

CCO HeroClix Tournament Rules

Unofficial Fan-Made Recommended Guidelines for HeroClix The Champion Clix Open Tournament Rules

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1 Introduction & Using this Document

Welcome to HeroClix® tournaments! **This document is designed for organizers of The Champion Clix Open (CCO) events to provide consistency and for players attending these events to be aware of how that event is expected to be run. Skip this document if those do not apply to you.**

HeroClix events are designed to feature fast play, lots of fun, and exciting action. The focus of EVERY HeroClix event is for players to have a great time. Whether they win or lose, their efforts never go unnoticed. Players can win prizes and honors at many different types of tournaments while appreciating the good fellowship that comes from playing a great game with great people.

This document contains the rules for playing and running CCO HeroClix tournaments. CCO provides this document so that venues can be aware of the rules that will be followed at CCO-supported events. While venues are free to provide the tournament experience they feel is best for their players outside of CCO events, this document serves as a baseline for CCO HeroClix tournaments so the players know what they can expect when they come to play, especially those hosted and sanctioned by CCO.

1.1 HeroClix Core Values

The core values of HeroClix should be prioritized by all tournament staff, players, and spectators at all times. These include putting fellowship and sportsmanship at the forefront of the event to create a fun, inclusive, and welcoming space for everyone to enjoy the game together. This means being good stewards of the game by being respectful of those who allow us their space to enjoy HeroClix, by being respectful of the staff of the hosting venue, by being good representatives of the HeroClix community in manners and behavior, and by cleaning up the space we use within the hosting venue. Last but not least, this should mean always following the rules of the game and the rules of tournaments in general, for HeroClix as well as any instructions given by tournament or host venue staff.

2 Participation Fundamentals

In this section, we will cover who is allowed to play in Champion Clix Open HeroClix events, expectations of players, and prohibited behaviors.

2.1 Conflicting Information

Any conflicting information on any official event correspondence takes precedence over any information present in this general-use document.

2.2 Eligibility

2.2.1 Player Eligibility

Anyone is eligible to participate as a player in a CCO-sanctioned tournament except for:

- Individuals currently suspended by CCO or by WizKids;
- Other individuals specifically prohibited from participation by CCO policy (such determination is at CCO's sole discretion);
- Individuals seventeen (17) years of age and younger who do not have their guardian's/guardians' permission;
- Anyone prohibited by federal, state, and/or local laws, the rules of the Tournament Organizer, or by a venue's management.
- Tournament Organizers may not choose to restrict eligibility of a tournament based on identity for any reason. For example, an event cannot be run as "Only people who identify as Women", "Only individuals under the age of 18", "Only people who identify as Black, Indigenous, and/or a Person of Color", etc.
- Tournament Organizers maintain the right to refuse service to an individual as governed by federal, state, and/or local laws.

2.2.2 Tournament Official Eligibility

Anyone is eligible to participate as a tournament official (Tournament Organizer, Head Judge, Assistant Judge, or Scorekeeper) for a tournament except for:

- Individuals currently suspended by CCO;
- Anyone who has played or will play in the tournament, unless it is a tournament that explicitly allows tournament officials to play while acting as a tournament official. An announcement must be made at the start of the tournament to all players to notify them which players are also tournament officials and that these individuals will act as both players and tournament officials, but may not answer a question as a tournament official on their own game in which they are the player. Tournament officials are required to officiate tournaments fairly and without regard to their own self-interest.

2.2.3 Suspended List

The current list of suspended tournament officials is: **La Boutique Tabletop (The Tabletop Store) in Quebec, Canada** 2/2/2026-1/1/2031.

The current list of suspended players is: none.

An individual may contact CCO directly to understand when they were added to this list, why they were added to this list, and how long they will remain on this list. An individual should not expect to argue or debate any of these facts; doing so may extend the duration they are on this list. In the firm belief in the good of humanity and fellowship, it is believed anyone who has made a mistake such that they needed to be added to this list can learn from that choice to do better in the future and thus no lifetime bans should be issued, instead the longest ban issued will be 5 years, at which point that individual will hopefully demonstrate growth should they choose to return to tournaments.

2.3 Registration

In order to participate in CCO tournaments, players must be able to provide the necessary and appropriate identifying information to participate in the tournament. This may include an identifying badge provided by CCO or provided by an organization running a convention this event is occurring within, a government-issued photo identification, or in some situations another form of identification that can reasonably be used to verify identity at registration if approved.

2.4 Submitting Force Sheets

Players are expected to have their entry fees paid (if applicable) and force sheets [physical or virtual] verified (again, if applicable) before the advertised start time of the tournament. When team sheets can be submitted in advance, such as when they can be submitted virtually like when using HCUUnits, they should be **submitted at minimum 24 hours before the registration start time** and an attempt should be made to notify the event organizer if it will be submitted late with a reason why. Players won't always be able to sign up for a tournament late - sometimes if they do, they'll begin the tournament with a loss (since it isn't fair to everyone who showed up on time). It is encouraged for judges to print a physical copy of all build sheets to allow players easier access to viewing their opponents' build sheets, and any errata of game elements included on that build sheet.

2.5 Publishing Tournament Information

CCO and their Tournament Organizers reserve the right to publish tournament information shared with or obtained by them at any time (including during the tournament or anytime after the tournament is complete). Tournament information includes, but is not limited to, the contents of one or more players' forces, descriptions of strategies or play, player names, player appearance or likeness, transcripts, and video reproductions.

2.6 Prohibitions

2.6.1 Electronic, Electrical, and Mechanized Devices

Players' cell phones, tablets, personal computers, smart watches, or other electronic or electrical devices are not permitted for use in the play area from the time the round begins until last action is declared. Players are encouraged to use electronic devices to verify their opponent's force when electronic build sheets are utilized and judges should provide adequate time for force verification or should verify the force again on the spot in that moment for a player if needed to speed this step up. Use of cell phones for phone calls, video calls, voice messages, texting, or other means of communication is highly discouraged during any match. Players using cell phones for these purposes while in a game match may receive a warning or penalty based on the situation. In the case of an emergency, a judge should be called over to ensure that no penalties will be incurred for the use of an electronic device.

Additionally, mechanized time-keeping devices such as analog watches and other time-keeping pieces are not permitted for use in the play area. A player may consult with the tournament staff for a medical exemption to the necessary aspects of either or both

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parts of this rule for health reasons (including color-blindness). A player issued such a medical exemption shall be noted on their force sheet or a note provided by staff they will present to opponents for ease of verification for their opponents. Some examples of reasonable medical exemptions could include blood sugar monitoring devices, necessary medication reminder devices, and pacemakers.

2.6.2 Food and Beverage

Open containers of beverages, beverages in containers actively producing condensation, and food in open containers or no container at all must remain off the tables used for tournament play as long as at least one tournament game is being played on that extended table. This is to prevent the risk of spills affecting that player, their opponent, and the players in their immediate vicinity. Beverages and food in a closed container that are not producing condensation are allowed on the tables, if space permits. Players consuming food or beverages during games must thoroughly clean and dry their hands promptly before they are allowed to handle any game elements owned by their opponent, including the map. Staff will be the final determiners of what constitutes a closed container and there will be no appeals.

3 Tournament Roles

The following roles are defined for tournament purposes:

- Tournament Organizer
- Head Judge
- Assistant Judge
- Scorekeeper
- Player
- Spectator

The first four roles above are considered tournament officials. The Head Judge and Assistant Judges are collectively considered judges for that event. A single individual may act in any combination of tournament official roles. Individuals who are not judges at a tournament are spectators in any match in which they are not playing. Members of the press are also considered spectators. Members of the tournament organizer's group who are not labeled as judges for that tournament are also considered spectators and players should not ask them for help requiring a judge, though they may ask them to help locate a judge.

3.1 Player Responsibilities

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Players are responsible for:

- Behaving in a respectful manner toward tournament officials, other tournament participants, and spectators and refraining from unsporting conduct at all times.
- Maintaining a clear and legal game state.
- Complying with announced start times and time limits.
- Calling attention to any rules or policy infraction they notice in their matches.
- Bringing to a judge's attention any discrepancies in their tournament match record.
- Informing the head judge of any discrepancies in their overall match history or ranking as soon as they become aware of them. If players believe there is an anomaly in their match history or ranking, they should refer to the Scorekeeper to better understand the calculation.
- Refraining from enrolling in tournaments in which they are not allowed by policy to participate.
- Being familiar with the rules contained within this document.
- Being physically present for the tournament.

A player must bring the following items to a tournament to participate:

- Funds sufficient to cover any entry fees or booster purchases to the tournament
- A physical, visible, and reliable method to maintain and record game information (tokens, markers, writing instruments, paper, and so on). The head judge may disallow items of this category that are deemed offensive or otherwise disruptive to the tournament.
- Any materials specifically required for a particular tournament format, such as assembled forces (including those characters, their cards - one for each even duplicate characters, maps, Terrain Markers, and any other game elements they are planning to use and/or have included on their force sheet) and force sheets for constructed tournaments or blank force sheets for non-constructed tournaments.
- Two six-sided dice (2d6), each displaying six different faces that can be easily understood as the numbers one through six (1-6) and are fairly balanced so that any result is approximately equally likely. The head judge may disallow items of this category that are deemed overly confusing/unclear, offensive, unfairly weighted, or otherwise disruptive to the tournament.
- Players are responsible for bringing correct legal maps for HeroClix Sealed and Constructed Events. Tournaments may have a limited map list that restricts which maps will be allowed to be used in the tournament. Players must list the maps they will be using on their Force Sheet. A player is required to bring a minimum of one map and can have a maximum of three maps. All Special Rules (Orange text or Pink text) on maps are NOT allowed for these events. For official CCO events, if a map can be played at different sizes (such as two foot by two foot [2' X 2'] or two foot by three foot [2' X 3']), it must be played at the two foot by two foot (2' X 2') configuration. The only HeroClix format in which players cannot bring any maps is in a Battle Royale Tournament.

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Players retain their responsibilities even if a judge provides them with extra assistance.

The individual members of a team are considered players, and are equally responsible for required tournament procedures, such as accurately filling out their match result slips. Players are only responsible for the games they play themselves and not separate games being played by their teammates but are expected to point out rules violations they observe in their teammates' matches.

Players who do not fulfill their responsibilities may be subject to penalties and review by CCO. ***CCO reserves the right to suspend or revoke a player's membership without prior notice for any reason they deem necessary.***

3.2 Spectators

Any person physically present at a tournament and not in any other category above is a spectator. Spectators are responsible for remaining silent and passive during matches and other official tournament sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. Some spectators may want to provide coverage of an event with video, picture, or audio footage of the event or games. **All coverage by spectators must be approved by the Tournament Organizer.** When coverage is provided by an official coverage team, approval to use that coverage is granted by all players actively participating in the event, all tournament officials involved in that event, and all spectators in the area of the event. When coverage is captured by a spectator who obtained permission but is not part of an official coverage team, they must obtain permission for that coverage from the parties covered in their content, and/or their legal guardians where necessary.

Players may request that a spectator not observe their matches. Such requests must be made through a judge. Tournament officials may also instruct a spectator not to observe a match or matches.

At this time, the primary official coverage team of Spectators is **Dial H for HeroClix**, consisting of **Kalder Ness, Ian Eggleston, and Kyle (Last name not publicly shared).**

3.3 Tournament Organizers

A Tournament requires a Tournament Organizer to create and run the event. In smaller events, the Tournament Organizer may also be the Scorekeeper and/or Head Judge, though in events exceeding one hundred (100) players, they should be separate individuals.

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The Tournament Organizer of a tournament is responsible for all tournament logistics including:

- Sanctioning the event.
- Providing a site for the tournament that meets the tournament's expected needs.
- Advertising the tournament in advance of the tournament date.
- Staffing the tournament with appropriate tournament officials, both in quantity and quality.
- Providing all materials necessary to operate the tournament (e.g., product for Limited format tournaments).
- Reporting the tournament results.
- Providing the Scorekeeper with a list of all players who have earned pre-qualifications into the Single Elimination portion of the tournament or initial round(s) with a Bye as predetermined before the tournament.
- Providing the Scorekeeper with a list of all currently Suspended Players.
- Addressing complaints about Tournament Staff and accusations of Tournament Staff committing violations of this document.
- Resolving Error Appeals after a decision was issued by the Head Judge.

At this time, the primary CCO Tournament Organizer is: **David Newmark**. Individual events, such as a Type 1ba CCO Regional, may designate their own tournament organizer, but they should still defer to David Newmark whenever there is a tournament organizational question.

3.4 Judges

3.4.1 Head Judge Responsibilities

Sanctioned tournaments require the physical presence of a **Head Judge** during play to adjudicate disputes, interpret rules, and make other official decisions. In smaller events, the Head Judge may also be the **Scorekeeper** and/or **Tournament Organizer**, though in events exceeding one hundred (100) players, they should be separate individuals. In smaller events below thirty-two (32) players, the Head Judge may designate a **Player Advisor** (or preferably a Spectator Advisor, including remotely) to help them answer questions regarding any situation except an Error involving that Player Advisor or a game involving that Player Advisor. This must be announced clearly to all participants as soon as it is determined the Player Advisor will be utilized. The Player Advisor will not act as an Assistant Judge and will be limited in capacity to simply provide assistance explaining any rules or tournament procedures. The Head Judge is the final judicial authority at any tournament and all tournament participants are expected to follow their interpretations.

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The **Head Judge's** responsibilities include:

- Ensuring that all necessary steps are taken to deal with game or policy rule violations that they notice or are brought to their attention.
- Issuing the final ruling in all appeals, potentially overturning the ruling of an Assistant Judge. They may additionally impose a limit on the number of appeals allowed in that event for an individual abusing this appeal process as needed.
- Coordinating and delegating tasks to Assistant Judges as needed.

If necessary, the Head Judge may temporarily transfer their duties to any judge if they are unable to fulfill them for a period of time. Also, in exceptional circumstances, if the tournament's integrity would be damaged otherwise, the Tournament Organizer may replace the Head Judge.

Certain tournaments have different Head Judges for different portions of the tournament. All Head Judges share the same responsibilities and exercise the same authority while they are serving as a Head Judge.

In an effort to prioritize an individual with the skill set of effective tournament management and to prevent an excessive consolidation of power, the head judge should not be the current **Rules Arbiter**. (The current Rules Arbiter is defined in the WizKids HeroClix rulebook on the final page, the current WizKids HeroClix Rules Arbiter is: **Christopher Martinez**).

At this time, the primary CCO Head Judge is: **PJ Bolin**. Individual events, such as a Type 1ba CCO Regional, may designate their own head judge, but they should still defer to the WizKids Information Network Online Rules Forum first, PJ Bolin second (if the first did not respond in a timely manner) by calling him at **765-327-5070**, *Anthony Barnstable* and *Azarith Stryffe* third (if the second did not respond in a timely manner) before anyone else whenever there is a rules question the Head Judge for the event cannot answer, including during the event.

3.4.2 Assistant Judge Responsibilities

Assistant Judges are available to players and spectators to answer questions, deal with illegal plays, or assist with reasonable requests.

The Head Judge and all Assistant Judges are collectively referred to as the tournament's Judges or Judge Staff. The standard expectation should be that the Judge Staff consists of one member for every fifty (50) players at a preferred minimum, with an additional preference for one judge per event type being run. Judges will assist players in determining the current game state with limits like determining line of fire and clarifying locations of game elements and instead primarily focus on answering questions about the

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rules, interactions between game elements, or provide the WizKids Rules Forum wordings for any game elements with errata and/or clarifications. At casual level events, the judge may assist the player in understanding the game state in the interest of education.

Players can request to ask their question away from the table, and it is at the judges discretion to allow for these occurrences. **Players may not request specific judges to answer their calls, however, may request a tournament official to help translate.** This request may be honored at the discretion of the original judge, though it is still required for the judge to make reasonable attempts for the communication to be translated clearly. Players may appeal an answer they may believe to be incorrect when it is issued by an Assistant Judge. Players doing so excessively in situations that do not alter the original ruling outcome may be given a penalty for stalling. If excessive appeals are made by one player, an investigation should be made into why this is happening and how to correct this, so an excessive and unnecessary number of appeals are not being made. If excessive appeals are made for rulings issued by one judge in specific by a wide variety of different players, an investigation will be made into why this is happening to that judge and how to correct this (possibly escalating to the judge being reassigned a different role for the remainder of the event or receiving retraining or a public announcement to all players about some greater general confusion), so an excessive and unnecessary number of appeals are not being made that waste an excessive amount of player game time on the clock.

3.4.2.1 Passive Judging

In games utilizing passive judging, a judge will not intervene when a game rule is violated or when an illegal action is performed, but should discuss with both players after the game if able to prevent recurrences of that error. Passive judging is commonly implemented in many Type 1bb events; it is **not** recommended in any circumstance for Type 1ba events (CCO events).

3.4.2.2 Active Judging

In games utilizing active judging, a judge will intervene as soon as possible when an illegal action is performed or has been performed (or a game rule violated) to return the game to a legal state as best as possible. This method of judging is best used when the number of games being played in the tournament is equal to or less than the number of judges on the judge staff, and can additionally be considered for feature matches such as streamed games or the number one (#1) seed player's match, and can be used at times to closely monitor games for players where suspicions of improper conduct could occur. It is encouraged for all CCO judges to actively judge as often as possible (Type 1ba CCO events), even if it is only for part of one game or only for part of the games played within a round.

3.4.3 Judge Compensation

For Type 1ba (CCO events), minimum compensation for each of the judges should be presented to them at the time they agree to help with the event. This should be either presented as direct currency of the local country equal to at minimum approximately twenty United States Dollars (\$20) per expected hour worked, or when substantial travel (deemed as a minimum of four (4) hours of travel time) is expected of the judge then instead: the cost of reasonable modest transportation plus the cost of reasonable modest lodging (if the judge must leave before seven (7) am their local time to arrive at the event that same day, lodging for the prior night is expected to be included; additionally, if the judge were to leave immediately at the end of their expected shift and would arrive to their home after eight (8) pm also known as the twentieth hour their local time, then lodging for that final night is also expected to be included) for the duration of the event if multiple days plus the cost of one reasonable modest meal for every eight (8) hours worked or fraction there-of rounded up plus approximately one hundred United States Dollars (\$100) (plus one (1) appropriately sized required uniform per every two (2) days worked if a uniform will be required) [the costs of these can be paid for directly by the tournament organizer and then provided to the judge, they can be paid in vouchers for these items, or the judge can notify the tournament organizer of the cost and then the organizer can send payment before payment is due for the judge]. Or a judge can instead be compensated with the equivalent value of the first-place prize (placing a zero (0) monetary value on trophies and non-tangible or non-fungible prizes such as pre-qualifications into other events, and using fair secondary market value for all other tangible prizes), only if this is greater than the above detailed cash compensation. This minimum payment should be provided to the judge either before the start of the event or immediately at the beginning of the event to ensure the judge has adequate funding to cover their transportation and costs associated with the event and can do so without having a financial barrier to entry for judge staff. Compensation can be provided as direct currency, as HeroClix product, or as a combination of the two to meet the necessary value. When any HeroClix product is utilized, it should exactly match the product given for first place, and the organizer must provide a reasonable option for the judge to sell their compensation and value it at the fair market value obtained through that option (if additional options are also provided, the value on the other options do not have to be used when approximating the value of the product) and it is preferred to compensate judge staff in fewer physical items that are each higher value to minimize the additional sale work asked of the judge staff to receive the compensation necessary for them to fund their time performing this work. For Type 3 events (games played at home in a casual setting), no judge compensation should be expected. A judge is expected to be able to freely discuss the compensation they were given, in a respectful manner, to help allow other potential judges to understand if they would be interested in assisting that organization in the future and so the players and spectators can understand how other members of the community are interacting with the game.

3.5 Scorekeepers

The Scorekeeper ensures the correct generation of pairings and all other tournament records throughout the tournament. In smaller events, the Scorekeeper may also be the Tournament Organizer and/or Head Judge, though in events exceeding one hundred (100) players, they should be a separate individual from the Tournament Organizer.

The Scorekeeper's responsibilities include:

- **Verifying** all players have a legal build submitted. If time allows, check the builds to ensure all submitted builds match what the player intends to play.
- **Generating correct pairings** each round and accurately entering the results of those rounds. Results are considered accurate and unable to be changed if both players verified the accuracy of the results reported. Results can be inaccurate if they are verified by a judge or by only one player, instead of by both players.
- **Generating standings** for posting after the final Swiss round. Other rounds may also be posted at the Head Judge's discretion.
- **Solving all scorekeeping problems** that arise in consultation with the Head Judge.
- **Making sure all necessary information** is included in the tournament's report to CCO.
- **Saving match result slips or data** from each tournament until the completion of the event (to aid in match appeals).

The Head Judge has the final authority in determining corrective action for scorekeeping errors.

The primary CCO Scorekeeper is: **Azarith Stryffe**. Individual events, such as a Type 1ba CCO Regional, may designate their own scorekeeper, but they should still defer to Clay Wood if there are any scorekeeping questions (despite him not being the primary CCO Scorekeeper).

4 Tournament Staff Policies

In this section, we will cover expectations of staff and policies they must follow.

4.1 Code of Conduct

The tournament staff consisting of the Tournament Organizer, the Head Judge, any Assistant Judges, the Scorekeeper, and any other designated members of the staff are expected to conduct themselves in a responsible, professional, and inclusive manner as

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defined here, when working with each other, with any other staff related to the greater event, and when interacting with players and spectators. It is also encouraged that players and spectators act in a similar manner where applicable.

4.2 Valuing Inclusion and Diversity

Strive to foster an inclusive environment in which everyone feels welcome, valued, and respected.

4.3 Respectful Workplace

Respect is part of the foundation for what we value, how we are expected to treat each other, and how we lead. Respectful behavior is mindful of the receiver's needs and expectations and upholds each person's dignity. A respectful workplace is an environment where everyone feels welcomed, respected, and valued. A respectful workplace requires the cooperation and support of every employee. Tournament staff must set a positive example and avoid behaving disrespectfully, including behavior that would reasonably offend, intimidate, embarrass, or humiliate others, whether deliberately or unintentionally. Disrespectful behavior, sexual harassment, harassment, and/or bullying will not be tolerated.

4.4 Appropriate Dress

Tournament staff are expected to present themselves as respectful and respectable representatives of the company. As such, staff should dress appropriately for all CCO events. Clothing worn at CCO events should:

- Not include messages or imagery that could be seen as offensive or inappropriate
- Not include logos or proprietary images of other companies
- Not disparage/mock/parody through text or images any companies, brands or licenses
- Fit appropriately and is free of rips/tears that would expose any inappropriate body parts
- When possible, wear clothing/shirts provided by CCO when working at a CCO event.

4.5 Responsibilities of Tournament Staff

All tournament staff are expected to help ensure the work environment remains free from harassment, bullying, and exclusionary or otherwise offensive behavior. Any employee who believes they are being subjected to any of the above behavior, or who witnesses any of the above behavior of or by another employee, has the responsibility to promptly report

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the matter through one of the means identified in the following "Reporting Incidents of Harassment" section (4.8).

4.6 Anti-harassment Policy

CCO is committed to maintaining an environment that is free from harassment. **CCO will not tolerate harassment of or by its staff, including full-time staff or contracted event staff. All staff are expected to help ensure the work environment remains free of harassment. Harassment prohibited by this policy is not just harassment that occurs within the building/venue in which CCO employees physically work.** For example, in-person interactions, calls, texts, emails and social media posts can constitute harassment, even if they occur outside the physical workplace or outside of work hours, or on personal devices.

4.7 Definitions and Examples of Harassment

The term "harassment" is used in this policy to refer to sexual harassment as well as other forms of harassment. Below are definitions of sexual and other forms of harassment, as well as examples of conduct that may constitute harassment. (These lists are examples only; they are not all-inclusive. Defining harassment may also differ based on state-specific laws.) CCO prohibits this conduct in association with any CCO-sponsored event or activity, even if the conduct is not sufficiently severe or pervasive to constitute unlawful harassment.

- **Sexual harassment**—Sexual harassment is unwelcome sexual advances, requests for sexual favors, or other verbal or physical conduct of a sexual nature, when submission to such conduct is:
 - made a condition of employment,
 - made the basis for employment decisions,
 - or unreasonably interferes with an individual's ability to perform their job duties or otherwise creates an offensive or hostile working environment.

Examples of sexual harassment include:

- Unwanted physical touching.
- Telling sexually explicit jokes or stories.
- Making lewd or offensive comments or gestures.
- Displaying sexually suggestive objects, cartoons, or pictures.
- Sending sexually explicit messages, images, emojis, or similar items by letters, notes, electronic mail, phone, text message, social media, mobile application, or similar platforms.
- Making offensive comments about an employee's body, physical appearance, or clothing.

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- Using terms of endearment (e.g., “dear” or “sweetheart”) when referring to employees of one gender.
- Repeatedly asking a co-worker or subordinate for a date or meeting outside of working hours after they have indicated an unwillingness to go.

Other forms of harassment include offensive comments/conduct pertaining to a person's **race, ethnicity, religion, creed, ancestry, national origin, age, physical or mental disability, sexual orientation, gender identity/expression, marital status, or veteran status** and/or exclusion of a person from conversations or activities due to any of the above.

Examples of other forms of harassment include:

- Making gestures, threats, derogatory comments, or slurs that may be offensive to individuals in a particular group.
- Bullying behavior that is threatening, intimidating, verbally abusive, or results in other disruptive actions in the workplace.
- Displaying derogatory objects, photographs, cartoons, calendars, or posters.
- Sending messages, images, emojis, or similar items by letters, notes, electronic mail, phone, text message, social media, mobile application, or similar platforms, that may be offensive to individuals in a particular group.

