

## GENERAL (all game platforms)

- **Required Materials:** All players are responsible for having the materials required for play. Players are responsible for being aware of any clarifications for any game elements on their team. Players are expected to have a general knowledge of game play. Additionally, each player should bring a pen as they will be responsible for filling out their Army/Team/Fleet Build sheets during events.
- **Judges:** Stores may identify one or more individuals as Judges to organize and facilitate each event. The Judges are the final authority on rules for the event that they are responsible for. An event with many judges will have one judge identified as the “Head Judge”. Players with rules questions may appeal a judge’s ruling to get the Head Judge’s call. A tournament may impose limits on the number of times a player is permitted to do this.
- **Lateness:** At the judge’s discretion, a player who is tardy or absent may be required to forfeit their match (or first game of that match for Marvel Dice Masters) and will receive no points for that match (as applicable for game).
- **Cheating:** Players who intentionally try to gain an unfair advantage over other players at the event may be dealt with at the discretion of the judge – this may include disqualification from event and possibly a ban from future WizKids games events.
- **Forced re-rolls:** Dice which are cocked more than 15 degrees or roll off the table must be re-rolled. 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.
- **Electronic devices:** Players’ cell phones /tablet PCs or other electronic devices are not permitted for use in the play area for the purpose of research of game information. If a player is found to have game information on their electronic device visible during one of their matches, they may be forced to take a match loss or be disqualified from the event. Use of cell phones for phone calls, voice messages texting or other means of communication is highly discouraged during the event– players using cell phones for these purposes while in a game match will receive a warning and may be forced to take a match loss or be disqualified from event if they continue use of the device.
- **Spectators:** Spectators are expected to not comment or ask questions on tournament games in progress. Spectators doing so may be asked to leave the game area. At the Judge’s discretion, players seeking or receiving game advice from spectators (even unsolicited) may be given a warning, receive a match loss or disqualified.



## HeroClix Nationals Qualifier (Premiere Event)

- **Format:** Sealed—each player will receive 2 booster packs (Booster release TBA).
- **Maps:** Stores will be provided maps that will be considered legal maps for the tournament. The maps will be placed at designated tables. Players assigned to that table will play on the map placed at that table. For 2-sided maps, the player who is to go first may choose the side of the map (front or back face) and the player who is to go second chooses their starting area. **All Special Rules (Orange text) will be ignored for this tournament (i.e. Special Rules are not in play)**
- **Legal Product:** Only product that is pulled from the booster packs received at the event may be used on a player's team. No outside elements are allowed to be added to a player's force.
- **Resources/Relics:** Only product that is pulled from the booster packs received at the event may be used on a player's team. No outside elements are allowed to be added to a player's force.
- **Materials:** Players should bring all game components needed to play (dice, action tokens, effect tokens, etc). Players should bring their own object tokens.
- **Sealed Packs:** At the start of a tournament, players will receive 2 booster packs. When instructed by the tournament organizer, all players will open their packs and confirm the contents. A player may request a replacement pack if one or more figure in the pack is in an unplayable state. This includes but is not limited to: dial/dial sticker missing; dial sticker does not match the figure (this can be confirmed by comparing the collector number on the top of dial and the collector number printed on the dial sticker); figure missing their character card. 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 Judge's discretion. A player must return all contents of the pack to receive a replacement pack. Replacement packs are only available as supplies last.
- **Team Building:** Once all players have opened their packs and confirmed their contents, they will have 20 minutes to build a 300 point team.
- **Action Total:** 3 actions per turn.
- **Victory conditions:** When one player is eliminated or the time limit is reached. If the time limit is reached, the player with the most KO points at the end of that round wins.
- **Scoring:** Win/Loss and KO Points are recorded on players' Team Sheet.
- **Byes:** A bye is issued when there are an odd number of players in a Swiss event. A bye is considered a win. First-round byes are assigned randomly. In subsequent rounds, the bye is given to the lowest-ranked player who has not already received a bye. The Bye player receives a Win for the round with 0 points.
- **Mission/Scenario/House Rules:** There are no mission/scenario/house rules in play for this event.



