament among its members (8 for each) so that each player builds its Initial Alignment with 8 Characters that cannot be repeated with those chosen by its teammates. Initial Alignments remain public throughout the whole event.

In each round, entire teams of players face each other:

1. The roll of a Black die will determine which of the two teams will be team A.
2. Team A creates the first match by selecting one of its players and one of the rival team.
3. Team B creates the second match by selecting one of its players and one of the rival team.
4. The third match is made by unselected players of both teams.

Tournament Points are obtained based on the results of the team members:

- - For each Victory of a team member: 2 Tournament Points.
- - For each Draw of a team member: 1 Tournament Point.
- - For each Defeat of a team member: 0 Tournament Points.

In case of a tie between teams, the Victory Points of all the members of each team will be added to compare its totals. If the tie persists, the Frags will be added to compare its totals.

MOD RANDY

Players add the 8 Tactics they want from their 4 Characters to their Tactical Decks. You can select more than 2 Tactics per Character. For example: a player can select 3 Tactics of a Character, 4 of a second, 1 of a third and none of the fourth.

MOD CROEPOEK

A variant of the Queen Koorie Mod. Each player imposes a -IVP on a character from the opponent's Initial Alignment instead of banning it. If the Character ends up being selected, its player will get a Victory Point less when it first scores on the scenario. It doesn't matter which character gets the Victory Points.

The Victory Point must be subtracted at the end of the Checking Objectives step of the Round. This means that it happens before Checking End of Game and Delivering the Underdog token.

For example, Max imposes -IVP on its rival Gata, Catia. During the Assault scenario, Catia gets 3 Victory Points with Valkyrie. Since he has Gata's -IVP, he only gets 2VP. Although Catia continues to earn more Victory Points, the -IVP doesn't apply again.

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 then the tournament 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 Tournament Manager found at <https://otm.corvusbelli.com>.

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