GENERAL (all game platforms)

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

- **Tournament Integrity:** WizKids reserves the right to issue rulings during a tournament to preserve the integrity of that tournament. At the discretion of WizKids, 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, Wizkids also reserves the right to disqualify players that do not follow rulings or directions given to them by a tournament official.

- **Required Materials**: All players are responsible for having the materials required for play. Players are responsible for being aware of any clarifications for any of their game elements. 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:** Tournament organizers 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**: In the case of a single game match, any player who is more than 10 minutes late receives a match loss. In the case of a match that is best of three, any player who is more than 5 minutes late receives one game loss. Additionally, any player who is more than 10 minutes late receives a match loss. In both cases, any player who does not show up by the end of the round will be dropped from the tournament.

- **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 event staff – this may include disqualification from an event and a possible ban from future WizKids 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. 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.

- **Spectators**: For the purposes of WizKids events, anyone who is not a part of the tournament staff or is not currently playing a tournament match is considered a spectator. 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 event staff's discretion, players seeking or receiving game advice from spectators (even unsolicited) may be given a warning, match loss, or be disqualified.

HeroClix Sealed Events

- **Format**: Sealed — Each player will receive two sealed HeroClix booster packs for sealed play.

- **Maps:** Players are responsible for bringing Modern Age maps for HeroClix Sealed Events. The player who goes first chooses the map they wish to use. The player who goes second chooses which starting area they will use. **All Special Rules (Orange text) WILL be in play for these events unless the map prohibits it from tournament play (i.e. Special Rules ARE in play).**

- **Legal Game Elements**: Only game elements that are pulled from the booster packs received at the event may be used on a player's team. No outside game elements are allowed to be added to a player's team.

- **Materials**: Players should bring all game components needed to play (dice, action tokens, effect tokens, object tokens, maps, etc.).

- **Sealed Packs**: At the start of a HeroClix sealed event, players will receive two sealed HeroClix booster packs. When instructed by the event staff, all players will open their packs and confirm the contents. A player may request a replacement pack if one or more figures 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). 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 event staff. 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.

HeroClix Constructed Events

- **Format**: Constructed

- **Maps:** Players are responsible for bringing Modern Age maps for HeroClix Constructed Events. The player who goes first chooses the map they wish to use. The player who goes second chooses which starting area they will use. **All Special Rules (Orange text) WILL be in play for these events unless the map prohibits it from tournament play (i.e. Special Rules ARE in play).**

- **Legal Game Elements**: Any Modern Age game elements that have been officially released for more than 1 week are legal for this tournament.

- **Materials**: Players should bring all game components needed to play (dice, action tokens, effect tokens, object tokens, etc.).

- **Team Building**: All players are to come to the event with a Constructed HeroClix team using only game elements from Modern Age sets that have been officially released for more than 1 week.

- **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.

HeroClix Battle Royales

- **Format**: Sealed Draft — Each player will receive one HeroClix booster pack for sealed draft play.

- **Maps:** Maps for Battle Royales should be provided by the event staff. The preferred map size for Battle Royale events is 2' x 2' but a 3' x 3' map may be used as a substitute.

- **Legal Game Elements**: Only game elements that are pulled from the booster packs received at the event may be used on a player's team. No outside game elements are allowed to be added to a player's team.

- **Materials**: Players should bring all game components needed to play (dice, action tokens, effect tokens, object tokens, etc.).

- **Sealed Packs**: At the start of a HeroClix Battle Royale event, players will receive one sealed HeroClix booster pack. When instructed by the event staff, all players will open their packs and confirm the contents. A player may request a replacement pack if one or more figures 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). 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 event staff. 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, 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 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.

- **Action Total**: 3 actions per player's 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 each player to determine draft order for the prize pool.

- **Prizing:** At the end of the game, players determine standings based on the number of points KO'd from other players. Players will then 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 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 are used as part of the final prize pool.

HeroClix Team Battle Royales

- **Format**: Sealed — Each team of two will receive four HeroClix booster packs for sealed play.

- **Maps:** Maps for Team Battle Royales should be provided by the event staff. The preferred map size for Team Battle Royale events is 2' x 2' but a 3' x 3' map may be used as a substitute.

- **Legal Game Elements**: Only game elements that are pulled from the booster packs received at the event may be used on a player's team. No outside game elements are allowed to be added to a player's team.

- **Materials**: Teams should bring all game components needed to play (dice, action tokens, effect tokens, object tokens, etc.).