## HeroClix Battle Royales (Side Events)

- **Format:** Sealed Draft— each player will receive 1 booster pack (Booster release TBA).
- **Legal Product:** Only product that is pulled from the booster packs received at the event may be used on a player's team. No outside elements are allowed to be added to a player's force.
- **Resources/Relics:** Only product that is pulled from the booster packs received at the event may be used on a player's team. No outside elements are allowed to be added to a player's force.
- **Materials:** Players should bring all game components needed to play (dice, action tokens, effect tokens, etc). Players should bring their own object tokens.
- **Sealed Packs:** At the start of a tournament, players will open 1 booster pack—this booster pack and its contents are provided for tournament play and are the property of the store until after the event is completed and the contents are placed into the prize pool. When instructed by the tournament organizer, all players will open the packs and confirm the contents. If a pack is missing any cards/figures or has mismatched parts, inform the judge to receive a replacement pack. Players may only ask for a replacement pack if an item is missing from their pack. Replacement packs are only available as supplies last.
- **Team Building:** Once all players have opened their packs and confirmed their contents, each player choose one figure/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 figure/game element from the remaining 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.
- **Action Total:** 3 actions per turn
- **Victory conditions:** When one player remains or the time limit is reached. If the time limit is reached, the player with the most KO points wins.
- **Scoring:** KO points are calculated for all players to determine draft order for Prize Pool.
- **Prizing:** At the end of the game (game duration approximately 45 minutes), players determine standings based on number of points KOed from other players. Players will then place all figures and elements from their booster packs/team into the center of the map and a 2014 Limited Edition HeroClix Convention Prize figure will be added to form a prize pool. Players will then conduct a snake draft until all elements have been chosen (first choices starting with 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)
- **Dropping from Event:** If a player drops from the event before the event is completed, the contents of their sealed booster and/or team are to remain with the event and used as part of the final Prize Pool.
- **Mission/Scenario Rules:** There are no mission/scenario rules in play for this event.





## Marvel Dice Masters National Qualifier (Premiere Event)

- **Format:** Constructed—Standard tournament 8 characters/20 character dice/2 Basic Action Cards/20 life
- **Required Materials:** All players are responsible for bringing the materials required for play as described in the latest Dice Masters Rulebook.
- **Legal Product:** Only characters/dice from the Marvel Dice Masters: Avengers vs. X-Men set and Avengers vs. X-Men Storyline Organized Play Event Series Months 1-4 are allowed for this event.
- **General Game Knowledge & Card Clarifications:** Players are expected to have a general knowledge of game play. Players are responsible for being aware of any clarifications for any characters/dice on their team. Please refer to PDF located at the following site for card clarifications:  
<http://dicemasters.com/wp-content/uploads/2014/05/MDM-FAQ-FINAL.pdf>
- **Rounds:** Each round consists of 3 games, the player who wins the most games within the time limit is considered the winner.
- **Timekeeping:** 50 minute rounds (may be modified at store/judge's discretion—though store should announce this in advance). Once time is called, the active player finishes their current turn and the game proceeds to a 5 turn extension. At the end of these 5 turns the player with the highest life total is the winner. Every game in a round should have the same time limit applied to it. Barring any special circumstances, every round in a tournament should have the same time limit applied to it.
- **First Player:** For the first game of a round, determine which player goes first at random. The player who goes first in a tournament game may not attack on their first turn. The player who loses a game within a match may decide to go first or second in the next game of the match instead of randomizing which player goes first. Players should randomize who goes first after a tie.
- **Ties in Matches:** Players may tie a best of 3 series in Dice Masters in a number of ways:
  - Both players have won the same number of games and have equal life totals after time is called and any extra turns or time extensions have concluded.
  - Both players have won the same number of games and all other games in their best of 3 series end in a tie.
- **Games Ending on Time:** Once time is called, the active player finishes their current turn and the game proceeds to a 5 turn extension. At the end of these 5 turns the player with the highest life total is the winner. Every game in a round should have the same time limit applied to it. Barring any special circumstances, every round in a tournament should have the same time limit applied to it.
- **Scoring:** Win/Loss/Tie records are to be recorded on players' Team Sheet.
- **Pairings:** Pairings in the first round of a standard Swiss style Dice Masters tournament are determined randomly. For subsequent rounds, players are randomly paired to other players of similar record (a 2-0 player would get paired to a 2-0 player, a 1-1 player would play another 1-1 player). Players cannot have the same opponent twice during Swiss rounds.
- **Byes:** A bye is issued when there are an odd number of players in a Swiss event. A bye is considered a win. First-round byes are assigned randomly. In subsequent rounds, the bye is given to the lowest-ranked player who has not already received a bye. The Bye player receives a Win for the round.
- **Conceding:** A player may concede a single game to an opponent once the match has begun. A player who concedes is given a loss for that game. The conceding player's opponent is awarded a win.
- **Dice Bags:** Players may look into their own dice bag, but not their opponent's. They must mix their dice well before drawing..



