

TOURNAMENT RULES FOR PLAYERS

(Judges Rules appear further down)

Precedence Entertainment reserves the exclusive right to add, delete, or alter these rules, whole or in part, with or without notice, at any time that it is deemed necessary or desirable. This right is non-negotiable.

The Babylon 5 CCG has two basic types of tournaments that you can play in. The first is called Sealed Deck, where you will use decks and booster packs that are sealed and have never been opened before the tournament starts. The second is called Constructed Deck, where you can build up your own decks and bring them to the tournament. Most tournaments are Constructed Deck, and usually if it isn't specified, a tournament will be Constructed.

Babylon 5 CCG also has several variants available for Constructed Deck tournaments that allow different styles of play and even different scoring methods during the game. These usually help to make things fairly interesting, and we will describe them a bit later.

When coming to any tournament, a player should be prepared to play at least three different races. Though most formats will only have you play one race, the goal is to have everyone playing as many different races as possible. For example, not everyone in the tournament can play a Minbari deck, some people are going to have to play the other decks too.

SEALED DECK TOURNAMENT (Setup)

Sealed Deck Tournaments are played with **unopened** starter decks. You will either have to bring these with you or purchase them at the location of the tournament. The judge may have starters to give you instead. Of the seven deck-types, the Alternate Factions decks are not allowed in Sealed Deck Tournaments as they aren't full decks in and of themselves. This means you will be playing with the standard six decks (Human, Minbari, Centauri, Narn, Non-Aligned, Psi Corps). In the end, the judge will decide exactly which race you will play during the tournament, based on the unopened starters you wind up having.

There will also need to be **X** number of boosters (the judge decides how many). The judge may make these available to you and you will possibly get to keep them (and the decks). Boosters from any set produced for Babylon 5 CCG are considered legal, so long as they have never been opened.

Both the decks and booster packs must remain unopened until the judge tells you it is okay to open them.

TRADING

The judge may choose to allow a trading session before the tournament actually begins. You will be allowed to trade **only** with the cards you have for the tournament, and can't trade any cards from your personal collections. Normally the judge allows about 15 - 30 minutes for this but can make that time less or greater.

CONSTRUCTING DECKS

After the trading session, the judge will give you time (usually 20 - 30 minutes) to construct your deck and reserve. The decks have to conform to the rules for deck construction in the most recent rulebook. You will also have a reserve (sideboard) that will include all the cards you have that aren't going into your deck.

VIRTUAL KOSH/COUNTER-KOSH

In a sealed deck tournament, it may be difficult to play cards that require Shadow or Vorlon marks. Therefore, an invisible version of Kosh Naranek and a "counter-Kosh" (to represent the Shadows) is considered to be in play at all times during a tournament. Any player may apply **any** amount of influence

as an action. For every 3 influence, the character gains 1 Vorlon (or Shadow) Mark for the rest of the turn (assuming it is legal for that character to gain Vorlon/Shadow marks). At the end of the turn on mark must be purged. If this special rule is in effect, the judge will announce it before the trading session begins.

CONSTRUCTED DECK TOURNAMENT (Setup)

You will be bringing your own pre-constructed decks to play in the tournament. They will have to conform to the "customizing your deck" rules in the most recent rulebook. However, the minimum deck size for an actual tournament is 60 cards. The judge has the right to disallow Alternate Factions and if this is the case, the judge will post this in any notices for tournaments.

If you want a guarantee of your choice of race to play, you should contact the judge in advance and sign up for the tournament with your choice. But you should still bring decks for other races just in case. If you just show up, you'll be placed as seating for the races you've brought becomes available. Remember, the goal is to have as close to an equal distribution of the races in the tournament to keep things as fair as possible.

RESERVE/SIDEBOARD

Along with the deck you will be playing with, you can have up to 20 extra cards sitting off to the side in a reserve. Between games you can swap out cards between your deck and sideboard. The reserve can go below 20 cards (you don't have to trade one-for-one between your deck and sideboard) but the reserve can **never** go over 20 cards.

