



Comprehensive Tournament Rules

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Introduction

Welcome to **HeroClix**® tournaments! **HeroClix** events are designed to play fast and feature lots of fun, exciting action. Players should always have a great time at a **HeroClix** tournament. Whether they win or lose, their efforts never go unnoticed. Players can win prizes and honors at many different types of tournaments and share the good fellowship that comes from playing a great game with great people.

This document contains the rules for playing and running **HeroClix** tournaments. WizKids provides this document so that venues can be aware of the rules that will be followed at WizKids supported events. While venues are free to provide the tournament experience they feel is best for their players, this document serves as a baseline for **HeroClix** tournaments so that in conjunction with any house rules published by the venue the players know what they can expect when they come to play.

1.0 General HeroClix Tournament Rules

1.1 Rules: **HeroClix** events use the following official rules, except as noted herein: the 2011-HeroClix Core Rulebook~~game rules from the most recent HeroClix product to include a rulebook~~, the **HeroClix** Powers and Ability Card (PAC) released in tandem with that rulebook from the most recent set for the mechanic in question, the HeroClix Uncarded Figure Keyword List, and the most recent **HeroClix** Player's Guide. Other specific rules applicable to your tournament, including but not limited to colossal figure rules, special format or scenario rules, or other house rules should all be published and announced with the announcement of the event.

1.1.1 Rules Questions: All rules questions that come up during a **HeroClix** tournament are to be directed to the Head Judge of the event, who is the final authority on rules disputes for that event. Rules questions that come up outside of a tournament should be directed to the Rules Arbitrator. The rules arbitrator can be contacted at HeroClixRules@gmail.com or can be found online with the screen name NBPerp. Posts on message boards by NBPerp or an appointed Rules Deputy (Harpua, Normalview, ~~and~~ Quebbster, and vlad3theimpaler) are also legitimate means of rules communication. When two on-line posts conflict, the one with the later timestamp is deemed accurate. If an on-line post conflicts with any of the documents listed above, the document is deemed accurate.

1.1.2 Tournament Rules Questions: All questions about tournament rules or procedures that come up outside of a tournament should be directed to HeroClixRules@gmail.com.

1.2 Tournament Procedure: Matches consist of one game each. Pairings in the first round of a standard Swiss-style **HeroClix** tournament are determined randomly. After the first round, the judge determines pairings by tournament standing, including tiebreakers (see Section 1.2.3); for example, the player with the best record faces the player with the second-best record, the player with the third-best record faces the player with the fourth-best record, and so on. The judge must take care to avoid any rematches during Swiss rounds, pairing players with the next lower rated player instead (and so on, until a match is found). Rematches are acceptable only once Swiss rounds have ended and championship rounds have begun (when championship rounds are used).

1.2.1 Rounds: **HeroClix** tournaments typically consist of three or four rounds of Swiss pairings. The number of rounds must be announced by the judge at the beginning of each tournament. Each **HeroClix** tournament must consist of a minimum of three ~~full 50-minute~~ rounds, each round lasting 45-55 minutes, with the judge deciding precisely how much time for a given round. All matches played within one round are allotted the same amount of time. For specific events, single-elimination championship rounds might be required after the conclusion of Swiss rounds. The number of championship rounds should be announced by the judge at the beginning of each tournament.

1.2.2 Victory: Victory in each match is determined as described in the latest **HeroClix** Rulebook and any official errata or clarifications in the **HeroClix** Player's Guide unless altered by the rules for that particular event.

1.2.3 Tournament Winner and Tiebreakers: Tournament win-loss record is the primary factor in determining ranking during all Swiss rounds in all **HeroClix** tournaments unless otherwise specified. Draws are not permitted in **HeroClix**. Ties in tournament win-loss record during the Swiss portion of each tournament are resolved by the following criteria in the order below:

1.2.3.1 The total victory points accumulated throughout the Swiss portion of the tournament.

1.2.3.2 The total win-loss record for all previous opponents of the tied players.

1.2.3.3 The total victory points accumulated by all previous opponents of the tied players.

1.2.4 Byes: A bye is issued when there are an odd number of players in a Swiss event. A bye is considered to be a win with the worst possible victory conditions; therefore each bye is scored as a win with 0 victory points. First-round byes are assigned randomly. In subsequent rounds, the bye is assigned to the lowest-ranked player. However, the judge should take care to ensure that no player received the bye more than once in a tournament. Byes can be assigned using different rules for specific events, so long as the judge announces the different method at the beginning of the tournament.

