

TFH Unguladder

What is Unguladder?

Unguladder is a ladder-style competitive format for Them's Fightin' Herds, designed for players to test their skill and track their competitive progress without the high pressure and time commitment of traditional elimination brackets.

How does it work?

Players who join the ladder are given a starting score based on their initial seeding.

They can then at any time create an open challenge, which can be accepted by any opponent **within +/-5 positions** of their current position on the ladder to play a **first-to-5** set.

Once the final score of the set is submitted, the players' ladder score will be updated based on the difference between the winner's score and the loser's score. For example, in a set that ends 5-2, the winner will gain 3 points and the loser will lose 3 points.

There is no "end" to the ladder - you can keep playing as much as players in your skill range continue to accept your challenges!

How do I join?

Once you've read the full document, all you have to do is use the link below to register:

[\[REGISTER\]](#)

How do I submit a match?

Use the form here:

[\[SUBMIT MATCH\]](#)

Where do I keep track of ladder positions and scores?

Use the sheet below. The match log and scores won't always update immediately, but as often as possible.

[\[LADDER & MATCH LOG\]](#)

Rules and Additional Notes:

- Unguladder matches are played on game version **6.0.0 Rev2** until further notice.
- Unguladder scores are kept on a character basis, so you can't switch characters in the middle of a set. You can join the ladder with multiple characters though, they will just be tracked separately.
- If a single player has more than 1 character entry within your +/-5 eligibility range, you can temporarily extend it so that there are 5 unique players above and below you that you're allowed to fight.
- Unguladder doesn't require joining any specific TFH Discord server or other platform. You can challenge any player that can see the challenge as long as they're inside +/-5 of your ladder position and accept it.

- To accept a challenge, players must know they're playing a ladder match beforehand, so be sure to include something like "Unguladder" or "ladder" and your current ladder position in your matchmaking request. Server rules may vary with regard to using the ladder, so be sure to check those first.
- Ladder matches are open and first come, first serve, as long as the opponent qualifies. If you see an open challenge from a player you don't want to fight or interact with, don't feel obligated to. But also don't open one if you're not ready to fight anyone who might see it. Keep in mind that individual Discord servers or other communities will not be asked to change their policies or ban lists to make accommodations for you, so please be respectful of them.
- Once you've completed a ladder match with a player, you cannot challenge that player again until you've both fought someone else first. This rule is in place to prevent abuse of the system by "farming" favorable player or character matchups for points. If this accidentally occurs, the score update will be put on hold until a valid match is completed first.
- For the purposes of the no-repeat rule, two different characters played by the same person can be considered two different players, meaning you are allowed to fight them back-to-back.
- If you encounter connection problems with an opponent during the first game of a match, you can request to abort the set with no penalty. However, once the first game has been completed, the set must be completed or forfeited.

- If a player disconnects during a game, that game will count as a forfeit for the player who disconnected. The rest of the set can be completed as normal if the disturbance was accidental or temporary.
- Players who haven't participated in a ladder match will lose 5 ladder points for every month that passes. If 6 months or more pass without participation, they will be unregistered from the ladder.
- If you check the match log and notice a mistake or falsely submitted match, please notify @indigoisles on Discord. Repeated instances of submission abuse will result in a ban from the ladder.
- If two players disagree on the results of a match, it can be corrected if .tfhc replay files or some other evidence is provided. For this reason, saving replays is **highly encouraged** even if not absolutely required, as if no evidence exists to verify a set that's being contested, the set will be considered void. This is made much easier by setting replay saving to "Auto" in the game's options, which I strongly recommend unless your computer is absolutely starving for storage.
- If you're a new entrant, please wait for the ladder sheet to be updated with your placement before playing any matches. I'll try to do this as often as realistically possible, but it won't always be instant.

Change Log:

- 11/15/25: Matchmaking eligibility between players was changed from points-based to position-based to prevent the possibility of a player having no eligible opponents within their score range.
- 11/17/25: Clarification regarding repeat matches for players with multiple characters.
- 11/20/25: Adjustment to matchmaking eligibility to prevent multiple character entries by the same player from limiting the number of available opponents.