

CORVUS BELLII

ARISTEIA!

SCENARIOS

v 1.3

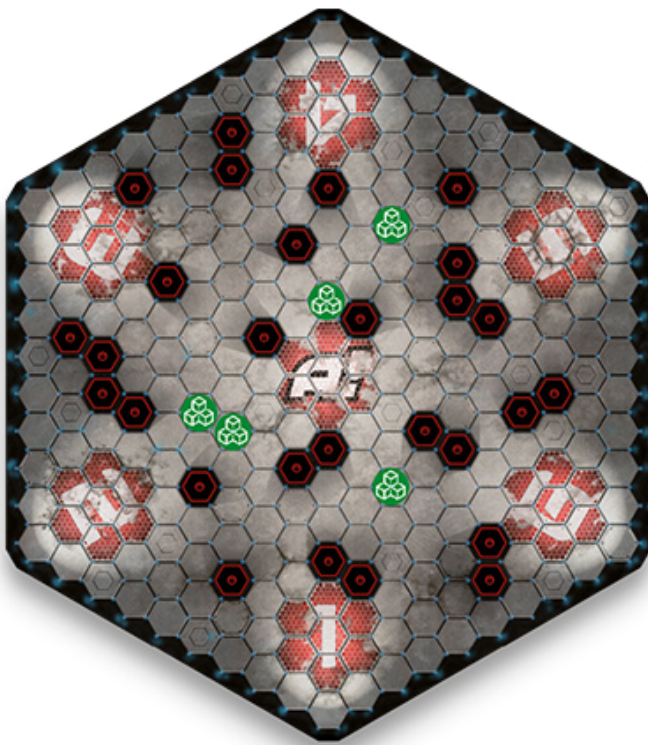
ASSAULT

OBJECTIVES

- Being the **only player** with one or more Characters inside the Scoring Zone at the end of the Round (3 Victory Points).
- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points, but only if both players have at least one Character inside the Scoring Zone).
- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone).

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog chooses one Deployment Zone to deploy in; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

SCORING ZONE

For the first Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone remains fixed for one more Round.

Only a Deployment Zone with no Characters inside it at the start of the Round can be chosen as a Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all Characters that are inside it on Free spaces adjacent to that Zone.

END-GAME CONDITIONS

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

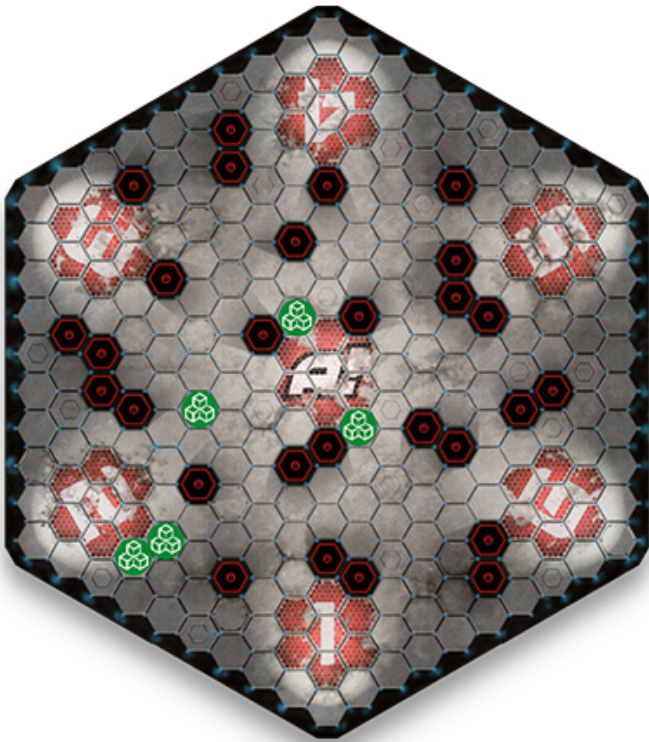
CONQUEST

OBJECTIVES

- Having **more Conquered Scoring Zones** at the end of the Round than the opponent (2 Victory Points).
- Having the **same number of Conquered Scoring Zones** at the end of the Round as the opponent (1 Victory Point, but only if both players have Conquered at least one Scoring Zone).
- Having Conquered the **Central Scoring Zone** at the end of the Round (1 Victory Point).

