



Tournament Rules

Last Updated: November 26, 2007 Changes/additions to this document are in red.

This document is tournament legal as of December 1, 2007.

WizKids requires that all sanctioned tournaments be run in compliance with these rules.

The most recent version of this document is posted on our web site:

www.wizkidsgames.com/ActionClix.

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Introduction

Welcome to **ActionClix**® tournaments! **ActionClix** events are designed to play fast and feature lots of fun, exciting action. Players should always have a great time at a sanctioned **ActionClix** tournament. Whether they win or lose, their efforts never go unnoticed. Players can win prizes and honors at many different types of tournaments and share the good fellowship that comes with playing a great game with great people. Questions about a sanctioned tournament should be directed to the Judge running the event, or to WizKids® (the WizKids online support database is accessible at www.wizkidsgames.com/ss). This document contains the rules for playing and running sanctioned **ActionClix** tournaments. It is designed to compliment and expand the WizKids Organized Play Official Event Policy.. In the event of any conflict between this document and the Event Policy, Comprehensive Rules, this document takes precedence.

1.0 General Halo ActionClix Tournament Rules

1.1 Sanctioned Events

A sanctioned event is any tournament or demonstration registered through the WizKids website. In order for a **ActionClix** event to be sanctioned, it must be created by the deadline for the event creation, be run at a WizKids-Approved venue, and have a Judge associated with the event before the deadline.

1.2 Rules

Sanctioned **Halo ActionClix** events use the following official rules, except as noted herein: the game rules from the most recent **Halo ActionClix** booster release; the most recent Errata and Clarifications document (after its effective date); any relevant documents for scenarios, big figures, vehicles or 3-D objects to be used in play; the WizKids General Tournament Rules (contained in the WizKids Approved Play Comprehensive Rules); and the **Halo ActionClix** Tournament Rules (this document).

1.2.1 Rules Questions

All rules questions that come up during a sanctioned **ActionClix** tournament are to be directed to the head Judge of the event, who is the final authority on rules disputes for that event. Rules questions that come up outside of a tournament should be directed to the **ActionClix**: Rules forum at www.wizkidsgames.com.

1.2.2 Rules Arbitration

For standard or non-standard formats, the need for a ruling on a vague or undocumented situation may arise. In these cases, the tournament Judge will make a ruling using all knowledge and resources at the Judge's disposal.

1.3 Tournament Pairing

ActionClix tournaments typically use three or four rounds of Swiss pairings. See the "How to Run Swiss Rounds" document on the WizKids website for more details. Each **ActionClix** tournament must consist of a minimum of three full 30-minute rounds.

Pairings in the first round of a standard Swiss-style **ActionClix** tournament are determined randomly. After the first round, the Judge determines pairings by win-loss records (i.e., the player with the best record faces the player with the second best record, the player with the third best record faces the player with the fourth best record, and so on), taking care to avoid rematches during Swiss “qualification” rounds. Rematches are acceptable only once Swiss rounds have ended and championship rounds (if necessary) begin, and are not considered to be part of the same event (Organizers wishing to record the results of such play should schedule a Casual Event through the WizKids Organized Play online scheduling system)

1.3.1 Byes

A bye is issued when there are an odd number of players in a Swiss-style event. A bye is considered to be a win with the player scoring full kills, typically 5. First round byes are assigned randomly unless a player volunteers to take the bye. Judges are encouraged to take such volunteers into consideration for the Fellowship award. If more than one player volunteers to take the bye, the Judge assigns the bye randomly among the volunteers. In subsequent rounds, the bye is assigned to the player with the worst win-loss record. The Judge should take care to ensure that no player receives the bye more than once in a tournament.

1.3.2 Timekeeping

ActionClix rounds last 30 minutes. The Judge running the event must announce the time remaining in the round twice during the game: once with between 20 and 30 minutes remaining in the round, and once with between 3 and 7 minutes remaining in the round. Once time is called, the game ends as soon as the current player finishes his or her current action.

1.3.3 Round Tiebreakers

Should time be called for a tournament round without a clear winner for an individual match, an incomplete game is resolved in the following fashion:

- 1) The player with the most kill points wins.
- 2) The player with the most captured spawn points wins.
- 3) The player who is the last in order of turn rotation is the winner.