4.8 Reporting Incidents of Harassment

Report incidents of harassment by contacting the tournament organizer or someone they publicly designate and announce as being the person to report incidents to when they will be unavailable. Upon learning of a situation that may violate this policy, CCO will conduct a prompt investigation. All information regarding the alleged harassment will be kept as confidential as permitted by the investigation process. While CCO is conducting its investigation, staff may be relieved from their duties and/or removed from the work area/venue. If it is determined that a violation of this policy has occurred, CCO will take appropriate steps, which may include disciplinary action up to and including termination of the contract. In addition, CCO will not tolerate retaliation against an individual for making a complaint or cooperating in an investigation.

4.9 Social Media Policy

To protect CCO, our customers, and other parties with whom we do business, there are rules of permissible and prohibited conduct regarding staff use of social media networks. Tournament staff are expected to follow this policy when using social media networks. Tournament staff are personally responsible for any comments about and on behalf of the Company that you post to a social media network (e.g., Facebook, LinkedIn, Twitter/X,

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YouTube, Instagram, TikTok, Discord, blogs, forums, etc.). Although staff may have their social media accounts set to "private", comments made on these networks may unknowingly be available and viewed by the general public and seen by colleagues, managers, customers and/or licensors. All CCO policies and standards apply to their social media posts, including, but not limited to, policies related to harassment, Code of Conduct, non-competition, conflicts of interest, and protecting trade secrets and other confidential and/or proprietary information. When posting, tournament staff must follow these policies. Keep in mind that it is more likely to resolve work-related complaints by speaking directly with co-workers, a supervisor, or Human Resources than by posting complaints to a social media outlet. *Tournament staff should refrain from using social media during working time unless it is work-related as authorized by your manager.*

5 Tournament Procedures

5.1 Definitions

In **HeroClix**, a "game" is defined as one instance of HeroClix being played on a singular map.

One "match" is defined as all games played by a team in a singular round (and in all other formats, one "match" is analogous to one "game").

One "Tournament Round" is defined as all matches played within that tournament in a singular period, from the start of time being called through the conclusion of those matches.

One "Tournament" is defined as all of the Tournament Rounds played in one singular tournament signed up for with the tournament staff. A tournament is one individual occurrence that a player would register for and then be allowed to play in several rounds as determined by the tournament staff and for which prizes may be awarded based on participation, performance, and/or sportsmanship.

One "Event" is defined as all of the tournaments played in one singular time span as announced by the tournament staff. An event constitutes multiple tournaments hosted at the same time or in quick succession over several consecutive days.

5.2 Setup

Players are expected to be at their seats when a round is ready to begin. In a HeroClix tournament, once pairings for a round are posted, players should begin finding their seat,

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then reviewing their opponent's force, and then setting up their game. Players should reveal starting forces, establish first player/roll for initiative, choose map, choose starting areas, setup characters and other game elements, resolve "beginning of the game" triggered effects, the First Player may resolve "beginning of turn" effects that are not actions, and both players resolve any other effects or rules that occur at each of these steps during this time. Players are **NOT** allowed to take any actions or enter the Action Phase of their turn until told to start such as by being told "You may begin," "The round has begun," or other similar derivations by the tournament staff.

5.3 Round Start

A member of the tournament staff will tell all players in the tournament when the round timer begins for the tournament round. At this time, the First Player may now begin the Action Phase and take actions and both players may play the game. This is referred to as "Round Start." If a player has no opponent when this is announced, they should immediately call for a judge and should not leave until a judge instructs them that they may leave. A player who is not at their seat when the Round Start is announced may be given a penalty or warning, as defined later in this document, in rule **9.3.12**.

5.4 Duration of Round

Each tournament round will have a timer set for a time between 45 and 55 minutes, as determined by the head judge. For 400 point events or for **Silver Age Format** events, the time will be between 50 and 60 minutes. For events using the Double Issue Format, the time will be between 45 and 60 minutes. A judge may at any point during a tournament round announce how much time has passed, how much time is remaining, or the percentage of time elapsed/remaining.

5.5 Judge Calls

During a tournament round, a player may call for a judge to clarify any rule or situation that is unclear to one or both players relating only to their game. To do this, one player should loudly announce "JUDGE" (Note: not the name of a staff member but the general tournament role "judge") and then one player should raise their hand straight into the air and keep it there until a judge arrives to address the question. Judges can respond in the fastest way if they first hear the judge call and then see the hand in the air to narrow in on where in the room to go to in order to help. It is advised to get the judges attention for ruling or clarifications in the moment. Judges cannot reliably or frequently rewind the game or change a match result once the game state has progressed beyond that in-game action. Plenty of seasoned players asked "silly" questions on their rise to the top (and

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plenty even continue to ask them when adrenaline is pumping or endurance is wearing thin after a long day of playing HeroClix) - don't be shy about it.

5.5.1 Time Extensions

At the discretion of the Head Judge, when tournament time permits, they may issue a time extension to one or more games being played when they feel at least 5 minutes of game time has been lost to a situation other than gameplay, such as but not limited to a prolonged judge ruling, suspected but unconfirmed stalling, or a fire alarm causing an evacuation of the tournament area. The amount of time added to the game will not be disclosed to the involved players until after the game ends, to prevent abuse of stalling.

5.6 Mercy Rule

During the game, before the time limit is reached and nothing is resolving and they themselves have not been defeated, if a player's victory point total is equal to or more than the build total value plus 100 (for example, if the build total is 300, the game would end as soon as a player scores 400 or more points), all opponents with fewer victory points are immediately defeated.

5.7 Last Action

When the timer set by the tournament staff ends, the tournament staff will declare "Last Action". At this time, if nothing is resolving, players immediately end the game. If a player has declared an explicitly understood action or is currently resolving an action or effect, the game continues until nothing is currently resolving, and then at that time, players immediately end the game. A player declaring an unclear action immediately before Last Action will not be allowed to perform that action and players will immediately end the game, examples of this may include "I attack!" when more than one character could declare the attack or more than one type of attack action is possible such as a Terrain Attack action and a Basic Attack action or more than one combination of targets is possible.

5.8 Reporting Results

When the game ends for any reason, such as only one undefeated player remaining when nothing is resolving, a player concedes, the Mercy Rule, or Last Action, players should then report the results of their match for the round. Players may not choose to agree to end the game early for any other reason (such as agreeing to end the game early for additional break time and reporting any score other than that of a concession) and must remain present until the game ends for one of these reasons. The default way to do this is to have

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one player raise their hand and keep it in the air until a judge arrives and to loudly announce "SCORE," although some tournaments may allow a way to report a score digitally through an online program. If this is in use, when players are ready to report scores, they will then be allowed to use an electronic device with the ability to connect to this service to report the scores. It is preferred that all players individually report their scores to confirm accuracy. If a player is unable to do so, call over the judge using the previously detailed method above. Players should report who won the game first, by player name (for example "I won" is inadequate information to provide, whereas "Jane Doe won" is adequate for this step). Second, they should report how many victory points each player earned. Third, each player who is choosing to drop from the tournament should inform the judge recording the score of this.

5.8.1 Maximum Score

The maximum score that can be reported for a player is equal to the build total of the tournament. For example, if a player wins by the Mercy Rule and scores 450 victory points (such as by KO'ing a 200 point character and then a 150 point character, even though the Mercy Rule will be triggered as low as 400 points in this example) in a tournament that is 300 points, that player will have their score reported as a win with 300 victory points.

5.8.2 Defeated Players

A player who is defeated also has all game elements on their force they paid points for immediately KO'ed. A player who is defeated also has all game elements on their sideline award victory points equal to the amount of points that player paid for them during force construction.

5.8.3 Determining Winner

If both players scored the same number of victory points and that number is greater than 0, then the players will each roll 2d6 until they roll different results from one another, and the player who rolls the higher total will be declared the winner.

5.8.3.1 Double Loss

If both players scored the same number of victory points but that number is exactly 0 in a Swiss round, then both players will have their result for that round recorded as a loss with 0 victory points. In a double elimination bracket, if both players score exactly 0 points, the player with the lower tournament standing, as determined by seeding prior to the double elimination portion of the event, will be recorded as the player who receives a loss. The other player will then immediately concede their following match, so that both will not

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be able to win against a different opponent before first recording a loss due to this match. This is to deter negative play experiences created by games with minimal meaningful interaction. The tournament organizer may announce the players will roll 2d6 each until they roll different results from one another, and the player who rolls the higher total will be awarded 1 bonus victory point for ease of software use when needed (but still receive a loss). When this is done, this should be announced to all players in the event before the start of the event.

5.8.3.2 Tiebreaker Bonus

Prior to the start of the first round of an event, the Scorekeeper may announce this rule will be utilized for ease of data entry purposes with the tournament software. When this rule is utilized, the following will occur: in the event of a round result in which both players receive the same number of victory points, after determining the winner as described above, the winning team will be awarded 1 additional victory point to record on their score which may exceed the build total for the event (301-300 in a 300 point tournament). In the event of a round result with both players earning a loss with 0 victory points, the players will each roll 2d6 until the two players do not roll the same result and the player that rolls the higher result will instead receive 1 victory point (but still a Loss).

5.8.4 Determining Winner (Team Variant)

At the end of the round, each individual player will determine if they won or lost against their opponent and how many victory points were earned using standard HeroClix rules. Each team will then record how many of the three games they won that round (zero, one, two, or three: 0, 1, 2, or 3). The team with the greatest number of wins in that one round will be the team that wins that round and receives a Team Win. Teams will additionally then record the total number of victory points earned by all three (3) players cumulatively summed up across the three (3) games they played in that one round. These will primarily be used as a later tier tiebreaker. If both teams received the same number of player wins, then the team with the greatest total number of victory points cumulatively between their three (3) players will win that round if that number is greater than zero (0).

5.8.4.1 Breaking Round Ties

If both teams received zero (0) player wins and zero (0) total cumulative victory points in that one round, both teams will receive a loss for that round. If both teams received the same number of player wins when that number is one (1) and both teams received the same number of cumulative victory points in that one round and it is greater than zero (0), then Player A for each team will roll 2d6 until the two (2) players do not roll the same result and the team that rolls the higher result will receive a Team Win for the round.

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5.8.4.2 Tiebreaker Bonus

Prior to the start of the first round of an event, the Scorekeeper may announce this rule will be utilized for ease of data entry purposes with the tournament software. When this rule is utilized, the following will occur - in the event of a round result in which both teams receive the same number of victory points, after determining the winner as described above, the winning team will be awarded 1 additional victory point to record on their score which may exceed the build total times three (3) for the event (901-900 in a 300 point Team Variant tournament). In the event of a round result with both teams earning a loss with zero (0) cumulative victory points, the Player A for each team will roll 2d6 until the two players do not roll the same result and the team that rolls the higher result will instead receive one (1) victory point (but still a Team Loss).

5.8.5 Reporting Drops

At this time, players should report if they are dropping from the tournament to the tournament staff. The preferred method is to notify the judge recording the results for that player's game. A player may instead report this to a different judge or the scorekeeper but to do so they must provide their table number and their name (for example "Hey, I am actually going to drop" is an inadequate report. "Table 42, John Doe is dropping" is an adequate report). A player should only report themselves as dropping and should not ask their opponent or a friend to report the drop for them, as this risks players maliciously attempting to drop one another from the tournament. When a player drops from a tournament, they have agreed they will not be eligible for any prizing, including participation prizing, awarded to players at a later point in time during that tournament for that tournament. When a player drops during a tournament, they are removed from the tournament and do not take up a place in the standings. This means that all players in the tournament will advance one spot in the standings and are entitled to any prizes the new standings would offer.

5.8.5.1 Forced Drops

A player may be dropped from the tournament by the Scorekeeper if the tournament staff has reasonable cause to believe the player has inadequately dropped from the tournament, such as but not limited to participating in another tournament at the same time as the current tournament without clarifying this to the tournament staff or failure to be present at their assigned seat at any moment during the round before Last Action. Failure to adequately drop from a tournament (such as when the tournament staff must drop a player from the tournament) may subject an individual to penalties or warnings that extend beyond that singular tournament. When a player is dropped during a tournament, they are removed from the tournament and do not take up a place in the standings. This

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means that all players in the tournament will advance one spot in the standings and are entitled to any prizes the new standing would offer.

5.9 Concessions

A player may choose to concede a game. Two players may not agree to report their results before Last Action is called for any reason other than the default methods of the Mercy Rule, or only one undefeated player remains, or one player concedes. (No sort of "intentional draw" scenario is allowed.) When a player concedes, they immediately agree that the game has ended, their opponent wins, and they have lost. Additionally, when a player concedes, they agree they have scored zero (0) points, regardless of any points they have earned during that game, such as by KO'ing opposing characters. A player who has conceded **can not be awarded any victory points for that round.** Lastly, the player who has conceded to a player who did not also concede agrees that they are immediately defeated, so their opponent should be awarded an amount of victory points equal to their build total or more if other game elements were brought onto the map from the Sideline or from outside the game. A player who concedes a round is still eligible to play in all remaining rounds of the tournament as normal, as a concession is not the same as dropping from the tournament. If both players concede in the same game, then they both receive a loss with zero (0) victory points.

5.10 Byes

When a player receives a Bye, they are given a Win for that match and they are given a number of victory points equal to half of the build total of the tournament, rounded up to the nearest whole number. For example, in a three hundred (300) point tournament, the player with a Bye will earn a Win with one hundred and fifty (150) points. That player is not required to be present at any specific seat for that round, that player does not need to report anything to the judges for that round unless they choose to Drop from the tournament and then they are required to report their decision to Drop. If that player chose to leave the tournament area during that round and then return when pairings are posted for the next round, they should ask a judge if participation prizes were awarded during that round to ensure they are not forgotten or otherwise accidentally missed.

5.11 Tiebreakers

For determining tournament standings, the first metric will be: Match Wins, followed by Victory Points, followed by Opposing Match Win Strength of Schedule, followed by Opposing Victory Point Strength of Schedule, followed by Extended Opposing Win

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Strength of Schedule, followed by Extended Opposing Victory Point Strength of Schedule, and finally if the ranking is still tied then the tie will be broken by a random determination.

5.11.1 Win Strength of Schedule Calculation

For calculating Win Strength of Schedule, a player sums up all of the Match Wins earned by all of their opponents divided by all of the Matches played by all of their opponents. A player who drops or is dropped from the tournament will be assumed to have not played the rounds following their drop, so those rounds will not be factored into the calculation for that opponent. A player who earned a Bye will treat the Bye as an opponent with 0 Match Wins for and 0 Matches played. For calculating Victory Point Strength of Schedule, a player sums up all of the victory points earned by all of their opponents. A player who earned a Bye will treat the Bye as an opponent with 0 victory points earned. For calculating Extended Strength of Schedule, these calculations are done instead for every opponent that played any of the opponents of the player in question. A player who earned a bye is considered to have no opponent for that round to factor into this Extended Strength of Schedule.

5.12 Team Tournaments

5.12.1 Seating

Each round, the team will be assigned a table number. Player A from the first team at that table will play against Player A from the second team at that table number at the A table of that table number. The B players of those teams will play against each other at the B tables. The C players will play against each other at the C tables.

5.12.2 Recording Tournament Results

At the end of the round, each individual player will determine if they won or lost against their opponent and how many victory points were earned using standard HeroClix rules. Each team will then record how many of the three games they won that round (zero, one, two, or three: 0, 1, 2, or 3). The team with the greatest number of wins in that one round will be the team that wins that round and receives a Team Win. Teams will additionally then record the total number of victory points earned by all three (3) players cumulatively summed up across the three (3) games they played in that one round. These will primarily be used as a later-tier tiebreaker. If both teams received the same number of player wins, then the team with the greatest total number of victory points cumulatively between their three (3) players will win that round if that number is greater than zero (0). If both teams received zero (0) player wins and zero (0) total cumulative victory points in that one (1) round, both teams will receive a loss for that round. If both teams received the same

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number of player wins and both teams received the same number of cumulative victory points in that one round and it is greater than zero (0), then Player A for each team will roll two six-sided dice (2d6) until the two (2) players do not roll the same result and the team that rolls the higher result will receive a Team Win for the round.

5.12.3 Tiebreaker Bonus

Before the start of the first round of an event, the Scorekeeper may announce this rule will be utilized for ease of data entry purposes with the tournament software. When this rule is utilized, the following will occur - in the event of a round result in which both teams receive the same number of victory points, after determining the winner as described above, the winning team will be awarded 1 additional victory point to record on their score which may exceed the build total times three for the event (901-900 in a 300 point Team Variant tournament). In the event of a round result with both teams earning a loss with 0 cumulative victory points, the Player A for each team will roll 2d6 until the two players do not roll the same result and the team that rolls the higher result will instead receive 1 victory point (but still a Team Loss).

5.12.4 Byes

A team that receives a bye will be awarded one (1) Team Win consisting of three (3) Player Wins and four hundred and fifty (450) Victory Points.

5.12.5 Concessions

A team that concedes will not be awarded a Team Win, and they will be awarded zero (0) Player Wins and zero (0) Victory Points for that round. Their opponents will be awarded a Team Win, three (3) Player Wins, and nine hundred (900) Victory Points.

5.12.6 Inadequate Player Count

A Team with fewer than three (3) players may compete in the tournament. All unfilled spots among the three (3) seats are assumed to concede their individual games as a player concession. In theory, a team of two (2) players could potentially win the tournament by winning their two (2) games every round and accepting their third seat conceded every round, thus still giving the team a Team Win each round. The most common occurrence is when one of the players had to leave early due to an emergency.

5.12.7 Tiebreakers

For determining tournament standings, the first metric will be: Team Wins, followed by Player Wins, followed by Team Victory Points, followed by Opposing Team Win Strength of Schedule, followed by Opposing Player Win Strength of Schedule, followed by Opposing Victory Point Strength of Schedule, followed by Extended Opposing Team Win Strength of Schedule, followed by Extended Opposing Player Win Strength of Schedule, followed by Extended Opposing Victory Point Strength of Schedule, and finally if the ranking is still tied then the tie will be broken by a random determination. Strength of Schedule calculation is detailed further in rule **5.11.1**.

5.13 Prizing

5.13.1 Participation Prizing

Some events may award participation prizes. These will be given out at the beginning of a specific round of the event, as specified at the start of the event. Any player still participating in the tournament at the time of that round will be eligible to receive participation prizing. Any player who has previously dropped from the event will not be eligible for participation prizing. Players who receive a Bye or finish their round immediately after beginning the round while prizing is still being handed out should stay at their assigned table if they have one or find a judge if they do not have a table number to receive their participation prizing before taking any break for the remainder of the tournament round.

5.13.2 Fellowship Prizing

In **HeroClix**, sportsmanship is of the utmost importance, equally as important to a player's performance as their skill in the game. For this reason, a Fellowship award should be awarded at each event, and may additionally be awarded at each tournament within an event. This prize is awarded to the individual associated with that event or tournament who most embodies the spirit of good sportsmanship, friendliness, respect, inclusivity, and supports the community first and foremost above themselves. The prize for any Fellowship award for a tournament should be equal to or better than the prize for first place for that tournament. The prize for any Fellowship for an event should be equal to or better than the overall greatest prize otherwise awarded during that event.

The determination of the Fellowship award will be made through a discussion among tournament staff. In the aid of this selection, if a player or spectator observes someone acting in a manner conducive of the nature of Fellowship, they are encouraged to notify tournament staff as a "nomination vote" to ensure that incident is duly noted in this

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consideration and was not missed, but it is important to understand Fellowship is not intended to be viewed as "a popularity contest". At the tournament staff's discretion, additional methods may be utilized to aid them in the selection of a Fellowship award winner and, if able, as many of these criteria as possible should be made public to prevent the reputation and credibility of the award from being questioned.

An individual previously awarded a Fellowship award during that event in a different tournament is not inherently ineligible from winning in a different tournament or for the overall event, but an individual will rarely win multiple times during the same event. Additionally, an individual who has been awarded Fellowship in a previous year is not ineligible from winning again in a subsequent year but an individual will rarely win more than once every 5 years. Further, an individual is not ineligible from being awarded Fellowship as a result of placing well in an event, though a player in the Top 4 of the premier-most tournament of the event (if this portion of the tournament is concluded by the time Fellowship is announced) will rarely win for that event, or the Top 2 of an individual tournament will rarely win for that tournament. Lastly, any individual who has received a Sportsmanship Error during a tournament will rarely be awarded Fellowship during that event or tournament. In general, to ensure the community is aware of the Fellowship award recipient, the Fellowship award should be announced immediately before the first-place winner of the premier-most tournament of the event is announced or prized out.

5.13.3 Prizing Passing Down

If a player wins a tangible prize, but that player loses eligibility to be awarded prizing, that prize will pass down to the next highest placed player who did not already win that exact prize (and then the prizing that second player would have been awarded is then passed down in the same manner, until no prizing needs to be passed down to the next eligible player). If one of the prizes was non-tangible, such as advancement to a Top Cut, that is assumed to not pass down, but can be passed down at the head judge's discretion if time and logistics could allow.

5.14 Breaks

A tournament lasting 5-8 rounds should plan to include 1 break for a meal. A tournament lasting 9-13 rounds should plan to include at least 2 breaks for meals. A tournament lasting 14 rounds should plan to include at least one overnight break to allow sleep. The first break is recommended to occur after Round 3. The second recommended break is recommended to occur after the conclusion of a Swiss portion, or roughly after Round 7. An overnight break is recommended to occur after the conclusion of a series of Swiss rounds before a tournament cut, or roughly after Round 13. The recommended amount of

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time for a meal break is after the last action is called, the timer to start the beginning of the next round should be **1 hour later at minimum**.

5.15 Number of Rounds

The philosophy of Swiss Play is that first and foremost it should never approximate Single Elimination, and therefore the expectation is, at minimum, all players with 1 Match Loss should qualify from the Swiss Portion into a Final Cut single elimination portion of the tournament, if there is one, so the tournament is more forgiving in the Swiss Portion than a Double Elimination tournament.

The secondary philosophy of Swiss Play is that it should approximate Round Robin Play in a more timely and efficient manner, and therefore players should not expect an excessive number of rounds in a tournament.

The number of rounds will be determined first and foremost by the number of players desired in the Final Cut single elimination portion of the tournament. Second, the number of rounds will be determined by the number of players who could earn a win for the first round of the tournament before the start of the first round, for simplicity in this calculation, instead this document will simply refer to "number of players," which is to be interpreted as the number of players in the tournament plus an additional one added to the total for every player who received a predetermined initial round Bye before pairings (and an additional two added for every player who received a predetermined second round bye, additional four for every player who received a predetermined third round bye, and so on).

When no Final Cut is implemented, then instead the number of Swiss tournament rounds will instead be the minimum number based on "number of players" necessary to have a guaranteed maximum of one undefeated player (with a possibility at some counts to have 0 undefeated players), the simple calculation for this is log base 2 "number of players" rounded up to the next whole integer.

The preferred Top Cut, when one is applied, should be chosen by counting the number of registered players (or for variants, the registered number of teams) and dividing that total by 4 and then rounding up to the next Top Cut listed below. A Tournament Organizer may elect to deviate from this recommended Top Cut value based on the number of registrants, but should not deviate from the number of Swiss rounds necessary, and when doing so must clearly communicate before the first round what Top Cut will be utilized.

5.15.1 Top 4

When a Top 4 Cut is utilized, the number of single elimination rounds after the cut is 2. The "number of players" determining the number of Swiss rounds before the cut is as follows:

Variant: Top 4 Cut	
Competitors	Swiss Rounds before Final Cut
1-4	0
5	2
6-8	3
9-11	4
12-16	5
17-32	6
33-52	7
53-100	8

5.15.2 Top 8

When a Top 8 Cut is utilized, the number of single elimination rounds after the cut is 3. The "number of players" determining the number of Swiss rounds before the cut is as follows:

Variant: Top 8 Cut	
Competitors	Swiss Rounds before Final Cut
1-8	0
9-10	2
11-16	3
17-24	4

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25-40	5
41-64	6
65-128	7
129-212	8

5.15.3 Top 16

When a Top 16 Cut is utilized, the number of single elimination rounds after the cut is 4. The "number of players" determining the number of Swiss rounds before the cut is as follows:

Variant: Top 16 Cut	
Competitors	Swiss Rounds before Final Cut
1-16	0
17-20	2
21-32	3
33-48	4
49-80	5
81-140	6
141-256	7

5.15.4 Top 32

When a Top 32 Cut is utilized, the number of single elimination rounds after the cut is 5. The tournament staff may optionally choose to replace one or more rounds of Single Elimination play with additional rounds of Swiss Play utilizing the above breakdowns for the next step Post Final Cut they are utilizing. The "number of players" determining the number of Swiss rounds before the cut is as follows:

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Variant: Top 32 Cut	
Competitors	Swiss Rounds before Final Cut
1-32	0
33-42	2
43-64	3
65-100	4
101-168	5
169-288	6
289-512	7

5.15.5 Recommendations for Different Player Counts

These recommendations are made on the basis of trying to ensure players play a minimum of 3 rounds while maintaining timeliness past that point and creating an environment frequently more lenient than a double elimination bracket by allowing players with 2 losses at certain player counts to still be able to win first place. Maintaining a Top Cut closer to one-quarter of the field also reduces the number of rounds a player must consecutively be undefeated in order to still win the event while reducing the size of the field of players enough to be manageable and adequately respect the players who performed in a way that is worthy of note.

