

ARISTEIA!

AGL!

V 3.0



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

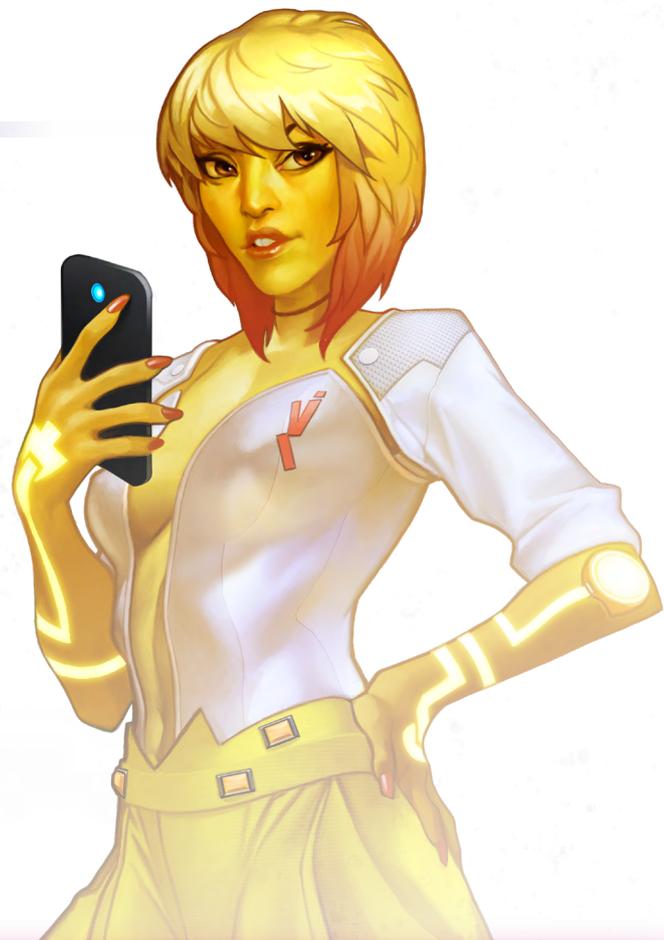
There are a number of ways to participate in AGL, but all AGL events share the basic rules set forth in this document. To find out more about how to participate in AGL, click [HERE](#).