1.2.5 Timekeeping: **HeroClix** rounds last 50 minutes. The judge running the event should make four announcements regarding time during a match. The first, to announce that time for the match has begun. The second, to announce that 20 to 30 minutes are remaining in the

match. The third, to announce that 5 to 10 minutes are remaining in the match. The final announcement is when time for the match has elapsed. Once time is called, the game ends immediately. If an action was announced but not yet completed, the acting player may complete the action (and any subsequent free actions that are a part of that action). Judges are allowed to run events with different time limits. Although the approximate time for the round must be known to the players, at the judge's discretion, at the start of the match, the judge may add or subtract 1 to 3 minutes from the total time for the round. When this takes place, the judge must announce that the 50 minute time limit is an approximation.

1.2.6 Judges Playing in Events: The judge's role in an event is to present a fair and impartial face to the tournament decisions. At a WizKids sponsored event, judges are requested to not participate in the event as a player, even if they forgo prizes and/or tournament advancement. Judges are allowed to play in a casual game with a player who has a bye, though their duties to the other matches should take priority. Venues may have their own rules and policies for judges that can supersede these for venue sponsored events.

1.2.7 Legality of Game Elements: **HeroClix** game elements are legal in all formats on the official release day of each **HeroClix** set. Game elements with the set symbol of an upcoming set that are obtained by any means (including Prereleases, mailings, and other promotions), are not legal in any constructed format until the official release day.

1.2.7.1 WizKids ~~Worlds-Sponsored~~ Tournaments: **HeroClix** game elements are not legal in a Constructed ~~Worlds Tournament~~Event until one (1) week after the release date.

1.2.8 HeroClix Force Composition: **HeroClix** forces must conform to all rules for the format being played. **HeroClix** forces do not have to be revealed to anyone except the judge until the beginning of the first match of the tournament, following the pregame procedures detailed in the latest **HeroClix** Rulebook. Judges can request to view a player's force at any time after the player has signed up for the tournament. A written list of the force composition, including all game elements, may be required by the judge before the tournament begins. **HeroClix** forces can't change their starting composition for the remainder of the tournament once revealed at the beginning of the first round.

1.2.9 Required Materials: All players are responsible for bringing the following materials to Constructed **HeroClix** events: a **HeroClix** force legal for that tournament of the appropriate build total; character cards for members of your force with character cards; up to three objects legal for that tournament; 2d6; funds sufficient to cover any entry fees or booster purchases to the tournament; and tokens, coins, or other objects to use as action tokens. At their discretion, WizKids or the venue sponsoring the event can provide standard objects, dice, maps, and/or tokens. WizKids or the venue sponsoring the event can dictate a policy requiring the use of specific objects, dice, map sizes, and/or tokens. If a ~~character~~game element on a player's force has special rules (such as is typical for a colossal figure), players are responsible for bringing those. Players are responsible for being aware of any clarifications for any game pieces on their forces as published in the **HeroClix** Player's Guide: Golden Age. Players are expected to have a general knowledge of **HeroClix** game play. The current PAC and Player's Guide are recommended, but not required. Players using a mechanic that requires additional game pieces or information are required to bring

the necessary pieces so that the mechanic can be fairly played by both players in each match.

1.2.10 Maps: Any WizKids-created **HeroClix** map is considered official. Official 36- by 36-inch maps (3 x 3) can be used in any **HeroClix** event. Official 24- by 36-inch maps (2 x 3) can be used in any **HeroClix** event when only two players are playing on that map. Maps of other sizes – even those created by WizKids – can't be used in a **HeroClix** event. Venues may dictate that maps are restricted to 2 x 3 maps if space issues are a concern. Venues may dictate for an event that only a particular map (or maps) will be used for any or all of a specific round, though this should be announced prior to the event. All WizKids sponsored events will only permit the use of maps that include the color designations for terrain and starting areas.

1.2.11 Print and Play: Any Printed Element of a **HeroClix** game piece may be printed and used as if it were an official element. The printed element must not represent the game text differently than (a) how the printed element originally appeared or (b) how the printed element is currently ruled/worded as per the **HeroClix** Player's Guide: Golden Age. Printed elements include: Character cards (but not the figure itself), bystander tokens, feat cards, battlefield condition cards, special object cards (but not a 3D object itself).

1.2.12 Custom Sculpt: Venues may restrict or allow the use of custom sculpts for their events. A WizKids sponsored event will permit custom sculpts to be used with the following provisions:

1.2.12.1 The dial and figure base must be unchanged from its original form.

1.2.12.2 The sculpt cannot be considered to be a deliberate attempt to misrepresent the capabilities of the played figure. The head judge is the final arbitrator of this decision.