Variant #1: Standard Attendance			
Competitors	Swiss Rounds	Single Elimination Rounds	Total Length (in Rounds)
6-8	3	2 (Top 4)	5
9-11	4	2 (Top 4)	6
12-16	5	2 (Top 4)	7
17-24	4	3 (Top 8)	7
25-32	5	3 (Top 8)	8

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33-48	4	4 (Top 16)	8
49-64	5	4 (Top 16)	9
65-100	4	5 (Top 32)	9
101-168	5	5 (Top 32)	10
169-192	6	5 (Top 32)	11
193-320	5	6 (Top 64)	11

Variant #2: Low Attendance	
Competitors	Process
2	Best of 3 games
3	Each player plays each opponent twice
4	Round robin
5	2 Swiss rounds + Top 4 DOUBLE elimination

6 CCO Circuit

6.1 Regional Events

Within the CCO, there will be Regional Events. These are 1-2 day events composed of 1 main tournament and possibly other additional tournaments and a cluster of Regional Events occurring around the same time will be part of an Event Circuit.

Regional Events occurring **January 1 - March 31** are part of the **Icy Regional Circuit**.
Regional Events occurring **April 1 - May 31** are part of the **Breezy Regional Circuit**.
Regional Events occurring **June 1 - September 31** are part of the **Tropical Regional Circuit**.

Regional Events occurring **October 1 - December 30** are part of the **Festive Regional Circuit**.

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6.1.1 Event Insurance

When the event is not held at a venue that already has insurance to cover injuries, accidents, and other such circumstances that occur during or in relation to this event, the tournament organizer(s) is/are responsible for purchasing event insurance for a public commercial event. Proof of this insurance policy may be requested to be shown to CCO.

6.1.2 Gambling Laws

It is the responsibility of the tournament organizer to verify the prizes provided by CCO can be distributed at their event in their local area in legal accordance with federal, state/provincial, county, and other local laws, especially those pertaining to gambling.

6.1.3 Reporting Regionals

Once an event date is set and the event is paid for, an event page must be created on **HCUunits**, with the Circuit set to the corresponding CCO circuit. The title of the event should be "ChampionClix Open CCO [Icy/Breezy/Tropical/Festive] Regional [Optionally any additional text such as venue or location or format]". An event organizer that corresponds to the name of a human instead of just the name of the store as an event organizer for the event should be listed as well as a way for players and the CCO to contact this individual in the description for the event. The correct start date, the correct local registration time and local event start time must be listed, registration should be at minimum 30 minutes. The description of all prizing as provided by CCO and supplemented by the venue and/or tournament organizer should be listed, this prizing can be further upgraded on the spot but cannot be downgraded. Any house rules that were explicitly approved by CCO at the time of purchasing the kit for this one specific event should also be listed in the description.

Prior to completing registration, all players must have a force submitted and the event organizer must review the legality and accuracy of these forces and approve them. During the event, the event organizer is responsible for ensuring all players are correctly paired against opponents each round, the correct number of rounds are utilized, all players report their results each round accurately, and the event is finalized. If a venue fails to complete any of these steps they risk facing penalties up to and including themselves and/or their event organizer being placed on the suspended tournament officials list.

6.1.4 House Rules

If a tournament organizer or venue running a Regional Event wants to impose a house rule, they must submit the request to impose that house rule to CCO at the time of requesting

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to participate in that Regional Event Circuit and may only do so if approved by CCO and it is then clearly advertised that the house rule will be imposed.

6.2 Required Number of Rounds

The appropriate number of rounds is based on the number of attendees that do not have a first round bye (and any player who has a first round bye is counted as two attendees).

Variant #1: Standard Attendance			
Competitors	Swiss Rounds	Single Elimination Rounds	Total Length (in Rounds)
6-8	3	2 (Top 4)	5
9-11	4	2 (Top 4)	6
12-16	5	2 (Top 4)	7
17-24	4	3 (Top 8)	7
25-32	5	3 (Top 8)	8
33-48	4	4 (Top 16)	8
49-64	5	4 (Top 16)	9
65-100	4	5 (Top 32)	9
101-168	5	5 (Top 32)	10
169-192	6	5 (Top 32)	11
193-320	5	6 (Top 64)	11

Variant #2: Low Attendance	
Competitors	Process
2	Best of 3 games
3	Each player plays each opponent twice

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4	Round robin
5	2 Swiss rounds + Top 4 DOUBLE elimination

6.3 Required Breaks

A tournament lasting 5-8 rounds should plan to include 1 break for a meal. A tournament lasting 9-13 rounds should plan to include at least 2 breaks for meals. A tournament lasting 14 rounds should plan to include at least one overnight break to allow sleep. The first break is recommended to occur after Round 3. The second recommended break is recommended to occur after the conclusion of a Swiss portion, or roughly after Round 7. An overnight break is recommended to occur after the conclusion of a series of Swiss rounds before a tournament cut, or roughly after Round 13. The recommended amount of time for a meal break from when Last Action is called until the start of the next round should be 1 hour at minimum.

6.4 Grand Championships

In addition to Regional Events, there will annually be a 3-4 day event composed of multiple tournaments called the Grand Championship occurring between January 1 - March 31.

At the Grand Championship, a prize will be awarded to the player with the greatest number of individual player wins in multi-round tournaments with a paid entrance fee occurring during the Grand Championship event. In the event of a tie, typical tiebreakers will be followed as described later in this document.

6.5 Earned Byes

The player who earns first place in any Regional Event will be awarded a first-round bye that will be recorded as a win with maximum tiebreakers at the next Grand Championship that occurs. If a player who has already won this prize wins first place in another Regional Event before that next Grand Championship, their additional bye will instead be awarded to the player with the highest placement in the event who has not yet won a bye for that next Grand Championship.

6.6 Game element Legality and Watchlist Policy

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For the legality of pieces, figures will be determined to be legal or not by the first day of the Regional Event Circuit to ensure consistency for all events within the circuit. For watchlist updates, updates will be legal for events at 11:59 pm on the day they are published, to allow events occurring the day of publication a grace period to learn about the updates before they are applied and because watchlist updates are attempts to rapidly correct an unhealthy environment applying them during the Circuit when applicable maximizes the health of the format for all players.

7 Tournament Policies

In this section, we will outline various policies for tournament play.

7.1 Determining Theme Teams

In tournament play, a player does not specify on their force sheet if their team will or will not be a themed team as game elements can change this each game. Instead, at the appropriate step when determining themed teams during game set up, they should clarify at that time if their team is a themed team, and if so, which keyword was chosen to establish the themed team.

7.2 Maps

Players are required for all formats other than Battle Royales to bring with them a minimum of one map and a maximum of three maps. These maps they select will be listed on a force sheet and will be the only choices of maps that player is allowed to select for the duration of the tournament should they be the player who selects the map for the game. The maps a player can choose for this are limited to the maps matching the Age of the event. For **Modern Age** events, the list provided in section **8.4.1.1** should be used. For **Silver Age** events, the list provided in section **8.4.2.7** should be used. The maps a player has chosen as their options for a tournament are considered public information to their opponent at the time of revealing forces during setup. When reading the map lists, two maps separated by a separate line and two maps separated by/are each different, separate maps and would be listed separately. In addition, a map with a similar layout to another map but a different name than that other map, including a difference only in parentheticals, is a different map. Lastly, two maps with the same name but from different sets are also different, and separate, maps.

7.3 Legal Game Elements

For CCO Tournaments (Type 1ba events), HeroClix game elements released at physical retail stores are not legal in a Constructed Event until two (2) weeks after the official release date. This applies regardless of whether there is a general release of the product officially with a delay in some other countries, with the expectation that the community should work together to help lend game elements to international travelers or that those players should purchase the game elements they need from individuals who have acquired them since the release in the countries it is available in. These will commonly be game elements such as those found in HeroClix Starter Sets and HeroClix traditional booster packs available in HeroClix booster bricks for major set releases.

Exclusive HeroClix game elements such as those released in online-exclusive retail packages, online-exclusive purchase incentives included for free with orders, the HeroClix Iconix product line, or released at conventions, official tournaments, storyline organized play, and/or monthly organized play game elements will not be legal until one (1) week after the end of the first month the game elements were listed as released/available (and no longer on Pre-Order). Legality of game elements is checked only on the first day of an event for all tournaments occurring during that event. The quantity of units released should not be a deciding factor in game element legality to provide a more consistent and easy-to-predict experience for players at events without the need for regular individual clarification before each event for each item released near the start of that event. Otherwise, HeroClix game elements are Modern Age legal in Type 2 events on the official release date or for exclusive game elements as soon as they become available, and for Type 3 events all game elements are Modern Age as soon as they are available in hand. Type 1bb events should individually clarify how they will handle the legality of game elements and may choose to follow the recommendations detailed here. Type 1ba CCO events will follow the recommendations detailed here.

Examples:

- Figures in a monthly OP kit that can be given out as prizes for events held in June would not be legal at any official WizKids-sponsored tournaments hosted by WizKids (Type 1a events) until July 7th of that year.
- If an exclusive figure is first available at WKO events held during the month of February, it would not be legal at any official WizKids-sponsored tournaments hosted by WizKids (Type 1a events) until March 7th of that year.
- If a HeroClix set released September 5th at retail stores, it would not be legal at any official WizKids-sponsored tournaments hosted by WizKids (Type 1a events) until September 19th of that year.

7.3.1 Retirement

The default expectation is that game elements released at physical retail stores that were not legal until two (2) weeks after their release will remain in the Modern Age format until the end of the second WizKids Modern World Championship event in which the game element was legal for. The default expectation is that exclusive game elements released that were not legal until one (1) week after the end of the first month the game elements were listed as released/available (and no longer on Pre-Order) will remain in the Modern Age format until the end of the third WizKids Modern World Championship event in which the game element was legal for.

7.4 Reprinted Game Elements

When a character has been reissued in a Modern Age set, then the older equivalent(s) character can be used in a Modern Age tournament as well and is/are considered Modern Age. An equivalent character has all the same game mechanics and sculpt, differing only by its set symbol and figure number.

7.5 Purple Ring and Promotional Characters

Promotional characters have the word "Promo" next to their set symbol or have a purple ring around their base. Promotional characters are not legal in any CCO-sponsored event. A game element with a purple ring that has a set symbol and collector's number matching a Legacy card without a purple ring may still be used in any CCO-sponsored event and is legal. This is different from characters with a purple rarity tab (Iconix) that lack a purple ring; those characters with a purple rarity tab are not Promotional characters.

7.6 Battlefield Condition Cards

A player is not required to bring any battlefield condition cards (BFC) to a tournament, but they are legal in Golden Age tournaments. 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) which will be announced after registration is complete and before players are required to submit their force sheets for all tournaments in which Battlefield Condition Cards are legal. 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.

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After choosing starting areas, each player chooses a BFC to use for that match from the BFCs selected earlier in the tournament. All players reveal their one chosen 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 cannot 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.

7.6.1 Themed Teams and Battlefield Condition Cards

Themed teams may use an ability to cause a player 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 themed teams are not restricted in this way and may be used in each round subject to their normal restrictions.

7.7 Event Dials

Event Dials are legal in Golden Age tournaments, at the judge's discretion as well as the discretion of the opponent the player is facing. Event Dials with a point cost added to your force build are subject only to the rules of the tournament and the judge's discretion.

7.8 Custom/Modified Game Element Sculpt

Players may only use custom or modified sculpts for their game elements at their opponent's discretion. A damaged or missing sculpt is not a custom or modified sculpt. CCO may, at its discretion, provide an undamaged sculpt for a player to use in place of a damaged or missing sculpt and the player must accept and use this loaned game element for as long as is required by CCO during the event. Players should act in good faith to maintain the condition of game elements loaned by CCO, and suspected failure to do so may result in a penalty if there is suspicion it is done with malicious intent.

All game element sculpts must be their original sculpts and must be the correct sculpt for their combat dial. Players may use custom card sleeves, action tokens, custom Terrain Markers with the default values, and custom items for generated game elements that lack a dial or are printed on the card of the game element generating them (markers, bystanders, etc.). The tournament staff may, at their discretion, forbid custom action tokens, markers, or items that are potentially offensive or excessively confusing.

7.8.1 Custom Painted Game Element Sculpts

Players may custom-paint their game element sculpts and use them in tournaments without needing an opponent's approval. This includes the painting of pre-painted sculpts and unpainted sculpts. The tournament staff may, at their discretion, forbid custom paints that are potentially offensive or excessively confusing. If a custom paint is forbidden, the player must play either with the original painted/unpainted version of that game element or with no sculpt at all.

7.8.2 Design-A-SwitchClix Figure

WizKids has produced several official WizKids Design-A-SwitchClix figures; these do **NOT** count as custom sculpts and can be used in place of any original sculpt for a character. The player is still expected to bring the original sculpt with them to the tournament. Players should, in good faith, not abuse the use of these figures to present confusing game states, and if it is believed this is happening, a penalty may be issued to that individual, or in severe repeat cases, this rule may be modified for the health of the game as a whole.

7.9 Sculpt Height

For game effects referencing sculpt height, the sculpt will be determined based on the original unmodified height of the sculpt, free of damage. If such a copy of the sculpt cannot be provided, the height is assumed to be infinitesimally small.

7.10 Officially Licensed Game Elements

Players must play the originally printed copy of game elements produced by WizKids for all game elements except Terrain Markers with the default values and except for characters that lack a collector's number, or generated bystanders (including those with a three (3)-dimensional sculpt and non-clickable base). Players are required to bring and use the original cards for all of the game elements on their starting force and sideline, as well as the officially printed copy of all game elements containing a dial (including their card) for generated game elements. Proxy cards will not be allowed outside of approved Print And Play elements (currently limited to the ones listed in this section). If a card becomes damaged beyond use in any tournament, or is missing from the sealed product when playing in a sealed or battle royale tournament, then at the discretion of the judge and the tournament staff, the player may use a printed version of the card provided by the tournament staff or they may use a digital copy approved by the tournament staff and that will be marked on their force sheet for clarity to their opponents. A player may

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always remedy a missing or damaged card, including in sealed and battle royale tournaments, by providing the correct card that they brought with them to the tournament, but for battle royale tournaments that card must be forfeited to the tournament as a prize that corresponds to that figure when it is selected in the snake draft. Approved print and play maps are allowed to be played if printed in color on white paper, 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.

7.10.1 Print and Play

The following game elements' cards may be printed in color and used as if they 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 WizKids. The figure itself is still needed, regardless of printing the card.

Maps:

[Map DC The Flash Central City \(Outdoors\)](#)

[Map DC The Flash Keystone City \(Outdoors\)](#)

[Map DC Batman Batcave \(Indoors\)](#)

[Map DC Batman Wayne Manor \(Indoors\)](#)

[Map Marvel Armor Wars The Lab \(Indoor/Outdoor\)](#)

[Map Marvel Avengers Assemble Arcade Arena \(Outdoors\)](#)

[Map Marvel Avengers Assemble Avengers Compound \(Outdoors\)](#)

[Map Marvel Invincible Iron Man Avengers Island \(Indoor/Outdoor\)](#)

[Map Marvel Age of Ultron NYC Rubble \(Outdoors\)](#)

[Map Marvel Age of Ultron Pym Lab \(Outdoors\)](#)

Map WizKids Exclusive Ancient Labyrinth (Indoors)

All cards from:

[75th Anniversary](#)

[Advanced Sentinel Rules](#)

[Adventure Kit 3D Objects](#)

[Amazing Spider-Man](#)

[Amazing Spider-Man Gravity Feed](#)

[Antimonitor](#)

[AntiMonitor Rules](#)

[Arkham Asylum](#)

[Assassin's Creed Brotherhood](#)

[Assassin's Creed Revelations](#)

[Avengers \(2007\)](#)

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[Avengers Age of Ultron](#)
[Avengers Age of Ultron Starter](#)
[Avengers Assembly](#)
[Avengers Movie Counter Top \(2012\)](#)
[Avengers Movie Gravity Feed \(2012\)](#)
[Avengers Movie Starter \(2012\)](#)
[Avengers vs. X-Men](#)
[Batman - Arkham Origins](#)
[Batman Alpha](#)
[Batman Classic TV Gravity Feed](#)
[Batman Core Set \(Figures\)](#)
[Batman Core Set \(Vehicles\)](#)
[Batman Fast Forces](#)
[Batman Primer Gravity Feed](#)
[BioShock Infinite](#)
[Blackest Night](#)
[Brightest Day](#)
[Captain America](#)
[Captain America - The Winter Soldier Gravity Feed](#)
[Captain America - The Winter Soldier Starter Set](#)
[Captain America Gravity Feed](#)
[Chaos War](#)
[Chaos War CTD](#)
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[DC HeroClix 10th Anniversary](#)
[DC HeroClix 3D Objects](#)
[DC HeroClix Additional Team Abilities](#)
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[DC HeroClix Bystander Tokens](#)
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[Giant-Size X-Men](#)
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[Gotham City Strategy Game](#)
[Green Lantern Fast Forces](#)
[Green Lantern Gravity Feed](#)
[Guardians of the Galaxy \(comic\)](#)
[Guardians of the Galaxy \(comic\) Fast Forces](#)
[Guardians of the Galaxy \(comic\) Gravity Feed](#)
[Guardians of the Galaxy \(movie\) Gravity Feed](#)
[Guardians of the Galaxy \(movie\) Starter Pack](#)
[Halo 10th Anniversary](#)
[Hammer of Thor](#)
[Hammer of Thor Fast Forces](#)
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7.11 Dice

Some characters may have special rules allowing the use of a special die as described in their powers or abilities. Copies of these dice are expected to have a roughly equal probability of each side being a result, with a +/-2% margin of error from the average of all sides. Otherwise, a die is expected to roll any of its faces with a +/-2% margin of error from the average of all sides on that die (this includes d2 as well).

7.11.1 Proxy Dice

Additionally, players are allowed to "proxy" these dice with a standard die that has the exact same number of faces and a clear written chart detailing the conversion of standard results to the special faces of the special die so long as the chart is clear, unambiguous to read, and quick to translate to prevent a delay of the game.

7.11.2 Borrowing Dice

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A player may ask to roll with the same dice their opponent is rolling with, but must then be respectful of those dice while using them or ask the opponent roll on their behalf for necessary rolls to retain the utmost respect for the dice. A player may ask the staff for dice to use for the event. If supplies allow, the staff will then provide the player with the necessary dice requested, and then that is the only set of dice that player can use until it is returned. That player is expected to be respectful of the dice and not lose or damage them. Prizing may be withheld until the borrowed dice are returned, or replaced if lost or damaged.

7.11.3 Dice Spatial Awareness

A player should not roll dice so forcefully or erratically that they routinely leave the table and delay the game, or such that they routinely collide with game elements on the map other than the map itself. A player additionally should not roll dice that are damaging to a map directly onto a map owned by their opponent. This is a basic level of respect for the property of others and playing the game in a timely and clear manner.

7.12 Forced Re-rolls

Dice which are cocked more than 15 degrees or roll off the table must be re-rolled. Dice that roll onto an item on top of the table but are not cocked are still considered valid. To test if a die is considered cocked or not, place a test die of similar size on the top of the die in question - if the test die remains in place then the die result stands; if the test die falls off then the die is considered cocked and must be re-rolled. Both players agree to accept the outcome of the first test conducted on a possibly cocked die. Common practice is to either let the player who wants the roll to be kept or a judge conduct the test. When re-rolling dice due to this rule, all dice used in the roll must be re-rolled.

7.13 Information

All information that is part of a HeroClix tournament once it begins is public information, except any information specifically indicated as non-public information by game rules, tournament rules, or in-game abilities (i.e., the order of face-down cards in a Tarot deck).

7.14 Note Taking

Players are allowed to use non-electronic devices (such as pen and paper or a custom-designed tool) to record and keep track of the game state. This typically applies to effects that allow selection of powers/abilities and also to keep track of the current score, other uses may include reminders to order effects in a specific way, reminders to

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use optional effects, or probabilistic calculations. Players must be able to record and/or reference this information promptly, otherwise they risk a penalty for delaying the game. Players may not bring a pre-written note to a game or match.

7.15 Tournament Time

For a single tournament spanning multiple days, all game effects referencing the calendar day, month, or year will reference only the first day of the tournament for determining the date, day, week, month, and year. For a tournament series or circuit of Regional Events, all game effects referencing the calendar day, month, or year will reference only the first day of the tournament for determining the date, day, week, month, and year.

7.16 Finality of Declarations

In **HeroClix**, the game is not to be taken with the level of strictness found in some other competitions and should instead prioritize a fun experience that truly puts a player's skill first, instead of relying on "gotcha" moments. For this reason, a player can reasonably take back a declared choice up until the moment dice have been rolled while it is their turn. Once play has passed to the opponent's turn, any decision the player could have made after the last dice roll on that player's turn can reasonably be made if it is brought up as soon as possible, is before any reveal of previously hidden information including dice roll outcomes that could reasonably affect the choice to perform that decision, and would not otherwise drastically affect the integrity of the game (as determined by a judge); in return when a player does so, their opponent may adjust choices previously made on that turn to account for the player's correction of their decisions. To minimize the likelihood of the need for this rule, players should regularly provide adequate time for their opponent to make choices on optional and non-optional effects and players should confirm their opponents have finished choosing for any effects before advancing the game state.

7.17 Static or Fixed Seating

A player with a level of ability that would be unfairly handicapped by mandatory randomized seating every round, such as due to the use of a wheelchair, walker, stroller, or service animal (not an emotional support animal), may request from the Head Judge to be listed in the matchmaking software to be given static, fixed seating for all rounds. Those player(s) will be given a designated play area before the beginning of the first round and will use that play area for all rounds of the event, Swiss and single elimination, and if their game is to be streamed the streaming setup will be moved to their play area. The matchmaking software will either accurately reflect this table number or it will be the judge staff's responsibility to notify the opponents of the affected player to play their

match at the designated play area at this static, fixed seating area and the round timer will not begin until they have had reasonable time to set up similar to all other players in the event.

8 Tournament Divisions and Format Rules

Tournaments are divided into two major Types: Sanctioned and non-Sanctioned. Sanctioned tournaments are run by WizKids (Type 1a) or WizKids-selected Tournament Organizers (Type 1b, which includes all CCO events) and can be distinguished by this difference in who is running the event. Type 1b will be further subdivided into Type 1ba, CCO, and Type 1bb (all other groups). They have unique names and features. Non-Sanctioned tournaments (Type 2) are tournaments that are not explicitly sanctioned, such as those run by other groups or your regular weekly HeroClix event at a local venue. Finally, the most casual and most common level of play is a non-event format (Type 3) between friends or family commonly played in a more private environment like in their home. This document is primarily designed to set the expectations for Type 1ba events as it is required to be used for all of them, Type 1bb and Type 2 events may choose to utilize this document and should make it clear how and when their procedures and policies will differ from those detailed in this document, preferably with their own comprehensive tournament rules document (this being more critically important and expected of all Type 1bb events). Type 3 events are not expected to follow any of the suggestions of this document, though players of Type 3 events may still choose to do so if they wish.

There are two major tournament Formats: Non-constructed and Constructed. Each has rules specific to its format. In Non-Constructed tournaments, all product for play is provided during the tournament. In Constructed tournaments, players compete using forces prepared beforehand. Some Premier tournaments may consist of multiple formats within the same tournament.

There are three major tournament Ages: Modern Age, Silver Age, and Golden Age. For more information on these and other ages, see 8.4 Ages.

8.1 Constructed Tournament Formats

The constructed HeroClix formats include Standard, Pulp, Theme, and Skirmish. The non-constructed HeroClix formats include Sealed and Battle Royale.

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Additionally, HeroClix can be played with a single player operating individually or in a Teams or Team-Up variant. A Floor restriction may additionally be added to a tournament.

8.1.1 Standard

This is the default constructed format for HeroClix unless specified otherwise. There are no special additional rules in this format. Players are required to build a legal force consisting of at least one character where the total points of the force are equal to or less than the build total, must include at minimum 1 map and at maximum 3 maps, may include a sideline of up to 2 game elements per 100 points of the build total, and may include up to 3 Terrain Markers. Game elements generated from outside the game should not be listed on the force sheet.

8.1.2 Pulp

Drawing inspiration from the pulp heroes of the first comics, some of which cost a mere nickel, we bring you the Pulp Format - Commons, Uncommons, and Rares are often overlooked but they're the foundations of our sets and the Pulp Format spotlights them. In Pulp, only non-Prime figures from DC Comics and Marvel booster sets that have white, green, or silver rarity tabs can be used, and all characters are considered Unique. Additionally, teams may only consist of characters; other than maps and standard Terrain Markers, no non-character game elements can be included in your starting force, starting sideline, or generated.

Pulp's focus on the least complex rarities rewards tactical play, with positioning and strategy outweighing intricate power interactions. It's also an easy format for newer players to pick up, as they don't need the prestigious power pieces and hard-to-find gems that often define the metagames of other formats.

8.1.2.1 Definitions

What makes a set a "booster set"? Booster sets are any set sold as blind sealed product with packages containing 4 or 5 game figures, as well as any accessory products that share a set symbol with that set.

Are characters from Starter Sets, Fast Forces, and Miniatures Games legal? Starter Sets, Fast Forces, and Miniature Games that are tied to booster sets, and share a set symbol, are allowed. Those that do not share a set symbol with a booster set are not allowed.

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As an example, The Marvel HeroClix: Spider-Man Beyond Amazing Miniatures Game shares a set symbol with the booster set Marvel HeroClix: Spider-Man Beyond Amazing, and is therefore legal in Pulp. The Marvel HeroClix: Fantastic Four Cosmic Clash Starter Set does not share a set symbol with any booster set, so its figures are not legal in Pulp. The Avengers War of the Realms Fast Forces set does not share a set symbol with any booster set, because of its swooshing "6" around the symbol, so its figures are not legal in Pulp.