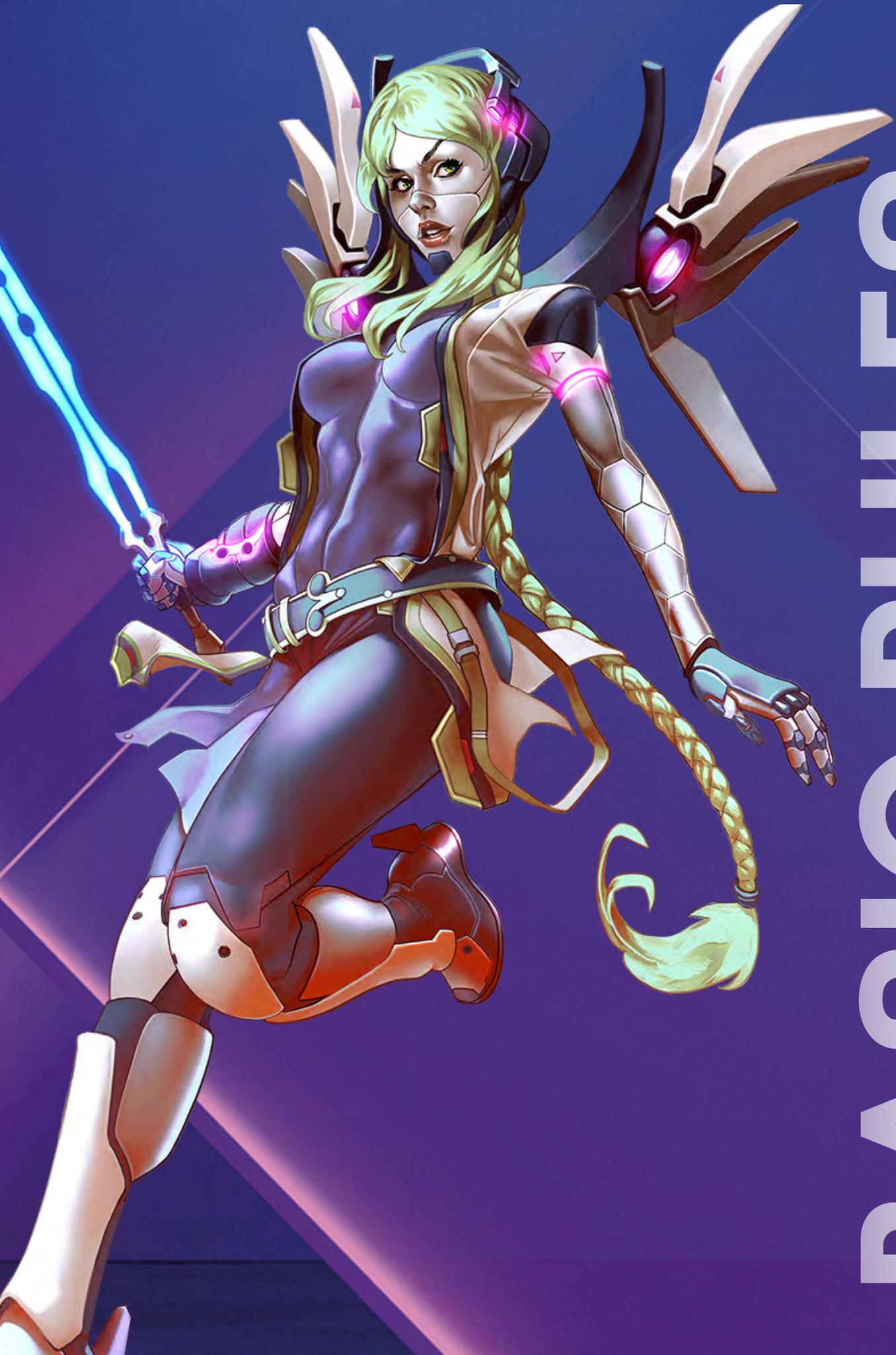
For an event to be officially sanctioned and its results recorded onto the International Ranking, it must comply with all of the applicable rules.

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 community to be a part of a worldwide system with common ground rules that are fair to everyone.

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BASIC RULES

BASIC RULES

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 friendly atmosphere of an event, the Organizer may penalize them or remove them from play altogether.

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 the 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

Under any circumstances it is prohibited from using miniatures from any other brand or manufacturer. The use of other Corvus Belli miniatures is allowed only **if it is completely clear which character is being represented**. The size of the base must not exceed 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 from Corvus Belli miniature pieces and it is completely clear which character is being represented. The base must not exceed the limits of the hexagonal tiles of the HexaDome.

CARDS

All cards (including Character cards, Initiative cards, and Tactics) must be the official cards made by Corvus Belli for Aristeia! **The front of these cards may be decorated or signed as long as the game information (Attributes, Actions, Rolls, and text) is still legible and unaltered (it is forbidden to add Symbols, change the color of a Roll's dice, alter an Action's Range, hide Effects, and so on).**

Players may use sleeves to protect their cards. In the case of Tactics, all sleeves must be identical. **If Tactic cards are decorated or signed on their back side, it is mandatory to use opaque sleeves.**

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 & CONTROL PANELS

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

PROXIES

Under any circumstances it is prohibited to use markers or tokens from other brands or manufacturers that aren't Official Partners.

MODIFICATIONS

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

The use of homemade markers or tokens is not prohibited 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, etc) are clearly distinguishable and have the appropriate dimensions.



DICE

All dice used by the players must be the official ones made by **or authorized** by Corvus Belli (Aristeia! Dice Pack, Event Kit, Interplanetario, etc).

PROXIES

Under no circumstances can custom made dice, modified dice, or dice made by another brand or manufacturer 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 game to proceed, 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 long as that allows the game to proceed (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, they must 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 THE ROSTER

The Roster is the set of Characters a player will use for the event. During the event, players won't be allowed to use any Characters outside that **Roster** to build any Team. The **Rosters** and the 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 **Rosters**. Should there be a discrepancy, the information available on the official Aristeia! rules website (wiki.aristeiathegame.com) takes precedence.

