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## Pauper Circuit Standardized Tournament Rules

<u>**Heroclix Pauper Circuit**</u>

## Section 1: GOAL

It is our goal to give a competitive outlet to a wider base of Heroclix players by providing a tournament format that is easily accessible and encourages the creative painting that is seen in many other miniature games. It is our hope that this will introduce a new element into competitive play, and broaden the appeal of Heroclix. We intend to do this by focusing on the most easily attainable pieces in the game and rewarding players that bring unique and skillful re imaginings of these same pieces to the table.

Having stated this, we will be constantly evaluating new and existing game elements based on three criteria: accessibility, clarity, and balance. We will be prioritizing these standards in that order.

Our first standard is accessibility. In order to encourage newer players into the game, we wish to make this format something to where cost is not prohibitive to entry. While no game is without cost, and we encourage players to expand their collections, and thereby their competitive options, we wish the Pauper Circuit to be a competitive format that does not necessarily require a large investment to test the competitive waters. When determining whether pieces will be included in the format, this is the first test to which we subject potential additions.

As we are striving to attract new players to the game, our second factor in evaluating additions is clarity. This is not simply a matter of ensuring a clear understanding of the game elements, but also a point to ensure it is easy to distinguish between what is and is not allowed in the format. Some pieces may meet the accessibility test, but then inclusion in the format may raise a series of other questions, and therefore be left out so as not to cause confusion.

Finally, we seek to maintain a fairly balanced play environment, where players are not required to play one or a small number of pieces in order to compete. While at times this may conflict with our first and second standards, we feel it is important to ensure that there is variety in our events in order to capture and maintain the interest of players. That being said, we will be vigilant of drastic threats to the game balance, and do what we can to ensure as open a playing field as possible.

## Section 2: FORMAT RULES

All Pauper Circuit tournaments will be run using the most current WizKids Comprehensive Tournament Rules (https://win.wizkids.com/wp/wp-content/uploads/2015/05/2015-WizKids-Premiere-Tournament-Rules2.pdf ) and adhere to all ROC Tournament rules (https://docs.google.com/document/d/1zUydqSGkS8WTseP1-HbNOJVes_nXJXKU4yALyKKsxYY/edit ) with the following exceptions:

Players will compete using teams consisting solely of modern-age pieces (as defined by WIN). As per the WizKids Comprehensive Tournament Rules, teams will be built at or below 300 points. Furthermore, all pieces (including pieces on a player's sideline) will fall into one of the following categories:

**Common Rarity** – often referred to as "white tabs," these pieces contain their set symbol within a painted white tab on their bases. On their character cards, there will be a white background behind the character portrait. These pieces also will typically have the lowest collector numbers in any given set. This includes "Sidekick Night" player pieces (Thor, Iron Man, Captain America), but NOT the prize pieces.

**Uncommon Rarity** - often referred to as "green tabs," these pieces contain their set symbol within a painted green tab on their bases. On their character cards, there will be a green background behind the character portrait.

**Equipment (of common or uncommon rarity)** - equipment of the appropriate rarity is allowed in Pauper Circuit play. Legal equipment can be identified by both the appropriate colored tab containing the set symbol on the piece's base, as well as the appropriate colored background behind the portrait on the equipment card.

**ID Cards (of common or uncommon rarity)** – ID cards of the appropriate rarity are allowed in Pauper Circuit play. Legal ID cards can be identified by a white tab containing both the set symbol and collector's number on top left-hand corner of the back of the card. (NOTE: In order to use and ID card, the character being called in must also be legal according to Pauper Circuit guidelines)

**Fast Forces and Starter Set Pieces** – modern-age pieces included in Fast Forces or Starter sets may be used in Pauper Circuit play. These sets typically contain six dialed figures, and may also include additional game elements, such as equipment, ID cards, or bystanders. Any game elements included in these sets are allowed in Pauper Circuit play.