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog chooses one Deployment Zone to deploy in; their opponent will deploy in the opposite Zone. In this scenario, the Underdog must choose between zones 3 and 6.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

CONQUERING SCORING ZONES

To Conquer a Scoring Zone, at the start of the Objectives Phase you must have more Characters inside it than your opponent does.

A Conquered Scoring Zone stops being Conquered at the start of the Objectives Phase if there is at least one Character inside it **and** both players have the same number of Characters inside it.

Only Scoring Zones, with their respective blue Counters, may be Conquered.

Scoring Zones remain Conquered even if there is no Character in them at the end of subsequent Rounds.

Players can use green and orange Counters to mark the Conquered Zones.

SCORING ZONES

For the duration of the game, the Central Zone and Deployment Zones 1, 2, 4, and 5 act as Scoring Zones.

Characters may return from the Bench into zones 3 or 6, regardless of which of them was their original Deployment Zone.

END-GAME CONDITIONS

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

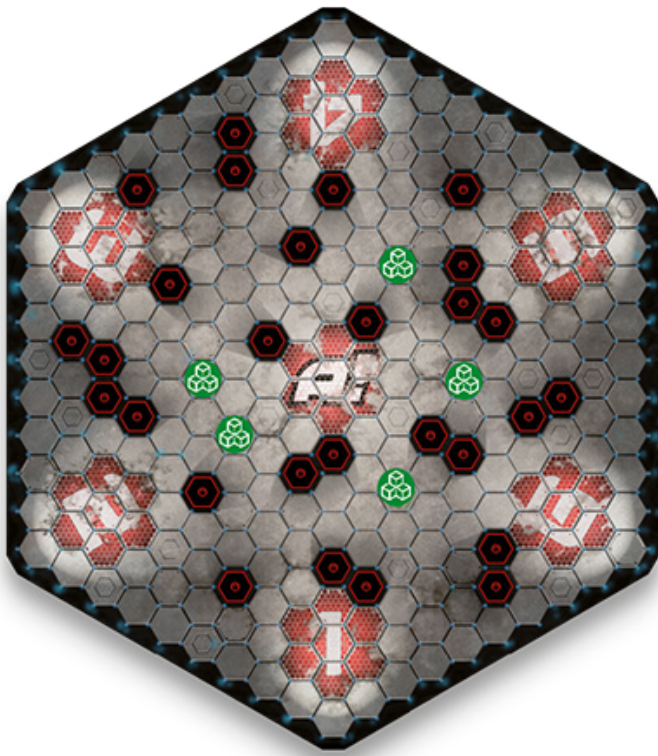
KING OF THE HILL

OBJECTIVES

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (3 Victory Points).
- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone).
- Each time an enemy Character **inside the Central Scoring Zone** is sent to the Infirmary (1 Victory Point).

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog chooses a set of Deployment Zones to deploy in. The opponent will deploy in the remaining set.

- Set 1: Zones 1, 2 and 6.
- Set 2: Zones 3, 4 and 5.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

You may deploy your Characters on any spaces inside or adjacent to **any of your three** Deployment Zones. **You do not have to** deploy all your Characters in the same Deployment Zone.