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 a player or not. Every Official Event needs to 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 <https://wiki.aristeiathegame.com> and <https://www.aristeiathegame.com/downloads>

[Aristeia Wiki](http://wiki.aristeiathegame.com)

[Downloads](https://www.aristeiathegame.com/downloads)



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 necessary time to answering the players' questions. 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 as any other participant, both in matters of game rules and conflict resolution.

To prevent a conflict 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 their 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 Event	36
Standard Event	32
Open Event	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 4th AGL Season trophy.

RULES

Official Game Rules are those published by Corvus Belli on the official Aristeia! rules website (<https://wiki.aristeiathegame.com> and <https://www.aristeiathegame.com/downloads>).

[Aristeia Wiki](#)

[Downloads](#)

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 on the official Aristeia! rules website (<https://www.aristeiathegame.com/wiki/article/94-standard-agl-characters>).

[Characters list](#)





SEASON

SEASON RULES

During Season 4 the following rules are applied:



CONTENDER

In Season 4, the Contender Attack becomes:

3 Contender

1-6

TACTICS AND FRAGS

In this Season, Tactic cards will not be drawn when an Enemy is sent to the Infirmary. Instead, one Tactic card will be drawn at the end of the Round if at least one Enemy was sent to the Infirmary:

INFIRMARY

Whenever an Enemy Character is moved to the Infirmary, draw a Tactic and gain a Frag token.

RECOVERY PHASE

Draw tactic

- Each player draws one Tactic from their deck.
- If you scored at least one Victory Point this Round, draw one additional Tactic.
- If you scored at least one Frag during this Round, draw an additional Tactic.

DICE AND RE-ROLLS

No die may be re-rolled more than once due to the Effects of Tactics, Actions, Automatic Skills, or AGL MODs.

STUNNED

Targets affected by this State must Cancel one Symbol of their opponent's choosing from each of their Rolls (★, ♣, !).

The Symbol must be cancelled after the Critical Block step and before the Switch step. The opponent may choose a different Symbol for each Roll.

DAZZLED

Targets affected by this State are considered to have all of their Lines of Sight Blocked, except towards Targets in Range ●0-1.

MARKED

Targets affected by this State may be targeted, even without Line of Sight.

- Targets affected by this State cannot benefit from Cover.

Characters that perform an Action against a Target affected by this State may re-roll one die from their Roll if:

- They are not in Contact with the Target.
- They or their Allies have imposed the ☹ Targeted State affecting the Target.



HIDDEN

Each Line of Sight to the Targets affected by this State are considered Blocked, except from Range ●0-1.

- Targets affected by this State cannot gain Cover.
- Hidden Characters may re-roll one die once for every Combat Roll and for their Action Rolls when they are Targeting an Enemy.
- Even while Hidden, this Target still blocks the Line of Sight.

SILENCED

The player that imposes this State must choose one of the Target's Actions (other than Move or any Attack) or Automatic Skills. While under the effects of this State, the Target cannot perform nor apply the Effects of the chosen Action or Automatic Skill (except for Attacks).

- Targets may perform a Silenced Attack, but cannot apply the Effects that begin with → or ⇨, nor the Switches from the Attack (the ★ uncancelled by the opponent's ♣ become ♠).



TOURNAMENT RULES

STANDARD TOURNAMENT RULES

BASIC RULES

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

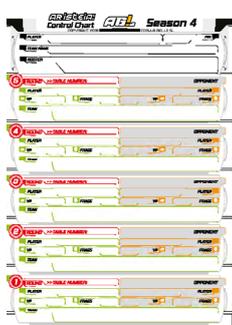
FORMAT OF THE EVENT

Este es el formato básico de torneo para la AGL. En este formato se enfrentan 4 o más jugadores en 3 o más Rondas de Torneo, jugando partidas de 1 contra 1.

ROSTER

Every player has to build a **Roster** before the Tournament. During the tournament, players won't be allowed to use any Characters outside of their **Roster**. There are different ways to choose the **Roster**, depending on the Tournament Mods chosen by the Organizer. For more details, see 'Tournament Mods'.