1.3.4 Tournament Record Tiebreakers

Tournament win-loss record ties are resolved by the following criteria in the order below:

- 1) Total kill points
- 2) Opponent’s win-loss record
- 3) Opponent’s total kill points

Tiebreakers 1 and 2 may be switched at the Judge’s discretion. If the Judge chooses to do this, he must announce this to all players before any pairings have been made.

1.4 Force Build Totals

The Judge and Venue determine the force build totals for the tournament unless otherwise specified in the event description. This information should be made available in the event description on the WizKids website. The default build total for a standard game is 400 points. Other formats such as sealed product events or team events may use different build totals.

1.5 Required Materials

All players are responsible for bringing the following materials to sanctioned **Halo ActionClix** events: a tournament-legal **ActionClix** force with the appropriate build total; upgrade tokens; grenade tokens; (at least) two six-sided dice; and at least two **Halo ActionClix maps** (or the number of maps specified for the event in the online event description). “Kill” tokens are not necessary, provided that the players have some other means of recording their kill totals (e.g. pencil and paper).

1.5.1 Vehicles and Objects

Unless required by a specific scenario, sanctioned **ActionClix** games may not use 3-D objects (e.g. turret), or Vehicles (e.g. Scarab, Warthog, et al.).

1.5.2 Maps

Any WizKids-created **ActionClix** map may be used for a sanctioned **ActionClix** event (as outlined below). Judges may substitute custom maps or terrain at their discretion. At the Judge’s discretion, maps may be cut or otherwise sized to fit available playing surfaces. No matter how maps are adjusted, all maps used for the same tournament must be of identical size and shape. Any size map may be used in any **ActionClix** event, except those run with scenarios designed for a specific map. Additionally, certain events (such as Prerelease tournaments or Championship events) may require the use of a specific map. These requirements will be posted in advance of any affected event.

1.5.3 Proxies

Any non-WizKids created figures, cards, or other game elements that represent WizKids created figures, cards, or other game elements are considered proxies and are not allowed in any sanctioned **ActionClix** event.

1.6 ActionClix Universes

Sanctioned **ActionClix** events may be registered in any of the following game universes:

Halo ActionClix:

All **Halo ActionClix** characters are legal for play unless specified otherwise by WizKids or limited by a specific scenario. Only characters from **Halo ActionClix** sets are legal for play.

1.7 Retired Figures

There are currently no “retired” pieces from **Halo ActionClix: Series One**.

1.8 House Rules

Judges and venues may not use “house rules” during sanctioned **ActionClix** events. All events should be scheduled and promoted according to the Rules presented in section 1.2 (above), as presented in/by an **ActionClix** promotional event, or as a part of a specific scenario. Judge or venue created scenarios are permissible as part of an Unrestricted Format event as detailed in 1.8.1 and 6.0 below.

1.8.1 Scenario Play

There is no “default” scenario for a **Halo ActionClix** game. If the Judge or Event Organizer plan to use a scenario (such as those provided with Vehicle packs) for an Unrestricted Format game, said scenario will need to be indicated and/or posted as part of the event description at least one (1) week prior to the event date. Any scenarios used as part of a Casual event need to be documented as part of the reporting process.

2.0 Constructed Format Rules

2.1 Legal Expansions

Characters from the following **ActionClix** releases are legal for tournament forces in the Constructed format:

Halo ActionClix: Series One.

Additionally, the **Halo ActionClix: Hunter Combat Pack** pieces are legal in the Constructed format (with the exception of the 3D object: turret). The Warthog and other vehicles are not legal in the standard constructed format but may be used for scenario play.

2.2 Reserve Forces

For an open constructed format, all figures in a player’s collection are considered to be available for use. Some events may limit the number of figures a player can bring for time or space reasons. In sealed and draft formats, all figures not in the starting force are available in the reserves for use.

3.0 Sealed Format Rules

3.1 Sealed Box and Sealed Booster Events

A Sealed event uses figures pulled from a predetermined number of **ActionClix** Boosters and/or Action Packs. Each player should receive the same number and type of Boosters and/or Action Packs. For example, if using three Boosters from three different releases, make sure that all players have one Booster from each of the three sets. Unless specified otherwise by WizKids (and in the event description), all Sealed events require two

Boosters from the most recent **ActionClix** expansion. The standard sealed event requires using two 5 figure boosters to build a force of 4 figures totaling up to 325 points. If three 4 or 5 figure boosters are used, play as per the standard constructed rules, with the game being played to 4 kill points.

3.2 Buying Product at Sealed Events

The Host Venue sells all of the product at a Sealed event. Players cannot bring sealed **ActionClix** product from other venues or stores for use in a sanctioned Sealed Format event.