TOURNAMENT PLAY

In general, a tournament will last several hours. Once everyone is checked in, and everything is finished in terms of the setup for the particular type (constructed/sealed) that you are playing, the tournament begins as follows:

1. You will be seated at a table with your opponents for the first round
2. You will select your starting ambassador (you can pull this from your sideboard so long as the ambassador can be used with the deck you are playing).
3. You and your opponents will reveal their starting ambassadors.
4. If you are playing Non-Aligned you will now reveal your other starting characters
5. Alter your decks with your reserve if you wish
6. Choose your starting hand
7. First round starts
8. Repeat Steps 1 - 7 for each round.

TIME

Each round can be a maximum of 120 minutes though usually 60 - 90 is recommended. You will not know **exactly** when the round will end, it will come as a surprise so you will have to play like every round counts. There will usually be three preliminary rounds (though there can be less or more) and then the top players for each race will play in a final round. Each round you will be seated with a different set of opponents (as many new people that you have not faced before as possible).

DECK/RESERVE

You **must** use the the same deck through the whole tournament, and you cannot add in any cards to it that didn't come from your sideboard when the tournament started. You can actually begin a game with no sideboard and then move cards out of your deck to lean it out. Again, the reserve can't go beyond 20 cards.

FLOOR RULES

Your tournament will be presided over by a judge and any assistants that he/she chooses. There are special circumstances where a judge may play in a tournament (see judge rules below), but normally this is not allowed, especially in larger tournaments. The judge is the final word during a tournament and his or her ruling is final, even over other assistants working with the judge.

All the rounds you play in will be the same amount of time. So after the first round you will have an idea how long each successive round will be, but the judges will **not** give you any warnings as the time approaches, so if you split your time between clock-watching and playing, you only hurt yourself.

Play must proceed in a timely fashion. It's okay to take some time to think through a situation. But if the judge feels you are stalling for time, he can issue a warning or interpret it as a forfeit on your part, judge's choice.

During breaks, or if you leave the gaming area, you are required to leave your game deck and reserve with the judge.

You can use plastic sleeves or other protective devices on your cards. You may use cards that have been embossed with the Precedence seal as well as an autographed card. You may **not** use square-cut versions of the cards, or any card that has been banned from a particular tournament format.

All decks have to conform to the rulebook, 60 card minimum for constructed (45 for sealed deck). In a sealed deck the decks and boosters must remain in their wrappers until the judge gives the official okay to open them.

If you forfeit or if the judge declares that you have forfeited (by you violating the tournament rules), you automatically agree to an unconditional surrender. If you were "at war" with an opponent, your opponent receives all the benefits of your surrender. Any cards you have in play remain in play but you no longer control them. A copy of the card can be brought in from outside play if you wish to retrieve it at that point.

Failure to follow any of the rules allows the judge to declare that you have forfeited the game if the judge feels this is best. Only the judge can make this declaration.

CONSTRUCTED DECK VARIANTS

Format Variants allow you to approach the tournament from different perspectives and give some variety to your tournament play. Each format has its own special conditions. Not all variants will count for Paragon League Points, and will state so below for that variant's description.

SOCIAL

No league points, judges may play regardless of size and win prizes

The Social Tournament skips the standard scoring procedures and places the focus on role-playing and making the game fun for everyone. After every preliminary round, you will get to vote one time for someone else at your table. There are two categories and you can pick one person for each:

- A. Player who made that round the most fun
- B. Player who was the best overall role-player/storyteller

After the final preliminary round's vote, everybody gets one extra vote to cast for **any** player in the tournament, comparing everyone they've played with. If anyone in the tournament for some reason wound up playing 2 or more races during the tournament, they get 1 "bonus" vote added to their total in each category.

The player from each race with the most votes from category A goes on to the final round. The overall winner from category B (if he doesn't go to the final round) should receive a prize as if he made it to the final table. If two players tie in category A, use their category B score to break the tie.