TOURNAMENT CONTROL SHEET



At the start of the event, each player receives a Tournament Control Sheet. Players must write down their name, Corvus PIN, and Roster 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 Team 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

During a Tournament, rankings will be determined through Tournament Points.

The total Tournament Points obtained in a match will depend on the amount of Victory Points earned by both players during the match.

RESULT	TOURNAMENT POINTS	
Victory	3	Earning more VP than the opponent.
Draw	1	Earning as many VP as the opponent.
Defeat	0	Earning fewer VP than the opponent.
Offensive Bonus	+1	Earning 5+ VP. This Tournament Point is added to the obtained result.
Defensive Bonus	+1	Loosing by 2 or less VP. This Tournament Point is added to the obtained result.

NOTE: If both players earned the same number of Victory Points at the end of a scenario, the player who scored the most Frags will be the winner and it will count as a Victory. If both players earned the same number of Victory Points and Frags, then it will count as a definitive Draw.

Example 1: Both Player A and Player B earned 7 Victory Points. Player A scored 5 Frags while Player B scored only 3. Player A is the winner of this match and will obtain 3 Tournament Points for the Victory + 1 due to the Offensive Bonus = 4 Tournament Points. Player B obtains none for the Defeat, but adds 2 Tournament Point due to the Offensive Bonus and the Deffensive Bonus.

Example 2: Both Player A and Player B earned 7 Victory Points. In addition, both Player A and Player B scored 4 Frags. Since there is no way to decide a winner, the result is considered to be a Draw and both Players obtain 1 Tournament Point for the result + 1 Tournament Point due to the Offensive Bonus = 2 Tournament Points each.

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 3 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 Roster consisting of eight Characters for the event.

Each player must bring two printed copies of their Roster 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 the Starting Player. The other player will be Player B. For example: Max and Catia agree that Max throws a . Max chooses  and Catia 'blank'. The result of the dice is blank-faced, so Catia is Player A. Therefore, Max will be Player B.
2. Player A chooses 1 Character from their Roster.
3. Player B chooses 2 Characters from their Roster. Player A chooses 2 Characters from their Roster.
4. Player B chooses 2 Characters from their Roster.
5. Player A chooses 1 Character from their Roster.



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 for each Tournament 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 **consecutively** from # 009 to # 018.

Then, in secret, both choose two Tactics for each Character of their Teams to form a Tactics Deck of 18 cards.

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

At the beginning of each Tournament Round, after choosing the Initial Player, players ban one Character from their opponent's Roster before forming their Teams:

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

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

ZLAVIN MOD

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.

PETISO MOD

This Mod is incompatible with the Zlavin, Koorie Queen Mods, and **MOBA Mods**. 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 build the Teams are as follows:

1. Both players draw the first two cards of their Initiative decks and place them facing down opposite to their rival, 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 their 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 their rival, 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 their 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.

AGL CIRCUIT MOD

The Organizer chooses a single stadium in which to hold the event. Each stadium offers a different Effect or rule that all players **must apply** in each Tournament Round:

TUNGUSKA STADION | NOMADS

All the characters gain an additional Movement Point when performing the Move Action.

RIVERSIDE FIELD | ARIADNA

When Characters gain Cover due to being adjacent to Blocked Spaces or Barriers, they may add  to their Combat Rolls (instead of ).

OMADON ARENA | NEOTERRA

Once per Round, players can re-roll any blanks (dice where no Symbol has been obtained) **once** on a Roll. **The selected dice must be re-rolled before the Critical Block step.**

SHAOSHANG-T (SHAOSHANG STADIUM) | YU JING

Each Round, at the beginning of the Turns Phase, the Underdog may choose one Initiative card from their opponent's Running Order. The opponent must flip that card.

ARKHANGEL CITY HEXADOME | SVALARHEIMA

Characters that do not spend at least 1 Movement Point during their Activation's Action Phase receive the **-2**  State at the end of their States Phase.

NOVVY BANGKOK | HUMAN EDGE

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

Before making any Roll, you can add the symbols you want from your spare Symbols.