## Marvel Dice Masters Rainbow Drafts (Side Events)

- **Format:** Sealed/Constructed Rainbow Draft Format
- **Required Materials:** Each player should come to the event with 8 Sidekick Dice, 12 Basic Action Dice, 4 Indicator Cards, and 2 Basic Action Cards (players may choose which Basic Action Cards they'd like to use after completing the draft, but must use the same 2 throughout the event).
- **Legal Product:** For the Constructed Portion of a player's team, only characters/dice from the Marvel Dice Masters: Avengers vs. X-Men set and Avengers vs. X-Men Storyline Organized Play Event Series Months 1-4 are allowed for this event.
- **General Game Knowledge & Card Clarifications:** Same as Premiere Event.
- **Sealed Packs/Draft Set-up:** At the start of a tournament, players will receive 12 Marvel Dice Masters foil packs. When instructed by the tournament organizer, each player will open 6 of their packs received (as players opens their packs they should verify that the cards and dice match). Keeping their cards secret, players should set them aside into a pile of 12 cards. The next 6 packs are opened and placed into a separate pile of 12 cards in front of the player (the piles are not to be mixed). All dice are placed into the center, and arranged in the center of the table so players can see exactly which dice and how many of each will be available during the draft. We call it Rainbow Draft as players may elect to sort them by color to allow for easier visual spotting of which cards correspond to which dice during the draft. If a pack is missing any cards/figures or has mismatched parts, the player should ask for a replacement pack. Players may only ask for a replacement pack if an item is missing from their pack or mispacked (mis-matched card/dice). Replacement packs are only available as supplies last.
- **Drafting:** Each player looks at the first stack of cards from the first 6 packs they opened, selects one card (setting it face down in front of them) and passing the remaining cards to the player to their right. After all players have selected a card, they take the pile from their left to select their next card and repeat the process until no cards remain. Once the first stack of cards is drafted, players draft the second stack the same way as they did the first, this time passing in the opposite direction (left). After drafting all packs, players should take dice from those that were set aside to match each of their cards. They will then construct a tournament team based on the Basic Action Cards they own and the cards they drafted. This tournament team can have up to 8 cards and up to 20 dice across those cards (many teams will have less than this). The basic action dice and cards and sidekick dice do not count against this limit of 8 cards and 20 dice.
- **Rounds:** Same as Premiere Event.
- **Timekeeping:** Same as Premiere Event.
- **First Player:** Same as Premiere Event.
- **Ties in Matches:** Same as Premiere Event.
- **Games Ending on Time:** Same as Premiere Event.
- **Pairings:** Same as Premiere Event.
- **Byes:** Same as Premiere Event.
- **Conceding:** Same as Premiere Event.
- **Dice Bags:** Same as Premiere Event.