**WWE Pieces** – all WWE pieces are legal for Pauper Circuit play.

During force construction, all characters become Unique Characters per the Heroclix Rulebook. Specifically:

**"You may not include more than one copy of a specific Unique character (with the same name, set symbol, and collector's number)between your starting force and starting sideline."**

The following game elements are NOT legal in Pauper Circuit play:

**Rare Rarity** - often referred to as "silver tabs," these pieces contain their set symbol within a painted silver tab on their bases. On their character cards, there will be a silver background behind the character portrait.

**Super-Rare Rarity** - often referred to as "gold tabs," these pieces contain their set symbol within a painted gold tab on their bases. On their character cards, there will be a gold background behind the character portrait.

**Chase Rarity** - often referred to as "bronze tabs," these pieces contain their set symbol within a painted bronze tab on their bases. On their character cards, there will be a bronze background behind the character portrait.

**Prime Pieces** – these pieces can be identified by a green ring around the top of the character base, as well as a green circle surrounding the portrait on the character's card.

**WizKids Exclusives** – this includes, but is not limited to, prizes contained in Organized Play kits, Sidekick Night prize pieces, and Convention Exclusive pieces. These pieces can be identified by a bronze tab on their bases with the WizKids set symbol. The character cards will also have a collector's number that begins with "WK," and the background behind the character portrait will be bronze.

**Ban List Pieces –** there may be, at the discretion of WizKids, ROC, or the Pauper Circuit Council, pieces that are found to be disruptive to the balance of the game. These pieces will be placed on the Ban List, and not be legal for Pauper Circuit play.

Figures used in Pauper Circuit events may be repainted, but not modified, as per the WizKids rules. Modifications include, but are not limited to, replacing the figure on the base, reposing the figure on the base, or adding scenic elements, such as walls or grass, to the base of the miniature. Repainted figures must still represent the character presented on the character dial.

**Section 3: MAPS**

All maps that are legal in ROC events are legal in Pauper Circuit events, including map bonuses on currently legal maps. For a complete list of currently legal maps, you may visit the Pauper Circuit Information page at https://clixbait.home.blog/pauper-cu-information/.

Per ROC Tournament rules, each player must bring at least one (1) and up to three (3) legal maps to a Pauper Circuit event and written down as part of their team sheet. Player 1 may choose one of the three maps he or she brought. No other map may be used.

If a Player does not bring a map, then the player's opponent wins map choice.

The Pauper Circuit Council reserves the right to ban any map from any/all Pauper Circuit events.

**Section 4: DIVISIONS**

As there will be an Eastern and a Western championship, organizers should report that their results will apply to the Eastern or Western division. They should post this on their WIN event description, as well as in the email reporting the event. Events run in the following states will acquire points towards the Eastern Pauper Circuit Championship:

Maine
New Hampshire
Massachusetts
New York
New Jersey
Connecticut
Pennsylvania
Delaware
Maryland
Virginia
West Virginia
District of Columbia
Rhode Island
Wisconsin
Michigan
Illinois
Indiana
Ohio
Kentucky
Mississippi
Alabama
Georgia
Florida
Tennessee
North Carolina
South Carolina
Florida

Events run in the following states will acquire points towards the Western Pauper Circuit Championship:

Missouri
Minnesota
Iowa
Arkansas
Louisiana
North Dakota
South Dakota
Nebraska
Oklahoma
Kansas
Texas

Montana
Wyoming
Colorado
New Mexico
Idaho
Utah
Arizona
Washington
Oregon
California
Alaska
Hawaii
Nevada

If a judge fails to specify a division for his or her event, then we will use the location of the event when reported to award points based on the above divisions.

## Section 5: POINTS AND PRIZING

Tournament organizers will run Pauper Circuit events as ROC Win-A-Map events and register the event on the WIN. Prizing will be awarded consistent with the ROC Win-A-Map format, with the following additions:

Competitors will be awarded Circuit Points as follows:

1st Place – 5 points
2nd Place – 3 points
3rd and 4th Place – 1 point
Best Painted Team – 3 points

ROC State Championship events will be worth more than the standard Pauper Circuit Win-A-Maps to represent the higher level of competition. Pauper Circuit Points for State Championships will be awarded as follows:

1$^{st}$ Place – 10 points
2$^{nd}$ Place – 7 points
3$^{rd}$ and 4$^{th}$ place – 3 points
5$^{th}$ - 8$^{th}$ place – 1 point
Best Painted Team – 5 points

These points will be maintained and posted to the Heroclix Pauper League Facebook page. On June 1st, 2020 the final standings will be posted. The top 16 players in each division will be invited to the Pauper Circuit Championship Regional tournaments (details TBA).