The Symbols added to the Roll (even if they have been annulled or removed) move to the opponent's symbol reserve.



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 this into account when building their Rosters.

The AGL Official Scenarios for this season are:

- Assault
- Scorched Earth
- **King of the Hill**
- **Conquest**
- Blitz
- **Hunter and Prey**
- **Garnage**
- Capture the Flag
- **Broken Land**
- **Frenzied Dance**
- Witch Land
- Gates of Fire

AGL RATING

Players' AGL Ratings change pending their results in each tournament round 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.





LEAGUE RULES

STANDARD LEAGUE 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 league Rounds.

ROSTER

Every player has to build a **Roster** before the league. During the league, players won't be allowed to use any Characters outside that Roster.

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

TOURNAMENT CONTROL SHEET

At the start of the event, each player receives a League Control Sheet. Players must write down their name, Corvus PIN, and their Roster 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 Team 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 Tournament Rounds a tournament will have, but there must never be fewer than 3.

KEEPING SCORE

During a Tournament, rankings will be determined through League Points.

The total League Points obtained in a match will depend on the amount of Victory Points earned by both players during the match.

Results	League Points	
Victory	3	Earning more VP than the opponent.
Draw	1	Earning as many VP as the opponent.
Defeat	0	Earning fewer VP than the opponent.
Offensive Bonus	+1	Earning 5+ VP. This Tournament Point is added to the obtained result.
Defensive Bonus	+1	Loosing by 2 or 1 VP. This Tournament Point is added to the obtained result.

NOTE: If both players earned the same number of Victory Points at the end of a scenario, the player who scored the most Frags will be the winner and it will count as a Victory. If both players earned the same number of Victory Points and Frags, then it will count as a definitive Draw.

Example 1: Both Player A and Player B earned 7 Victory Points. Player A scored 5 Frags while Player B scored only 3. Player A is the winner of this match and will obtain 3 League Points for the Victory + 1 due to the Offensive Bonus = 4 League Points. Player B obtains none for the Defeat, but adds 2 League Points due to the Offensive Bonus and Defensive Bonus.

Example 2: Both Player A and Player B earned 7 Victory Points. In addition, both Player A and Player B scored 4 Frags. Since there is no way to decide a winner, the result is considered to be a Draw and both Players obtain 1 League Point for the result + 1 League Point due to the Offensive Bonus = 2 League Points each.

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 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 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 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 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 Roster consisting of eight Characters for the event.

Each player must bring two printed copies of their Roster 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 (d6), which of them will be Player A or the Starting Player. The other player will be Player B. For example: Max and Catia agree that Max throws a d6. Max chooses 4 and Catia 'blank'. The result of the dice is blank-faced, so Catia is Player A. Therefore, Max will be Player B.
2. Player A chooses 1 Character from their Roster.
3. Player B chooses 2 Characters from their Roster.
4. Player A chooses 2 Characters from their Roster.
5. Player B chooses 2 Characters from their Roster.
6. Player A chooses 1 Character from their Roster.

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 for 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 **consecutively** from # 009 to # 018.

Then, in secret, both choose two Tactics for each Character of their Teams to form a Tactics Deck of 18 cards.

LEAGUE MODS

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

AGL MANAGER MOD

You can live the full experience of being the Manager of an Aristeia! team with the AGL MANAGER! You will start from scratch until reaching the big leagues of the Human Sphere.

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 format allows 4 or more players to compete in 2 to 8 games, playing 1-on-1 matches.

Initial Rosters

Each player must choose one of the four Initial Rosters 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 Roster until the players decide to hire them 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, one Audience point will be obtained for Victory and two Audience points for Defeat.

Audience	
1 Victory Point	1 Audience Point
2 Frags	1 Audience Point
Victory	1 Audience Point
Defeat	2 Audience Points
Offensive Bonus	+1 Audience Point

Offensive Bonus: You gain one additional Audience point if you earned 5 or more Victory Points.

