

# TWILIGHT IMPERIUM

BrisCon 2022

Tournament Organiser – Bradley ([briscon.ti4@gmail.com](mailto:briscon.ti4@gmail.com))

## Structure

- The entry fee will be \$15.
- Saturday will consist of six games, each with six players.
- Players will be randomly allocated to a Saturday game, with some allowance made for time slots.
- The first Saturday game will commence at 9:00am. Each other Saturday game will commence half an hour after the previous, with the last commencing at 11:30am.
- Sunday will consist of a single game, comprising of the six winners from the Saturday game.
- The Sunday game will commence at 9:00am.

## General Rules

- *Twilight Imperium Fourth Edition*, with the *Prophecy of Kings* expansion.
- Using Living Rules Reference v2.0, along with the clarifications provided by Dane Beltrami.
- Games will be played to ten points.
- For the Saturday games, *Codex* components will be used if the copy of the game being used includes them. Players will be made aware of this before the draft.
- For the Sunday game, *Codex* components will be used.

## Setup

- For the Saturday games, a Milty Draft (via [miltydraft.com](http://miltydraft.com)) will be used construct the map, determine seats, and assign factions. The parameters will be:
  - 9 factions;
  - 7 slices;
  - Include additional wormholes and legendary planets;
  - 4 minimum optimal influence;
  - 2½ minimum optimal resources;
  - 9 minimum optimal total; and
  - 13 maximum optimal total.
- For the Sunday game:
  - The game board will be created as per the “Complete Setup” rules;
  - Players will be randomly allocated seats.
  - Each player will be dealt four cards, each representing the speaker or one faction. These will be drafted, passing anti-clockwise (right). The player that drafted the Speaker card will then reveal it, along with a faction they drafted. Each other player in clockwise order reveals a faction they drafted. Each player will play as the faction they revealed.

## Timings and Abilities

- Players should allow reasonable time for abilities to be used during major timing windows. A few examples follow, but it is not an exhaustive list.
- During the Agenda Phase, players should explicitly ask each player in order if they wish to player any “when an agenda is revealed” abilities. Once all players have passed consecutively, this should be repeated for “after an agenda is revealed” abilities.
- After movement, players should declare that they have finished moving ships.
- After production, players should declare that they have finished producing units.
- Players should declare each technology they gain.
- Once a token is placed on a system to activate it, that activation is final.
- If an action card is played by revealing it, that playing is final, unless played incorrectly. However, if played prematurely, it will be set aside, and then must played at the correct time, if still possible to do so.
- If a player is performing a process that is unlikely to affect the other players, such as building in their home system, or dealing with agenda cards from the primary ability of Politics, they may allow the next player to start their turn. The next player is not obligated to do so immediately.

## Contingencies

- Players that have not arrived by ten minutes after the time their game was scheduled to commence without notice will be disqualified.
- Players that have not arrived but have given notice may be given a reasonable amount of time to arrive, at the discretion of the tournament organiser, or be disqualified.
- In the event that a game has fewer than players, a set of six hyperlanes will be used for each missing player.
- In the event that eighteen or fewer players sign up, only three games will be played on the Saturday. In the event that twelve or fewer players sign up, only two games will be played on the Saturday. The start times of the games will be adjusted accordingly.
- If less than six games will be played on the Saturday, then an equal number of players from each game will advance to the Sunday game.
  - If a player reaches ten points during the status phase, then scoring will continue until all players have scored. Any player that would go above ten points instead stays at ten points. Players will then be ranked by their final score, with ties broken by initiative order. The top-ranking players will advance to the Sunday game.
  - Should a player reach ten points from an agenda, any other player that is eligible to score from that agenda will do so. Players will then be ranked by final score, then by speaker order.
  - Should a player reach ten points during the action phase, any transfers of *Shard of the Throne* or similar must be fully resolved. Then, players will be ranked by final score, then by initiative order.
  - If a player is eliminated, they will be ranked immediately below all players whose final score, with the above processes, was the same as the eliminated player's score when they were eliminated.
- If multiple players are to advance from one game, players may not intentionally perform activities that allow another player to obtain first place, solely to ensure their advancement.

In general, players should play with the intent to obtain first place. The following is a partial list of prohibited activities:

- Two players with late initiative swapping *Support For the Throne* during the action phase to both reach ten points and end the game before other players could reach ten point in the status phase.
- Two players swapping *Support For the Thone* during the action phase so that they will both end up on ten points after scoring objectives during the status phase.
- A player on nine points with early initiative but no objectives to score allowing a player to win a combat against them and score their tenth point.
- A player on nine points and behind another player on nine points in speaker order voting for the “For” outcome of *Seed of an Empire*.

## Other

- Players should act in good faith, and in a civil manner.
- Any rules questions should be directed to the Tournament Organiser. Any disagreements on this ruling may be put to the #ti4-quick-rules-help channel of the *Twilight Imperium 4 Tabletop Simulator* Discord Server. The ruling of a member with the “Rules Expert” role will be used. Should there be no such response after a reasonable amount of time, the Tournament Organiser ruling will stand.
- Players may leave the table for a reasonable amount of time to discuss deals secretly. However, whenever a transaction occurs, it must be announced.
- Players that bring their own copy of *Twilight Imperium* will receive a \$5 refund on their entry fee on the day. Should more than six players bring copies, preference will be given to copies including the most *Codex* components, then to a copy belonging to a player in that game.