- **Sealed Packs**: At the start of a HeroClix Team Battle Royale event, teams will receive four sealed HeroClix booster packs. When instructed by the event staff, all teams will open their packs and confirm the contents. A team may request a replacement pack if one or more figures 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). If a figures 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 event staff. A team must return all contents of the pack to receive a replacement pack. Replacement packs are only available as supplies last.

- **Team Building**: Once all teams have opened their packs and confirmed their contents, they are to build two 200-point teams using only the game elements pulled from their packs.

- **Action Total**: 3 actions per player's turn

- **Victory Conditions**: When one team remains or the time limit is reached. If the time limit is reached, the team with the most KO points wins.

- **Scoring**: KO points are calculated for both teams to determine draft order for the prize pool.

- **Prizing:** At the end of the game, teams determine who won based on the number of points KO'd from the other team. Teams then place all game elements from their booster packs/teams 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). Teams draft from the prize pool– each player choosing one item– before passing the draft to the other team.

- **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 are used as part of the final prize pool.

Dice Masters Constructed Events

- **Format**: Unlimited

- **Required Materials:** All players are responsible for bringing the materials required for play as described in the latest Dice Masters Rulebook.

- **Legal Game Elements**: Any game elements that have been officially released for more than 1 week are legal for this tournament.

- **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 the following PDF for the latest FAQ: http://dicemasters.com/wp-content/uploads/2014/09/MDM-FAQ-FINAL1.pdf

- **Rounds**: Each Swiss round will be 1 game with a 30 minute time limit. Each single elimination round will consist of a 3 game match with a 50 minute time limit.

- **Timekeeping**: 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. 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 3-game 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**: After the additional 5 turns, during Swiss rounds, incomplete games end in a tie. During single elimination rounds, after the additional 5 turns a winner must be determined. To determine the winner, the player who has won the most games in the match wins. If both players have won the same number of games, then the player with the higher life total in the current game wins. If players have the same amount of wins and the same amount of life in the current game, then the game continues until one player has a higher life total than his or her opponent. In this case, the player with the higher life total wins. If players have the same amount of wins but have not started a new game, then they must play an a tiebreaker game. A tiebreaker game consists of 5 turns after which the player with the higher life total wins. If both players have the same life total after 5 turns, then the game continues and concludes as outlined above.

- **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 with 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 player who receives the bye is granted 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. While mixing their bags players may not have their hand in the bag and must have the bag closed.

Dice Masters Rainbow Drafts

- **Format**: Rainbow Draft

- **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 Game Elements**: For the Constructed portion of a player's team, any game elements that have been officially released for more than 1 week are legal for this tournament. For the Sealed portion of a player's team, only game elements the player has drafted during this event may be used.

- **General Game Knowledge & Card Clarifications:** Same as Dice Masters Constructed Events

- **Sealed Packs/Draft Set-up**: At the start of a tournament, players will receive 12 Dice Masters foil packs. When instructed by the tournament organizer, each player opens a set of 6 packs. As each player opens their packs they should verify that the cards and dice match. Keeping their cards secret, players set them aside into a pile of 12 cards. The next 6 packs are opened, reviewed, and then 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 so players can see exactly which dice and how many of each will be available during the draft. If a pack is missing any cards/dice or has mismatched parts, the player should ask for a replacement pack. 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 the dice that correspond to each of the cards they drafted. They will then construct a team using the Basic Action Cards they own and the cards they drafted. This tournament team can have up to 8 character and/or action cards and up to 20 dice across those cards (many teams will have less than this). The basic action dice/cards and sidekick dice do not count against this limit of 8 cards and 20 dice.

- **Rounds**: Same as Dice Masters Constructed Events

- **Timekeeping**: Same as Dice Masters Constructed Events.

- **First Player**: Same as Dice Masters Constructed Events

- **Ties in Matches**: Same as Dice Masters Constructed Events

- **Pairings:** Same as Dice Masters Constructed Events

- **Byes**: Same as Dice Masters Constructed Events

- **Conceding**: Same as Dice Masters Constructed Events

- **Dice Bags**: Same as Dice Masters Constructed Events

Dice Masters Doubles

- **Format**: Dice Masters Doubles

- **Required Materials**: Each team should come to the event with 16 Sidekick Dice, 12 Basic Action Dice, 4 Indicator Cards, 2 Basic Action Cards, 8 Character/Action Cards, and the max number of dice for each of their Character/Action Cards.

- **Legal Game Elements**: Any game elements that have been officially released for more than 1 week are legal for this tournament.

- **General Game Knowledge & Card Clarifications**: Teams are expected to have a general knowledge of game play. Teams are responsible for being aware of any clarifications for any characters/dice on their team. Please refer to the following PDF for the latest FAQ: http://dicemasters.com/wp-content/uploads/2014/09/MDM-FAQ-FINAL1.pdf

- **Rounds:** Each Swiss round will be 1 game with a 30 minute time limit. Each single elimination round will consist of a 3 game match with a 50 minute time limit.

