

Titans Tactics: Tournament Rules

In Titans Tactics Tournaments, players face off in a series of games to determine who will emerge victorious. Use these rules for groups of 8 to 128 players to organize and run your own Tournament!

Player responsibilities

Players participating in a Titans Tactics Tournament should bring their own copy of Titans Tactics (Base Game) as well as Titans Tactics CHAMPIONS (Expansion).



In some cases, the venue may provide the games.

Record Sheets

Each player will be provided with a tournament record sheet. Before the Tournament begins they will fill out their name and their primary and secondary factions. They will use this sheet to track their games as they play. (See provided PDF.)

Primary and Secondary Factions

Each player must declare a primary faction and a secondary faction. This is to prevent two players playing the same faction from being matched up against each other.

If you are matched up with a player who has the same primary faction as you a coin is flipped. The winner of the coin flip decides if they will play the series as their primary or secondary faction. If they choose to play as their primary faction the other player must play as their secondary faction. The loser of the coin flip gets to bid first in the first game of the series.

Sportsmanship

A fair and honest in-game environment is required for everyone to have fun. Titans Tactics is a competitive game, but play should still be honest and fair, with fun as the goal. You are responsible for holding your opponent to the same standards to which you hold yourself.

The Tourney Organizer (TO) and Judges will not be able to observe every game. If your opponent is doing something that degrades your play experience — bullying, stalling, bending the rules, or outright cheating — you should inform them and explain what they can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment.

If you cannot resolve the issue, you should call a Judge or TO and explain the situation. The TO / Judges always has the final word in disputes or rules questions. All players must accept all rulings made by the TO / Judges whether or not they agree.

You must present a mature and polite demeanor to your opponents and the TO / Judges. Failure to do so will result in immediate disqualification. A TO or Judge can also disqualify a player for any incident that is deemed unsporting. This includes offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes, and are barred from further participation in the event and any other related events.



Tourney Organizer Responsibilities

Number of Rounds

Players will play head to head matches using the **HARDCORE** rules provided in **Titans Tactics: CHAMPIONS**. Each best of three game series between two players is a single Tournament Round. Tournaments run at least three Tournament Rounds with opponents determined randomly for the first round, then based on Tournament Points earned as explained below.

At the end of the designated number of rounds, the player with the most Tournament Points is declared victorious. If no player has more Tournament Points at the end of the designated number of rounds, another round will be conducted until, at the end of a round, one player has more Tournament Points than any other player.

Players participate in a timed format with all players participating in every round. The number of players in the tournament determines the maximum number of rounds usually required to determine a winner.

- 8 or less players is usually a 3 round event
- 9-16 is usually a 4 round event
- 17-32 is usually a 5 round event

- 33-64 is usually a 6 round event
- 67-128 is usually a 7 round event

First-Round Pairings

In the first round, players are paired randomly.

During a round, each player earns Tournament Points based on their performance in the games that they win.

Tournament Points:

- 1 point per Momentum point earned, including the final point of Momentum
- 2 points for reaching the red X square on the Balance Track

Players earn Tournament Points for any games that they win in the series. Games that they lose earn them 0 points.

Assuming all games are played to completion, players earn between 8-0 points.

Subsequent Pairings

After the first round, all pairings and ranks are based on Tournament Point subtotals and pairings from previous rounds. Players are matched up against opponents with a similar Tournament Point Total.

Players with matching Tournament Point totals are paired up first, then players are matched up with the next closest in point totals.

When matching players up, players should not play opponents from previous rounds. New opponents, even if they don't have matching point totals, should be used.

Byes and odd number of players

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 6 Tournament Points.

Example 8 Player Tournament:

At the end of round 1 the standings are as follows:

- P1 v P5: Results - P1(w - 6tp) P5(l - 3tp)
- P2 v P6: Results - P2(w - 7tp) P6(l - 0tp)
- P3 v P7: Results - P3(w - 7tp) P7(l - 0tp)
- P4 v P8: Results - P4(w - 6tp) P8(l - 3tp)

Matchups for Round 2:

- P2 v P3 (7tp v 7tp)
- P6 v P7 (0tp v 0tp)
- P5 v P8 (3tp v 3tp)
- P1 v P4 (7tp v 6tp)

In the first round, the TO randomly determines which player receives the bye. In subsequent rounds, the TO randomly selects a player from those with the lowest Tournament Point Totals. The TO should ensure that the same player does not receive a bye more than once per event. If the lowest point player has already received the bye, then the next lowest receives it.

Game Timing

Players will have 90-120 minutes to complete their series of 3 games.

To prevent players from gaming the round clock, the TO will roll a d6 at the start of every round. The result of the roll x5 will determine the number of additional minutes beyond 90 added to that round.

Example: TO rolls a 3. $3 \times 5 = 15$. $15 + 90 = 105$.

- **Round will last 105 minutes.**

The TO will announce when 30 minutes and 60 minutes has elapsed to give players an indication of roughly when they should be finishing their first and second game.

Last Activation and Tiebreakers

When time expires the TO will call "LAST ACTIVATION".

The player who has the current turn completes the activation with that champion, then the game ends.

If, when last activation is called, the current game is not over it goes to tiebreakers.

1. The player with the most Momentum at Last Activation is the winner.
If still tied, go to 2.
2. The player with the Balance Token more on their side of the board is the winner.
If still tied, go to 3.
3. The player with who had last activation loses.

The winner of that game receives Tournament Points for that game as normal.

Play

A player can ask to see his opponent's Champion Cards at any time, including before the start of the game and during play. They can reference the rulebook or other materials at any time as well. A player must take care not to disrupt the flow of the game while doing this.

Each game players bid and draft their Champions as outlined in the **HARDCORE** rules included in **Titans Tactics: CHAMPIONS**.



Game Results

At the end of a game, both players are required to enter the following information on their player record sheets:

- the name of his opponent
- the number of Tournament Points scored in each game they won

At the end of the round, both players are required to record:

- their total points for the Round
- total points for the Tournament

They then give their sheets to the TO to get paired up for next round.