3.3 Force Construction

When instructed to do so by the Judge running the event, each player should open their sealed product and count the characters in each to confirm they are tournament legal (see the WizKids Approved Play Comprehensive Rules). If a player receives an incorrect number of characters or an illegal character, he or she must immediately notify the Judge, who will replace the entire Booster or Starter (if possible).

3.4.1 Defective Figures

If a player receives a defective character, the player may choose to continue without the defective character or to replace the entire Booster, Starter game, or Action Pack. Partial replacements cannot be made.

3.4.2 Construction Period

After the above procedure is concluded, players have 15 minutes to create a tournament-legal force using only the characters pulled. Players may not trade characters or Boosters.

4.0 Draft Format Rules

4.1 Rules for Drafting Forces

Drafting occurs in pods of eight or fewer players. Each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her Booster at the direction of the Judge, and he or she places all characters and cards from that Booster in the center of the pod. The person to the left of the player opening the Booster turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the Booster, and proceeds to his or her left, with each person having 10 seconds to choose a character or card. Once all characters and cards have been drafted from the first Booster, the player to the left of the person who opened the first Booster opens his or her Booster at the direction of the Judge; drafting continues in this manner until all Boosters have been opened and all characters and cards have been drafted. Unless specified otherwise by WizKids, all Draft events require three Boosters.

5.0 Battle Royale Quick-play Format Rules

Battle Royale tournaments are fast-playing Sealed Format tournaments designed to run in less time than a regular three- or four-round event. The rules for Battle Royales supercede some of the rules for “Building a Force” in the rulebook. To prepare for a Battle Royale, each player uses one sealed Booster. Please note that the Battle Royale is a subformat of the Unrestricted format. Battle Royales can be run only as venue-supported events.

5.1 Battle Royale Draft

Drafting occurs in pods of four players. If it is not possible to create pods of four, each pod should contain a number of players similar to any other pod. Each player in the pod rolls two six-sided dice; the player with the highest roll chooses who drafts first (reroll ties). That person opens his or her Booster at the direction of the Judge, and he or she places all characters and cards from that Booster in the center of the pod. The person to the left of the player opening the Booster turns all characters to their starting positions, if necessary. All players then have one minute to look over the characters. Until the end of the draft, no characters may be clicked off their starting positions. Drafting begins with the player who opened the Booster, and proceeds to his or her left, with each person having 10 seconds to choose a character or card from the pile. Once all characters and cards have been drafted from the first Booster, the player to the left of the person who opened the first Booster opens his or her Booster at the direction of the Judge; drafting continues in this manner until all Boosters have been opened and all characters and cards have been drafted.

5.2 Battle Royale Force Construction

Each player uses the characters and cards drafted within the pods, no matter what the point cost of the characters. If a player cannot, or does not wish to, use a character, it is set aside for the duration of the event and not used. No matter the point value of a player’s force, each player gets **two** actions each turn.

5.3 Defective Figures

If a player receives a defective figure in a Battle Royale event, the player may choose to continue without the defective figure or to replace the entire Booster. Partial replacements cannot be made.

5.4 Battle Royale Game Play

Each pod then plays a four-player game **on a single ActionClix map**. When only two players have characters remaining, play ceases for that pod. The two surviving players then match up against two surviving players from another pod. Healing characters of damage is not allowed between games. Setup for the second game is otherwise as above. Remaining players continue playing until there is only one player with characters on the map.

5.5 Team Rules

The “team rules” version of the **ActionClix** Battle Royale plays the same, except that once teams are drafted, players are randomly paired to be on two teams per pod. Teammates share spawn points in the game, with each team placing three spawn points. In team formats the players get only two actions per turn instead of three and play rotates between teams after each player.

6.0 Unrestricted Format Rules

A Venue, Event organizer, or tournament Judge may create an event outside of the normal event scheduling rules only by using the Unrestricted format. In an Unrestricted format event, special “house rules” and the use of otherwise ineligible (but otherwise “game legal”) figures objects, and scenarios. These events do not affect ratings and rankings, and may (at the discretion of WizKids), not be eligible for full the full benefits of event Sanctioning. Scenario and alternative-format ideas are available online at wizkidsgames.com.

7.0 Junior Format Rules

Age Limitation

Junior **ActionClix** tournaments use the Constructed format rules with the exception that only players ages 12 and under may participate in a Junior event.