- **Timekeeping**: Once time is called, the active team finishes their current turn and the game proceeds to a 5 turn extension. At the end of these 5 turns the team with the highest life total is the winner. 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 team goes first at random. The team who goes first in a tournament game may not attack on their first turn. The team who loses a game within a 3-game match may decide to go first or second in the next game of the match instead of randomizing which team goes first. Teams should randomize who goes first after a tie.

- **Ties in Matches**: After the additional 5 turns, during Swiss rounds, incomplete games will be a tie. During single elimination rounds, after the additional 5 turns a winner must be determined. To determine the winner, the team who has won the most games in the match wins. If both teams have won the same number of games, the team with the higher life total in the current game wins.

- **Scoring**: Win/Loss/Tie records are to be recorded on a team's Team Sheet.

- **Pairings**: Pairings in the first round of a standard Swiss style Dice Masters tournament are determined randomly. For subsequent rounds, teams are randomly paired with other teams of similar record (a 2-0 team would get paired to a 2-0 team, a 1-1 team would play another 1-1 team). teams cannot have the same opponents twice during Swiss rounds.

- **Byes:** A bye is issued when there are an odd number of teams 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 team who has not already received a bye. The team who receives the bye is granted a win for the round.

- **Conceding**: A team may concede a single game to an opponent once the match has begun. A team who concedes is given a loss for that game. The conceding team's opponents are 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. While mixing their bags players may not have their hand in the bag and must have the bag closed.

Star Trek: Attack Wing Constructed Events

- **Format**: 120 SP Constructed utilizing WizKids Recommended Rules - http://wizkidsgames.com/blog/2014/10/24/star-trek-attack-wing-updated-suggested-tournament-format/

- **Legal Game Elements**: Any game elements that have been officially released for more than 1 week are legal for this tournament.

- **Materials**: Players should bring all game components needed to play (maneuver templates, dice, etc.). Non-WizKids 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. A 3' x 3' play area will be taped out or a 3' x 3' play mat will be supplied to indicate the play area.

- **Scenario Rules**: Star Trek: Attack Wing events may have different scenario rules in play. Please see the corresponding event listing for further information regarding scenario rules.

- **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. For a list of retired resources please visit http://www.wizkidseventsystem.com/bb/viewtopic.php?f=24&t=3445. 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.

- **Scoring**: Fleet Points are equal to the 120 minus the number of SP left in your opponent's surviving Fleet. 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.

- **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 player who receives the bye is granted a win for the round with 60 Fleet Points.

D&D Attack Wing Constructed Events

- **Format**: 120 LP Constructed

- **Legal Game Elements**: Any game elements that have been officially released for more than 1 week are legal for this tournament.

- **Materials**: Players should bring all game components needed to play (maneuver templates, dice, etc.). Non-WizKids game components are not allowed (maneuver templates, dice, etc.).

- **Play Area (3' x 3')**: A standard D&D Attack Wing game is played on a 3' x 3' play area. A 3' x 3' play area will be taped out or a 3' x 3' play mat will be supplied to indicate the play area.

- **Scenario Rules:** D&D Attack Wing events may have different scenario rules in play. Please see the corresponding event listing for further information regarding scenario rules.

- **Legion Building**: At the start of a tournament, players must record their Legions on a Legion Build Sheet. Players CANNOT change their Legions between rounds. Players have a number of Legion Points (LP) with which to equip their Legions using the standard Legion Building Rules (see page 28 of the full Rules of Play). At the start of every round players must verify their opponent's Legion build and sign off on it.

- **Campaign Artifacts**: In addition to normal Legion Building, each player may equip their Legion with exactly 1 Campaign Artifact (with the exception of the Regalia of Bahamut and the Adornments of Tiamat). Players CANNOT change Campaign Artifacts 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 Legion Points at the end of that round wins.

- **Scoring**: Legion Points are equal to the 120 minus the number of LP left in your opponent's surviving Legion. Legion Points are recorded on players' Legion Build Sheets as well as on the Score Sheet. A player's surviving Legion includes: 1) any of that player's creatures that are not destroyed, 2) any Upgrades those creatures are still equipped with, and 3) any Upgrades that are placed under the creature's card. NOTE: Any Upgrades that a player discards to use for their text ability are placed under the creature card on which they were equipped. Any Upgrades that are under the creature card for a creature that was defeated are immediately removed from the game.

- **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 player who receives the bye is granted a win for the round with 60 Legion Points.