8.1.2.2 Rarities

The rarities allowed in Pulp are Common, Uncommon, and Rare figures that are not Primes, as defined by their **white**, **green**, or **silver** rarity tabs. Some figures with a Limited Edition rarity, such as those figures using Legacy Cards or bystanders without a clear rarity printed, may have a white, green, or silver tab, but they are not legal in Pulp. (Other example rarity tabs not allowed in Pulp include and may not be limited to: gold, bronze, blue, and purple)

8.1.2.3 Team-Up Cards / Alternate Cards

In Pulp characters are restricted to only their base cards, so Team-Up Cards and other Alternate Cards are not allowed.

8.1.2.4 Sideline

Teams in Pulp can use a standard Sideline of two elements per 100 points of the build total.

8.1.2.5 Pulp Ban List

The Pulp Ban List is derived from

<https://win.wizkids.com/bb/viewtopic.php?f=33&t=16613&sid=c53938d27404be358f11e6c64b97460f>. In addition to the below elements, all game elements banned or restricted in

an Age (like Silver Age) are banned in Pulp games of that Age.

- All 2x2 base or larger game elements
- DC HeroClix Lantern Legacy Rot Lop Fan 034
- DC HeroClix Masters of Time 040 Per Degaton
- DC HeroClix Notorious 044 Nekron
- Marvel HeroClix Collector's Trove Thanos 012
- Marvel HeroClix Fantastic Four Invisible Woman 002
- Marvel HeroClix Fantastic Four Invisible Woman 018
- Marvel HeroClix Fantastic Four Invisible Woman 034
- Marvel HeroClix Fantastic Four Wizard 045
- Marvel HeroClix Fantastic Four: Future Foundation 044 Molecule Man

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- Marvel HeroClix Smash & Destroy Goliath 028b
- Marvel HeroClix X-Men Rise and Fall 028 Professor X
- Marvel HeroClix X-Men X of Swords Storyline Organized Play 030 Mister Sinister

8.1.3 Theme

The Theme Format puts flavor first, highlighting the squads of heroes and villains from the worlds HeroClix draws inspiration from. In a Theme Format game, all characters on a build, including those on the Sideline, must share a printed keyword. Additionally, all game elements are considered to be Unique, and Sidelines are capped at one game element per 100 points of the build. Theme Format highlights force construction, rewarding players for finding the themes that can best synergize together!

8.1.4 Skirmish

Skirmish is a Random Starting Position variant of HeroClix where two to four players compete in a fast-paced melee that gets right to the action. It uses the standard HeroClix rules, except where listed here.

8.1.4.1 Build Requirement

- 3 Character Minimum
- Maximum Character Point Value is equal to half the point build total
- No Special Terrain or Game Elements that become Special Terrain on Starting Force or Sideline

Additional rules for three or four player games:

- 5 Character Maximum
- Maximum one (1) Multi-base Character per Starting Force (Peanut, two by two (2x2), etc)
- Game elements that become special terrain during the game are allowed

8.1.4.2 Setting Up

Skirmish is played on a sixteen by sixteen (16x16) square map with numerically marked starting squares. To determine starting areas, each player rolls two dice with ten sides each (2d10) (the first die represents the tens' digit and the other represents the ones' digit) for each character on their force, rerolling duplicates. For each rolled number, place a starting marker in the corresponding square. Squares containing starting markers are considered starting areas for game effects but are removed at the beginning of the game (and those squares are no longer considered starting areas). Purple-border areas and edges

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of the map are not starting squares for any game effect. Squares with starting markers are clear squares until that starting character no longer occupies them. If a character would be placed in a starting area (by an effect that specifies "starting area"), that player rolls two dice with ten sides each (2d10) to determine its placement. Generated characters are placed normally.

Starting with the first player, each player places their Terrain Markers on the map in squares without a starting marker. Special Objects and EFFECT Terrain may not be placed in or adjacent to a starting area (but may be placed within two (2) squares of them). Once all Terrain Markers are placed, each player (starting with the first player) removes a starting marker and places one of their characters in that square. When the last player in turn order places a character, reverse the turn order and repeat ("Snake Drafting"), continuing this until all characters are placed. After all characters are placed, one character per force (starting with the first player) may have a friendly object on the map equipped to them. Multi-base characters can't cover other starting markers already on the map. You place additional starting markers under the other squares that their base covers. If you can't place a Multi-Base character, the previous opponent in turn order then places it as close as possible to a starting marker.

8.1.4.3 Scoring Points

If you are the active player, score one (1) Skirmish point for each click of damage taken by an opposing character. If you are the active player, score one (1) Skirmish point for each opposing Bystander that's KO'd. If you are the active player, score one (1) Skirmish point for each opposing object or additional game element with a point value of one or more (1+) that's KO'd or otherwise removed from the game.

8.1.4.4 Victory Condition

The first player to score fifteen (15) Skirmish points in a two (2)-player game, or twenty (20) Skirmish Points in a three (3) or four (4)-player game wins immediately. If only one (1) player has a character on their force (other than a zero (0)-point bystander), that player wins immediately. This is true even if another player has scored more points. If playing with a time limit, games should be timed for thirty (30) minutes. At the end of thirty (30) minutes if the two (2) conditions above haven't been met, the player who scored the most Skirmish Points wins the game.

8.1.4.5 Skirmish Turns

During a Skirmish, each player shares a collective turn, but each turn is broken down into a series of rounds where only one player is active. 1. Beginning of Turn: Beginning of Turn effects for each player occur during that player's first round within the turn, before any

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actions (that aren't "at no cost") are given. 2. Action Phase: Beginning with the first player and proceeding clockwise, each player gets a round consisting of one Costed action and one FREE action, given in either order. Each player gets one round for every one hundred (100) points of the build total (plus possibly bonus rounds - see 8.1.4.5.1). After each player has taken their rounds, the current turn ends. Players are not required to use their actions (but they can't be "saved" for later).

8.1.4.5.1 Bonus Rounds

After each player's normal rounds have finished, if a player's action total for the turn was higher than the default, that player may take a bonus round. It functions as a normal round, but only players who meet that criteria may take them. If a player's action total was 2 higher than the default, there's another bonus round for players who meet that criteria, etc. Autonomous does not affect this. (It's not useful in Skirmish.)

8.1.4.5.2 End of Turn

After all players have taken all their rounds, each player resolves their End of Turn triggers in clockwise order, starting with the first player.

8.1.4.5.3 Clear Phase

Once all End of Turn triggers are resolved, all characters that did not receive an action token this turn clear simultaneously. Effects with durations that end before the next player's turn expire now, and the first player begins the series of rounds that comprise the next turn.

8.1.4.6 Modifications of Rules

The following rules are modified as appears below for Skirmish Format:

- **First Turn Immunity:**
The default Rule of First Turn Immunity is replaced by the following: The Rule of the First Round Each player has some limitations applied to their first round: Characters can't be given FREE actions during their first round. When a character attacks during their first round, after resolutions give that character an action token. Once during an opponent's first round, when a friendly character would take damage, you may reduce penetrating damage and reduce the damage taken by two (2) in addition to any other reducers. Pulse Wave can't be activated during a player's first round.
- **Stealth:**
Standard Powers Stealth is modified to say "When it's not your round" instead of "When it's not your turn."

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- **Probability Control:**

Probability Control is not modified, so each character with that power may only use it once per turn in total.

8.1.4.7 Skirmish Ban List

The following figures can't be included in your starting force or sideline for a Skirmish:

- DC HeroClix Rebirth 067 The Batman Who Laughs
- Marvel HeroClix Avengers Black Panther and the Illuminati 071 Captain America
- Marvel HeroClix Earth X s004 Octopus Arms
- Marvel HeroClix Promo 2018 005 Lockjaw
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 048 Jason Wyngarde

8.1.4.8 Skirmish Restricted List

The following figures are limited to one per force, similar to Uniques:

- DC HeroClix Promo 2019 002 Lobo
- Marvel HeroClix Wolverine vs. Cyclops: X-Men Regenesi 001 Wolverine (including Alternate Card Marvel HeroClix Wolverine vs. Cyclops: X-Men Regenesi 001.01 Wolverine)
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 047 Jean Grey
- Teenage Mutant Ninja Turtles HeroClix TMNT: Unplugged Fast Forces B006 Mud Man

8.1.5 Double Issue Format

8.1.5.1 General Rules

Players will play in teams of two, against opposing two-player teams. A "team" is composed of two players who will each field one "force". All four players will be on the same map. After force reveal, all four players will roll for initiative, and each "force" will separately check to see if it is a "themed team"; during force construction through when establishing themed teams any effect affecting a friendly character can also affect your teammate which can be relevant for determining themed teams. If two opposing players tie with the same highest result, those players will reroll to determine which of them is the player with the highest result. Repeat if there are more ties. The player with the highest result will choose which team will be the team with the first player and then that team will decide which member of their team will be assigned the role of first player for the match. The other teammate will be assigned the role of third player for the match. The team that does not contain the first and third players will choose which of their players is the

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second player and which is the fourth player. The second player will choose one map from their force (not one of their teammate's maps) for all players to play on. The first player will select an edge of the map, then the left eight or right eight squares of that map edge to be their starting area for this game. Their teammate will use the other eight squares of the selected map edge as their starting area, setting up forces in player order (1,2,3,4). Player two will choose the left or right section of eight squares of the edge of the map opposite the opposing team and set up their force. Players three and four will set up in turn order with the remaining two starting areas on their respective sides of the map.

The beginning of the game sequence follows turn order like any other HeroClix match. Player one will resolve their effects, followed by players two, three, and four. During the match, players will take turns in order. Your teammate's figures are considered friendly to your force during the match (including being able to place or carry them), but you cannot take actions with them, or give them instructions (such as move, or attack).

EXCEPTION: For determining action total, Leadership and OMAC Prime only modify the action total of the player who controls the game element and not other players they are friendly to. For example, if your teammate has a character that can use Leadership they have an action total of 3 and you have an action total of 2.

CLARIFICATION: Specifically characters intended to give instructions to other characters not part of your force can still give instructions to a teammate's characters, like DC HeroClix DC Iconix 022 Peacemaker will still cause your teammate's characters to be moved 1 square.

CLARIFICATION: For effects that are "once for all friendly characters" such as the Avengers team ability or the Justice League team ability, if both players on a team have characters that can use the effect, they must choose together as a team for all of their characters on both players' forces.

A team is defeated if their opponents together have a combined 500 or more victory points (including any flipped down One Shots) and nothing is resolving (and the opposing team has less cumulative victory points), or when nothing is resolving and one team (consisting of both players) is completely KO'd. When the game ends, both players will add up the total victory points they scored and report this value together as one combined total. If neither team is defeated, the team with the greatest combined victory points will be recorded as the winner. In the event of a tie in single elimination or a tie with victory points in Swiss, all four players will roll 2d6, and the team with the greatest total from their 4d6 will be the winner. In the case of a tie, reroll all dice. A player may not win with Mission Points.

During the game, players may talk with one another about strategy decisions, but cannot do so in private in a way that their opponents cannot hear the conversation.

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8.1.5.2 Build Rules

- Players per team - Two.
- Build total - 200 points per player.
- Maps - two per player on their force sheet, only 16x16 square maps are legal, no orange text, no pink text. Squares in orange borders are clear terrain unless surrounded by an additional colored border.
- Time limit - 45-60 minutes.
- Age - **Superior Foes of Spider-Man and everything newer**, up to 200 points of each player's force may come from sets that are modern age.
- **Extreme Highlander:** A game element that is used on one player's force may not be used on their teammate's force, based on Collector's Number and Set Symbol, except standard Terrain Markers, Characters with a real name of "Various", Characters that reference other characters that share a set number and name with them in their special powers and/or traits. All game elements are considered unique by Collector's Number and Set Symbol, except standard Terrain Markers, Characters with a real name of "Various", Characters that reference other characters that share a set number and name with them in their special powers and/or traits.
- Sideline - 0 game elements. If a game element would be added to a Sideline, it is instead immediately removed from the game and not scored. Therefore, you cannot play ID Cards.

Your force may contain any number of commons, uncommons, and/or rares. Your force may contain Team-Up Cards and other Alternate Cards. Your force may not include Tarot Cards. Your starting force may include up to two standard Terrain Markers; none of your Terrain Markers may be nonstandard Terrain Markers, EFFECT Terrain, or Special Objects. If a non-standard Terrain Marker not printed on a character's card, EFFECT terrain with a collector's number and set symbol, or Special Object with a collector's number and set symbol would be generated, it instead is not generated.

8.1.5.3 Build Restrictions

Your force (this means per player, so each player of a team can include one) may include a maximum of ONE gold rarity character (super rare or 400 pack) with a point value of 1 or more that is NOT Prime. If a game element of this rarity with a point value of 1 or more would be generated from outside the game, it is instead not generated.

Your force (this means per player, so each player of a team can include one) may include a maximum of ONE character with a point value of 1 or more that is defined as "Premium rarity", which means it is either: bronze rarity tab printed on the card (chase or LE), OR blue rarity (Ultra Chase), OR Iconix figure (denoted with the padlock set symbol icon), OR

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Legacy card (denoted with a collector's number on the character card beginning with the letter L), OR Bystander, OR Prime (a super rare Prime does not also use your gold rarity slot) **BUT only ONE player per TEAM of two players may include a Prime.** If a game element of this rarity with a point value of 1 or more would be generated from outside the game, it is instead not generated.

Your force (this means per player, so each player of a team can include one) may include ONE equipment, regardless of rarity, with a point value of 1 or more, assigned to a character. The chosen equipment cannot be assigned to a character on the restricted list, nor a figure with a gold/premium rarity. If an equipment with a point value of 1 or more would be generated while a player already has a friendly equipment, it instead is not generated (friendly characters may be equipped with opposing equipment during the game, normally).

8.1.5.4 Double Issue Ban List

A game element from the Ban List cannot be included in your starting force. If a game element on the Ban List would be generated, it instead is not generated.

- All 16 square x 24 square maps
- All figures from the WWE set
- All Special Terrain
- All figures with a base size of 2 squares by 2 squares, occupying 4 squares on the map
- All figures with a base size of 2 squares by 4 squares, occupying 8 squares on the map
- All figures with a base size of 3 squares by 6 squares, occupying 18 squares on the map
- DC HeroClix Batman Team-Up s010 Stop Sign (Green)
- DC HeroClix Batman Team-Up s017 Stop Sign (Yellow)
- DC HeroClix Batman Team-Up s024 Stop Sign (Red)
- DC HeroClix Batman Team-Up s031 Stop Sign (Orange)
- DC HeroClix Batman Team-Up s038 Stop Sign (Blue)
- DC HeroClix Batman Team-Up s045 Stop Sign (Violet)
- DC HeroClix Batman Team-Up s052 Stop Sign (Indigo)
- DC HeroClix Batman: The Animated Series 013 Catwoman
- DC HeroClix Fast Forces: Batman and His Greatest Foes 004 The Penguin
- DC HeroClix Justice League Unlimited 005b Batman
- DC HeroClix Justice League Unlimited 102 The Flash
- DC HeroClix Rebirth 020 Terra
- DC HeroClix The Joker's Wild! 061 Bizarro Wonder Woman
- DC HeroClix Wonder Woman 80th Anniversary s007 Stop Sign (Indigo)
- Marvel HeroClix Avengers 60th Anniversary 048 Clea, Sorcerer Supreme

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- Marvel HeroClix Avengers Black Panther and the Illuminati 011 Ant-Man
- Marvel HeroClix Avengers Black Panther and the Illuminati 016 Winter Soldier
- Marvel HeroClix Avengers Black Panther and the Illuminati 021 Ayo
- Marvel HeroClix Avengers Fantastic Four: Empyre L017 Mockingbird
- Marvel HeroClix Avengers/Defender War 064 Ghost Rider
- Marvel HeroClix Avengers/Defenders War 065 Valkyrie
- Marvel HeroClix Avengers/Defenders War 066 Black Knight
- Marvel HeroClix Captain America and the Avengers 051 Moonstone
- Marvel HeroClix Captain Marvel Movie Gravity Feed 019 Korath
- Marvel HeroClix Deadpool and X-Force 006 Mercenary
- Marvel HeroClix Deep Cuts: Fantastic Four 001 Mr. Fantastic
- Marvel HeroClix Fantastic Four Future Foundation 044 Molecule Man
- Marvel HeroClix Marvel Promo 2024 011 Cyclops
- Marvel HeroClix Marvel Studios Disney Plus 049 Agatha Harkness
- Marvel HeroClix Marvel Studios Disney Plus 050 The Scarlet Witch
- Marvel HeroClix Marvel Studios Next Phase 034 Donny Blaze
- Marvel HeroClix Secret Wars: Battleworld 031 Alex Wilder
- Marvel HeroClix The Mighty Thor 025 Valkyrie
- Marvel HeroClix Wolverine vs Cyclops: X-Men Regenesi s 017 Cannonball
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 018 Senator Robert Kelly
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 036b Legion
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 037 Colossus
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 047 Jean Grey
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 048 Jason Wyngarde
- Marvel HeroClix X-Men Xavier's School 037b Professor X
- Marvel HeroClix X-Men: Rise and Fall 024 Dr. Moira MacTaggart
- Marvel HeroClix X-Men: X of Swords L042 Unus the Untouchable
- Marvel HeroClix X-Men: X of Swords Storyline Organized Play 030 Mister Sinister
- Star Trek HeroClix Away Team: The Next Generation: Resistance is Futile 025 Ensign Ro Laren
- WizKids HeroClix TMNT Promo 2017 003 Bebop and Rocksteady

8.1.5.5 Double Issue Restricted List

A character on the restricted list cannot be equipped at force construction. An equipment on the restricted list can only be equipped by a game element with the rarity of common, uncommon, or rare. **At force construction, between both forces that make up one team, there can be a maximum of one restricted game element included.** If a team

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already has one friendly restricted game element and a restricted game element would be generated, it instead is not generated.

- DC HeroClix Masters of Time 007 Trick Arrow (A force may still use multiples of the same Trick Arrow card for the three selected cards if the Trick Arrow equipment is assigned.)
- DC HeroClix DC Promo 2021 005 Wonder Woman
- DC HeroClix Lantern Legacy 044 Animal Man
- DC HeroClix Masters of Time 040 Per Degaton (at all point values, for ease of programming into online team building tools)
- DC HeroClix Wonder Woman 80th Anniversary 064 Scarab
- DC HeroClix Wonder Woman 80th Anniversary 067 The Commissioner
- Marvel HeroClix Avengers 60th Anniversary 052 Doom Supreme
- Marvel HeroClix Avengers 60th Anniversary Iron Inquisitor
- Marvel HeroClix Avengers/Defenders War 067 Hawkeye
- Marvel HeroClix Deadpool Weapon X 043b Colossus
- Marvel HeroClix Earth X 019b Vulture
- Marvel HeroClix Marvel Iconix s002 Trick Arrow (A force may still use multiples of the same Trick Arrow card for the three selected cards if the Trick Arrow equipment is assigned.)
- Marvel HeroClix Marvel Studios Disney Plus s004 Cloak of Levitation
- Marvel HeroClix Marvel Studios Next Phase 015 Trick Arrow (A force may still use multiples of the same Trick Arrow card for the three selected cards if the Trick Arrow equipment is assigned.)
- Marvel HeroClix Marvel Studios Next Phase 047b Elsa Bloodstone
- Marvel HeroClix Smash and Destroy 031a Destroyer
- Marvel HeroClix Smash and Destroy 046 Freyja
- Marvel HeroClix Spider-Man and Venom: Absolute Carnage s005 All-Black the Necrosword
- Marvel HeroClix Spider-Man: Beyond Amazing 043b Spider-Man
- Marvel HeroClix Superior Foes of Spider-Man 005 Thug
- Marvel HeroClix Wheels of Vengeance 048 Ghost Rider
- Marvel HeroClix X-Men Xavier's School 061 Angel
- Marvel HeroClix X-Men: X of Swords Storyline Organized Play 210 Genesis
- The Orville HeroClix The Orville Starter 003 Dr. Claire Finn
- Warner Bros HeroClix Warner Bros Iconix 001 Betelgeuse
- WizKids HeroClix WizKids Promo 2023 001 Scott Porter
- WizKids HeroClix WizKids Promo 2023 002 Scott Porter

8.1.5.6 Double Issue Watchlist

To maintain the health of the format, on January first (1), April first (1), July first (1), and October first (1) (and on an emergency basis if needed), a watchlist will be published

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based on event performance or expected event performance as determined by playtesting. Any game element with a play percentage exceeding twenty-five percent (25%) or with a win percentage or conversion rate exceeding seventy percent (70%) with at least ten (10) game wins recorded will automatically be added to the watchlist. If this figure is not yet on the restricted list, it will be considered for addition to the restricted list. If this game element is already restricted, it will be considered for other changes. The top twenty-five (25) most-played game elements not currently on the restricted list by popularity and win percentage will be reviewed. The top five (5) most-played game elements already on the restricted list by popularity and win percentage will be reviewed. Feedback will also be heard on if a piece could safely be removed from the Ban List and placed on the Restricted List, it is recommended when this feedback is provided to volunteer to contribute to playtesting the safety of this change for the health of the format.

8.1.6 Team Constructed

A Team Variant tournament is one in which 3 players together constitute one team. Each Team must designate one player as Player A, one player as Player B, and one player as Player C. Each Team registered for the tournament must have a distinct, unique identifying Team Name, assigned by the team and provided to tournament staff in order of registration first-come, first serve.

The individual members of a team are considered players, and are equally responsible for performing the required tournament procedures, such as accurately filling out their match result slips. Players are only responsible for the games they play themselves and not separate games being played by their teammates but are expected to point out rules violations they observe in their teammates' matches.

In this format, all game elements on one individual team member's starting force and sideline (including maps and standard Terrain Markers) cannot be used by another team member on that other player's starting force or sideline. Each player must have an otherwise legally constructed HeroClix Force.

8.1.6.1 Extreme Highlander

In this added restriction, when it is implemented by the tournament organizer in the tournament description, all game elements except for standard Terrain Markers (including maps and other Terrain Markers) are considered to be unique in addition to any other designation that game element has (such as Prime) and the Unique rules will instead be applied such that more than one force or sideline cannot include that game element (and a game element included in one force cannot be included in any sideline). One player may play multiples of the same standard Terrain Markers and each player on a team may play the same standard Terrain Markers, as these are an explicit exception.

8.1.6.2 Primelander

In this added restriction, when it is implemented by the tournament organizer in the tournament description, across all players' forces and sidelines within one team, there may be only one Prime game element on a single player's force or sideline and not any other players' force or sideline within that team.

8.2 Non-Constructed Tournament Formats

In non-constructed tournament formats, players are expected to bring dice, writing instruments, a device that can connect to the internet, maps from the list of the Modern-age legal map list, and standard Terrain Markers.

8.2.1 Provided Product

Tournament staff will distribute products in accordance to the chart below, depending on the non-constructed tournament format being played.

Provided Product for Non-Constructed Tournament Formats	
Format	Product Distribution
Sealed	2 sealed booster packs per player of one set
Super-Charged Sealed	2 sealed booster packs of one set plus 1 sealed booster pack of another set per player
Battle Royale	1 sealed booster pack per player
Brick Royale	1 sealed booster brick per pod, distribute 3 sealed booster packs per player
Team Sealed	1 sealed booster brick per team

8.2.2 Playable State

When instructed by the tournament staff, all players will open their pack(s) and confirm the contents. A player may request a replacement pack if one or more figures in the pack is/are in an unplayable state. This includes but is not limited to: dial top/dial sticker missing; dial sticker does not match the dial top (this can be confirmed by comparing the collector number on the top of dial and the collector number printed on the dial sticker), or the card is missing for one or more of the figures in the booster (this can be confirmed by comparing the collector number on each of the cards with the collector number on the top of the dial of each of the figures). If a figure's sculpt is physically broken (i.e. missing a head/arm etc. or missing the sculpt entirely) it is still considered in a playable state. A figure being considered in a "playable state" is at the discretion of the tournament staff. A player must return ALL contents of the pack to receive a replacement pack. A player may choose to play with a booster containing one or more figures in an unplayable state, but they may only play the figures that are in a playable state within that booster.

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Replacement packs are only available as supplies last. If supplies run out, the player will be able to play with the game elements that are in a playable state, but will be unable to play with the game elements in an unplayable state.

In a Battle Royale or Brickle Royale, a participant in the tournament may choose to provide a replacement game element that is the corrected version of the missing or otherwise unplayable game element, but if they do so, that game element is forfeited to the tournament and will be given as a prize to the player who selects it in the snake draft portion of prizing. Replacement packs are only available as supplies last.

8.2.3 Sealed

This is a non-constructed tournament type.

8.2.3.1 Legal Game Elements

Only game elements that are pulled from the booster packs received at the tournament may be used on a player's starting force, sideline, and for game elements generated from outside the game. No other game elements are allowed to be added to a player's force or sideline at any time, except standard Terrain Markers and except maps (Location Bonuses on maps cannot be paid for).

8.2.3.2 Team Building

Once all players have opened their packs and confirmed their contents, they will have several minutes (typically fifteen (15)) to build a force of a predetermined point value (typically three hundred (300) points for most tournaments) in all Sealed formats. A player's force may include up to three (3) standard Terrain Markers they bring with them, from outside of their sealed product. A player's force must include a minimum of one (1) map and can include up to a maximum of three maps, all that they bring with them, from outside of their sealed product, from the Modern Age Legal Map List (8.4.1.1).

