



Heroscape

Tournament Floor Rules Rules v2.1

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Introduction

This document is used in conjunction with the Heroscape Rulebook and the All Time Format FAQ and Errata document when running the game in a tournament environment. Changes to this document since the last update are highlighted in **magenta**.

Tournaments can range from smaller 4-to-8 player events at a friendly local game store up to large events with hundreds of players. The general rules for all of these tournaments are the same. **Heroscape Organized Play events fall into three categories: Relaxed, Premier, or World Championship, each with their own set of guidelines described below.**

In situations where the Heroscape Rulebook and the All Time Format FAQ and Errata document conflict, the All Time Format FAQ and Errata document will take precedence. In areas where the Rulebook or the All Time Format document conflict with the Heroscape Tournament Floor Rules, the Floor Rules take precedence.

Tournament Roles

Tournament Organizer (TO)

The TO is responsible for the overall planning and execution of a tournament. For smaller events, the TO may also function as the Head Judge.

Judge (Head Judge and Floor Judges)

A Head Judge is required for every tournament, while Floor Judges are optional, especially for small tournaments. All judges are required to be knowledgeable about the game and tournament rules. They monitor the tournament for rules infractions and respond to player questions. When there is a rules infraction or sportsmanship issue, whether discovered by the players or by a judge, there will be an opportunity for the players involved to resolve the situation amongst themselves. If they are unable, or prefer a judge to do so, the judge will rule on the situation. Players may always request that the Head Judge review any ruling, but the Head Judge's ruling is final.

In Casual Tournaments the Head Judge, any Floor Judges, and/or the Tournament Organizer are permitted to play. If the Head Judge plays in an event there must be two designated Floor Judges. In rulings involving the Head Judge one of the Floor Judges will act as the Head Judge. If the Head Judge is playing against one of the Floor Judges the remaining Floor Judge will act as the Head Judge for Rulings in that match.

Player

Anyone playing Heroscape in a tournament is a player. Players must bring all required components to participate and must observe the rules of the game and demonstrate sportsmanlike conduct at all times.

Spectator

Anyone at a tournament that is not a player is a spectator. Additionally, players when not actively participating in a game are Spectators. Spectators must never interfere with an ongoing game. If a spectator observes a rules violation or other issue, they must bring it to the attention of a Judge, Head Judge, or TO.

Tournament Setup

The TO is responsible for providing sufficient space for the number of players attending a tournament. This means seating with space for terrain, figures, Army Cards, and other game materials. The TO should communicate the details of the event to the players ahead of time—this includes the date, start time, registration time, format details, entry fees, and prizes.

Game Setup

After pairings are posted, players must arrive at their assigned table in a timely manner. Once both players have arrived, they must each roll a twenty-sided die, and the player who rolls highest chooses who will be first player. Then, the first player chooses a starting zone and places all of their figures in that starting zone. Finally, their opponent places all of their figures in the other starting zone.

Conduct

Participants are required to behave in a respectful manner during a tournament. If players have a dispute during a competition and cannot resolve it by themselves, they must call for a judge to resolve it. All game interactions and interpretations during a tournament are the Head Judge's responsibility. In addition to the Tournament Floor Rules, all venue policies on behavior, dress, and other matters must be followed.

Players are expected to behave in a mature and considerate manner and to play within the rules and not abuse them. This prohibits intentionally delaying a game for time, bullying, placing figures or other game components with excessive force, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, etc. Collusion among players to manipulate scoring is expressly forbidden. If players witness unsporting conduct (including but not limited to slow play, collusion, or disrespectful behavior), they must alert a judge. The TO, at their sole discretion, may assign a game loss and/or remove players from the tournament for unsporting conduct and may report the incident to Renegade Games Studios for further action when required.

If a player fails to trigger a mandatory effect during the current turn, pause the game for a moment so that player can resolve the trigger. Players must notify their opponent immediately if they notice a trigger being missed. If the turn progresses before the missed trigger is noticed, it has been missed. Also, once a game has ended, it is too late to reverse any gameplay issues that occurred during the game.

Note that adhering to the rules is up to all players at the table. If rules are missed (which include triggered effects), all players at the table may be subject to warnings for rules violations.