## Star Trek: Attack Wing National Qualifier (Premiere Event)

- **Format:** 90/30 Constructed /Sealed—each player brings a pre-built fleet of up to 90 point and receives a STAW Tournament Booster. Upon opening the Tournament Booster, each player will use the content of the booster to make a single Ship of up to 30 points utilizing only the Ship, Captain and Upgrades found in the booster they received and adds this to their pre-built 90 point fleet (for a fleet total of up to 120 points).
- **Legal Product:** Star Trek: Attack Wing releases through Wave 6 and The Collective OP 2 are allowed for this event (Wave 7 ships, The Collective OP Kit 3 and Resistance is Futile OP materials are not allowed even for stores running this event in late September or October). The Deep Space 9 Upgrade Card packs are not allowed to be used at this event.
- **Materials:** Players should bring all game components needed to play (maneuver templates, dice, etc). Non-WizKids Games game components are not allowed (maneuver templates, dice, etc).
- **Play Area (3' x 3')**: A standard Star Trek Attack Wing Game is played on a 3' x 3' play area. Stores should measure/tape out 3' x 3' play areas in advance of tournament or supply 3' x 3' play mats to indicate the play area. For the WizKids Open events, a planet token will be placed in the center of the play area (as supplies allows—if there are not enough planet tokens to place out on all maps in play, no terrain will be used so all players will have same play area). These will operate as a Planet token as described on page 23 of the STAW Rules of Play.
- **Alternate Play Area (2' x 3')**: We recognize that some WKO stores may not have the sufficient size tables/quantities of tables/available space to accommodate the standard play area as noted above. WKO stores may choose to implement an alternate play are of 2' x 3'. Stores should measure/tape out 2' x 3' play areas in advance of tournament or supply 2' x 3' play mats to indicate the play area. Store may opt to use 2' x 3' gridded HeroClix Star Trek: Tactics maps that can be used to designate each individual play area. For the WizKids Open events, a planet token will be placed in the center of the play area (as supplies allows—if there are not enough planet tokens to place out on all maps in play, no terrain will be used so all players will have same play area). These will operate as a Planet token as described on page 23 of the STAW Rules of Play.
- **Squad Building:** At the start of a tournament, players must record their Fleets on a Fleet Build Sheet. Players CANNOT change their fleets between Battle Rounds. Players have a number of Squadron Points (SP) with which to equip their fleets using the standard Squad Building Rules (see page 21 of the full Rules of Play). At the start of every Battle Round players must verify their opponent's Fleet build and sign off on it.
- **Resources:** In addition to normal Squad Building, each player may equip their fleet with exactly 1 Resource. The SP Costs for Resources are located on the Resource Reference Cards. Players may choose from among any Resources from the Dominion War or OP Kits 1 & 2 from the Collective Storyline Organized Play Events Series (Resources from the Collective OP3 or Resistance is Futile event series will not be allowed for this event). Players CANNOT change Resources between Rounds.
- **Victory conditions:** When one player is eliminated or the time limit is reached. If the time limit is reached, the player with the most Fleet Points at the end of that Battle Round wins.



## Star Trek: Attack Wing National Qualifier (Premiere Event)- *continued*

- **Scoring:** Fleet Points are equal to the 120 MINUS the number of SP left in your opponent's surviving fleet. Points are recorded on players' Fleet Build Sheets as well as on the Score Sheet. A player's surviving Fleet includes:  
1) any of that player's ships that are not destroyed, 2) any Upgrades those ships are still equipped with, and 3) any Upgrades that are placed under the ship card. NOTE: Any Upgrades that a player discards to use for their text ability are placed under the ship card on which they were equipped. Any Upgrades that are under a ship that was destroyed are also destroyed. A player who receives a Bye will receive a Win with 60 Fleet Points.
- **Byes:** A bye is issued when there are an odd number of players in a Swiss event. A bye is considered a win. First-round byes are assigned randomly. In subsequent rounds, the bye is given to the lowest-ranked player who has not already received a bye. The Bye player receives a Win for the round with 60 points.
- **Mission/Scenario Rules:** During Swiss Rounds (3 rounds), each Sector Condition is played in a different round:
  - Round 1: Nebula
  - Round 2: Energy Flux
  - Round 3: Meteor ShowerDuring Single Elimination Rounds, Judge rolls at start of round to randomly select one of the above Sector Conditions to be active for round.





## Star Trek: Attack Wing Sector Battles (Side Events)

- **Format:** 90/30 Constructed /Sealed—each player brings a pre-built fleet of up to 90 point and receives a STAW Tournament Booster. Upon opening the Tournament Booster, each player will use the content of the booster to make a single Ship of up to 30 points utilizing only the Ship, Captain and Upgrades found in the booster they received and adds this to their pre-built 90 point fleet (for a fleet total of up to 120 points).
- **Legal Product:** Same as Premiere Event.
- **Materials:** Same as Premiere Event.
- **Play Area (3' x 3'):** Same as Premiere Event.
- **Alternate Play Area (2' x 3'):** Same as Premiere Event.
- **Squad Building:** Same as Premiere Event.
- **Resources:** Same as Premiere Event.
- **Victory conditions:** Same as Premiere Event.
- **Scoring:** Same as Premiere Event.
- **Mission/Scenario Rules:** Sector Conditions will be in effect as stated below:
  - Round 1: Nebula
  - Round 2: Energy Flux
  - Round 3: Meteor Shower