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

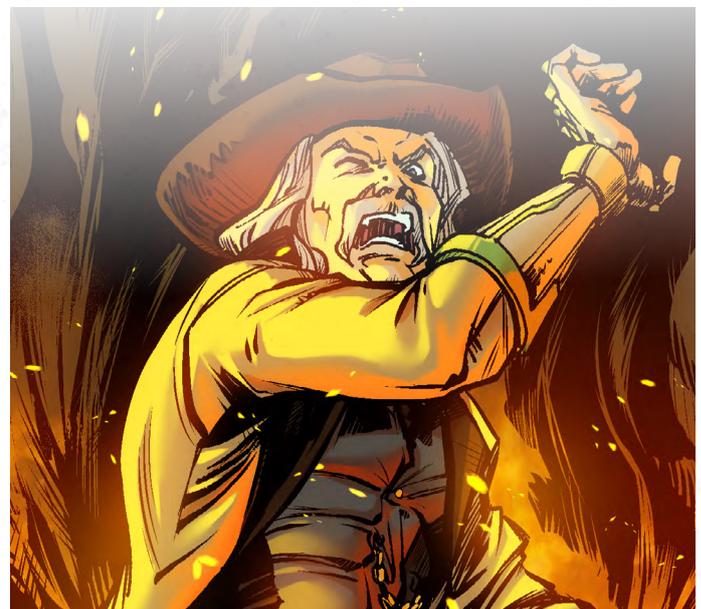
Transfer Market

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

Once an Aristo is hired, it will belong to the Roster.

The Audience needed to hire a new Aristo is reflected in their personal Cache. It's possible to end an Aristo's contract.

If you decided to cancel the contract of a character, they will no longer be part of the Roster and half of the Audience invested in hiring them will be recovered.



Aristos

Aristo	Caché	Aristo	Caché
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
Moonchild	16	Lei Gong	16

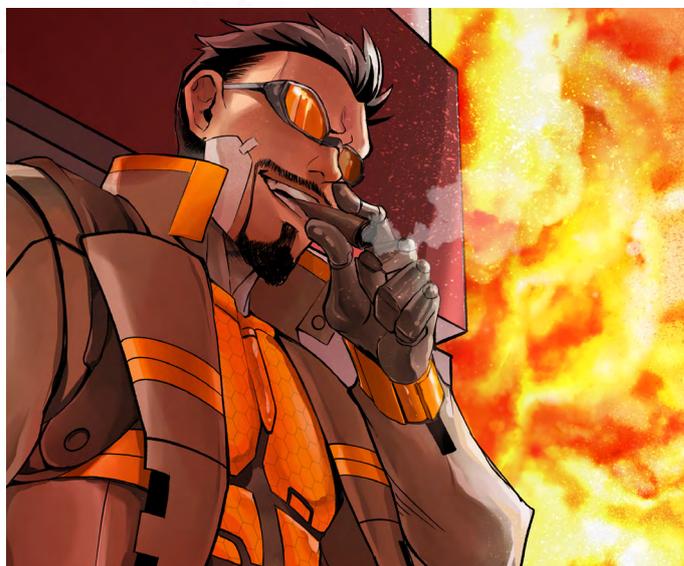


SPONSORS

The support of sponsors 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 take a Mulligan at the start of the game. At the beginning of the game, draw 5 Tactics instead of 4.
Aigletech	5	You can take a second Mulligan at the start of the game.
Accesstel	5	At the start of the game, you can take a Mulligan only for the cards you have selected.
Tequian PSN	5	You cannot take a 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	Replace the text on your Focus cards with the following: Add 🎲+! to the Roll.
HoloVisors K3- PL3R	14	Replace the text on your Take Aim cards with the following: Add 🎲+★ to the Roll.
Teseum nanoprotectors	14	Replace the text on your Dodge cards with the following: Add 🎲+🛡 to the Roll.
"The show must go on"	14	Replace the text on your Fortune Favours the Badass with the following: Re-roll one of your dice and add ★, or 🛡, or !.
Advanced Tactical Analysis	14	Replace the text on your Catch Your Breath card with the following: Draw 3 Tactics and place one of them at the bottom of your Deck.
Legal protection	14	Replace the text on your NO! card with the following: Cancel the Effects of your opponent's Tactic. This card cannot be cancelled by the rival's NO! Tactic.
Infirmiry Assistant	10	(Once per game) You can discard a Tactic to remove a Character's Status, even if they are 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 and once per game) After choosing the Starting Player, you can ban a character from the opponent's Roster before building the Teams. This Equipment can only be used when the opponent has more than four Aristos in their Team..