1.2.12.3 The player must have the figure available with the authorized sculpt.

1.2.12.4 Each round, the opponent must be given the opportunity to deny the use of the custom, in which case, the player must accede.

1.2.13 Information: All information part of a **HeroClix** tournament once it begins is public information, except information on any dial not visible in the current slot, and any information specifically indicated as non-public by game rules, tournament rules, or in-game abilities. Spectators or players who are not involved in a match cannot interrupt the match to ask about any information, public or otherwise.

2.0 HeroClix Ages

2.1 General Rules: **HeroClix** segregates all sets into two ages – Golden Age and Modern Age. Once a year (typically in the spring time) an announcement will be made that will delineate which sets will shift from Modern to Golden, timed to correspond with a (typically) summer time release. Modern Age typically encompasses the last 2 years of product (taking into account that there was a period of time when no new sets were released).

- 2.1.1 List of Modern Age sets:** The following **HeroClix** sets comprise the Modern Age. Any set symbols not included on this list are considered to be Golden Age: *Avengers, Justice League, Mutations & Monsters, Crisis, Batman: Alpha, Secret Invasion, Arkham Asylum, Hammer of Thor, HeroClix Classics (all), The Brave and the Bold, Blackest Night, Watchmen, Web of Spider-Man, Brightest Day, Jonah Hex, DC 75th Anniversary, Giant-Size X-Men, and any Marvel or DC sets released after the publication of this document.*
- 2.1.2 Reprinted Characters:** When a character has been reissued in a Modern Age set, then the Golden Age equivalent character can be used in a Modern Age event as well. An equivalent character has all the same game mechanics and sculpt, differing only by its set symbol and figure number.
- 2.1.3 Purple Ring and Promotional Characters:** These figures are not legal in any WizKids sponsored event. Promotional characters have the word “Promo” next to their set symbol.
- 2.1.4 Disclaimer:** WizKids reserves the right to alter these rules at any time on a temporary or permanent basis, including allowing specific exceptions to these rules for special events.
- 2.2 Modern Age Rules:** Modern Age events restrict the player’s force to being made up of only characters and possibly objects. All characters must be from the Modern Age sets (listed above) and objects must either be standard objects or special objects from the Modern Age sets. Alternate Team Ability cards are permitted in Modern Age events regardless of the set they were originally printed. Between the event format (see below) and special rules (established in the event description), other rules may be applied to the force construction.
- 2.3 Golden Age Rules:** Golden Age events have no restrictions on the player’s force other than standard **HeroClix** rules. Between the event format (see below) and special rules (established in the event description), other rules may be applied to the force construction.
- 2.3.1 Battlefield Condition Cards:** A player is not required to bring any battlefield condition cards (BFC) to an event, but they are legal in all Golden Age events. Each player can add a number of BFCs to his or her force equal to the total number of rounds in the tournament (counting both Swiss and elimination rounds). Players must decide which BFCs to add to their forces before the first round of the tournament begins or the judge requires a written list, whichever comes first. None of the BFCs on your force can share the same name, regardless of any other differences in set symbol or other markings.

After choosing starting areas (see *Battlefield Conditions* on page 19-21 of the **HeroClix 2010-2011 Core Rulebook**), each player chooses a BFC to use for that match from the BFCs selected earlier in the tournament. All players reveal their card at the same time. Players can choose to reveal no card (players can use placeholder cards – any card-sized element except another BFC – to reveal as “no card”). Players can’t change their choice once another player has revealed their selection.

At the end of the round in which a BFC has been revealed, that BFC is removed from the tournament and can’t be selected in future rounds. Written notation should be made by the judge or opponent at the judge’s discretion as to which BFC was played in each round. For tournaments both with and without force lists, you must show your opponent(s) which BFCs are available to you to reveal if requested before anyone reveals a BFC for the round.

- 2.3.2 Theme Teams:** Theme teams may use their ability to cause all players to cancel a BFC once per tournament. Written notation should be made by the judge or opponent at the judge's discretion as to which round this ability is used in. Other abilities granted by theme teams are not restricted in this way and may be used in each round subject to their normal restrictions.
- 2.4 Build Totals:** Whatever format type is used for the event, the build total should be available in the event description. The default build total is 300 points.