FIXED SCORING ZONE

The Central Zone is the Scoring Zone **for the duration of the game.**

END-GAME CONDITIONS

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

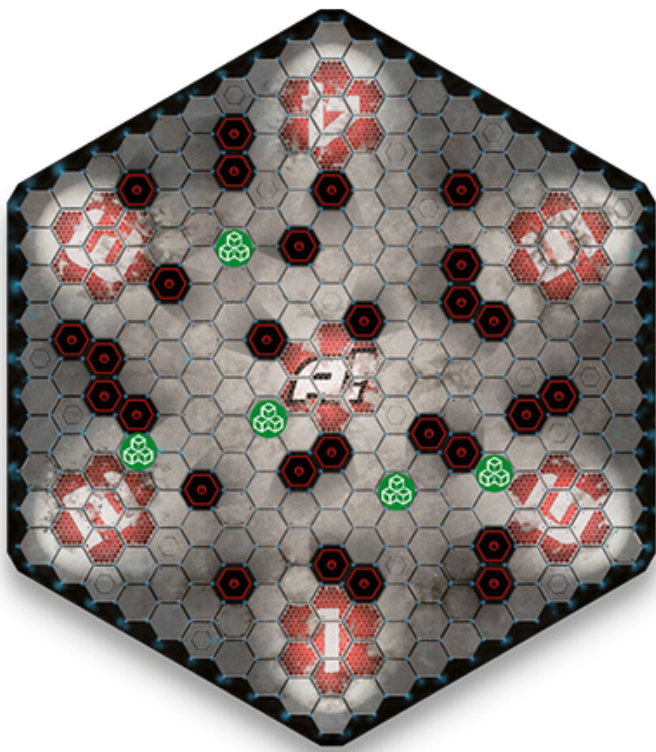
SCORCHED EARTH

OBJECTIVES

- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (2 Victory Points).
- Having the **same number of Characters** inside the Scoring Zone at the end of the Round as the opponent (1 Victory Point, but only if both players have at least one Character inside the Scoring Zone).

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog chooses one Deployment Zone to deploy in; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

You may deploy your Characters on any spaces **inside or adjacent** to your Deployment Zone.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

Lastly, each player places a red Counter in their own Deployment Zone.

SCORING ZONE

For the first Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone stays in the same place for one more Round.

Only a Deployment Zone with no Characters inside it at the start of the Round can be chosen as a Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all Characters that are inside it on Free spaces adjacent to that Zone.

SCORCHED EARTH

At the beginning of the Objectives Phase, if there is at least one Character inside the Scoring Zone, each player places a red Counter in the Scoring Zone.

When choosing a Round's Scoring Zone, Deployment Zones with any Red Counters in them **cannot** be chosen.

END-GAME CONDITIONS

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.

BLITZ

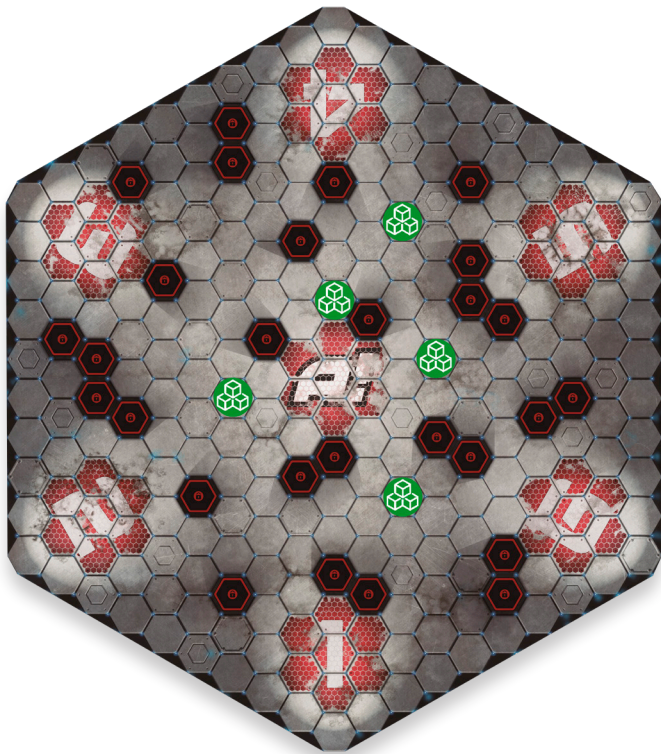
OBJECTIVES

The Objectives are checked at the end of each Turn and not each Round. Therefore, each Round they will be checked 4 times.

- Being the **only player** who has the character, **activated in the Turn just played**, inside the Scoring Zone at the end of the Turn (2 Victory Points + 1 Tactic).
- **Both players** have their Character, **activated in the Turn just played**, Inside the Scoring Zone at the end of the Turn (1 Victory Point + 1 Tactic).
- Whenever an **Enemy Character** is moved to **Infirmary** (1 Victory point).

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the **Deployment Phase**, the *Underdog* chooses one Deployment Zone to deploy in; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

You may deploy your Characters on any spaces **exclusively inside** to your Deployment Zone.

After choosing a Deployment Zone, the *Underdog* decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

SCORING ZONE

For the first Turn, the Central Zone is the Scoring Zone.

At the start of each of the subsequent Turns, before Initiative on the Turn Phase, the *Underdog* chooses that Turn's Scoring Zone, but only if at least one Player scored Victory Points in the previous Turn. If neither player scored, the Scoring Zone remains fixed for one more Turn.