After the final round is done, one last vote is taken by those seated at the final table. The player with the most votes in each category gets a prize. The judge can break a tie. If the judge played in the final round, the people who didn't go to the final table can then vote to break the tie.

SPOO

The Spoo variant allows only one of any card in your deck (this includes the reserve as well). Otherwise it is played exactly like a standard tournament.

THIRD AGE (aka Leaving the Past)

This format is a "restricted-card" style format. It is a standard constructed format, but the following cards are banned from play:

- Any card (except characters and fleets) from the Deluxe or Premier sets. This also includes any cards (except characters and fleets) in later expansions that are reprints of cards from Deluxe or Premier.
- The Zhabar card is also banned

Please note that promotional cards are **not** officially part of any expansions, and thus are not banned from this tournament format.

BATTLE FOR EARTH

No league points, judges may play

Where Third Age was restricted by card, Battle for Earth is restricted by faction. Only the human factions can be played, and this format will require the Alternate Faction ambassador of William Morgan Clark. This means that only 3 players per table, playing with Bester, Jeffrey Sinclair and William Morgan Clark as their starting ambassadors.

- Each faction starts with a tension of 5 towards the other two factions
- Babylon 5 has **zero** influence, and it cannot be raised or lowered during a game by any means
- There are no Babylon 5 votes. Anything in the game that would cause one, the vote is ignored, it simply doesn't happen.

JUDGE RULES

As a judge, you will be running two types of tournaments, constructed and sealed. Official Precedence Entertainment Demonstration/Tournament Representatives (Prec-Reps) may run any of the variants, and only Prec-Reps may run variant formats.

All Regional/National/Championship Qualifiers should be run as standard constructed tournaments with three preliminary rounds and require two Prec-Reps as judges and permission of the Prec-Rep Coordinator.

SEALED DECK TOURNAMENTS (Setup)

Sealed Deck tournaments are played using unopened starter decks. These can be purchased at the location of the tournament, though the judge may provide these. Several booster packs (also unopened) should be made available or purchased by the players. The booster packs can come from any available set produced for the Babylon 5 CCG. If the players are bringing their own sealed decks, they should bring 3 or more different decks. Deck distribution should be geared towards as close to an equal number of each race as possible. Opposing Factions are not allowed in Sealed Deck tournaments. The judge will decide which player will play which race.

TABLE SETUP

Tables should be setup so that each table seats 4 or 5 players if possible (See Table 1). Tables with only 2 players are highly discouraged. Tables with 3 players are acceptable.

TRADING/DECK CONSTRUCTION

The judge may allow a period for trading cards from the sealed decks/booster before actual play begins. This should be no more than 30 minutes. Afterwards the players should be given no more than 30 minutes to construct their deck and reserve. Decks must conform to construction requirements from the most recent rulebook. The reserve will consist of any cards purchased and/or traded for, that do not go into the deck. (This allows the reserve to exceed 20 card for Sealed Deck format only).

VIRTUAL KOSH/COUNTER-KOSH

In a sealed deck tournament, it may be difficult to play cards that require Shadow or Vorlon marks. Therefore, an invisible version of Kosh Naranek and a "counter-Kosh" (to represent the Shadows) is considered to be in play at all times during a tournament. Any player may apply **any** amount of influence as an action. For every 3 influence, the character gains 1 Vorlon (or Shadow) Mark for the rest of the turn (assuming it is legal for that character to gain Vorlon/Shadow marks). At the end of the turn on mark must be purged. If this special rule is in effect, you must announce it before the trading session begins.

CONSTRUCTED DECK TOURNAMENT (Setup)

Basic Constructed Deck Tournaments require that players use their own pre-constructed decks during the tournament. The decks must conform to the "customizing your deck" rules in the most recent version of the Babylon 5 Collectible Card Game rulebook. However, the minimum deck size for constructed tournaments is 60 cards. Alternate Factions are allowed in this format unless you specify in tournament notices/advertising that they are not.