**Section 6: REPORTING AND JUDGE POINTS**

Two weeks prior to running a Pauper Circuit event, notify the Pauper Circuit of intention to run a Pauper Circuit by emailing the date, time, and location of your event to papercircuit@digitaledengames.com, and after the event, email the results and a link to the event in the WIN to the same email address for proper score keeping. Also state in this email if this is to be a Pauper Circuit East or Pauper Circuit West event, and give us the WIN ID of the judge running the event. Events will be promoted on the Heroclix Pauper League Facebook page. Pauper Circuit Council members may play in Pauper Circuit events, but are not eligible to receive Pauper Circuit points, and therefore will not be eligible for Pauper Circuit Championship events. If a member of the Pauper Circuit Council would be eligible for points due to his or her finish, those points are given to the next highest competitor in the event, and placing is for other competitors will be raised accordingly.

Judges who report events in the manner specified in this document within three days of hosting the event will receive Pauper Circuit points. Timely reporting of events is worth three Pauper Circuit points, or five Pauper Circuit points in the case of a State Championship.

Per ROC Rules, judges are allowed to play in Win-A-Map events, and are therefore eligible to compete in most Pauper Circuit events. However, in order to ensure a fair environment, judges who compete in their own events may not receive player rewards of Pauper Circuit points – only judge points. If a judge were to place in a point-scoring position, those points will be awarded to the next ranked player, and each player below him or her in the rankings will be raised one rank. The judge is eligible for all other prizes awarded in the event, up to and including the map.

For example, *Judge* finishes the event in second place, with *Player 2, Player r 3, and Player 4* finishing behind *Judge* in the final standings. As a judge, *Judge* will receive three (3) Pauper Circuit points for reporting on the event promptly. As a second-place finisher, *Judge* will receive a Re-Dial Exclusive, 10 WKO points, dice, and two action tokens. *Judge* will not, however, receive three (3) Pauper Circuit points for finishing second. Those points will be awarded to *Player 2*, who actually finished third. Due to this shift, *Player 3* and *Player 4* will each receive one (1) Pauper Circuit point.

## Section 7: EVENTS

There will be several special events held within the Pauper Circuit over the course of the season. Below are details for each type of event.

**ONLINE PAUPER CIRCUIT EVENTS**: There will be online Pauper Circuit events this season. These events will adhere to all ROC rules concerning online events, as well as all Pauper Circuit build restrictions. There will be no best paint prize awarded for these events. Further details can be found in Section 7 of the ROC Standardized Tournament Rules, which may be found at https://docs.google.com/document/d/1zUydqSGkS8WTseP1-HbNOJVes_nXJXKU4yALyKKsxYY/edit

**ROC STATE AND PROVINCIAL CHAMPIONSHIPS**: ROC will be hosting a series of State and Provincial Championships with expanded rewards from the typical Pauper Circuit format. Points will be awarded as detailed in **Section 5**, and will be awarded to the division as defined by the states list in **Section 4**.

**PAUPER CIRCUIT DIVISIONAL CHAMPIONSHIPS**: There will be an invitation only 16 player tournament to determine the Pauper Circuit East and Pauper Circuit West champion (Date TBA). Invitations will go to the 16 players with the most Circuit Points in each division as of June 1st. If a player declines his or her invitation, for whatever reason, then that invitation will go to the next highest scoring player. In the event of a tie, the invitation will go to a randomly selected player within that tie. The championship will consist of five rounds of Swiss play, with a cut to the top eight players who will then compete in single elimination. Initial seeding will be based upon rankings. Prizing for the event is TBA.