Penalties and Infractions include but are not limited to :

- Warning (first infraction, further offenses will escalate)
- Game Loss
- Disqualification

When a judge needs to resolve a convoluted sequence of events or hand out a penalty, the judge should also add time to the table based on the time it took to adjudicate the table.

Game Time Limits

A TO sets the time per round in advance of a Tournament. A TO may adjust these time limits to allow more time during each round, but never less time. If an adjustment is to be made, it must be announced prior to the event so that players can adjust their strategy accordingly.

The suggested time for Heroscape rounds for 500-point games is 55 minutes. Once time runs out, players should reach Order Marker Parity, ensuring that both players complete the same number of Order Markers. For instance, if Player 1 has revealed Order Marker 2 and is taking their turn when time runs out, Player 2 will also be allowed to reveal their Order Marker 2 and complete that turn before the game ends. After this, determine the winner by Point Scoring as described on page 19 of the Heroscape rulebook.

Similarly, a TO at a larger event may choose to allow for more time during only the semi-final and final rounds to create more conclusive games. If they wish to, this must also be announced before the event.

Tournament Formats

There are three formats for Heroscape tournaments: Contemporary, All Time, and Unlimited.

Contemporary events only use Heroscape figures and glyphs published by Renegade Game Studios.

All Time events allow any official Heroscape figure, glyph, or terrain to be used. All official Heroscape figures are allowed **except** for figures from the Marvel: The Conflict Begins set.

Unlimited events are up to the discretion of the TO when it comes to what content is allowed. These may include custom figures, glyphs and other content.

Tournament Tiers

Heroscape tournaments occur in three tiers: Relaxed, Premier, and World Championship.

Relaxed events focus on a fun and welcoming environment for players of all skill levels. By default, events at the local game store level are Relaxed Tier. The TO and Head Judge may participate in a Relaxed Tier event, as long as there is at least one other judge available to make any decision that the Head Judge is involved in as a player.

Premier events carry the expectation that all players are familiar with the game rules and are looking for a competitive experience. These include Store Championships and Valkyrie Trial events. In a Premier Tier event the Head Judge cannot participate as a player. All Premier events are Contemporary format only.

Premier Tier events each have an Event Brief (available at <https://heroscape.renegadegamestudios.com/premier-play>) which specifies any further restrictions or requirements for those events.

The **World Championship** event is run directly by Renegade Game Studios annually. In addition to the Head Judges and Floor Judges, Renegade Game Studio and Hasbro employees are not permitted to play in the World Championship. The World Championship is Contemporary format only.

Product Legality

Heroscape terrain and Heroscape figures are tournament-legal upon their initial arrival to pre-order players. Retailers are allowed to sell Heroscape products as soon as they arrive in stores. The corresponding Army Cards will be added to the Heroscape Battle Network Army Builder upon the release of each figure: <https://playheroscape.renegadegamestudios.com>

Tournament organizers scheduling tournaments during a period where new products are releasing may choose, at their own discretion, to only allow releases up to a certain date when determining their event formats.

Figure Modifications

Models may be painted however the player wishes so long as they:

- Are not offensive in any way
- Are not intentionally trying to mislead other players.

Figures may not be modified through adding or removing material.

Players are permitted to modify the following figures so that they better fit onto the battlefield:

Xenithrax the Vineweaver

- Xenithrax's tail can be bent so that it is less obtrusive and obstructs less of the battlefield, and her wings can be bent upward.

Queen Maladrix the Conqueror

- Maladrix's overextended legs can be bent inward so that they are less obtrusive and obstruct less of the battlefield.

Scenic elements like static grass and flock may be added to a figure's base as long as they don't interfere with a model's hit zones or target point.

Players may re-base their figures if desired, according to the following rules:

- A rebased figure must be placed onto a new base that is as close as possible in dimensions to the figure's original base.
- Single-space figures must be rebased onto circular bases with a height between 3mm and 4mm. When rebasing a single-space figure, the legal base diameters are 25mm, 33mm, and 37mm.
- Double-space figures must be rebased onto a double-space "peanut shaped" base with a height between 3mm and 4mm. When rebasing a double-space figure, the legal dimensions of a small peanut base are approximately 77mm long, 32mm at the widest point, and 18mm at the thinnest point in the middle. The legal diameter for a large peanut base is approximately 82 mm long, 37mm at the widest point, and 25mm at the thinnest point in the middle.
- When rebasing a figure on a flight stand, the figure must remain the same distance above its base as it was in its original position, within a 3mm margin.