KOORIE QUEEN MOD

At the beginning of each League Round, after choosing the Initial Player, players ban one Character from their opponent's Roster before forming their Teams:

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

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

ZLAVIN MOD

At the beginning of each League Round, while building their Teams, Characters a player has chosen are blocked so that they're not available for their opponents to choose.

AGL CIRCUIT MOD

The Organizer chooses a single stadium in which to hold the event. Each stadium offers a different Effect or rule that all players **must apply** in each League Round:

TUNGUSKA STADION | NOMADS

All the characters gain an additional Movement Point when performing the Move Action.

RIVERSIDE FIELD | ARIADNA

When Characters gain Cover due to being adjacent to Blocked Spaces or Barriers, they may add 🎲 to their Combat Rolls (instead of 🎲).

OMADON ARENA | NEOTERRA

Once per Round, players can re-roll any blanks (dice where no Symbol has been obtained) **once** on a Roll. **The selected dice must be re-rolled before the Critical Block step.**

SHAOSHANG-T (SHAOSHANG STADIUM) | YU JING

Each Round, at the beginning of the Turns Phase, the Underdog may choose one Initiative card from their opponent's Running Order. The opponent must flip that card.

ARKHANGEL CITY HEXADOME | SVALARHEIMA

Characters that do not spend at least 1 Movement Point during their Activation's Action Phase receive the -2u State at the end of their States Phase.

NOVVY BANGKOK | HUMAN EDGE

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

Before making any Roll, you can add the symbols you want from your spare Symbols.

The Symbols added to the Roll (even if they have been annulled or removed) move to the opponent's symbol reserve.

PETISO MOD

This Mod is incompatible with the Zlavin, Koorie Queen Mods, and MOBA Mods. At the beginning of each League 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 build the Teams are as follows:

1. Both players draw the first two cards of their Initiative decks and place them facing down opposite to their rival, 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 their 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 their rival, 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 their 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 League Round. The Organizer must make the chosen Scenarios known when the league is first announced so that players can take this into account when building their Rosters.

The AGL Official Scenarios for this season are:

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

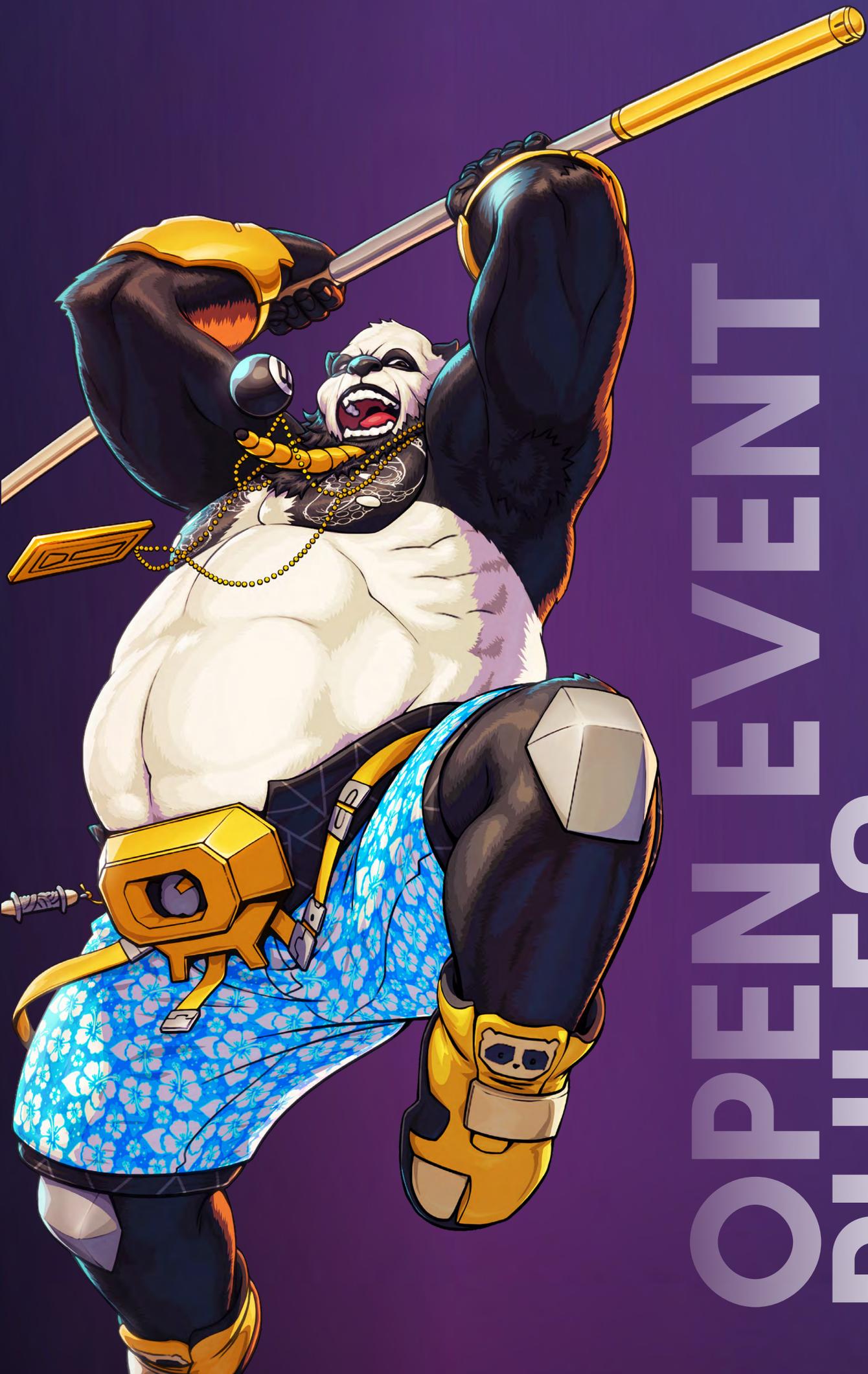
AGL RATING

Players' AGL Ratings change pending their results in each league round 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 League Manager found at <https://otm.corvusbelli.com>. Should you encounter any problems during the reporting process, please contact us at tournament@corvusbelli.com.





OPENS EVENT
RULES

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, and **Roster** 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 Rosters 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:

Players	Tournament Rounds
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 Roster 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 Roster 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 Roster consists of eight Characters. At the beginning of each Tournament Round, each player builds their opponent's Team, but follows 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 Roster.

FINAL BOSS MOD (SEMY 2.0.)

Building Teams

The Roster 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 Y Initiatives of their six Characters.

Deckbuilding

Tactics decks consist 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 the 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 gains a Frag.
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.

SEMY MOD 3.0

Players must present for the event an Initial Roster 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.

ISSEL MOD

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.

**SUAZO MOD**

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 Roster with 8 Characters that cannot be repeated with those chosen by its teammates. Initial Rosters 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 their players and one of the rival teams.
3. Team B creates the second match by selecting one of their players and one of the rival teams.
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.

RANDY MOD

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 for a Character, 4 for a second, 1 for a third, and none for the fourth.

CROEPOEK MOD

A variant of the Koorie Queen Mod. Each player imposes a -IVP on a character from the opponent's Initial Roster instead of banning it. If the Character ends up being selected, its player will get one Victory Point less when it first scores in 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 his rival[s] Gata. During the Assault scenario, Catia scores 3 Victory Points with Valkyrie. Since she has Gata's -IVP, she only gets 2VP. Although Catia continues to earn more Victory Points, the -IVP isn't applied again.

INDATAWA MOD (INDAEL & TENSQWA-TAWA)

During the Planning Phase, Player A takes Player B's Initiative cards and decides, in secret, the order in which Player B's Characters will be activated, placing them face down on Player B's spaces in the Running Order.

Likewise, Player B takes Player A's cards and places them face down on Player A's Running Order in whatever order they prefer.

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 Rosters. 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 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.