**PAUPER CIRCUIT NATIONAL CHAMPIONSHIP**: There will be a National Championship tournament held in cooperation with ROC, with the date and location TBA. The top four players from the East and West Division Championships will receive byes in the National Pauper Circuit Championship. Other players may qualify for the event by participating in play-in tournaments to be held on the weekend of the event. Further details on this event will be announced as ROC and Pauper Circuit events are finalized. Prizing is TBA, but will include a case of Heroclix boosters.

## Section 8: FAQs

**Some pieces allow you to bring in multiple copies of game elements – are these legal in the Pauper Circuit?**
Yes. Some pieces (ex. Crime Master *EAX #020*) may bring in characters or other game elements from outside of the game. While you may only have one copy of the character causing this effect on your force during force construction, the rules do not prevent you from bringing in multiple copies of Hired Flunky through his "*New York Crime Boss"* trait.

Another example would be Loki *TMT #002.* During force construction, you would not be able to use his "*God of Trickery"* trait, due to the unique set number involved. However, after game play has begun, you may use his special power "*My, my...you just keep falling for this, don't you?"* to generate new Loki characters on the map.

**Can I use equipment or ID cards?**
Yes, providing the equipment is of the appropriate rarity, meaning it was distributed with a character that was either common, uncommon, or came in a fast Forces or Starter set. ID cards may be used if both the card and the character being brought in are of the appropriate rarity. For example, you may use the Rusty ID card to bring in either Rusty *XXS #014* or Rusty *FFXXS #005* as all these game elements fall within the allowed rarity. You may not, however, use the All-New Wolverine ID to bring in All-New Wolverine *XXS #036* as All-New Wolverine is a rare game element. You may also not use the Beast Student ID card to bring in Beast *WCR #005* because the Beast Student ID is not of the appropriate rarity (and despite Beast *WCR #005* being otherwise a legal game element).

**Can I use a legal game element to bring in a piece I otherwise would not be able to use?**
No. Examples of this would include (but are not limited to) Billy Batson *RE #026* who may ordinarily bring in Shazam *RE #037a* through use of his "*SHAZAM!"* special power may not do so in this format, as Shazam *RE #037a* is not legal in this format. You also may not use the All-New Wolverine Student ID card to bring in All-New Wolverine *XXS #036* for the same reason.

**Can my force and sideline include characters with the same name from different sets?**
Yes. For example, a team may include both Cyclops *XXS #001* and Cyclops *FFXXS #002* as they both have different set symbols and collector numbers.

**Can my force include a character on the main force and the same character on my sideline?**
No. During force construction, each piece is considered Unique, and therefore may not be copied in the sideline per the Heroclix Rulebook. For example, you may not have Rusty *XXS #014* in your main force and have Rusty *XXS #014* on your sideline for a call-in. You may, however, have Rusty *FFXXS #005* on your sideline with Rusty *XXS #014* on your main force.

**Are map bonuses legal in Pauper Circuit play?**
Yes, you may use the map bonuses that are printed on some maps, provided you pay the associated point cost.

**Are ROC maps legal for Pauper Circuit play?**

As all Pauper Circuit events are also ROC events, by definition, all maps legal in ROC events are also legal in Pauper Circuit events.

**Can I use multiple copies of "generic" characters in Pauper Circuit events?**
To clarify, most people consider "generic" characters to be characters with Real Name: Various or Real Name: N/A. At this time, there is no exception from the unique status during force construction for these pieces, and therefore players cannot use multiple copies of these characters in Pauper Circuit events.

**Are the "Danger Room Constructs" from the X-Men – Animated Series: Dark Phoenix Saga set and "Space Knights" from the Avengers: Infinity set legal for Pauper Circuit play?**
Yes. While in terms of rarity, they are in the prime category, from a rules perspective, they are not. Prime characters will all have a green ring around the base – those are not legal. Characters that have a "b" following their collector number, but do not have a green ring, are currently allwed in Pauper Circuit play.

**Can I use Team-Up cards from the Justice League Unlimited set?**
Yes, provided the associated game element is of common or uncommon rarity.

**Is Black Widow (BWM #100) legal in the Pauper Circuit?**
No. Black Widow is not part of a starter or fast-forces set, is not part of the WWE set, and is not common or uncommon in rarity, and therefore is not legal in Pauper Circuit play.