RACE CHOICE

Judges should allow players to sign up in advance with choice of races if they desire. Upon registering the player must list his or her deck preferences, in ascending priority order, and should list 3 different races. The judge should seek as close to an equal number of each race as possible, and it is the judge's decision as to how to even out the races. Once a player's race has been assigned, that will be the player's race for the entire tournament.

TABLE SETUP

Tables should be setup so that each table seats 4 or 5 players if possible (See Table 1). Tables with only 2 players are highly discouraged. Tables with 3 players are acceptable.

RESERVE

Players may have a reserve of no more than 20 cards. Between games they may pull cards from their reserve take cards from their deck and add to it. But the reserve may never exceed 20 cards.

TOURNAMENT PLAY

In general, a tournament will last several hours. Once everyone is checked in, and everything is finished in terms of the setup for the particular type (constructed/sealed) that you are running, the tournament begins as follows:

1. Seat players at a table with their opponents for the first round
2. Players select their starting ambassador (they may pull from sideboard so long as the ambassador can be used with the deck they are playing).

3. Players reveal their starting ambassadors.
If there are multiple Non-Aligned players sitting at a single table, use the Opposing Factions rules to resolve any issues.
4. Non-Aligned players now reveal their other starting characters
5. Players alter their decks with reserve if they wish
6. Players choose starting hands
7. First round starts
8. Tally score when round ends, then repeat steps 1 - 7.

TIME

Each round can be a maximum of 120 minutes though usually 60 - 90 is recommended. All rounds including the final are to be the same length. Players are not to be told when a round is about to end. Players should have **no** warnings.

There should be three preliminary rounds (though less/more is okay if time is limited/permitting and depending on the number of players in the tournament), and one final round. Each round, players should be seated with as many new opponents as possible. The top players from each race in the preliminary rounds will play in the final round.

DECK/RESERVE

Players must use the same deck during the entire tournament. Between games they may use their reserve. They may begin the game with no reserve and create one during the tournament to lean out their deck by pulling cards out of the deck and placing them into the empty reserve. Cards, therefore, do not have to be exchanged on a one-for-one basis between reserve and deck.

SCORING

After each preliminary round, the following scoring system is to be used for each table. In the past there have been optional scoring variants, these are no longer valid. If they are used the game will not count as sanctioned and the players will not receive Paragon League ranking points.

Each player gains a "base" score according to how they placed (see Table 2). A player automatically places first if he scored a major victory. Otherwise, placement is based on power, with ties broken by influence, and then by initiative. If multiple players win, average the scores.

The winner receives 4 additional points to his or her base score if a victory was achieved. If multiple players win by scoring a victory then they each receive the 4 additional points. The winner receives 2 more points if he or she won by scoring a Major Victory (beating the other players by 10 or more Power, or by Major Agenda).

Players are not merely playing against the others at their table, but against everyone else playing the same race in the tournament. Therefore, after the last preliminary round score is made, total up all scores from all the preliminary rounds, and the highest score for each race will play in the final round.

Before the tournament begins, the judge should announce the method he will use to break ties between two or more players of a particular race for moving into the final round. If only two players tie, and they can provide alternate starting ambassadors, the judge may allow both players to move into the final round by having one play the alternate ambassador.

The final round continues until time limit, or (if all players in the final round agree before play starts) until victory is determined by normal means rather than point scores. If there is a tie, than total scores from preliminary rounds should break that tie.

FLOOR RULES

The tournament will be presided over by a Prec-Rep Ranger as Judge, who may be assisted by as many Assistant Referees as they may need. Neither the judge nor the assistant referees may play in a

tournament that they are adjudicating (except for Social tournaments; see below). A judge may be required to interpret rules, to terminate an excessively long game, to call time, to interpret a Declaration of Forfeiture, or make any other adjudication as necessary during the tournament. The Judge or a designated assistant is also responsible for maintaining the advancement/scoring chart, and only these people are permitted to write on the chart. Assistant Referees will aid by answering rules questions on the floor and being available to the Judge for any other assistance they may require. In necessary cases, the Judge may overrule any decision made by an Assistant Referee. The decision of the Judge is always final.

