

The Third 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 13th-14th, 2024**

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 \$10 per player (+\$1 processing fee), money goes towards a prize pool and event space.

General Considerations:

- Read and understand all rules associated with the tournament.
- Make arrangements to attend both days.
- The primary purpose of the tournament is to have a gathering of our statewide community and the secondary purpose is to crown a champion.
- 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) Players will **roll d10's to determine seating order and speaker**. Tie rolls are settled by a roll off. The player with the highest roll will be the Speaker, and in descending order players will sit clockwise from the speaker, with the lowest die roll being the final player, sitting to the right of the Speaker.

2) Beginning with the Speaker and going in clockwise order, each player will **announce one faction to ban** from the game. Players can remove the home systems (or draft cards if Codex II pieces are available) and faction cards of these factions as they ban them.

3) Shuffle the remaining home systems (or draft cards), and deal **two random faction home system tiles (or draft cards)** to each player, face down. Players look at their tiles and secretly select a faction at this time. When all players have selected, players will simultaneously reveal their home system tile / draft card.

Note: If Keleres, Mentak, Xxcha, and Argent are all selected, then all players must return their selection, reshuffle, redeal, and reselect. Do not redo bans.

4) Shuffle all blue and red backed tiles. Deal **three blue** and **two red** backed tiles to each player. Players will begin drafting tiles in the next two steps. Any tiles that a player keeps will eventually be used to build the galaxy in a later step 7.

5) Players will now look at their **blue tiles and select one tile to keep**, passing the others to the player on their left. Place the tile you keep in a stack that cannot be confused or mixed up with the tiles you will receive from the player on your right. Tiles you have selected to keep cannot be

passed in future rounds. Wait to pick up the tiles on your right until all players have made their selection. **Repeat this step until you have no more tiles to pass.**

6) Players will now look at the **red tiles and select one tile to keep**, passing the other to the player on their left. Place the tile you keep in a stack that cannot be confused or mixed up with the tile you will receive from the player on your right. Tiles you have selected to keep cannot be passed in future rounds. Wait to pick up the tile on your right until all players have made their selection..

7) Players will now have a stack of blue and red tiles they have drafted. The Speaker will **begin to build the galaxy** using the Game Set Up rules in the Living Rules Reference.

iii. PLACE SYSTEM TILES: First, players place their home systems in the approximate positions where they will connect to the galaxy. Then, starting with the speaker and proceeding clockwise, each player places one system tile faceup in the first ring around Mecatol Rex. After the last player has placed their first tile, they place a second tile. Then, the order of tile placement reverses and proceeds counterclockwise, until it reaches the speaker again, who places two tiles. Then, tile placement reverses again and proceeds clockwise. This process repeats until players have placed all of their tiles.

Each ring around Mecatol Rex must be fully built before any tile can be placed in the next ring. Anomaly system tiles **cannot** be placed next to one another unless there is no other option. Additionally, system tiles that contain the same type of wormhole **cannot** be placed next to one another unless there is no other option. After placing all of the dealt system tiles, players attach their home systems to the rest of the galaxy.

8) 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 table that fails to finish its game will not advance any player to the following day's game. Instead, we will randomly select a replacement from a player at another game that did finish. 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.

Common scenarios that lead to such a decision:

If we had chosen to let the current point leader advance, you may see a situation where a player has a lead and will lose it by advancing the game, so they stall to time.

If we had chosen to select a player from the table at random, you may see a situation where a player does not think they can win by advancing the game, so they stall to time.

I hope that clarifies our stance on games not finishing due to time limits. Please play as expeditiously as possible and encourage other players to do so in a friendly manner.

Tournament Prize Pool:

The prize pool is likely to be distributed in store credit. The pool will have the following splits:

- $\frac{1}{2}$ will be split equally amongst all winners of Day 1 games.
- $\frac{1}{6}$ th goes to the winner of the Day 2's final table in addition to the Day 1 winnings.
- $\frac{1}{6}$ th goes to the creator of our trophy set (custom painted player pieces and also a trophy to be kept at the store).
- $\frac{1}{6}$ th goes to the store for room reservation.

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