

The Fourth Lone Star Galactic Council Rules

This document will be updated as needed, save the link and check back the week of the tournament. If you have any questions, feel free to contact me via email -

SNorrDavid@gmail.com. You can also join [our Discord server](#) and discuss there.

-David S. Norr

Event Details:

Event Dates: **January 18th-19th, 2025**

Event Time: Arrive at **10:00am**, split for tables at 10:15, games begin at 10:30am, play until completion or store closure.

Event Address: [2438 W Anderson Ln. B1, Austin, TX 78757](#)

[Registration](#) is \$15 per player (+\$1 processing fee), money goes towards a prize pool and event space.

General Considerations:

- This year we are doing things a little differently than in previous years. We are primarily gathering the Twilight Imperium community for a weekend of fun. Within that gathering, we will also have a tournament! So players of all experience and competitive levels are invited to join us. You do not have to play in the tournament if you don't want to. We will have fun games going simultaneously with the tournament.
- Read and understand all rules associated with the gathering, especially if you are competing in the tournament.
- Make arrangements to attend both days if you are playing in the tournament.
- Please follow Dragon's Lair's [Code of Conduct](#). Be aware that Dragon's Lair has cats that roam the store.
- Play honestly within the [rules of Twilight Imperium](#) (at the bottom of the page under Rules, TI Codex, Prophecy of Kings Rules). Also check the [Unofficial Dane FAQ](#) for further rulings.

Rules of Play:

- Play fair, play to win, and play the game in its entirety.
- "Take backs" are at the table's discretion. If any person at the table disagrees with the reversal, it is not allowed. We typically play with an earnest intent mindset. If a step was skipped or is mandatory to occur, usually the player is able to rewind and complete that action. Please play honestly. If you know a player has a timing that they can opt into, for instance firing PDS, please offer the player the opportunity to opt in. Essentially, don't try to skip a step in order to trick a player into not electing an option that may harm you.
- We will play with all updated rules in the most recent [Living Rules Reference](#) and codex I, II, and III, allowing rules disputes / questions to be handled by admins as needed. Also refer to the [Unofficial Dane FAQ](#) for further rulings.
- No negotiation or move is disallowed if within the rules of the game, except for handing a player the 10th point to win the game, ex: giving a Support for the Throne to a player with 9 current points.
- We ask that players play to win the game, and if they perceive their odds of winning as low, to still try in earnest to pursue victory and point scoring. You never know what may occur in the future turns of the game.

Draft Method / Galaxy Building:

Please begin play following these steps:

- 1) If playing with less than six players, remove one random slice for each missing player.
- 2) All players roll a die to determine order, with ties being determined by a roll off. Highest roll will be first in draft order.
- 3) In draft order, beginning with the highest roll, each player bans one faction.
- 4) Remove the banned factions and shuffle the remaining faction cards (or home system tiles). Randomly draw factions equal to the number of players + two.
Note: If Keleres, Mentak, Xxcha, and Argent are all drawn, then reshuffle and redraw. Do not redo bans.
- 5) The draft takes place over three rounds. Every round, all players get to pick their a) faction or b) map slice or c) table position (including the speaker position) until they have one of each. The order that players make these choices is in order of the original die roll, highest to lowest. The second round picks are done in the reverse order, and the third round reverts to the same order as the first round. Once all players have made their choice, the map is assembled from the

slices. If your game has a number of players other than 6, you will build the galaxy using hyperlanes as described in the PoK Rules Reference.



9) Proceed with Game Set Up as usual. Primary remaining steps are **drawing two secret objectives, selecting one to keep**, returning the other to the stack and shuffling. Then when all players have selected a secret, the Speaker will **unveil two Stage I objectives**.

Time Considerations:

The store will allow us to play until close, so we should have plenty of time to complete all games. However, sometimes negotiations and decision making slow a game such that it may fail to complete before time ends. To discourage this, any tournament table that fails to finish its game will not advance any player to the following day's game. Essentially, we want no mechanic to promote a player not completing a game. If all players are playing to win, then they would need to finish in order to advance to the final game.

Please play as expeditiously as possible and encourage other players to do so in a friendly manner.

Milty Slice Pool:





If you have questions about the Milty Draft or the pre-made slices, please communicate in our [Discord](#).

For those who care, here is the map string:

25, 37, 46, 74, 67
 64, 59, 68, 42, 65
 26, 69, 41, 47, 71
 62, 73, 35, 49, 48
 27, 39, 34, 43, 75
 79, 38, 28, 22, 50
 44, 66, 32, 40, 24

**PAX MAGNIFICA
 BELLUM GLORIOSUM**