Relaxed Tournament Materials

Each player in a Relaxed tournament is responsible for bringing all pieces required for them to play. Pieces include:

- Army Cards for their army, including an Army Card for each Unique Hero and Squad. For convenience, players may represent multiple instances of the same Common Squad or Common Hero with a single copy of that squad's Army Card. Players may bring custom Army Cards so long as they are accurate and legible.
- Sufficient Wound markers and any other markers, glyphs or terrain tiles their Army requires. Players may bring custom markers so long as they are accurate and legible.
- A set of Order Markers numbered 1, 2, 3, and X, all otherwise identical and in the same color. Players may bring custom Order Markers so long as they are accurate and legible.
- Combat Dice. Players are permitted to use any official Heroscape combat die. Players may bring custom Combat Dice so long as they are balanced, accurate and legible.
- A 20-sided die. Players may bring custom 20-sided dice so long as they are balanced, accurate and legible.
- All figures required for their army or armies.

- Players may (but are not required to) bring a screening device to hide the location of their order markers during the Place Order Markers step of each round.

Premier Tournament Materials

Each player in a Premier tournament is responsible for bringing all pieces required for them to play. Pieces include:

- Army Cards for their army, including an Army Card for each Unique Hero and Squad. For convenience, players may represent multiple instances of the same Common Squad or Common Hero with a single copy of that squad's Army Card. Players may bring custom Army Cards so long as they are accurate and legible.
- Sufficient Wound markers and any other markers, glyphs or terrain tiles their Army requires. Players may bring custom markers so long as they are accurate and legible.
- A set of Order Markers numbered 1, 2, 3, and X, all otherwise identical and in the same color. Players may bring custom Order Markers so long as they are accurate and legible.
- Combat Dice. Players are permitted to use any official Heroscape combat die. **Players may bring custom Combat Dice so long as they are balanced, accurate and legible. In a Premiere event, any player may request that their opponent only uses official Heroscape dice, in which case both players may only use official Heroscape dice for that match.**
- A 20-sided die. Players are permitted to use any official Heroscape 20-sided die. **Players may bring custom 20-sided dice so long as they are balanced, accurate and legible. In a Premiere event, any player may request that their opponent only uses official Heroscape dice, in which case both players may only use official Heroscape dice for that match.**
- All figures required for their army or armies.
- Players may (but are not required to) bring a screening device to hide the location of their order markers during the Place Order Markers step of each round.

World Championship Tournament Materials

Each player in the World Championship is responsible for bringing all pieces required for them to play. Pieces include:

- Army Cards for their army, including an Army Card for each Unique Hero and Squad. For convenience, players may represent multiple instances of the same Common Squad or Common Hero with a single copy of that squad's Army Card. Players may bring custom

Army Cards so long as they are accurate and legible.

- Sufficient Wound markers and any other markers, glyphs or terrain tiles their Army requires. Players may bring custom markers so long as they are accurate and legible.
- A set of Order Markers numbered 1, 2, 3, and X, all otherwise identical and in the same color. Players may bring custom Order Markers so long as they are accurate and legible.
- Combat Dice. Players are permitted to use any official Heroscape combat die. **Players may bring custom Combat Dice so long as they are balanced, accurate and legible. In World Championship events, any player may request that their opponent only uses official Heroscape dice, in which case both players may only use official Heroscape dice for that match.**
- A 20-sided die. Players are permitted to use any official Heroscape 20-sided die. **Players may bring custom 20-sided dice so long as they are balanced, accurate and legible. In World Championship events, any player may request that their opponent only uses official Heroscape dice, in which case both players may only use official Heroscape dice for that match.**
- All figures required for their army or armies.
- Players may (but are not required to) bring a screening device to hide the location of their order markers during the Place Order Markers step of each round.