8.2.3.3 Outside the Game

Players must list on their Force Sheet the characters from their sealed boosters they are including on their starting force and sideline as well as listing somewhere on the sheet any generated game elements they may bring into the game that were in their sealed boosters. Any game elements not listed somewhere on this sheet for this requirement cannot be generated during the game. Players should list other normally required parts of a force such as Terrain Markers and maps.

8.2.4 Battle Royale

This is a non-constructed tournament type commonly played in multiplayer with four (4) players.

8.2.4.1 Legal Game Elements

Only game elements that are pulled from the booster packs received at the tournament may be used on a player's force. No other game elements are allowed to be added to a player's force or sideline, except standard Terrain Markers. Maps will be provided by the tournament staff. No outside game elements are allowed to be generated by a player except those selected during the draft, except Terrain Markers with default values and characters that lack collector's numbers.

8.2.4.2 Team Building

Once all players have opened their packs and confirmed their contents, each player chooses one game element from their pack (and associated cards/etc.) and then passes the remaining contents to the player on their right. Each player then chooses one (1) item from the remaining game elements in the pack they receive and pass the remaining contents to the player on their right. This continues until all game elements have been drafted from the packs.

During force assembly, a player may also include up to two (2) standard Terrain Markers on their force.

8.2.4.3 Maps

Normally, players will not include a map in their force for this format, unless specified in the event description. The map size for Battle Royale tournaments is 2' x 2' (16 squares by 16 squares). The only map allowed to be chosen for each game will typically be provided by the tournament staff.

8.2.4.4 Point Costs

Normally, players play their figures using their highest point cost. A character with multiple point costs should instead be played at any point cost equal to or lower than 200 points if one exists, or else the character should be played at its lowest point cost if a point cost equal to or below 200 points does not exist for that character. This is for game balancing purposes. Depending on the HeroClix set used for the tournament, this rule may be altered. The tournament staff will advise of any exceptions to the point cost allowed for one or more game elements.

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8.2.4.5 Atypical Game Elements

If a game element opened has no point value and no collector's number, instead treat it as having a point value of 0, cannot use the "Construct" trait, and can be included in your force (and respawns normally).

If a game element opened is an equipment, assign it to a character at force construction, it is treated as having Unequip: KO, and when that character respawns, then respawn them with the equipment attached again.

If a game element is a non-equipment Terrain Marker with no dial, it can be included in your force as an additional Terrain Marker in addition to the two standard Terrain Markers; but it does not respawn when KO'ed even if it has a point value.

If a game element opened is a One Shot, it is set aside and not used by any player, it is instead included in prizing.

If a game element opened is a Patron or Possessor, it respawns normally when KO'ed.

If a game element opened is a character that is placed on its card when the game begins without explicit instructions on how it is ever placed onto the map, that character is instead placed on the map in the player's starting area; if that character has a trait that causes it to take damage when it is given actions, that only occurs if that character takes an action and during that action needs to count range, line of fire, or adjacency from the square of another character.

8.2.4.6 Action Total

A player will have an action total of 3 (minimum 1, maximum 10), regardless of the point values of the game elements they or any other player plays.

8.2.4.7 Respawn

At the beginning of a player's turn, they may select any number of characters from their own KO area and generate those characters in their starting area on their starting click using the same point costs chosen for that character at the beginning of the game, one at a time in an order chosen by the active player. If there are no legal squares to generate one or more of those characters, the opponent to their right will choose the closest legal square(s) to generate them. If that character has an effect that is chosen during force construction, the same choice previously made will apply to the respawned character. If that character has an effect that triggers at the beginning of the game, it will be made at

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this time, and if that effect is to choose a friendly character for an effect that will persist, then the same choice previously made will apply to the respawned character.

8.2.4.8 Beginning the Game

Players will select their own seats around the map, 4 players per map. After finishing the draft of game elements, players will then "reveal forces" and roll for initiative. The player with the highest roll will be the first player (if two or more players tie for the highest roll, only those players will roll an additional time and the winner of that roll will be considered the player with the highest roll, if there are additional ties for the highest roll, this process will repeat until only one player has the highest roll). Play will proceed from the first player to the left in a clockwise manner. If the provided map is double-sided, the second player in turn order may choose which of the provided maps will be used. The third player will select the starting area they want to use and rotate the map on the table so it is closest to them; each other player will use the starting area physically closest to them in their current seat. Players will then set up their characters and Terrain Markers following the standard set up rules. If the map is not otherwise marked, players will consider their starting area to be the 3 square by 3 square corner closest to them. If 5 or more squares of a player's starting area contain printed blocking terrain, then all blocking terrain in and along the edges of the 9 squares of the default starting area will be immediately destroyed before setting up that player's force.

8.2.4.9 Ending the Game

The game ends when the timer stops (at the declaration of "last action" and subsequent execution of that instruction). The game does not end early even if one player reaches any amount of victory points (there is no Mercy Rule). The game does not end early even if all other players concede, are dropped, are disqualified, or are suspended.

8.2.4.10 Scoring

Victory points are calculated for each player to determine draft order for the prize pool. Standard multiplayer victory point rules are used. Players score points for game elements controlled by opposing characters that were KO'd by their game elements. When a player KO's their own game element, the last opposing player who damaged that game element scores its full points, and if no player did so the points are divided evenly rounded up to the nearest whole number among all opponents.

8.2.4.11 Prizing

Players will place all game elements from their booster packs/team into the center of the map to form a prize pool (additional prizes may be added to the prize pool at the

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discretion of the event staff). Players will then conduct a snake draft until all game elements have been chosen (first choices starting with the winner to the last place player then reversing order after each player has chosen one element—first to last; last to first; first to last).

8.2.4.12 Leaving

If a player must leave the tournament or event early, they must forfeit their prizes, which includes the contents of the booster they originally opened and the team they drafted and played with.

8.2.4.13 Opponent Choices

When an effect states that the opponent must make a choice, the opponent who chooses for a player will be the opponent to their immediate right (counter-clockwise direction).

8.2.4.14 Battle Royale Championship

An event consisting of multiple Battle Royale Tournaments may run a Battle Royale Championship. In this case, Battle Royales will be categorized into Qualifying Battle Royales and Non-Qualifying Battle Royales. Players will earn Battle Royale Points for every Qualifying Battle Royale they play in. A player will earn 6 Battle Royale Points for each first place finish in a Qualifying Battle Royale they achieve. A player will earn 4 Battle Royale Points for each second place finish in a Qualifying Battle Royale they achieve. A player will earn 2 Battle Royale Points for each third place finish in a Qualifying Battle Royale they achieve. A player will earn 1 Battle Royale Point for each first place finish in a Qualifying Battle Royale they achieve. All Victory Points players earn in Qualifying Battle Royales will also be tracked and the cumulative total Victory Points earned in Qualifying Battle Royales will be the first tiebreaker used, if it is needed. At the end of the Qualifying period, the four players with the highest total number of Battle Royale Points will play a Battle Royale Championship game to determine the Battle Royale Champion.

8.2.5 Brickle Royale

This is a variant on Battle Royales that utilizes a full booster brick amongst players.

8.2.5.1 Legal Game Elements

Only game elements that are pulled from the booster packs received at the tournament may be used on a player's force. No other game elements are allowed to be added to a player's force or sideline, except standard Terrain Markers. Maps will be provided by the tournament staff. No outside game elements are allowed to be generated by a player

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except those selected during the draft, except Terrain Markers with default values and characters that lack collector's numbers.

8.2.5.2 Team Building

Players will open one booster and confirm the contents. After confirming the contents, players will draft by taking one game element from the booster pack and passing the remainder to the player on the left, in the clockwise direction (if the booster contains one more game element than the default booster pack, that is an additional choice that will be drafted normally). Players will then open their second booster, confirm the contents, and then draft the contents passing to the player on their right, in the counter-clockwise direction. Players will then finally open their third booster, confirm the contents, and then draft the contents passing to the player on their left again, in the clockwise direction.

Once players have drafted all of their available game elements, they will then have five (5) minutes to build a force with a maximum point value of 300 points, a sideline of up to three (3) game elements, and up to two (2) standard Terrain Markers in addition to any other Terrain Markers they drafted.

8.2.5.3 Maps

Normally, players will not include a map in their force for this format, unless specified in the event description. The map size for Battle Royale tournaments is 2' x 2' (16 squares by 16 squares). The only map allowed to be chosen for each game will typically be provided by the tournament staff.

8.2.5.4 Atypical Game Elements

If a game element opened has no point value and no collector's number, instead treat it as having a point value of 0, cannot use the "Construct" trait, and can be included in your force (and respawns normally).

If a game element opened is an equipment, assign it to a character at force construction, it is treated as having Unequip: KO, and when that character respawns, then respawn them with the equipment attached again.

If a game element is a non-equipment Terrain Marker with no dial, it can be included in your force as an additional Terrain Marker in addition to the two standard Terrain Markers; but it does not respawn when KO'ed even if it has a point value.

If a game element opened is a One Shot, it is set aside and not used by any player, it is instead included in prizing.

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If a game element opened is a Patron or Possessor, it respawns normally when KO'ed.

If a game element opened is a character that is placed on its card when the game begins without explicit instructions on how it is ever placed onto the map, that character is instead placed on the map in the player's starting area; if that character has a trait that causes it to take damage when it is given actions, that only occurs if that character takes an action and during that action needs to count range, line of fire, or adjacency from the square of another character.

8.2.5.5 Respawn

At the beginning of a player's turn, they may select any number of characters, who were not generated this game through any other game effect besides this rule, from their own KO area and generate those characters in their starting area on its starting click using the same point costs chosen for that character at the beginning of the game, one at a time in an order chosen by the active player. If there are no legal squares to generate one or more of those characters, the opponent to their right will choose the closest legal square(s) to generate them. If that character has an effect that is chosen during force construction, the same choice previously made will apply to the respawned character. If that character has an effect that triggers at the beginning of the game, it will be made at this time, and if that effect is to choose a friendly character for an effect that will persist, then the same choice previously made will apply to the respawned character.

8.2.5.6 Beginning the Game

Players will select their own seats around the map before drafting and stay in these seats after drafting, up to 4 players per map. After finishing the draft of game elements, players will then "reveal forces" and roll for initiative. The player with the highest roll will be the first player (if two or more players tie for the highest roll, only those players will roll an additional time and the winner of that roll will be considered the player with the highest roll, if there are additional ties for the highest roll, this process will repeat until only one player has the highest roll). Play will proceed from the first player to the left in a clockwise manner. If the provided map is double-sided, the second player in turn order may choose which of the provided maps will be used. The third player will select the starting area they want to use and rotate the map on the table so it is closest to them; each other player will use the starting area physically closest to them in their current seat. Players will then set up their characters and Terrain Markers following the standard set up rules. If the map is not otherwise marked, players will consider their starting area to be the 3 square by 3 square corner closest to them. If 5 or more squares of a player's starting area contains printed blocking terrain, then all blocking terrain in and along the edges of the 9

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squares of the default starting area will be immediately destroyed before setting up that player's force.

8.2.5.7 Ending the Game

The Game ends when the timer stops (at the declaration of "last action" and subsequent execution of that instruction). The game does not end early even if one player reaches any amount of victory points (there is no Mercy Rule). The game does not end early even if all other players concede, are dropped, are disqualified, or are suspended.

8.2.5.8 Scoring

Victory points are calculated for each player to determine draft order for the prize pool. Standard multiplayer victory point rules are used. Players score points for game elements controlled by opposing characters that were KO'd by their game elements. When a player KO's their own game element, the last opposing player who damaged that game element scores its full points, and if no player did so the points are divided evenly rounded up to the nearest whole number among all opponents.

8.2.5.9 Prizing

Players will place all game elements from their booster packs/team into the center of the map to form a prize pool (additional prizes may be added to the prize pool at the discretion of the event staff). Players will then conduct a snake draft until all game elements have been chosen (first choices starting with the winner to the last place player then reversing order after each player has chosen one element—first to last; last to first; first to last).

8.2.5.10 Leaving

If a player must leave the tournament or event early, they must forfeit their prizes, which includes the contents of the booster they originally opened and the team they drafted and played with.

8.2.5.11 Opponent Choices

When an effect states that the opponent must make a choice, the opponent who chooses for a player will be the opponent to their immediate right (counter-clockwise direction).

8.2.5.12 Brickle Royale Championship

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An event may run a Brickle Royale Championship in the same manner as the Battle Royale Championship. The Championship game may instead be replaced with simply awarding the Champion title to the player with the most Battle Royale Points at the end of the Qualifying Period.

8.2.6 Team Sealed

A Team Variant tournament is one in which 3 players together constitute one team. Each Team must designate one player as Player A, one player as Player B, and one player as Player C. Each Team registered for the tournament must have a distinct, unique identifying Team Name, assigned by the team and provided to tournament staff in order of registration first-come, first serve.

The individual members of a team are considered players, and are equally responsible for performing the required tournament procedures, such as accurately filling out their match result slips. Players are only responsible for the games they play themselves and not separate games being played by their teammates but are expected to point out rules violations they observe in their teammates' matches.

8.2.6.1 Build Time

Once all teams have opened their packs and confirmed their contents, they will have several minutes (typically fifteen [15]) to build a force of a predetermined point value (typically three hundred [300] points for most tournaments).

8.2.6.2 Assembling Your Forces

When building forces for each player on the team, the same one physical game element cannot be played by more than one player on a team; the shared pool used for force construction is component-limited by the number of copies opened. Additionally, each player on the team must list the game elements from that pool they will personally be taking to use as generated game elements during their games in that tournament and must list these game elements on their force sheet. The tournament staff may ask teams to write a list of every game element opened for their shared team pool or may photograph the pool of game elements opened in the sealed product and if this step is performed it is mandatory to complete for all teams immediately after opening the product and before doing anything else.

While assembling their forces, players may each additionally include standard Terrain Markers on their force (and may include the same standard Terrain Markers as the ones chosen by a teammate). Each player must additionally include a minimum of one (1) map and

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a maximum of three (3) maps on their force (and may include the same maps chosen by a teammate), players may not pay for Location Bonuses on maps chosen.

8.3 Team-Up Format

A Team-Up tournament follows all of the rules for a constructed or non-constructed tournament format with exceptions as noted below. A Team-Up tournament is one in which two players together constitute one team.

8.3.1 Force Construction

Each team's force is divided into two (2) squads. Each squad is limited to no more than fifty percent (50%) of the build total for the tournament. Although there are two (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). A team will only be considered a themed team if both squads of the team are a themed team themselves and both utilize the same keyword.

- Example 1:
A five hundred (500) point Team-Up tournament requires that each squad be made up of no more than two hundred and fifty (250) points each. It would not be legal to have one team be two hundred and sixty (260) points while the other is two hundred and forty (240) - each team must be two hundred and fifty (250) points or less.
- Example 2:
Since the squads comprise one (1) team, if a squad has a Unique character on it, the other squad cannot use the same Unique character.

8.3.2 Non-Constructed Tournaments

A team of players opens boosters and drafts a potential force following the same rules as a non-Team-Up tournament.

8.3.3 Decision Making

If the players cannot agree on a particular decision (illegal figure, drafting, etc.), then the two (2) players should roll two six-sided dice (2d6), with the player rolling the highest value choosing (reroll ties).

8.3.4 Action Pool

The action pool is divided between the two (2) players evenly. In a tournament with an odd number of actions (e.g., a three hundred (300) point tournament), the default number of actions in the action pool is rounded up. One (1) 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. The players on the same team will take their turns simultaneously before play passes to the opposing team, and then do so.

8.3.5 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.

8.4 Ages

There are three major tournament Ages: Modern Age, Silver Age, and Golden Age.

The minor ages are additionally Victorian Age, Platinum Age, Atomic Age, Bronze Age, Copper Age, Chrome Age, Iron Age, and Post-Modern Age.

Future Ages that are currently undefined are Dark Age, Extreme Age, Movie Age, New Age, and Diamond Age.

For a game with an Age listed, all game elements on a player's force, sideline, and all generated game elements are restricted to only those game elements matching that particular Age. An event may additionally restrict a tournament to include only part of one Age to limit a different Age from being included such as "Silver Age, excluding Modern Age".

8.4.1 Modern Age

Please review the WizKids Rules Forum for the most up-to-date list of Modern Age legal game elements. Players may only include Modern Age legal game elements in their starting force and sideline and may only generate game elements from outside the game that are Modern Age legal. HeroClix game elements released at retail are not legal in a Constructed Event until one (1) week after the release date. Exclusive HeroClix game elements released at conventions and/or official tournaments and storyline organized play and/or monthly organized play game elements are not legal in a Constructed Event until one (1) week after the end of the first month the game elements were available. This is derived from

CCO HeroClix Tournament Rules

<https://win.wizkids.com/bb/viewtopic.php?f=33&t=16738&sid=c53938d27404be358f11eec64b97460f> and then further clarified in more specificity and with faster updates, with CCO Exclusives added to the list. Below is a list of all Modern Age legal game elements:

WizKids EXCLUSIVES

2023 WizKids Exclusives

D23-001 Batman

D23-002 Space Ghost

D23-003 Superman

D23-004 Wonder Woman

D23-005 Wonder Woman

D23-006 Wonder Woman

D23-007 The Joker

M23-001 Captain America

M23-002 Hawkeye & Hawkeye

M23-003 The Watcher

M23-004 Thorgwen

M23-005 Venom, God of Symbiotes

WK23-B001 Scott Cramton

2024 WizKids Exclusives

DCP24-001 Harley Quinn

DCP24-002 King Arthur

DCP24-003 Batman of Zur-En-Arrh

DCP24-004 Superman

DCP24-005 Supergirl

DCP24-006 Beppo

DCP24-007 Comet

DCP24-008 Streaky

DCP24-009 Krypto

DCP24-010 Black Adam

DCP24-012 Darkseid

DCP24-013 Catwoman

DCP24-014 Parademon

DCP24-015 Kalibak

DCP24-016 Steppenwolf

DCP24-s001 Broadsword Construct

MVP24-001 Deadpool

MVP24-002 Iceman

MVP24-003 Old King Thor

MVP24-004 Deadpool

MVP24-005 Death

MVP24-006 Hit-Monkey

MVP24-007 Hellcow

MVP24-010 Brood

MVP24-011 Cyclops

MVP24-012 Hawkeye

MVP24-013 Compound Hulk

MVP24-014 Baby Groot

MVP24-015 Thor

MVP24-016 Odin

MVP24-017 Heimdall

MVP24-018 Loki

MVP24-s001 Trophy

MVP24-201 Mummy

MVP-202 Wovie

MVP-204 Multiple Man

MVP-206 Deadpool

MVP-207 Wolverine

MVD24-001 Deathlok

MVD24-004 Zombie Scarlet Witch

WK24-001 Surfing Gingerbread Man

WKE24-002 Dinosaur Hatchling

WK24-003 Battle Gnome

WKD24-005 Zombie George Washington

WK24-B001 Lucas, PJ, & Scott

2025 WizKids Exclusives

DCD24-001a Killer Moth

DCD24-001b Killer Moth

DCD24-002 Jarro

DCD24-003 Aquaman Atlantean Ally

CCO HeroClix Tournament Rules

DCD24-004 Kanjar Ro

DCD24-005 Katana

DGP24-011 Hal Jordan

DGP24-018 Kanto

DGP24-019 Mantis

DGP24-020 Space Ghost

DGP24-021 Blip

DGP24-022 Lady of the Forest

DGP24-023 Jokerzard

DGP24-s002 Joker Fish

DGP25-001 Abra Kadabra

DGP25-002 King Kull

DGP25-003 Batman (Space Suit)

DGP25-004 Batman Arctic Suit)

MVD24-002 Forbush Man

MVD24-003 Puck

MVD24-005 Daredevil and Elektra

MVP25-001 Deity Thor

MVP25-002 Superior Spider-Man

MVP25-004 Stilt-Man

MVP25-005 Phoenix Force Thor

MVP25-006 BBQ Deadpool

MVP25-007 Phoenix Force

MVP25-008 Deadpool at Home

MVP25-009 Infinaut

MVP25-010 Orka

WBP25-001 Tom

WBP25-002 Jerry

WB25-003a Sandworm Head

WB25-003b Sandworm Body

WB25-003c Sandworm Tail

WKD24-001 Jersey Devil

WKD24-002 Unicorn

WKD24-003 Zombie Unicorn

WKD24-004 Zombie Shark

WK25-b001 The Fenix

ORGANIZED PLAY

SUMMER 2023 - WK 001 Moon Knight, WK 002 Black Knight, WK 003 Harrow, WK WKN-M001 Search for Ammut's Tomb (not legal in any official WizKids event)

SUMMER 2023 - WK 004 Mr. Fantastic, WK 005 Human Torch, WK 006 Infinity Thing, WK L057 Invisible Woman

FALL 2023 - WK 007 Captain America, WK 008 Black Panther, WK 009 Shuri

WINTER 2023 - DC23-100 Starrophyte

WINTER 2023 - 001a Spider-Man, 002b Spider-Man

WINTER 2023 - Royal Flush Gang

WINTER 2023 - WK MV23-010 Miles Morales, WK MV23-011 Spider Gwen, WK MV23-012 Spider-Man

WINTER 2024 - WK DC24-004 Batman, WK DC24-005 Huntress, WK DC24-006 Nightwing, WK DC23-M001 Q's Question

WINTER 2024 - WK DC24-001 The Joker, WK DC24-002 The Penguin, WK DC24-003 Two-Face, WK DC24 L051 The Riddler

SPRING 2024 - WK DC24-007 Wonder Girl, WK DC24-008 Teen Lantern, WK DC24-009 Arsenal

SUMMER 2024 - DP24-201 Joker Goon, MVP24-201 Mummy, MVP-204 Multiple Man, MVP-206 Deadpool, MVP-207 Wolverine

SUMMER 2024 - MVP24-001 Deadpool, MVP24-s001 Trophy

CCO HeroClix Tournament Rules

FALL 2024 - MVHR24-001 Kitty Pryde, MVHR24-002 Multiple Man, MVHR24-003 Wolverine

WINTER 2024 - DCWW24-001 Superman, DCWW24-002 Batman, DCWW24-003 Cinnamon, L011 Diana Prince (Justice Rider)

Marvel HeroClix: Sentinel Strike Colossal Organized Play Kit (All figures, terrain, and One-Shots)

RETAIL RELEASES

DC HeroClix: Masters of Time (Main set and all OP figures)

Marvel HeroClix: X-Men Hellfire Gala Premium Collection 2

Marvel HeroClix Iconix: First Appearance Avengers

Marvel HeroClix: Black Panther (Main set, all OP figures, and all promotional figures)

DC HeroClix: 2025 DC Starter Set

Marvel HeroClix: 2025 Marvel Starter Set

Warner Bros. HeroClix Iconix: Beetlejuice It's Showtime!

Marvel HeroClix Iconix: First Appearance Spider-Man

DC HeroClix Iconix: Superman Up, Up, and Away!

DC HeroClix Iconix: Trigon and Raven

D&D HeroClix Iconix: Eye of the Beholder

Marvel HeroClix Iconix: Captain America From the Ice

D&D HeroClix Iconix: Den of the Displacer Beast

DC HeroClix: DCH24-001-Mr. Freeze

Marvel HeroClix: Collector's Trove (Main set, all OP figures, and all promotional figures)[NOTE: OS015 Rivalry is banned]

DC HeroClix Iconix: The Sandman

Marvel HeroClix 400: Warriors of Wakanda

Marvel HeroClix: Spider-Verse (Main set, all OP figures, and all promotional figures)[NOTE: OS001 Canon Event is banned]

Marvel HeroClix Iconix: Cupid Deadpool

Marvel HeroClix Iconix: First Appearance X-Men

Marvel HeroClix 400: Cap's Kooky Quartet

Marvel HeroClix: Smash and Destroy (Main set, all OP figures, and all promotional figures)

DC HeroClix Iconix: Batcave Vol. 1

Marvel HeroClix 400: Spider-Man

D&D HeroClix Iconix: Cave of the Owlbears

Marvel HeroClix Iconix: Heralds of Galactus

DC HeroClix: Lantern Legacy (Main set, all OP figures, and all promotional figures) (The following equipment from DC HeroClix: Batman Team-Up match the corresponding equipment from Lantern Legacy, and may be used in place of those equipment. s002 Green Lantern Ring, s003 Sinestro Corp Ring, s004 Blue Lantern Ring, s005 Orange Lantern Ring, s006 Red Lantern Ring, s007 Indigo Tribe Ring, s008 Star Sapphire Ring.)

DC HeroClix Iconix: Batman Forever

CCO HeroClix Tournament Rules

DC HeroClix 400: Green Lantern Corps

DC HeroClix: Apokolips Planet Pack

Marvel HeroClix: X-Men '97 (Main set, all OP figures, and all promotional figures)

Marvel HeroClix 400: Guardians of the Galaxy

DC HeroClix Iconix: Flash Speed Force

Marvel HeroClix: Strange Tales (Main set, all OP figures, and all promotional figures)

CCO Exclusives

CCO23 001 Florida Man

CCO24 CCO-001 Anthony Barnstable

8.4.1.1 Modern Age Legal Map List

The following list of legal maps is intended for all CCO sponsored tournaments hosted by CCO (Type 1ba events) other than Battle Royales (in which maps are typically provided), and the maps listed below are the only maps that are considered to be legal. Type 2 events should individually clarify how they will handle the legality of maps and may choose to follow the recommendations detailed here. For Type 3 events, any maps the players agree on are legal. Maps with additional rules will be treated as not having those rules. If those maps have terrain marked in orange, that terrain is treated as clear if it doesn't also have another colored terrain border. This list is derived from <https://win.wizkids.com/bb/viewtopic.php?f=33&t=16328&sid=c53938d27404be358f1eec64b97460f> and then further clarified in more specificity and with faster updates, with CCO Exclusives added to the list.

