

Rockheads Supremacy League

Any questions may be directed to John Benton, heroclix@ravenproject.com.

1) Players

- Participation in the Rockheads Supremacy League is open to all HeroClix players.
- Upon registration, a player will select four named keywords to use in challenges. One must be a DC keyword, another must be a Marvel keyword. The remaining two may be from any universe.
- Players will be expected to join the Rockheads HeroClix Facebook page, and check in at least every other day to see updates and challenges.
- If a player will not be available to monitor the Facebook page and/or take part in challenges, he must announce his absence on the Facebook page. Challenges may still be issued, but resolution will hold until the absent player has returned.
 - A player may only be absent for one week in a four-week period. If he must be absent for longer, he will be removed.
- If a player is removed, he may re-enter the game as a new player.

2) Issuing a Challenge

- Any player bearing a "Fight" token may issue a challenge to a player in the next tier who does not have a challenge pending. Players in the blue and red tiers with a "Fight" token may not be challenged.
- When issuing a challenge, the challenger must identify the following:
 - Which of his keywords he will play
 - A player may not challenge using the same keyword twice in a row
 - Which of his opponent's keywords must be played
 - At least three available times to play the match
- Challenges must be announced through a public message on the Facebook page.
 - In the event of conflicting challenges, the first challenge posted will take precedence.
- The challenger and his opponent must negotiate exactly when the match will be played.
 - If either player does not respond to negotiation within a forty-eight hour period, the match will be considered forfeit.
 - If players have made a good-faith effort but cannot negotiate a time, the challenge will be rescinded.
 - If a player forces three challenges to be rescinded, he will be removed.
- If a player in the red or blue tier does not demonstrate a reasonable attempt to issue a challenge, they will be stripped of their "Fight" token.

3) Playing the Challenge

- Players will meet as agreed to play their match.
 - If either player is more than fifteen minutes late, or fails to attend, he forfeits the match.
- Each player will bring 300-, 400-, 500- and 600-point Silver Age forces (any set, no Feats or Battlefield Conditions).
 - Each force must meet the requirements for a Theme Team using the announced keywords.
 - If either player is using a keyword which is not listed for any other player, he may claim one of the following bonuses:
 - One additional use of Theme Probability Control
 - The number of figures in the team build is doubled for the roll to determine first character
 - This bonus must be decided *before* forces are revealed

- The challenger will determine the point value for the match by rolling 1d4, adding 2, then multiplying by 100.
- The match will then be played using standard HeroClix rules.
 - The match will be timed unless both players agree otherwise.
- If a rules dispute emerges which cannot be resolved, the players will each roll two dice. The player with the higher die roll will prevail.

4) After the Challenge

- The challenger must announce the winner on the Facebook page within twenty-four hours following the match.
 - The challenge is not complete until this announcement is posted.
- If the winner occupied the lower tier, he will exchange positions with his opponent and return his "Fight" token to the pool.
- If the winner occupied the higher tier, he will claim the "Fight" token.
- If the challenger occupied the yellow tier and lost his challenge, he will immediately be issued a "Fight" token.
- If the loser of the match dropped a tier, or already occupied the yellow tier, the keyword for the defeated team may be replaced with another named keyword. The player must still have one Marvel and one DC keyword.
- If the player in the center position accumulates three "Fight" tokens, he may claim one of the designated prizes. He then immediately vacates the center position and is removed.

5) Board Setup

- The board will be set up based on the rankings of current players, using the following successive criteria:
 - Current tier occupied
 - Percentage of matches won to matches played
 - Total number of matches won
 - Random die roll
- If an equal number of players cannot be placed in the red, blue and yellow tiers, they shall be arranged so that there are more players in the red tier than blue, and more in the blue tier than yellow.
- All players will retain their "Fight" tokens *unless* they are moved from the red tier to the center position.
- New players will begin in the yellow tier.
- When the center position is vacated, all open challenges will be completed then the board will be reset. No new challenges may be issued until the reset is complete.
- If circumstances exist where it has become difficult for players to issue challenges due to a lack of players in a higher tier, a reset will be announced. All open challenges will be completed then the board will be reset. No new challenges may be issued until the reset is complete.