Tournament Management

It is recommended that you run tournaments through the Heroscape Battle Network. The Heroscape Battle Network contains tournament software that will handle most of the details provided below.

Scoring

Tournament points are awarded as follows:

- 3 points for a win
- 1 point for a draw
- 0 points for a loss

When determining the winner of a game after time has been called, proceed to point scoring as described on Page 19 of the Heroscape rules document. In case of a disqualification or game loss penalty, the non-offending players at the table each receive a win.

Conceding a Game

A player may concede the game at any time. If a player concedes, their opponent receives a win and the conceding player receives a loss.

Dropping from the Tournament

A player may drop from a tournament at any time. If a player drops during a game or after pairings have been announced, that player is considered to have conceded that round and their

opponent receives a win.

Standings Tiebreakers

Strength of Schedule is the tiebreaker for tournament standings. Strength of Schedule is calculated by adding up the tournament points of each opponent a player has faced in the event and dividing that score by the number of rounds played.

Tournament Structure

Most Heroscape tournaments are held using a modified Swiss structure, with an optional top cut depending on the event and the number of participants. This structure awards points to the winner of each game, and in every subsequent round, a player will face a new opponent or opponents with the same tournament score (whenever possible). When not possible, pairings should be done from the top rank down. For example, if five players are tied on tournament score, the first four ranked players will be paired together, and the fifth will be paired down to the next-ranked set of players. Pairings should always prioritize pairing players that have not played together yet.

Byes

In some cases it may be necessary to assign a player a bye, meaning they will not play a game that round, and count the missing game as a win (3 points). This usually occurs when there is an uneven number of players. The lowest-ranked player in the round will be assigned the bye. If a bye needs to be assigned for the first round, it will be assigned at random.

Top Cut to Elimination Rounds

Larger Heroscape tournaments are played over a predetermined number of rounds. After these rounds conclude, a cut may be applied to the players, ensuring that only the top X players continue to the next round. This progresses a Swiss tournament into a single-elimination playoff structure. These tournament rules cover the type of cut used for the Basic and Advanced tournament structures: a standings-based cut to the top 4, 8, 16, or 32 players. If a player who qualified for a standings-based cut drops from the tournament before any games are played during the next stage of the tournament, the next highest-ranking player should be added to the cut as the lowest-ranked player in the cut. A player is responsible for being present at the registration and start of the elimination rounds or else they are considered to have dropped from the tournament and the next highest-ranking players from the Swiss rounds will take place in the elimination rounds as the lowest ranked player.

Single Elimination Rules

Heroscape tournaments may use single elimination rounds, in which the winner of each pairing remains in the tournament and the losing player is eliminated and their tournament is concluded. Elimination rounds are usually used after a cut to the top 4, 8, 16, or 32 players and continue until only one player remains and is named the winner. For the first round of single elimination that follows a cut, pair the highest ranked player against the lowest ranked player who made the cut. This is Game #1. Pair the second-highest player against the second-lowest

player who made the cut. This is Game #2. Continue in this manner until all players are paired. For additional elimination rounds, pair the winner of Game #1 against the winner of the last pairing (the game with the highest number). This pairing is the new Game #1. If more than two players are remaining, pair the winner of Game #2 against the winner of the second-to-last pairing (the game with the second-highest number). This pairing is the new Game #2. Continue in this manner until all players are paired for the round. In further single-elimination rounds, follow the same method until all players are paired. If a player drops from the tournament after single elimination rounds begin, that player's opponent for that round is considered to have won that round. In the unlikely event of a tie, the player with the higher seed (their standing in the Swiss rounds prior to the Top Cut) wins.

Suggested Tournament Round Structures

Cut sizes are determined by the number of players per game, and designed to scale cleanly wherever possible to allow the cut to be single-elimination. These structures may be modified at the discretion of the Tournament Organizer. It is not recommended to cut to elimination rounds for Relaxed tournaments.

Number of Players	Number of Swiss Rounds	Cut Size (when applicable)
4–8	3	None
9–16	4	None
17–24	4	None
25–40	5	None
41–44	5	Top 8
45–76	6	Top 8
77–148	6	Top 16
149+	7	Top 16