ROC Maps

2024

Icy Lake (Outdoor)

Major Brock's Bunker (Indoor)

Brock 'n' Roll Concert (Outdoor)

The Mansion (Indoor/Outdoor)

2025

Alien Aquarium (Indoor)

Phoenix Nest Headquarters (Indoor)

Rival's Respawn (Indoor)

Sailor's Dream (Outdoor)

Cramtorium Imaginaporium (Indoor)

Royal Street (Outdoor)

2026

The Holidays at Phoenix Nest

Headquarters (Indoor)

WizKids Maps

DC HeroClix: Masters of Time

Paradise Island (Outdoor)

High Noon Saloon (Indoor)

Apokolips (Indoor)

House of Mystery (Indoor/Outdoor)

Lazarus Pit (Outdoor)

The Temple (Indoor/Outdoor)

Marvel HeroClix: Black Panther

Wakandan Battlefield (Outdoor)

Little Mogadishu (Outdoor)

CCO HeroClix Tournament Rules

Vibranium Mines (Outdoor)
Testing Grounds (Outdoor)

DC HeroClix: Royal Flush OP
Ace Chemicals (Indoor)
Ace Street (Outdoor)

DC HeroClix: 2025 DC Starter Set
Kord Industries Lot (Outdoor)

Marvel HeroClix: 2025 Marvel Starter Set
The Annex (Outdoor)

Marvel HeroClix: Collector's Trove
Knowhere (Outdoor)
Guardian Ship (Indoor)
The Collection (Indoor)

Marvel HeroClix: Spider-Verse
Alchemax (Indoor)
The Tangle (Outdoor)
Hall of Science (Indoor)

Marvel HeroClix: Smash and Destroy
Bank Escape (Indoor)
Mean Streets (Outdoor)
Subway (Indoor)
Urban Jungle (Outdoor)

WizKids Maps
Ancient Labyrinth (Indoor)

DC HeroClix: Lantern Legacy
Ysmault (Outdoor)
Oan Plaza (Outdoor)
Okaara (Outdoor)
Zamaron (Outdoor)

Marvel HeroClix: X-Men '97
Asteroid X (Indoor)
Motendo (Outdoor)
X-Mansion (Indoor/Outdoor)
Basketball Court (Outdoor)

Marvel HeroClix: Sentinel Strike OP
Sentinel Factory (Indoor)
Genosha (Outdoor)

Marvel HeroClix: Strange Tales
Dr. Strange Mansion (Indoor)
Bell Tower (Outdoor)
European Castle (Outdoor)
Nick Fury's Safehouse (Indoor/Outdoor)

CCO Maps

2023
Fountain of Youth (Outdoor)

8.4.2 Silver Age

Silver Age includes all the figures from Superior Foes of Spider-Man and newer. Figures in this format all have the dial printed on the back of the card. This includes all exclusive and promotional figures. Typically this will include all figures whose collector number year shows 17 and up (such as M17, MP17, F17, etc.). As long as the character card follows the indicated card format as introduced in Superior Foes of Spider-Man, the game element is legal for a Silver Age event (unless it is a banned game element). Additionally, Champion Clix Open Exclusive bystanders are also legal. This is the definition of the Silver Age.

CCO HeroClix Tournament Rules

8.4.2.1 Differences between Modern and Silver:

Below are the rules that define the Silver Age format. Please see the figures/game elements banned for Silver Age format below, as well as the Silver Age Format Restricted List, the Silver Age Format Watch List, and the Silver Age Errata List, which are copied from

<https://win.wizkids.com/bb/viewtopic.php?f=33&t=16559&sid=c53938d27404be358f1eec64b97460f> and reorganized into an alphabetical order. In the future, figures/game elements might be banned in the Silver Age Format even if they're legal in Modern Age, since the needs of the formats are different.

8.4.2.2 Silver Format Ban List

- All ID Cards
- All Special Terrain Dials (NOTE: this does not apply to special terrain that does not have a dial)
- DC HeroClix Batman Team-Up s010 Stop Sign (Green)
- DC HeroClix Batman Team-Up s017 Stop Sign (Yellow)
- DC HeroClix Batman Team-Up s024 Stop Sign (Red)
- DC HeroClix Batman Team-Up s031 Stop Sign (Orange)
- DC HeroClix Batman Team-Up s038 Stop Sign (Blue)
- DC HeroClix Batman Team-Up s045 Stop Sign (Violet)
- DC HeroClix Batman Team-Up s052 Stop Sign (Indigo)
- DC HeroClix Batman: The Animated Series 013 Catwoman
- DC HeroClix DC Promo 2017 G001 Titano
- DC HeroClix DC Promo 2020 s005a Nifty Traffic Barrel
- DC HeroClix Fast Forces: Batman and His Greatest Foes 004 The Penguin
- DC HeroClix Justice League Unlimited 005b Batman
- DC HeroClix Rebirth 020 Terra
- DC HeroClix Wonder Woman 80th Anniversary 064 Scarab
- DC HeroClix Wonder Woman 80th Anniversary s007 Stop Sign (Indigo)
- Marvel HeroClix Avengers 60th Anniversary 048 Clea, Sorcerer Supreme
- Marvel HeroClix Avengers Black Panther and the Illuminati 011 Ant-Man
- Marvel HeroClix Avengers Black Panther and the Illuminati 016 Winter Soldier
- Marvel HeroClix Avengers Black Panther and the Illuminati 021 Ayo
- Marvel HeroClix Avengers Forever L017 Mockingbird
- Marvel HeroClix Avengers Infinity G023 Eternity
- Marvel HeroClix Avengers/Defenders War 067 Hawkeye
- Marvel HeroClix Captain America and the Avengers 051 Moonstone
- Marvel HeroClix Captain Marvel Movie Gravity Feed 019 Korath
- Marvel HeroClix Collector's Trove OS015 Rivalry

CCO HeroClix Tournament Rules

- Marvel HeroClix Deadpool and X-Force 006 Mercenary
- Marvel HeroClix Deep Cuts: Fantastic Four 001 Mr. Fantastic
- Marvel HeroClix Earth X 019b Vulture
- Marvel HeroClix Fantastic Four M002 Latverian Village Map Bonus (The map without the bonus may be used.)
- Marvel HeroClix Fantastic Four: Future Foundation 044 Molecule Man
- Marvel HeroClix Fast Forces: Avengers Infinity 001 Giant Girl
- Marvel HeroClix Marvel Promo 2018 001 Blackbird (Resource Dial)
- Marvel HeroClix Marvel Promo 2023 M001 Search for Ammut's Tomb (not legal in any official WizKids event)
- Marvel HeroClix Marvel Studios Disney Plus 044 The Watcher
- Marvel HeroClix Marvel Studios Disney Plus 049 Agatha Harkness
- Marvel HeroClix Marvel Studios Disney Plus 050 The Scarlet Witch
- Marvel HeroClix Marvel Studios Next Phase 034 Donny Blaze
- Marvel HeroClix Secret Wars: Battleworld 031 Alex Wilder
- Marvel HeroClix Spider-Man and Venom: Absolute Carnage s005 All-Black the Necrosword
- Marvel HeroClix Spider-Verse OS001 Canon Event
- Marvel HeroClix Superior Foes of Spider-Man 005 Thug
- Marvel HeroClix The Mighty Thor 025 Valkyrie
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 018 Senator Robert Kelly
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 036b Legion
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 037 Colossus
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 047 Jean Grey
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 048 Jason Wyngarde
- Marvel HeroClix X-Men the Animated Series: The Dark Phoenix Saga 013 Bastion
- Marvel HeroClix X-Men Xavier's School 037b Professor X
- Marvel HeroClix X-Men: Rise and Fall 024 Dr. Moira MacTaggart
- Marvel HeroClix X-Men: X of Swords 053b Mad Jim Jaspers
- Marvel HeroClix X-Men: X of Swords L042 Unus the Untouchable
- Star Trek HeroClix Away Team: The Next Generation: Resistance is Futile 025 Ensign Ro Laren
- The Orville HeroClix The Orville Starter 003 Dr. Claire Finn
- WizKids HeroClix TMNT Promo 2017 003 Bebop and Rocksteady
- WWE HeroClix WWE 006 Sasha Banks
- WWE HeroClix WWE 018 Big Show
- WWE HeroClix WWE 103 Stone Cold Steve Austin

CCO HeroClix Tournament Rules

8.4.2.3 Silver Format Temporary Ban List

- DC HeroClix DC Iconix 024 Butterfly
- DC HeroClix DC Iconix t001 Phone Booth
- DC HeroClix DC Promo 2021 005 Wonder Woman
- DC HeroClix Masters of Time 040 Per Degaton
- DC HeroClix Masters of Time 052 Darkseid
- Marvel HeroClix 400: Warriors of Wakanda t001 Vibranium
- Marvel HeroClix Black Panther s001 Vibranium
- Marvel HeroClix Deadpool Wolverine 043b Colossus
- Marvel HeroClix Wheels of Vengeance 042 Chthon
- Marvel HeroClix Wheels of Vengeance 048 Ghost Rider
- Warner Bros HeroClix Warner Bros Iconix 001 Betelgeuse
- WizKids HeroClix WizKids Iconix 001 Kong

8.4.2.4 Silver Format Watch List

There are no figures on the Silver Age Format Watchlist at this time.

8.2.4.5 Silver Format Restricted List

You may not include more than one Restricted game element between your starting force and sideline. If you have a Restricted game element on your force or Sideline, you can't generate another Restricted game element from outside the game.

- DC HeroClix Masters of Time 007 Trick Arrow (A force may still use multiples of the same Trick Arrow card if the Trick Arrows are assigned.)
- Marvel HeroClix Marvel Iconix s002 Trick Arrow (A force may still use multiples of the same Trick Arrow card if the Trick Arrows are assigned.)
- Marvel HeroClix Marvel Studios Next Phase 015 Trick Arrow (A force may still use multiples of the same Trick Arrow card if the Trick Arrows are assigned.)
- Marvel HeroClix 400: Warriors of Wakanda t002 Heart-Shaped Herb
- Marvel HeroClix Black Panther s002 Heart-Shaped Herb
- Marvel HeroClix Avengers 60th Anniversary 051 King Killmonger (and Team-Up card)
- Marvel HeroClix Avengers 60th Anniversary 056 Iron Inquisitor (and Team-Up card)
- Marvel HeroClix Black Panther 036 Ares
- Marvel HeroClix House of X 051 Maggott
- Marvel HeroClix Marvel Promo 2017 007 Pym Pocket Tank
- Marvel HeroClix Marvel Studios Disney Plus s004 Cloak of Levitation
- Marvel HeroClix Smash and Destroy 031a Destroyer
- Marvel HeroClix Spider-Man: Beyond Amazing 043b Spider-Man

CCO HeroClix Tournament Rules

- Marvel HeroClix X-Men Xavier's School 061 Angel
- Marvel HeroClix X-Men: Rise and Fall 028 Professor X
- Marvel HeroClix X-Men: X of Swords Storyline Organized Play 207 Saturnyne
- Marvel HeroClix X-Men: X of Swords Storyline Organized Play 210 Genesis
- WizKids HeroClix WizKids Promo 2023 001 Scott Porter
- WizKids HeroClix WizKids Promo 2023 002 Scott Porter

8.4.2.6 Silver Age Errata

- Marvel HeroClix The Mighty Thor G001 **Surtur**
COLOSSAL RETALIATION: WATCH THE WORLD BURN: FREE: If no other Colossal Retaliation power has been activated this turn, choose an opposing character that attacked Surtur or damaged a friendly character since your last turn. Place Surtur such that he can make a close combat attack targeting the chosen character, then do so. If he did, after resolutions, deal 1 penetrating damage to each opposing character within 2 squares.
- Marvel HeroClix The Mighty Thor G004 **Carnage**
COLOSSAL RETALIATION: SYMBIOTE SPAWN: FREE: If no other Colossal Retaliation power has been activated this turn, choose an opposing character that attacked Carnage or damaged a friendly character since your last turn. Place Carnage such that he can make a close attack targeting the chosen character, then do so. If he did, after resolutions, you may generate a Symbiote bystander adjacent to the chosen character.
- Marvel HeroClix The Mighty Thor G006 **Mangog**
COLOSSAL RETALIATION: MULTI-POWERED TAIL: FREE: If no other Colossal Retaliation power has been activated this turn, choose an opposing character that attacked Mangog or damaged a friendly character since your last turn. Place Mangog such that he can make a close attack targeting the chosen character and all other opposing characters within 3 squares and line of fire, then do so. Hit characters are each dealt 4 damage instead of normal damage. If he did, after resolutions, make a close attack targeting each opposing character within 2 squares and line of fire. Hit characters are each dealt 3 damage instead of normal damage.
- Marvel HeroClix Future Foundation 059b **High Evolutionary**
CREATOR OF THE ANI-MEN: Probability Control, but only if High Evolutionary is on an Animal themed team.
- Marvel HeroClix Earth X 062 **Captain Venom**
EDDIE, YOU'RE JUST THE MAN WE NEED: Probability Control, but only if Captain Venom is on a Monster themed team.

CCO HeroClix Tournament Rules

- Star Trek HeroClix Star Trek Away Team: The Next Generation: To Boldly Go 018a **Sela**
WEAKEN YOUR ALLIANCES: Leadership. When Sela uses it and succeeds, you may instead choose that opposing characters can't use Probability Control until your next turn.
- Marvel HeroClix Black Widow Movie 010 **Yelena Belova**
ESPIONAGE: DEFENDING THE WIDOWS: Probability Control, but only if Yelena Belova is on a themed team.
- Marvel HeroClix Captain America and the Avengers 025 **Spymaster**
MY ESPIONAGE ELITE: Probability Control, but only if Spymaster is on a Spy themed team. // UNIQUE MODIFIER - Friendly characters with the Spy keyword modify defense +1 if occupying hindering terrain.
- Marvel HeroClix Avengers Black Panther and the Illuminati 074 **Thanos**
ARTIFACT FROM THE INTER-DIMENSIONAL COSMIC VAMPIRE: During force construction, Thanos may be assigned an ABPI s011 Ego Gem without paying its cost. If he is assigned an ABPI s011 Ego Gem, he may also be assigned any number of Infinity Gems (by paying their costs).
- HeroClix Wizkids Exclusive MP19 s101 **Remaker**, MP19 s102 **Influence**, MP19 s103 **Spin**, MP19 s104 **Spectral**, MP19 s105 **Nightbringer**, MP19 s106 **Daimonic**, MP19 s107 **Incandescence**, MP19 s108 **Lightning**, MP19 s109 **The Liar**, MP19 s110 **Zero**
During force construction, characters may be assigned two equipment if both are Mandarin Rings. // Equipped character may be equipped with a second object if it's also a Mandarin Ring.

8.4.2.7 Silver Age Legal Map List

Regardless of the rules of other non-WizKids official groups, maps with additional rules will be treated as not having those rules. If those maps have terrain marked in orange, that terrain is treated as clear if it doesn't also have another colored terrain border. The Silver Age FORMAT Map List will differ from the Modern Age Map List and contains the following maps listed below:

ROC Maps

2018

Flashpoint Flood (Outdoor)

Hedge Maze (Outdoor)

Powell Family Farm (Outdoor)

Best Friends Forever (Outdoor)

The Trenches (Outdoor)

2019

The Docks (Indoor/Outdoor)

CCO HeroClix Tournament Rules

The Intersection (16x16 version)
(Outdoor)
Monument Park (16x16 version) (Outdoor)
King's Tomb (Indoor)
King's Tomb (Blood Variant) (Indoor)
King's Tomb (Sorcery Variant) (Indoor)
Campsite (Outdoor)
Sanctuary (Indoor/Outdoor)
Sanctuary (Variant) (Indoor/Outdoor)
Settle It On The Canvas! (16x16 version)
(Indoor)
Assassin's Valley (Outdoor)

2020

Widowmaker's Lair (Indoor/Outdoor)
Research Outpost (Outdoor)
Research Outpost (Variant) (Outdoor)
Phoenix Nest (Outdoor)
Phoenix Nest (Variant) (Outdoor)
Madison Stadium A (Outdoor)
Madison Stadium B (Outdoor)
Glenn Grove Cemetery (Outdoor)
Sewage Treatment (Indoor)
Sewage Treatment (Variant) (Indoor)

2021

84th Street Mall (Indoor)
Hell's Pit (Indoor)
Eastview Park (Outdoor)
Overview Chemicals (Indoor)
Haunted Library (Indoor)
Eastview Circus (Outdoor)
Hyper RPG Studios (Indoor/Outdoor)
Fuel Fields (Outdoor)
River Gap (Outdoor)
Train Stop (Outdoor)
Chemical Plant (Indoor)
Airstrip (Outdoor)

2022

Panther Fieldhouse (Indoor)
Barnstable Wedding (Indoor)

The Four Points (Outdoor)
The Extinct Volcano (16x16 version)
(Outdoor)

2023

Racer Family (Indoor)
Racer Family (Reunion Variant) (Indoor)
Critical Clix Interdimensional
Headquarters (Outdoor)
Antiquities Warehouse (Indoor)

2024

Icy Lake (Outdoor)
Major Brock's Bunker (Indoor)
Brock 'n' Roll Concert (Outdoor)
The Mansion (Indoor/Outdoor)

2025

Alien Aquarium (Indoor)
Phoenix Nest Headquarters (Indoor)
Rival's Respawn (Indoor)
Sailor's Dream (Outdoor)
Cramtorium Imaniporium (Indoor)
Royal Street (Outdoor)

2026

The Holidays at Phoenix Nest
Headquarters (Indoor)

WizKids Maps

WizKids HeroClix: Premium & Exclusive
Gaming Convention Hall (Indoor)
WizKids Office HQ (Indoor)
Convention Center Plaza (Outdoor)
Parking Garage (Outdoor)
Cargo Ship (Outdoor)
Warehouse 5651 (Indoor)
Sporting Arena (Indoor)
Train Station (Indoor)
Train Yard (Outdoor)

CCO HeroClix Tournament Rules

Marvel HeroClix: Superior Foes of Spider-Man

Friendly Neighborhood (Outdoor)

Marvel HeroClix: What If?

Runaways Base (Indoor)

DC HeroClix: Elseworlds

Wonder Woman Barn (Outdoor)

Marvel HeroClix: The Mighty Thor

Gjallerbru (Indoor/Outdoor)

Marvel HeroClix: X-Men: Xavier's School

Muir Island (Indoor/Outdoor)

Marvel HeroClix: Avengers Infinity

Galador Promenade (Outdoor)

DC HeroClix: Batman: The Animated Series

Gotham Museum (Indoor)

Gotham City Waterfront (Outdoor)

Ha-Ha Hacienda (Indoor)

Poison Ivy's Greenhouse (Indoor)

Gotham City Downtown (Outdoor)

Marvel HeroClix: Earth X

Stark Tower (Indoor)

Wakanda Earth X (Outdoor)

NY Harbor (Outdoor)

Skull Camp (Outdoor)

WWE HeroClix: WWE Series 1

WWE Arena (Indoor)

Marvel HeroClix: Fantastic Four: Cosmic Clash

Doom Castle (Outdoor)

Reed's Lab (Indoor)

DC HeroClix: Justice League Unlimited

Justice League Watchtower (Indoor)

Cadmus Labs (Indoor)

Helicarrier Interior (Indoor)

Marvel HeroClix: Battlegrounds: Avengers vs. Masters of Evil

Castle Hideout (Indoor/Outdoor)

Iron Man's Workshop (Indoor)

Helicarrier Interior (Indoor)

Marvel HeroClix: Fantastic Four

Aunt Petunia's House (Indoor/Outdoor)

Latverian Village (Outdoor)

Marvel HeroClix: House of X

Otherworld Castle (Outdoor)

DC HeroClix: Wonder Woman 80th Anniversary

Junkyard (Outdoor)

Mt. Olympus (Outdoor)

Paradise Island (Outdoor)

Marvel HeroClix: Avengers Fantastic Four: Empyre

Manhattan Bridge (Outdoor)

Marvel HeroClix: Fantastic Four 2021 OP

Honeymoon Resort (Outdoor)

Latveria (Outdoor)

Marvel HeroClix: Avengers: War of the Realms

Fallen Asgard (Outdoor)

Fountain of Asgard (Outdoor)

Marvel HeroClix: Disney+

Westview (Outdoor)

Strategic Scientific Reserve Building (Indoor)

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Munich Escape (Outdoor)
The Void (Outdoor)

Marvel HeroClix: X of Swords

Otherworld Castle (Outdoor)
Limbo (Indoor)
Krakoan Garden (Outdoor)
Otherworld: Shadow of the Starlight
Citadel (Outdoor)

[Morlock Tunnels (Indoor) is banned]

Marvel HeroClix: Avengers Forever

Prison [Jailbreak] (Indoor)
Chemical Plant [Containment Leak]
(Outdoor)
Avengers Compound [Winter] (Outdoor)
Starlord's Ship [Landed] (Indoor)

DC HeroClix: Batman Team-Up

Robinson Park (Outdoor)
Danny the Street (Outdoor)
Haunted Pier (16x16 version) (Outdoor)
Game Show (16x16 version) (Indoor)
Wayne Manor Grounds (Indoor/Outdoor)
The Batcave (Indoor)

Marvel HeroClix: Spider-Man Beyond Amazing

Daily Bugle Pressroom (Indoor)
Dockyard (Outdoor)
Oscorp Warehouse (Indoor/Outdoor)
Construction Site (Outdoor)

Marvel HeroClix: Avengers 60th Anniversary

Wakanda (Outdoor)
Council of Red Chambers (Outdoor)
Avengers Tower (Outdoor)
S.H.I.E.L.D. Holding Facility (Indoor)
Ultron's Lair (Indoor)

DC HeroClix: Notorious

Iceberg Lounge (Indoor) / Injustice Gang
Hideout (Indoor)
Harley's Rooftop (Outdoor) / Atlantis
Throne Room (Outdoor)

Marvel HeroClix: Wheels of Vengeance

Dr. Strange Mansion (Indoor)
Broxxton, OK (Outdoor)
Blitzkrieg Manhattan (Outdoor)
Dark Dimension (Outdoor)

DC HeroClix: Royal Flush Gang OP

Ace Street (Outdoor)
Ace Chemical (Indoor)

Marvel HeroClix: Next Phase

Abomaste Yurt (Indoor/Outdoor)
Bloodstone Maze (Outdoor)
Courtroom (Indoor)
Kate's Apartment (Indoor)

Marvel HeroClix: Deadpool Weapon X

Canadian Wilderness (Outdoor)
Savage Land (Outdoor)
Monster Island (Outdoor)
Terra Verde (Outdoor)
Sentinel Factory (Indoor)
Weapon X Lab (Indoor)

DC HeroClix: Masters of Time

High Noon Saloon (Indoor)
Paradise Island (Outdoor)
Apokolips (Outdoor)
House of Mystery (Indoor)
The Temple (Indoor/Outdoor)
Lazarus Pit (Indoor)

Marvel HeroClix: Black Panther

Wakandan Battlefield (Outdoor)
Little Mogadishu (Outdoor)
Vibranium Mines (Outdoor)

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Testing Grounds (Outdoor)

DC HeroClix: 2025 DC Starter Set

Kord Industries Lot (Outdoor)

Marvel HeroClix: 2025 Marvel Starter Set

The Annex (Outdoor)

Marvel HeroClix: Collector's Trove

Knowhere (Outdoor)

Guardian Ship (Indoor)

The Collection (Indoor)

Marvel HeroClix: Spider-Verse

Alchemax (Indoor)

The Tangle (Outdoor)

Hall of Science (Indoor)

Marvel HeroClix: Smash and Destroy

Bank Escape (Indoor)

Mean Streets (Outdoor)

Subway (Indoor)

Urban Jungle (Outdoor)

WizKids Maps

Ancient Labyrinth (Indoor)

DC HeroClix: Lantern Legacy

Ysmault (Outdoor)

Oan Plaza (Outdoor)

Okaara (Outdoor)

Zamaron (Outdoor)

Marvel HeroClix: X-Men '97

Asteroid X (Indoor)

Motendo (Outdoor)

X-Mansion (Indoor/Outdoor)

Basketball Court (Outdoor)

Marvel HeroClix: Sentinel Strike OP

Sentinel Factory (Indoor)

Genosha (Outdoor)

Marvel HeroClix: Strange Tales

Dr. Strange Mansion (Indoor)

Bell Tower (Outdoor)

European Castle (Outdoor)

Nick Fury's Safehouse (Indoor/Outdoor)

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Fountain of Youth (Outdoor)

8.4.2.8 Build Total

The default build total for standard format Silver Age is 400 points.

8.4.2.9 Floor Requirement for Point Total

No more than half (200) points of costed game elements may come from sets that are Modern Age legal, OR no more than one game element with a cost greater than 0 points on a player's starting force may come from a set that's Modern Age legal.

8.4.2.10 Floor Requirement for Sideline

For standard format Silver Age, no more than four (4) Sideline elements may come from a set that's Modern Age legal.

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8.4.2.11 Mission Point Difference

For standard format Silver Age, if a player would score one or more Mission Points from any effect, instead that player doesn't.

8.4.2.12 Unique Rule Difference

For standard format Silver Age, all game elements are treated as being Unique, with the following exceptions:

- Standard Terrain Markers
- Characters with a real name of "Various"
- Characters that reference other characters that share a set# and name with them in their special powers and/or traits.