3.0 Constructed Event Formats

- 3.1 Constructed Format:** The Constructed format allows for any game elements of the designated Age to be used in force construction.
- 3.2 Floor Format:** The Floor format includes specific set and number information in its description. The set indicates which set must be used in force construction and the number is the percent of the available build total that must consist of game elements from the indicated set.

4.0 Limited Event Formats

- 4.1 Booster Requirements:** A Limited event uses game elements from a predetermined number of unopened **HeroClix** boosters. To begin, each player should receive the same number of boosters. These boosters are typically all from the same set. Build totals are typically 100 points per booster when the boosters used have four figures per booster. Build totals are typically 150 points per booster when the boosters used have five figures per booster. If an odd number of boosters is used, venues should round up to the next even 100 points.
- 4.2 Purchase Requirements:** The venue sells all of the boosters at a Limited event. Players cannot bring unopened boosters from other venues or their personal collections.
- 4.3 Illegal Characters:** If a player opens a booster with an illegal character in a Limited event, the player can choose to continue without the illegal character or to replace the entire booster, at the player's expense (*some venues, at their discretion, might cover this expense*). Partial replacements can't be made. Illegal characters are those for which the character number on the base and the combat dial (left of the green starting line) do not match. A character that is missing a print-and-play element, has errata, or is broken is not considered an illegal character.
- 4.4 Force Construction:** After players have received all game elements that are eligible for their force, they have 15 minutes to create a tournament legal force. Players cannot trade any game elements or boosters. Players cannot use any game elements on their force unless it came from a booster opened for this event. Mechanics that allow for game elements to be brought onto your force mid-game (such as the Alter Ego mechanic) can be used in a Limited event, but only if the game element being brought in was also from a booster opened for this event.
- 4.4.1 Objects:** Standard Objects may be included in a player's force (even if not available in the opened boosters). Special Objects that are pulled from a booster as part of a Limited event

are legal to be added to one's force. The force's object composition must still adhere to the normal rules for object types the player must have.

4.4.2 Feats: Feats are legal in Golden Age Limited events and count toward the build total; all normal rules apply.

4.4.3 Battlefield Conditions: Battlefield Condition cards are legal in Golden Age Limited events. The same Battlefield Condition card can be played in each round of the tournament. Other rules regarding Battlefield Conditions apply normally.

4.4.4 Event Dials: Event Dials are legal in Golden Age Limited events, at the judge's discretion as well as the discretion of the opponent the player is facing.

4.4.5 Bystander Tokens: Bystander Tokens are legal in Golden Age Limited events and count toward the build total; all normal rules apply.

4.4.6 Themed Teams: Theme Teams are legal in Golden Age Limited events; all normal rules apply.

4.5 Opening Boosters: When instructed to do so by the judge running the event, each player in a Limited event should open his or her boosters, count the characters in each, and verify that they are not illegal. If a player receives an incorrect number of characters or an illegal character, he or she must immediately notify the judge (see Section 4.3, *Illegal Characters*). The game elements in these boosters make up the player's potential force.

4.6 Limited Event Formats

4.6.1 Sealed Format: Players build their force from all available game elements from their boosters.

4.6.2 Draft Format: Players are assigned to a pod of players. Pods may be made up of any number of people (including the entire set of tournament players), though judges should attempt to keep the number of people per pod relatively equal. Within a pod, players opens their booster at the direction of the judge. Between each event below, the judge may direct players to pass the remaining contents of the booster to another player.

4.6.2.1 Open booster

4.6.2.2 Verify figures are not illegal (see Section 4.3, *Illegal Characters*). If the player chooses to play the booster with the illegal figures, that player must select one of those illegal figures for each of his selections in step 0 until all of the illegal figures have been selected.

4.6.2.3 All characters are turned to their starting click (no other clicking is permitted until after all elements have been drafted).

4.6.2.4 A game element is selected by a player (this step typically begins with the player who opened the booster).

4.6.2.5 Repeat 0 until all game elements have been selected by the players.

4.6.2.6 After all game elements from all boosters have been selected, all players have their potential force. Each player would now build their force from the game elements they now have (to the build total of the event).

4.6.3 Battle Royale Format: Designed to be quick play, Battle Royale is a special type of Draft tournament.

4.6.3.1 Tournament Size: A typical Battle Royale takes place with 8 players, each with one booster.

4.6.3.2 Draft: Players are divided into two groups of four players each. They draft their potential force as with a normal draft event.

4.6.3.3 Force Construction: There are no restrictions on force construction – each player uses all of the game elements they drafted.