Preliminary rounds will be time limited, ranging from 60 minutes to two hours. 90 minutes is the recommended length for most tournaments, 75 for tournaments with all experienced players. While rounds can be set for a lesser amount of time, once the amount of time is determined for the first round, all subsequent rounds must play for the same amount of time. Judges and coordinators are not to give minute warnings. When the time is up, all games stop immediately, as if Confusion in Chaos had just been played. Proceed to the Resolution and Draw rounds, including victory check.

Play must proceed in a timely fashion. Whereas taking some time to think through a situation is acceptable, stalling for time is not. If the Judge feels that a player is stalling to take advantage of a time limit, the Judge may issue a warning, or interpret the stalling as a Declaration of Forfeiture, at their discretion.

During breaks, all participants wishing to leave the gaming area will be required to leave their game deck, labeled, with the Judge.

The use of plastic sleeves or other protective devices on cards in a tournament is allowed, as is the use of cards embossed with the Precedence seal.

Players may not have any outside assistance (i.e. coaching from someone not at his table) during a game. If a player is in violation, the Judge may issue a warning to the player, or interpret the violation as a Declaration of Forfeiture.

All decks must conform to the 'constructing your deck' rules in the most recent version of the official Babylon 5 Collectible Card Rules Book, with a 60 card minimum (45 cards for sealed deck). Decks entered into a sealed deck format must remain sealed until the tournament begins and the Judge gives the official word to open the decks and wrappers.

A Declaration of Forfeiture will result in the Forfeiting player agreeing to Unconditional Surrender conditions. If the Forfeiting player was currently 'At War' with an opponent, that opponent will receive the benefit from the Unconditional Surrender. If there was not a State of War or war with more than one opponent, then no players will benefit from the Unconditional Surrender. In all situations in which there was an Unconditional Surrender, all players' bases and bonuses will be awarded based on the Forfeiting player having participated in the game. Any card that the Surrendering player put into play, but no longer controls, remains in play. If that player wishes to retrieve his copy of the card, another may be brought in from out of play to replace it.

Failure to adhere to the above rules, or any other rules specific to a particular tournament, may be interpreted by the Judge as a Declaration of Forfeiture. Only the Judge may make an interpretation of a Declaration of Forfeiture.

CONSTRUCTED DECK VARIANTS

Only Prec-Reps may run variant formats...

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- There are no Babylon 5 votes. Anything in the game that would cause one, the vote is ignored, it simply doesn't happen.

TABLES

| Table 1 -- Suggested seating | | | | |
|----------------------------------|---------|---------|---------|---------|
| Total # of Players in Tournament | Table 1 | Table 2 | Table 3 | Table 4 |
| 5 | 5 | | | |
| 6 | 3 | 3 | | |
| 7 | 3 | 4 | | |
| 8 | 4 | 4 | | |
| 9 | 5 | 4 | | |
| 10 | 5 | 5 | | |
| 11 | 4 | 4 | 3 | |
| 12 | 4 | 4 | 4 | |
| 13 | 5 | 4 | 4 | |
| 14 | 5 | 5 | 4 | |
| 15 | 5 | 5 | 5 | |
| 16 | 4 | 4 | 4 | 4 |
| 17 | 5 | 4 | 4 | 4 |
| 18 | 5 | 5 | 4 | 4 |
| 19 | 5 | 5 | 5 | 4 |
| 20 | 5 | 5 | 5 | 5 |
| etc.... | | | | |

| Table 2 -- Preliminary Round Scoring | | | | | |
|--------------------------------------|-----------|-----------|-----------|-----------|-----------|
| Total # of Players at Table | 1st Place | 2nd Place | 3rd Place | 4th Place | 5th Place |
| 3 | 12 | 7 | 2 | n/a | n/a |
| 4 | 12 | 8 | 4 | 1 | n/a |
| 5 | 12 | 9 | 6 | 3 | 0 |