8.4.3 Golden Age

8.4.3.1 Legality

With the exception of the Away Team set, Star Trek: Tactics are NOT part of any HeroClix Ages. The Away Team set is considered Golden Age. All other HeroClix game elements are legal in the Golden Age.

8.4.3.2 Maps

All HeroClix maps (with the exception of Star Trek: Tactics other than Star Trek: Tactics Away Team) are legal in the Golden Age.

8.4.4 Minor Ages

8.4.4.1 Victorian Age

HeroClix sets including and released after Universe are legal in this format. This was historically the first set that marked the retirement of any previously produced HeroClix products, following the first ownership change of the company to be owned by Topps.

8.4.4.2 Platinum Age

HeroClix sets including and released after Mutant Mayhem are legal in this format. This set historically introduced Feat Cards, Battlefield Condition Cards, and Giants.

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8.4.4.3 Atomic Age

HeroClix sets including and released after the Avengers main set and Legion of Super-Heroes starter sets are legal in this format. This is every HeroClix character that has a character card and game elements associated with their releases.

8.4.4.4 Bronze Age

HeroClix sets released after and including Superman are legal in this format. This was the introduction of the updated patented dynamic dial base using the "Oreo" design.

8.4.4.5 Copper Age

HeroClix sets released after and including Hammer of Thor are legal in this format. This historically marked the change in the copyright found on character cards to state NECA as the owner of WizKids.

8.4.4.6 Chrome Age

HeroClix sets released after and including Superior Foes of Spider-Man are legal in this format. This marked the introduction of printing character dials directly onto character cards (on the back of cards).

8.4.4.7 Iron Age

HeroClix sets released after and including Spider-Man Beyond Amazing are legal in this format. This marked the introduction of printing character dials onto the front of character cards.

8.4.4.8 Post-Modern Age

HeroClix sets with a release date no greater than 4 years older than December 31st of the current calendar year are legal in this format.

8.5 Floor Restriction

In the Floor Restriction, a minimum number of points equal to half of the build total must be of game elements that are paid for in the starting force and sideline must be from the specified HeroClix set(s) that the Floor Restriction is using. For example, a 400 point Silver Age tournament with a Non-Modern Floor will require at least 200 points of game elements that are paid for to be from Non-Modern sets that are legal in the Silver Age;

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similarly a 300 point Modern Age tournament with a Most Recent Set Floor must include at least 150 points of game elements that are paid for to be of the most recent set that is legal in Modern Age. A "reverse-floor" or "ceiling" is where a maximum number of points equal to half of the build total of game elements that are paid for in the starting force and sideline can be from the specified HeroClix set(s) that the Floor Restriction is using. For example, A 300 point Golden Age event with a Modern Ceiling cannot have more than 150 points of game elements that are paid for to be from Modern sets.

9 Penalty Guidelines

The following is the list of penalties and warnings that may be issued to individuals involved in a HeroClix event in any role, and is broken up into three sections: *Game Play Errors*, *Tournament Errors*, and *Sportsmanship Errors*.

9.1 General Principles

9.1.1 Philosophy

Players are generally assumed to make Errors of each type in the most innocent way that can be reasonably assumed.

The purpose of a penalty is to educate the player not to make similar mistakes in the future. This is done through both an explanation of where the rules or policies were violated and a penalty to reinforce the education. Penalties are also for the deterrence and education of every other player in the event, and are also used to track player behavior over time.

If a minor violation is quickly handled by the players to their mutual satisfaction, a judge does not need to intervene. Players may play in a way that is clear to both players, but might cause confusion to an external observer. In this case, judges are encouraged to request that the players make the situation clear, but not assess an infraction or issue any penalty. In both these situations, the judge should ensure that the game progresses normally. More significant violations are addressed by first identifying what infraction applies, then proceeding with the corresponding instructions.

Only the Head Judge is authorized to issue penalties that deviate from these guidelines. The Head Judge may not deviate from this guide's procedures except in significant and exceptional circumstances or a situation that has no applicable philosophy for guidance.

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Judges are human and make mistakes. When a judge makes a mistake, they should acknowledge the mistake, apologize to the players, and fix it if it is not too late. If a member of the tournament staff gives a player erroneous information that causes them to commit a violation, the Head Judge is authorized to downgrade the penalty. For example, a player asks a judge whether a game element is legal for a format and is told yes. When that player's force is found to be illegal because of these game elements, the Head Judge applies the normal procedure for fixing the force sheet, but may downgrade the penalty to a Warning because of the direct error of the judge. If a player clearly acts on erroneous information provided by a judge during the game, the Head Judge may consider a backup to the point of the action taken, even if that action did not lead to a violation.

9.1.2 Tournament Integrity

CCO reserves the right to issue rulings during a tournament to preserve the integrity of that tournament. At the discretion of CCO, actions may be taken to correct rules "loopholes" or exploits deemed disruptive to the tournament and the general spirit of the game. In extreme examples, this may include disallowing force builds and/or disqualification of a player. As a reminder, CCO also reserves the right to disqualify players who do not follow rulings or directions given to them by a tournament official. As a general policy, this should only be utilized for discoveries made during the same days as the larger event during which this tournament is occurring as a part of, as reasonably for almost all discoveries of "loopholes" on days before this allow adequate time for CCO to issue appropriate clarification through the more conventional, proper channels utilized.

9.1.3 Who Can Be At Fault

A player, spectator, tournament staff, or other bystander may conduct one or more Errors as detailed below. A player, spectator, or other bystander conducting such an Error should be reported to a judge. A tournament staff member conducting such an Error should be reported to the Tournament Organizer. If the Tournament Organizer commits an error, it should be reported to David Newmark.

9.1.4 Penalty Types

- **Warning:**
Warnings are used in situations of incorrect play when a small amount of time is needed to implement the corrective procedure. The purpose of a Warning is to alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction. (Warnings are time-and-date-stamped but never expire. At the Head Judge's discretion, Warnings from previous tournaments or events may be excluded when counting how many Warnings a player has earned,

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and this determination should be made by the Head Judge prior to the start of the current tournament day that decision may impact, and this decision should be shared with the other tournament staff.)

The third or any subsequent Warning for an Error offense in the same category is upgraded to a Victory Point Penalty (the categories are defined as the 11-13 subtypes of each Error within the broader divisions of Game Play Error, Tournament Error, and Sportsmanship Error), except for Game Play Error — Looking at Extra Cards. The second or any subsequent Warning for the exact same Error is immediately upgraded to a Victory Point Penalty, except for Sportsmanship Error — Stalling and Game Play Error — Looking at Extra Cards (and a player having two Tournament Error — Marked Cards Warnings are always considered the exact same Error even if different cards or sleeves are marked or are marked in different ways each time). The fifth Warning or any subsequent Warning for an Error of which none have been upgraded is then instead upgraded to a Victory Point Penalty.

- **Victory Point Penalty:**

Victory Point Penalties are issued in situations where the severity of the Error is beyond a reasonable accident or mistake that should be forgiven with the assumption of innocence. These are issued with the intent of a tangible effect on the player that will act as a stronger deterrent from unwanted behavior. When a Victory Point Penalty is issued, all opponents of that player immediately score 100 Victory Points. If this causes one or more players to reach the Mercy Rule, the game ends as soon as nothing is resolving and that player wins.

Victory Point Penalties are applied immediately if the game is still ongoing, or to the player's next game if it is not, unless otherwise specified. If simultaneous Victory Point Penalties are issued to each player, they are each recorded.

- **Game Loss:**

A Game Loss is a severe penalty that is usually issued only when the game itself has been compromised.

Game Losses are applied to the game during which the offense occurred unless the offender's game has already ended, in which case the penalty will be applied to that player's next game.

- **Round Loss:**

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A Round Loss is a severe penalty affecting all players on a team that is usually issued only when the entire round itself has been compromised for the involved teams.

To issue a Round Loss, all players of the team are considered to have conceded their games.

Round Losses are applied to the game during which the offense occurred unless the offender's game has already ended, in which case the penalty will be applied to that player's next game.

- **Disqualification:**

A Disqualification is issued for activity that damages the integrity of a tournament as a whole or for severe unsporting conduct during the course of the tournament, which includes severe unsporting conduct occurring outside of tournament hours in between days of a multi-day tournament.

Disqualifications can occur without proof of action so long as the Head Judge determines sufficient information exists to believe the tournament's integrity may have been compromised. It is recommended that the Head Judge's report reflect this fact.

When this penalty is applied, the player immediately concedes their current match and is immediately dropped from the tournament. If a player has already received prizes at the time they are disqualified, that player may keep those prizes but does not receive any additional prizes or awards they may be due. If the Disqualification takes place after a cut is made, no additional players advance in place of the disqualified player although they do move up a spot in the standings.

- **Suspension:**

A Suspension is issued for activity that damages the integrity of multiple tournaments, either at the same time or over multiple repeated incidents or for the most severe unsporting conduct occurring over the course of an event, which includes severe unsporting conduct occurring outside of event hours in between days of a multi-day tournament. An individual may be issued a Suspension even if they are not a player in a tournament or event at the time the Suspension is issued; they could be a spectator, tournament staff, or other bystander at the time it is issued.

Suspensions can occur without proof of action so long as the Tournament Organizer determines sufficient information exists to believe the integrity of multiple events may have been compromised. It is recommended that the Tournament Organizer's report reflect this fact.

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When this penalty is applied, the player immediately concedes their current match and is immediately dropped from the tournament. If a player has already received prizes at the time they are suspended, that player may keep those prizes but does not receive any additional prizes or awards they may be due. If the Suspension takes place after a cut is made, no additional players advance in place of the suspended player although they do move up a spot in the standings.

A Suspension will last at minimum the length of the affected event if it only affects that one event. A Suspension may last longer at the discretion of the Tournament Organizer, up to a maximum of 10 years from the date it was issued. Individuals issued a Suspension will be notified the day their Suspension begins and when that Suspension will expire.

9.1.5 Reasonable Investigation

When the tournament staff is made aware of a *Game Play Error*, a reasonable investigation will be conducted between at least one judge and all individuals making the accusation of an Error, as well as those accused of making the Error. If new evidence is presented by one or more involved parties, an additional round of investigation is conducted in which each involved party is spoken to until the judge investigating believes no new information has been shared by an involved party. If an Assistant Judge conducted this investigation and one or more parties were not satisfied with the outcome of the investigation, the involved party/parties may appeal this decision to the Head Judge. If the involved party or parties would like to appeal this further, they may appeal the Head Judge's decision to the Tournament Organizer, and if the Tournament Organizer agrees with the Head Judge's decision, the issue will be escalated to a *Game Loss* for the appellant if it was previously less than that, or one step above the previous level (Round Loss, Disqualification, Suspension) if the same level or higher.

9.1.6 Randomizing the Deck

A Deck (such as a Tarot Deck) must be sufficiently randomized such that no reasonable player or live spectator could determine the exact location of even one card in the deck or the correct sequencing of any cards within the deck before the reveal of any cards from the deck. Shuffles performed by a judge as part of a remedy are not considered shuffles for game purposes. When the solution to an error is to randomize the Deck, first determine whether any portion of the Deck is non-random, such as game elements that have been manipulated on the top or bottom of the Deck, then separate those. Check with both players to verify this, and check the map, sideline, discard pile, (the judge should additionally check the bottom card of each Tarot deck), and/or KO area for Deck

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manipulation effects, such as XOS #024 Tarot. The random portion of the Deck is then shuffled, and then any manipulated cards are returned to their correct locations.

9.2 Game Play Error

A Game Play Error is defined as an Error of the rules of the game as defined by the rules documents that occur within a singular game. Game Play Errors are caused by incorrect or inaccurate gameplay such that it results in violations of the Comprehensive Rules. Many offenses fit into this category, and it would be impossible to list them all. The guide below is designed to give judges a framework for assessing how to handle a Game Play Error.

Most Game Play Error infractions are assumed to have been committed unintentionally. If the judge believes that the Error was intentional, they should first consider whether an Sportsmanship Error — Cheating infraction has occurred.

9.2.1 Game Rule Violation

This Error covers the majority of game situations in which a player makes an Error or fails to follow a game procedure correctly. It handles violations of the Comprehensive Rules that are not covered by the other Game Play Errors.

If the game has proceeded past a point where an opponent could reasonably be expected to notice the Error, the opponent has also committed an infraction.

The default penalty for a Game Play Error — Game Rule Violation is a **Warning**.

9.2.2 Missed Triggers

This Error occurs when a triggered ability triggers, but the player controlling the ability doesn't demonstrate awareness of the trigger's existence by the first time that it would visibly affect the game. Triggered abilities that do nothing except create delayed triggered resolutions automatically resolve without requiring acknowledgment. Awareness of the resulting delayed trigger must be demonstrated at the appropriate point. It is equally important for a player to wait to advance the game state until it is clear an opponent has made any necessary choices for a triggered ability or resolved any mandatory triggered ability.

Abilities consisting of an action followed by "when you do" in the same ability are considered communicated by the announcement of the action.

If a triggered ability would have no impact on the game, it's not an infraction to fail to demonstrate awareness of it. For example, if the effect of a triggered ability instructs a

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player to assign an action token to a friendly character but every friendly character already has two action tokens, then it isn't required to demonstrate awareness of the ability. Similarly, an optional triggered effect that a player fails to demonstrate awareness of is assumed to be an affirmative choice to choose the option to do nothing and resolve the trigger successfully.

Judges do not intervene in a missed trigger situation unless they intend to issue a **Warning** or have reason to suspect that the controller is intentionally missing their triggered abilities.

The default penalty for missing a triggered effect of a friendly game effect is **No Penalty**, as failure to receive the beneficial effect is penalty enough itself.

Upgrade: If the triggered ability is usually considered detrimental for the controlling player and they own the game element responsible for the existence of the trigger, the penalty is a **Warning**. Alternatively, if a player advances the game state before their opponent has acknowledged a beneficial triggered ability controlled by that player and resolved it or made the necessary choice, the penalty is a **Warning**, the rationale for this is to discourage players from neglecting to maintain the proper game state by rushing through the game recklessly and without allowing the proper dynamic back and forth interaction that makes HeroClix the exciting game it is and allows all of its mechanics to shine in the ways they are designed to work. The current game state is not a factor in determining this, though symmetrical abilities may be considered usually detrimental or not depending on who is being affected. Whether an effect is beneficial or detrimental can be determined by the judge, but will usually be rather obvious to all parties involved.

9.2.3 Failure to Maintain Game State

This Error occurs when a player allows another player in the game to commit a Game Play Error and does not point it out immediately. If a judge believes a player is intentionally not pointing out other players' illegal actions, either for their own advantage, or in the hope of bringing it up at a more strategically advantageous time, they should consider an Unsporting Conduct — Cheating infraction. Not reminding an opponent about their non-optional triggered abilities is also a Failure to Maintain Game State. A player should not advance the game-state before their opponent has resolved any non-optional triggered abilities they may have. If a player advances the game state without providing the opponent adequate time to execute an optional triggered ability, that is additionally a Game Play Error — Failure to Maintain the Game State.

The default penalty for Failure to Maintain Game State is a **Warning**, as players must understand the importance that both players are responsible for ensuring the game is played correctly.

9.2.4 Looking at Extra Cards

This Error occurs when a player takes an action that may have enabled them to see the faces of cards that they were not entitled to see, such as Tarot Cards. As the contents of a Tarot Deck are public information, this is not considered Learning Hidden Information. The correction for this is to identify known portions of the sets of cards (such as a known bottom card of the Tarot deck vs an unknown remaining portion of the Tarot deck) and then re-randomize the portion of cards that is meant to be in an unknown order.

This penalty is applied only once if one or more cards are seen in the same action or sequence of actions.

The default penalty for this Error is a **Warning** that is not upgraded. The possibility of a dexterity-based error is too high for this Error to be upgraded. If this Error repeatedly happens to the same one player, judges should investigate steps that can be taken to mitigate further recurrence of the Error. If judges and the player involved can reasonably agree the root cause of the Error should have been corrected, then subsequent instances of this Error for that player can be upgraded.

9.2.5 Learning Hidden Information

This Error occurs when a player commits an Error in the game that cannot be corrected by only publicly available information. It is not a Learning Hidden Information Error if the opponent acknowledges the action or controls the continuous effect modifying the game rule that made the action illegal. This infraction only applies when a game element whose identity is known to only one player is in a hidden set of cards both before and after the Error.

If an additional game element is seen but not added to the hidden set after the Error occurs, the infraction is Game Play Error — Looking at Extra Cards.

The default penalty is dependent on the scenario. If the player who revealed the information is the player who knew the identity of the hidden game information; the penalty is **No Penalty**, the revealing of hidden information is penalty enough for them. If the player who revealed the information was not the player who knew the identity of the hidden game information, then the penalty is a **Warning**.

9.2.6 Incorrect Victory Point Calculation

This Error occurs when players incorrectly report victory points to the judge for their match results and notice the Error only after pairings for the following round have been made public. If both players verified the inaccurate score, no change will be made to the

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score, the player who had less victory points recorded than they actually received or was recorded as a loss when they actually won will have no further penalty issued to them as a result of this, and the other player (the one who was not harmed by the error) will receive a **Warning**. If the error was a transcription error caused by the judge, the players will receive no penalty or warnings, and the scores will be corrected immediately. The Scorekeeper will decide at their discretion whether or not to re-seat the round based on when the Error was noticed.

9.2.7 Declaring Illegal Actions

This Error occurs when a player declares an action they cannot legally take. Examples of this include declaring a Basic RANGE action with a character who can use Battle Fury, a character declaring a costed action when they have two (2) action tokens, or a player declaring a costed action that would exceed the player's Action Total. As a reminder, **7.16** Finality of Declarations does allow a player to rewind a choice as long as no new information has been revealed, such as after dice have been rolled for any action other than the illegal action. If this is caught in a reasonable amount of time but too late for a simple correction by choosing a different action, the action immediately resolves, if it was a costed action and the character has less than two (2) actions the character is immediately assigned an action token, and no other after resolutions effects may resolve for that action and **No Penalty** is issued. If the Error is noticed too late, such as after dice have been rolled for an attack as part of a different action or effect, then the player who declared the illegal action is issued a **Warning**. The Head Judge will be the final authority in determining when this Error is noticed too late.

9.2.8 Declaring Illegal Targets

This Error occurs when a player declares a target for an attack or effect that cannot be chosen, such as due to adjacency, line of fire, range, or an effect that otherwise specifies illegal targets. As a reminder, **7.16** Finality of Declarations does allow a player to rewind a choice as long as no new information has been revealed, such as not rewinding to the point before a roll after now seeing the result of the roll which would reasonably affect the choice of best targets. If this is caught in a reasonable amount of time, the targets are instead changed to legal options and if there are no legal options, the attack or effect immediately resolves with no targets and **No Penalty** is issued. If the Error is noticed too late to correct the targets, such as after dice have been rolled for a different attack or effect, then a **Warning** is issued to the player who chose the illegal target. The Head Judge will be the final authority in determining when this Error is noticed too late.

9.2.9 Declaring Illegal Movement Paths

This Error occurs when a player declares a path of movement that cannot legally result in the character reaching the designated destination square. This can include a character moving to a square that is further away than the maximum number of squares they can move. As a reminder, **7.16** Finality of Declarations does allow a player to rewind a choice as long as no new information has been revealed, such as a die roll that occurs during the movement in a specific square (in which case, the choice can only be rewound to the movement path at the square the roll occurred in after the result had been determined). If this Error is caught in a reasonable amount of time after the rewind is no longer reasonable, the character is instead relocated to the final legal square along the designated path and **No Penalty** is issued. If the Error is noticed too late but a legal movement path exists to reach that destination square, such as after dice have been rolled for an attack targeting that character or an opposing effect targeting that character in the illegal destination square, then the legal path is assumed to have been chosen and the player who chose the illegal path is issued a **Warning**. If the Error is noticed too late to correct the destination square and no legal movement path to that destination square exists, such as after dice have been rolled for an attack targeting that character or an opposing effect targeting that character in the illegal destination square and the character could not be a legal target if they instead occupied the last legal square along the chosen movement path, then a **Victory Point Penalty** is issued to the player who chose the illegal destination square for that movement path. The Head Judge will be the final authority in determining when this Error is noticed too late.

9.2.10 Unauthorized Placement

This Error occurs when a game effect or rule generates or places a character or game element and an illegal location is selected. This can include a character being relocated from their current square to a different location when no instruction to move or place that character was issued. This does not include instances where a character was instructed to move and was located in a square that was not a legal choice at the end of that movement before the next game instruction or decision was made. As a reminder, **7.16** Finality of Declarations does allow a player to rewind a choice as long as no new information has been revealed, such as the result of an attack made by any character other than the one that was placed. If this is caught in a reasonable amount of time, the character is instead relocated to a legal location and **No Penalty** is issued. If the Error is noticed too late to correct the selected placement location, such as after dice have been rolled for an attack targeting that character or for an effect targeting that character in the illegal destination square and they would not have been a legal target in the legal location, then a **Victory Point Penalty** is issued to the player who chose the illegal location. The Head Judge will be the final authority in determining when this Error is noticed too late.

9.2.11 Improper Dial Change:

This Error occurs when a character's dial is clicked to any click other than the exact one they are instructed to be clicked to as a result of a game effect, healing, or damage taken. This does not occur when the character is turned to a click that is incorrect due to a miscommunication between the players as that is covered by the Tournament Error — Communication Violation.

When this Error is noticed, the character is immediately clicked to the correct click if that click can be determined. If the corrected click number is higher than the original click number and is not due to a Tournament Error — Communication Violation, then the controlling player of that character is issued a **Warning**.

9.3 Tournament Error:

A Tournament Error is defined as an Error that occurs within or outside of a game regarding the rules of the tournament as defined by this singular document.

9.3.1 Inaccurate Force Sheet

This Error occurs when the force sheet lists an illegal force for the format, doesn't match what the player intended to play, or needs to be modified due to loss over the course of the tournament.

Force sheets are used to ensure that forces are not altered in the course of a tournament. Judges and other tournament officials should be vigilant about reminding players before the tournament begins of the importance of submitting a legal force sheet, and playing with a legal force. A player normally receives a *Game Loss* if their force sheet is altered after tournament play has begun, so a player also receives a **Game Loss** if their force sheet is illegal and needs to be altered to become legal and continue play in the tournament.

Penalties for force sheet Errors discovered outside the context of the match and its procedures (such as those discovered through force verification between rounds) are issued at the start of the next match.

Ambiguous or unclear names on a force sheet may allow a player to manipulate the contents of their force up until the point at which they are discovered.

The Head Judge may choose to not issue this penalty if they believe that what the player wrote on their force sheet is obvious and unambiguous, even if not entirely accurate.

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If the force sheet contains illegal game elements, remove them. Alter the force sheet to match the force the player is actually playing.

A player has additionally committed this Error if a game element they are playing becomes damaged to the point of being in an unplayable state (such as the card cannot be read, the dial top cannot be read, the dial sticker cannot be read, the dial bottom cannot be attached to and turn with the dial top, etc), a game element is missing, or a game element is determined to be a counterfeit including even only a character card. Though in the case of these events, if this is discovered during the round at least 5 minutes after the clock has started, then the player will instead be issued a **Warning**, be given a proxy to use by the tournament staff, and continue the current game, but must correct the Error before the start of the next game or else receive a **Game Loss** in that game.

A player additionally commits this Error if they fail to list at least one map on their force sheet. To correct this Error for failing to list a map, the Head Judge will authorize one map to be added to the force sheet for the player to use for that tournament. If this is found before at least 5 minutes after the clock has started in the first game of the tournament this player needs to select a map for, they will be issued a **Warning**, and if it is after that point, then they will be issued a **Game Loss** instead for the match it was caught during or for the next match that player will play.

9.3.2 Inaccurate/Incorrect Game Elements

This Error occurs when a player has the correct force sheet but incorrectly has the wrong game element, possibly using a character with the same sculpt but not the correct collector's number to match their force. This can be verified by comparing the point cost and keywords listed on their force sheet with what is on their force to determine which must be clearly the intended game element. If this is found between games and it is believed by the Head Judge the player wrongfully used the incorrect game element previously or it is found during the round at least 5 minutes after the clock has started, the player will receive a **Game Loss** and may then go find the correct game element to continue playing in the tournament. If this is found between games and it is believed by the Head Judge the player has not yet played with the incorrect game element, they are issued a **Warning** and may go find the correct game element to continue playing in the tournament.

9.3.3 Battle Royale Draft Violation

This Error occurs when a player drafts improperly. This may happen when a player does not verify the game elements are all in a playable state, when a player drafts no items from a

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booster passed to them or incorrectly drafts two or more items instead of only one from a booster passed to them, or when a player passes a booster in the incorrect direction (counterclockwise) while drafting. The penalty for this is a correction of the draft error by backing up the draft and a **Warning**.

9.3.4 Sealed Pool Violation

This Error occurs when a player includes on their force sheet a game element (other than maps and standard Terrain Markers) that was not in the contents of their sealed product provided for the tournament or they generate a game element (other than a Terrain Marker with default values or a bystander without a collector's number) that was not included in the contents of their sealed product provided for the tournament. The penalty for this Error is a **Game Loss**.

9.3.5 Improper Randomization

This Error occurs when a player unintentionally fails to sufficiently randomize their deck, dice, or coin, or fails to present their randomized deck to their opponent for further randomization. A deck is not shuffled if the judge believes a player could know the position or distribution of one or more cards in their deck. A coin or die is not sufficiently randomized if the judge believes a player could know the result prior to it being revealed (such as while concealed by a dice cup or under a hand).