Only a Deployment Zone with no Characters inside it at the start of the Turn can be chosen as a Scoring Zone. Should all Deployment Zones be occupied, the *Underdog* may choose any of them, and then place all Characters that are inside it on Free spaces adjacent to that Zone.

SPECIAL RULES

- **At the start of the game**, the player with the lowest sum of ♠ *Initiatives* receives the *Underdog* token.
- **At the end of each Turn**, the Player with the least Victory Points receives the *Underdog* token. In case of a **tie**, the *Underdog* token goes to the other player.
- At the end of each Round, during the **Recovery Phase** both players **exactly** draw two Tactics.
- In case any of players cannot draw Tactics at some point during the game they will shuffle their Discard Pile, forming a new Tactics Deck. Then, he will draw the required amount from the Tactics Deck.

END-GAME CONDITIONS

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **third Round**, whichever happens first.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the Player who collected the **most** Frag tokens.

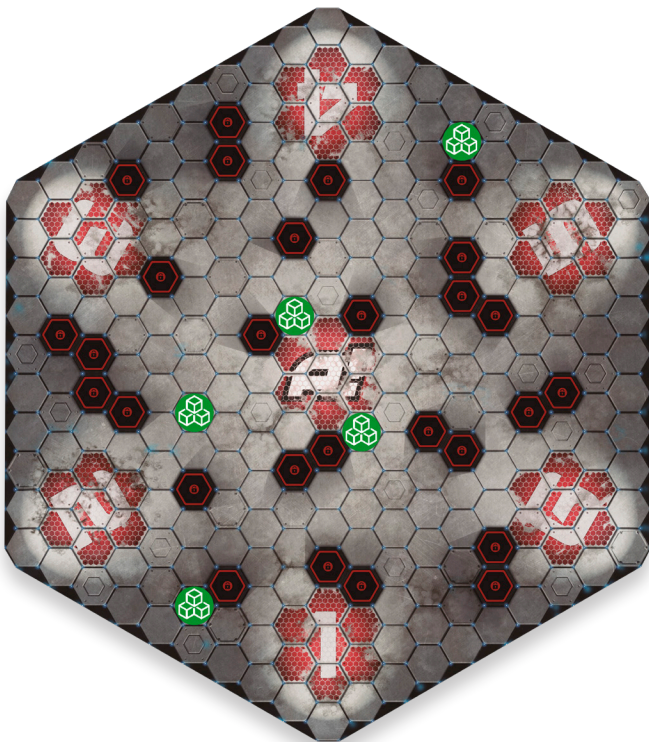
CARNAGE

OBJECTIVES

- Whenever an **Enemy Character** with ♥ Hit Points value of 2 is moved to **Infirmary** (1 Victory point).
- Whenever an **Enemy Character** with ♥ Hit Points value between 3 and 4 is moved to **Infirmary** (2 Victory point).
- Whenever an **Enemy Character** with ♥ Hit Points value of 5 or above is moved to **Infirmary** (3 Victory point).
- Having **more Characters** inside the Scoring Zone at the end of the Round than the opponent (1 Victory Point).

HEXADOME

To play this scenario, set up the HexaDome as shown in this diagram:



DEPLOYMENT

At the beginning of the Deployment Phase, the Underdog chooses one Deployment Zone to deploy in; their opponent will deploy in the opposite Zone. These are the opposing Deployment Zones:

- 1 and 4
- 2 and 5
- 3 and 6

You may deploy your Characters on any spaces **inside** your Deployment Zone.

After choosing a Deployment Zone, the Underdog decides which player deploys a Character first. Afterwards, both players take turns, deploying one of their Characters at a time until all Characters are deployed.

SCORING ZONES

For the first Round, the Central Zone is the Scoring Zone.

At the start of each subsequent Round, before the Planning Phase, the Underdog chooses that Round's Scoring Zone, but only if at least one player scored Victory Points in the previous Round. If neither player scored, the Scoring Zone stays in the same place for one more Round.

Only a Deployment Zone with no Characters inside it at the start of the Round can be chosen as a Scoring Zone. Should all Deployment Zones be occupied, the Underdog may choose any of them, and then place all Characters that are inside it on Free spaces adjacent to that Zone.

END-GAME CONDITIONS

The game ends as soon as either player scores **eight or more** Victory Points or at the end of the **fifth Round**, whichever happens first.

The winner is the player with the most Victory Points.

In the case of a **tie**, the winner is the player who collected the **most** Frag tokens.