4.6.3.4 Game Play: Each group of four players pair up into two teams. The rules for the match follow the Team-Up rules (see Section 5.0). The first round ends after an action resolves in which one player no longer controls any characters (see below). The other team has won. Characters on the winning team are not healed for the second round. Instead, the second round begins with the two teams from each group facing off against each other, again, following the Team-Up rules. In this game, when one player no longer controls any characters, the game becomes a three-way match. Play continues until an action resolves in which all players but one no longer control any characters. The remaining player who controls one or more characters is the winner.

4.6.3.4.1 If 2 players from opposing teams are eliminated at the same time, the game is over and the 2 players with characters remaining become a new team and move on to round 2.

4.6.3.4.2 If 3 players are eliminated at the same time, then the last player moves on to round 2, and it begins as a three-way match.

4.6.3.4.3 If all 4 players are eliminated at the same time, the other round 1 match becomes the round 2 match (restarting with the remaining players if that game had already concluded).

5.0 Team-Up Formats

5.1 Tournament Types: A Team-Up tournament follows all of the rules for a Constructed or Limited Event Format with exceptions as noted below.

5.2 Force Construction: Each team's force is divided into 2 squads. Each squad is limited to be no more than 50% of the build total for the event. Although there are 2 squads, the force is still considered one team, with both players being considered the "you" referred to by certain powers and all characters from both squads considered friendly to each other (and opposing all of the characters on both of the squads of the opposing team).

- 5.2.1 Example 1:** A 500 point Team-Up event requires that each squad be made up of no more than 250 points each. It would not be legal to have one team be 260 points while the other is 240 – each team must be 250 points or less.
- 5.2.2 Example 2:** Since the squads comprise one team, if a squad has a Unique character on it, the other squad cannot use the same Unique character.
- 5.3 Limited Events:** A team of players open boosters and draft a potential force following the same rules as a regular event. In the event that the players cannot agree on a particular decision (illegal figure, drafting, etc.) then the two players should roll 2d6, with the player rolling the highest value choosing (reroll ties).
- 5.4 Actions**
- 5.4.1 Action Pool:** The action pool is divided between the 2 players evenly. In an event with an odd number of actions (e.g., a 300 point event), the default number of actions in the action pool is rounded up. One player's actions may not be redistributed to the other player, though if any player gains actions in their action pool (e.g., Leadership), the extra action may be distributed to either player on the team.
- 5.4.2 Assigning Actions:** Players may discuss strategy and advice among themselves. Ultimately, when an action is assigned to a character, only the player of that squad may declare the action and what that action contains. For example, player A can assign a character on his force a move action to carry a figure from squad B.

6.0 Tournament Rules

- 6.1 House Rules:** Venues can determine the appropriate house rules for tournaments held at their location. House Rules should be published and available for all players significantly prior to the event. Some examples of House Rules include:
- 6.1.1** General rules that apply to all events held at a venue.
- 6.1.2** Event specific rules that restrict the players in the event to a specific age group.
- 6.1.3** Tournament specific rules that restrict the teams that can be built, the figures that can be used, the game elements that are permitted, etc.
- 6.1.4** Round specific rules that determine what different rule(s) will apply to each round of a tournament.
- 6.2 Judges:** Venues may identify one or more individuals to organize and facilitate each **HeroClix** event.
- 6.2.1** Judges are the final authority on rules for the event that they are responsible for.
- 6.2.2** An event with many judges might have one judge identified as the "Head Judge". Players with rules questions may appeal a judge's ruling to get the Head Judge's call. A tournament may impose limits on the number of times a player is permitted to do this.

- 6.3 **Cheating:** Cheating is not permitted. Any attempts by a player to violate the rules of the game either through a deliberate obfuscation or a violation of an obvious, yet unspecified rule (such as bringing loaded dice) can be summarily disqualified, ejected from the tournament, and/or banned from the venue, at the discretion of the judge and/or venue.
- 6.4 **Forfeiting:** If a player forfeits a game, that player is given a loss and will be dropped from the tournament. That player's opponent will be awarded a win for that game. A forfeit is considered to be a win with the best possible victory conditions; therefore each forfeit is scored as a win with the victory points of the game. If both players forfeit, no win will be awarded.
- 6.4.1 A player who is tardy or absent when the judge announces to begin the game forfeits that match.
- 6.5 **Conceding:** A player may concede a game to an opponent once the game has begun. A player who concedes is given a loss, 0 victory points and all characters on that player's force are immediately defeated. The conceding player's opponent is awarded a win and victory points are calculated accordingly.