Players are expected to randomize these randomizers thoroughly when it is required and are expected to have the skill and understanding of randomization to do so. To ensure the best randomization of decks, it is recommended to always shuffle your opponent's deck when it is presented to you. To ensure proper randomization of dice, it is recommended to use a dice tower, preferably one shared by both players. To ensure proper randomization of coin flips, it is recommended the coin should land on the table and not in a player's hand or on their hand or arm.

Any time cards in a deck could be seen, including during shuffling, it is no longer randomized, even if the player only knows the position of one or two cards. Players are expected to take care in shuffling not to reveal cards to themselves, their teammates, or their opponents. Additionally, a deck is not considered sufficiently randomized unless the player presents it to their opponent to offer them the chance to shuffle it as well (this must be offered).

A player should shuffle their deck using multiple methods. Patterned pile-shuffling is only allowed at the start of a game prior to the use of a second shuffle method. Any

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manipulation, weaving, or stacking prior to randomization is acceptable, as long as the deck is thoroughly shuffled afterwards.

A coin is considered improperly randomized when the person flipping the coin watches the side the coin begins with facing up prior to flipping the coin, or if the coin fails to flip edge over edge a minimum of three times before landing, or the coin lands on its edge instead of on a face.

When a deck is improperly randomized, the judge should then shuffle the appropriate portion of the deck thoroughly, and the judge should issue a **Warning** to the player who improperly randomized the deck. When a coin is improperly randomized and has not yet been revealed, the judge should instead flip a coin and the player uses that result, and the judge should issue a **Warning** to the player who improperly randomized the coin. When a die/dice is improperly randomized and has not yet been revealed, the judge should instead roll dice and the player uses that result, and the judge should issue a **Warning** to the player who improperly randomized the dice. When a die or coin is improperly randomized and has been revealed, the player who improperly randomized it should instead correctly randomize it, use the new result, and receive a **Warning**.

9.3.6 Unfair Randomizers

A player has committed this Error when instead of using fair dice or coins for randomization, they use unfair ones instead. This may occur when using a coin with two of the same faces or a coin with a percentage chance of landing on a specific side exceeding 53% of the time. Additionally, this may occur when using a d6 that does not have faces each corresponding clearly and unambiguously to the results 1, 2, 3, 4, 5, and 6, or a die with a percentage chance of landing on a specific side exceeding 17.75% or below 15.5%. For a d20, it should have 20 clear, unambiguous, different faces, and the acceptable margins for percentage chances of faces are between 4-6%. For a d8, it should have 8 clear, unambiguous, different faces, and the acceptable margins for percentage chances of faces are between 11-13.5%.

In the event of the randomization tool having duplicate faces when it should not and would not be able to be accurately used for the necessary roll, the penalty is **Disqualification**.

In the event of the randomization tool having a percentage chance of landing on a specific side outside of the acceptable limits, as determined by the Head Judge (this may include but is not limited to a water buoyancy test, simple observation of the behavior of the randomizer when randomization is attempted with it, or recording a string of randomization attempts with the randomizer), the player will be issued a **Warning** and will instead use a randomizer provided by the Head Judge or by their opponent. This penalty

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may be upgraded based on the severity with which the die deviates from the acceptable percentages.

9.3.7 Marked Cards

This Error occurs when cards or sleeves in a player's deck have inconsistencies on them that might allow them to be differentiated from each other while in the deck. This includes scuff marks, nail marks, discoloration, bent corners, and curving (and can include factory defect printing inconsistencies).

Sleeves and cards often become worn over the course of a tournament, and, as long as the player is not attempting to take advantage of this, addressing the situation is sufficient in most cases. Note that almost all sleeves can be considered marked in some way; judges should keep this in mind when determining penalties. In cases of marked cards, educating players to shuffle their cards and sleeves before sleeving the cards is very important. This infraction applies only to cards in a player's deck.

The player needs to replace the card(s) or sleeve(s) with an unmarked version or, if no sleeves are being used, use sleeves that conceal the markings. If the cards themselves have become marked through play in the tournament, the Head Judge may decide to issue a proxy.

The normal penalty for this Error is a **Warning**. The second or subsequent Warning is escalated to a **Victory Point Penalty**. If the Head Judge believes that a deck's owner noticing the pattern of markings would be able to gain a substantial advantage from this knowledge, the penalty is a **Game Loss**.

9.3.8 Communication Violation

This Error occurs when a player provides unclear or misleading information about the rules or the game state to their opponent and the judge believes their opponent has taken an in-game action or clearly chosen not to act based on the erroneous information.

Clear communication is essential when playing HeroClix. Though many offenses will be intentional, a player can make a genuine mistake that causes confusion, and these should not be penalized harshly. For this reason, the penalty is a **Warning**.

A player may commit this infraction in situations where they have not spoken. A physically ambiguous board state is not automatically a penalty, but judges are encouraged to tell players to fix ambiguous placements before they might become problematic.

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Misapplication of a shortcut is usually not a Tournament Error — Communication Violation, as the default interpretation applies in ambiguous situations and the opponent is able to act on that shortcut. Any deviation from a tournament shortcut requires a clear explanation.

A backup may be considered to the point of the action, not the erroneous communication.

Examples:

- A player keeps WOTR #053b The Destroyer in A1 while it is on the Sideline and their opponent incorrectly declares an attack against it.
- A player is asked, "How many clicks until that character is KO'd," and answers "Three." Then a few moments later their opponent deals damage to that character and it becomes clear the character is four clicks from KO. (In this case, the judge may have players back the game up to the first consequential action made based on this communication error and issue a Time Extension, and a Warning to the player who answered "Three.")
- A player successfully attacks an opposing character and uses Penetrating/Psychic Blast against a character with Invulnerability, the attacker says "I deal 3 damage" and the opposing player clicks the dial once, thinking the damage should be reduced from 3 to 1 by Invulnerability because the Penetrating/Psychic Blast was not clearly communicated (a clearer communication would be "I deal 3 penetrating damage" or "I deal 3 damage, because the damage cannot be reduced you will take 3 damage, because your character cannot use STOP you will be clicked 3 damage.")

9.3.9 Coaching/Soliciting Advice

This Error occurs when a player seeks play advice or private information about their match from others once they have sat for their match, or during the game refers to unapproved notes made before the official beginning of the current match (except for discussing with your teammate in a Team-Up or Double Issue Tournament). The contents of the official HeroClix Comprehensive Rulebook, the contents of the WizKids Information Network WizKids Online Rules Forum, the contents of officially produced WizKids game elements, and the contents of this document are approved notes, including truncated forms of these. Additionally, a spectator may commit this Error by, during a game, giving play advice or revealing private information to players who have sat for their match.

These criteria also apply to any force construction and draft portions of a limited tournament, with the exception that teammates in a Team Sealed or Team-Up may freely communicate during this period. Additionally, no notes of any kind may be made during a draft while the drafting is occurring.

Unapproved notes made outside the current match may only be referenced between games.

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Tournaments test the skill of a player, not their ability to follow external advice or directions. Any strategy advice, play advice, or construction advice from an external source is considered outside assistance.

Visual modifications to cards, including brief text as well as detailed instructions or complex strategic advice (other than errata or clarification officially issued for that game element), that provide minor or major strategic information or hints may not be written on cards and are considered unapproved notes. The Head Judge is the final arbiter on what cards and notes are acceptable for a tournament. Spectators who commit this Error may be asked to leave the venue if they are not enrolled in the tournament. A spectator who is enrolled in the same tournament as a player may earn the default penalty when committing this Error as a spectator.

The default penalty for this Error is a **Game Loss**.

Example:

- A spectator points out the correct play to a player who had not solicited the information.

9.3.10 Improper Use of Electronic, Electrical, and/or Mechanized Device

A player commits this Error by using an unauthorized electronic, electrical, and/or mechanized device during a game. The penalty for this is to put away the unauthorized item and receive a **Warning**. A judge will not issue this penalty for approved proper use of these devices, such as medical exceptions. A judge will not actively intervene to issue this penalty without it being brought to their attention by the opponent.

Examples:

- A player wears a watch, allowing them to more easily stall based on remaining time.
- A player wears a smartwatch, allowing them to more easily solicit advice.
- A player takes a phone call during the match, allowing them to stall and/or solicit advice.
- A player has timers set on a phone in their pocket to vibrate or play noise at predetermined time intervals to allow them to more easily stall based on remaining time.
- A player has an electronic device in their pocket that vibrates a coded message to allow them to solicit advice during a game.

9.3.11 Failure to Properly Drop From an Event

This Error occurs when a judge is notified by anyone other than the player themselves that the individual has chosen to drop from the tournament, when the player notifies event staff after pairings for a subsequent round following their desire to drop are posted and before arriving at their assigned seat for that round, or when a player does not show up to their assigned seat for a round before the end of the round time is called. A player receiving this penalty is issued a Disqualification from the tournament and a **Warning**. Two Warnings for this same penalty will result in the player being issued a **Suspension** from this event.

9.3.12 Tardiness

Any player who is more than 5 minutes late to their seat after Round Start is announced is Tardy. The rationale for this is that there is a delay already built in between when pairings are posted and the Round Start to allow reasonable time for players to be in their assigned seats. Any player who does not show up by the end of the current tournament round receives a **Disqualification** and a **Warning** for Tournament Error — Failure to Drop. If a round begins before the previous round would have ended (due to all players finishing early) or before the time previously announced by the Head Judge alone, tardiness does not apply until the scheduled end of the previous round. The penalty for this Error is a **Game Loss**.

9.3.13 Improper Food or Beverage Storage

A player or spectator commits this Error if they have food or beverage in an open container on the table while one or more games that are part of an active tournament, or they do not properly clean their hands to remove any food or beverage before handling opposing game elements including the map. The penalty for this Error is a **Warning**. Additionally, the judge staff is authorized to relocate open containers of food or drink onto the floor from a table with one or more games being played as part of an active tournament.

9.4 Sportsmanship Error

A Sportsmanship Error is defined as an Error that occurs within or outside of a game during a tournament or event. These are Errors of a social, moral, or ethical nature rather than dealing with the rules of the game or tournament procedures themselves. As these Errors especially can quickly escalate in severity to compromise the integrity of the entire event itself, any of these may be upgraded to a Suspension in egregious cases.

9.4.1 Improper Determination of Victory

This Error occurs when a player uses or offers to use a method that is not part of the current game (including actions not legal in the current game) to determine the outcome of the game, or uses language designed to trick someone who may not know it's against the rules to make such an offer, or a player accepts such an offer. **The penalty for this Error is a Game Loss. The penalty for this is a Game Loss for both players.**

If this is determined after the start of a round following the one in which the Sportsmanship Error — Improper Determination of Victory occurs, the offending players' records are corrected to reflect the **Game Loss** for each player. If this occurs after a cut occurs, the players remain in the cut with the pairings the same and are each issued a **Warning**. If this Warning is followed by any other Warnings for the remainder of that day, it is instead upgraded to a **Victory Point Penalty**.

Examples:

- As time is called, the two players about to receive a 0-0 Double Loss roll a die to determine the winner.
- A player offers to flip a coin to determine the winner of a game before it begins.
- Two players arm wrestle to determine the winner of the match.
- Two players roll dice to see "who would win" after extra turns and record results based on that information.
- A player asks "How should we determine who won our game?"

9.4.2 Manipulating Scores

This Error occurs when one or both players actively conspire to report an inaccurate score or result for the game to the judge relative to what actually occurred during the game. The result of which players lost must be reported accurately to what truly happened and the victory points earned must accurately reflect what occurred during the game regardless of how either player may feel about those results or scores.

Additionally, if a player admits to intentionally, knowingly taking actions that resulted in their opponent earning more victory points than they would have earned if the player took different actions (not a different line of play based on rolls they only knew after the fact or accidental, unintended play errors they made, such as due to being tired) with the intent of giving more victory points to that opponent that is not solely a direct strategic benefit to themselves in that game or tournament, then that player has committed a Sportsmanship Error — Manipulating Scores. The exception to this is a player who states they strategically chose to sacrifice a game element solely in order to put themselves in a better board state more capable of winning and/or maximizing their own victory points.

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The penalty for this Error is a **Game Loss**.

Examples:

- A player concedes to their opponent but KO'd 100 points of game elements before conceding, they wrongfully report the result as 300-100 instead of 300-0.
- A player defeats their opponent 300-0 and feels bad, so they tell the judge the score was 300-150.
- A player is paired against an opponent who is 0-4 in the tournament with 0 cumulative victory points. Their opponent feels bad and admits they are going to let that player KO at least one game element before defeating them.
- A player admits they will intentionally choose suboptimal plays "to make the game more interesting" and as a result their 50 point character is KO'd.

Counter-Examples:

- A player with low tiebreakers is worried about failing to make the cut, they are currently winning 5-0, instead of maintaining their victory by avoiding engagement with their opponent, they actively engage and knowingly sacrifice a 50 point character in order to optimize their chances of scoring an additional 150 points for a better tiebreaker solely for their own self-interest, this is not a case of a Sportsmanship Error — Manipulating Scores. However, if the player then admits that a factor in their decision was additionally to aid their opponent and improve their tiebreakers, then it is no longer solely in the player's own self-interest and is once again a Sportsmanship Error — Manipulating Scores.
- A player is in a favorable position, but makes a misplay and their opponent scores an additional 5 victory points, the player admits they were tired or distracted or just got careless and made a mistake or "were just dumb and didn't see that" but that this was not intentional to allow the opponent to score those additional points before the game ended, this is not a case of Sportsmanship Error — Manipulating Scores.

9.4.3 Bribery

An individual has performed bribery when they offer an incentive to entice a player into conceding, double-losing, or reporting results of the game other than what actually occurred on the board, or encourage such an offer, or accept such an offer, or entice a judge to give a favorable ruling on a question or investigation or to falsify tournament reports, or encourages such an offer. The penalty for this Error is a **Game Loss**.

Examples:

- A player in a Swiss round offers their opponent \$100 to concede the match.

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- A player asks for a concession in exchange for a prize split (In HeroClix, there is no acceptable method for players to end a match pre-maturely, and split prizes as may be found in some other competitive games).

9.4.4 Wagering

Wagering occurs when a player or spectator at a tournament places or offers to place a bet on the outcome of a tournament, match or any portion of a tournament or match. The wager does not need to be monetary, nor is it relevant if a player is not betting on their own match. The penalty for this Error by a player involved in the game wagered on is a **Game Loss**. Spectators of the wagered game committing this Error will be penalized with a **Warning** that will carry over to all other Tournaments they play in during that event, if a Warning of any type is issued after that one, it is upgraded to a **Game Loss** immediately.

Examples:

- Two players agree that the winner of the match will be able to choose a rare figure out of the other person's force after the tournament.
- Two spectators place a monetary bet on the number of victory points scored by the winner or by either specific player.

9.4.5 Stalling

This Error occurs when a player intentionally plays slowly to take advantage of the time limit to attempt to win the game. A player may play slowly without realizing it, and that is not a form of stalling. An indicator of playing slowly and not stalling might be taking a similar amount of time on decisions when either player is currently in a favorable game state and the length of time taken for decisions being proportional to the number of options available or the impact this choice may noticeably have on the game.

It can also be a Sportsmanship Error — Stalling if a player continues to execute a loop without being able to provide the exact number of iterations or the expected resulting game state. With the judge's guidance, if the exact number of iterations and/or the expected resulting game state is provided, the player can be asked to fast forward the game to that point to receive only a **Warning** instead. A second Warning for this same Error during a tournament will be immediately upgraded to a **Game Loss**, otherwise this will be counted as the first Warning of any other Error Type when determining if the subsequent Warnings should be upgraded.

The penalty for this Error is **Game Loss**. *

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If you suspect an opponent is attempting this Error, a judge should be notified immediately. A judge may choose to remain present at the game for as long as they deem necessary to monitor and discourage stalling or to adequately determine the suspected player is not stalling or at risk of attempting to stall. Once a judge chooses to remain present to monitor for stalling, they must remain present and cannot assist other players or staff until that judge deems there is no longer a concern for stalling to occur or to have occurred.

To correct this Error, a judge may issue a time extension to the game for the involved players or may issue a one-turn extension for the game, though this remedy should only be considered when the tournament time permits.

Examples:

- A player's characters all have two action tokens and their only choice is a single use of Perplex to use with only one legal target while the current score has them ahead on victory points, they then take an excessive amount of time deciding to Perplex on defense instead of something else.
- A player has been playing very quickly while they are behind on points and immediately slows down dramatically when they become ahead on points, and then speeds up again when they are again behind on points.
- A player takes an excessive amount of time to roll their dice when they are currently winning.
- A player has a conversation about the weather with a spectator instead of taking their turn.

9.4.6 Theft

This Error occurs when an individual steals materials from the event. Players enter into a tournament and staff run an event with a basic expectation of the safety of their property. This does not absolve staff or players from their responsibility to keep an eye on their possessions; but at the same time, they should expect to retain the product they began the event with or were given for the event. Other instances of theft not involving the materials used by the staff or players for this event in specific are instead the responsibility of the Tournament Organizer and are not covered by the Sportsmanship Error — Theft, though the Tournament Organizer may separately issue a Suspension to individuals found committing other theft that is under their responsibility and all staff are encouraged to help the Tournament Organizer in any way they can with that responsibility.

The penalty for this Error is **Suspension** from the event and a reasonable legal attempt to reacquire the stolen property.

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Examples:

- A player steals sealed boosters intended for a Sealed Tournament.
- A player maliciously and knowingly steals a character from their opponent's force or sideline after their game ends.
- A player steals prizes from the tournament.
- A player realizes their opponent accidentally left one or more game elements with them, and hides this rather than immediately notifying that opponent or a judge.

9.4.7 Damaging Another Individual's Property

This Error occurs when a player damages the property of another party, as determined by the judge staff. The player with the damaged property will continue their game using a reasonable proxy for the remainder of that game and the player who damaged the property will be given a **Warning**, and then will have until the beginning of the next round of the tournament to replace the damaged property for the other party. Failure to do so will result in **Disqualification** from the event.

9.4.8 Aggressive and/or Threatening Behavior

This Error occurs when an individual acts in a threatening way towards others or their property. The safety of everyone involved is of the utmost importance and there will be no tolerance for abuse of any kind or physical intimidation. This can occur outside of the scheduled tournament time between two or more individuals involved in a multi-day event, and can extend online, as well as in person. Two individuals may both engage each other in aggressive and/or threatening behavior; this is not required to be a one-sided interaction, though it often is one-sided. This can also be committed by staff or spectators and can occur during a tournament series spanning over multiple tournaments in the time between events or leading up to an event, especially online.

The penalty for this is **Suspension** from the event for 1 hour and being asked to leave the play area for the event for 1 hour. If the individual(s) refuse to leave, return too early, or return and continue to act in this manner, the length of time of the Suspension may be upgraded.

Examples:

- A player threatens to physically fight their opponent, such as by saying "let's take this outside".
- A player physically threatens to hurt a judge who issues an unfavorable ruling.
- A player flips the table used for the game.
- A player smashes an opponent's figure or tears up their Tarot card.
- A spectator messages a player online threatening to "settle this like men".

9.4.9 Harassment

This occurs when an individual purposefully makes another feel uncomfortable, based on age, race, national origin, cultural heritage, color, citizenship, gender identity, religion, socioeconomic status, languages known, disability, sexual/romantic preference/proclivity, their appearance, or a similar criterion. This may present as unwanted comments or actions such as inappropriate touching, photography, or stalking. It is imperative to create a safe environment for the event to occur in, and it is a basic expectation for all players to expect a safe environment.

When the accusation involves a spectator harassing a player, the spectator will be removed from the play area to prevent further instances of harassment until the situation can be addressed, and the player will be immediately notified of the situation. Immediately upon completion of reporting scores for that game, the player will then address the situation in full with a judge.

In cases where the accusation involves two (2) players in the tournament who are playing against each other or reasonably close to one another, a game involving a player committing this Error is immediately ended or paused by a judge to address this issue, separating the involved individuals from one another to first investigate and then educate about the Error that has occurred, to prevent further escalation of the issue.

This additionally can be committed by staff or spectators and can occur during a tournament series spanning over multiple tournaments in the time between events or leading up to an event, especially online.

If it is determined this Error did not occur (such as due to a miscommunication), both individuals will be educated about the miscommunication so it can be avoided in the future, and both will be issued a **Warning**.

An individual involved in two or more Sportsmanship Error — Harassment Warnings may have that additional Warning upgraded at the Head Judge's discretion.

If it is determined this Error has occurred, the offending individual is issued a **Game Loss**, regardless of their excuse. They will then be educated on why the behavior was harassment and how that made the other party uncomfortable. If the behavior is immediately corrected and they are genuinely remorseful, they will be asked to take a five (5) minute break away from the event area to cool off and then may return and resume participation. They may want to apologize to the individual they made uncomfortable, and they may express this to the judge, but they should be asked to minimize unnecessary contact with that individual, including by not personally delivering that apology, as the

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desire of the individual to not be around their harasser should be respected to the fullest extent possible.

If the Error is determined to have occurred and the accused individual demonstrates no remorse, no desire to correct the behavior, or no ability to correct the behavior, they will be issued a **Suspension** for the duration of the event.

Examples:

- A player who identifies as male follows a player who identifies as female into a female-gendered bathroom.
- A player uses a racial slur against their opponent.
- A player uses a hurtful stereotype when talking about their opponent.
- A player asks a spectator for a date, is denied, and continues to press the issue.
- A player touches a spectator, in an unwanted sexual manner.
- A spectator takes unwanted photographs of a player and does not delete them when asked or continues to take more unwanted photographs.
- A spectator bullies a player online, including for their performance in the event.

9.4.10 False Accusations of Errors

This Error occurs when an individual has accused another of a Game Play Error, Tournament Error, or Sportsmanship Error of any type and upon investigation by the judges had no reasonable evidence to even suggest such an Error occurred. This includes re-accusing or re-opening a previously closed and resolved investigation of a previous accusation especially without new evidence.

The first case of this occurring will be a **Warning**. This may be upgraded based on the severity of the accusation and the suspicion provided to the judge for why and how the accuser believes the Error occurred.

9.4.11 Unsporting Conduct

This Error occurs when an individual takes action that is disruptive to the tournament or its participants. All participants should expect to have a safe and enjoyable environment for the tournament, so players need to be made aware if their behavior is unacceptable in order to maintain this environment. This can also be committed by staff or spectators and can occur during a tournament series spanning over multiple tournaments in the time between events or leading up to an event, especially online.

The penalty for this Error is a **Warning**.

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Examples:

- A player leaves excessive trash in their play area after leaving the table.
- A player throws their dice or team on the ground after losing.
- A player fails to follow the judge's instruction to leave the play area.
- A player uses excessively profane or vulgar language.
- A player insults their opponent after ending a game against them.
- A player or spectator insults a judge or other tournament staff over the validity of a decision they issued or business choices executed by CCO, WizKids, NECA, or the venue.

9.4.12 Cheating

This Error occurs only when a player knowingly violates game or tournament rules with the intent of gaining a competitive advantage. The judge does not need to demonstrate evidence, but should have a compelling reason to believe this Error has truly occurred.

As cheating is an infraction so serious it compromises the integrity of the tournament, the only suitable penalty is **Disqualification**. Based on the severity of the Error, this may be upgraded by the Head Judge to a **Suspension**.

9.4.13 Disrupting a Game

This Error occurs when a person disrupts a game occurring to such an extent the game cannot be completed in a way that can maintain the integrity of the tournament. In this event, a time extension will be issued to the players affected, and they will play a new game as if the first had not occurred. If either player is found to have played a role in motivating the disruption, that will constitute Tournament Error - Cheating.

The penalty for the person who committed this Error will be **Disqualification** from the event and removal from the event area.

Example:

- Flipping a table a game is being played on.

9.4.14 Unprofessional Appearance

A player or spectator commits this Error if they produce an odor deemed reasonably unpleasant to those around them at traditional public distances such that it is disruptive, the individual appears publicly intoxicated with one of any sufficiently mind-altering substances whether it is legal to consume or not, or the person is wearing socially unacceptable attire as deemed so by the tournament staff.

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The penalty for this is a **Game Loss** for a player or a **Warning** for a spectator with the opportunity for them to then leave the tournament area, correct the Error, and return when they can do so and return to participation in an appropriate state.

10 Summary of Changes

Date of Previous Version: February 6, 2026

Date of Current Version: March 16, 2026

1 Introduction & Using this Document		
Section	Page #	Change

2 Participation Fundamentals		
Section	Page #	Change
2.2.1	10	Corrected "18 and under" to "17 and under"
2.2.1	10	Removed the option to run an age-restricted tournament
2.2.1	10	Removed the option to run a tournament for only marginalized individuals
2.2.3	11	Clarified the length of the current suspension, 2/2/2026-1/1/2031
2.4	12	Clarified it is recommended for judges to print out build sheets and errata
2.6.1	12	Clarified players can use electronic devices between games and judges should provide adequate time to do so for force verification

3 Tournament Roles		
Section	Page #	Change
3.2	15	Clarified Kyle's last name is intentionally missing, due to questions asked.

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4 Tournament Staff Policies		
Section	Page #	Change

5 Tournament Procedures		
Section	Page #	Change
5.4	25	Clarified a judge can announce additional time announcements if they choose to

6 CCO Circuit		
Section	Page #	Change

7 Tournament Policies		
Section	Page #	Change

8 Tournament Divisions and Format Rules		
Section	Page #	Change
8.1.5.1	64	Added clarifications and exceptions to how friendly effects affect teammates and clarification players cannot win with Mission Points.
8.1.5.3	65	Equipment cannot be assigned at force construction to figures with gold or premium rarity.
8.1.5.3	65	Redefined Premium Rarity to include bystanders and all legacy cards.

9 Penalty Guidelines		
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Section	Page #	Change