South Florida NHSD

October 16th 2010

Player # _____

_____

Name (or Heroscapers Handle)

_____

Contact E-mail

VOTING ITEM	PLYR #
THEME — The player who had the best / coolest / most unique army based on figures used (examples: using all horror movie figures, using all asian martial arts figures, an elf army, all brute monster figures); this is not about effectiveness.	
COMBO — The player whose army had the best (or a unique) use of abilities not typically used together (examples: Grut Arrows bonding with Mimring or Jotun throwing figs on other side of a line of Gladiatrons to block their path)	
SPORTS(WO)MAN — The player with the best attitude regardless of winning or losing, he/she made the game fun for everyone played. Does not have to be someone you played against yourself.	

Round	Player #	W / L / T	Losing Score	Map Code
1				
2				
3				
4				
5				
6				
7				

Total Wins = ***SOS =*** ***Total Losing Pts. =***

ARMY ROSTER

Unit (List multiples of the same unit separately)	Points
Total Army Cost — *before reinforcements*	
LIST REINFORCEMENTS BELOW:	
Total Army Cost — *after reinforcements*	

SCORING NOTES

- W / L / T: Ties only occur if time runs out and both players still have figures on the board and have the same amount of army points left and army points destroyed.
- Losing Score is based on how much damage you've done to your opponent's army. Total up the card values of every hero you've destroyed and every unit you completely wiped out (if even one figure is left on the board you cannot count it).
- See back of sheet for additional instructions on how to end your round, calculate losing score, etc.

Tournament Notes:

Each round of the tournament is 50 minutes long with a 2-minute "last round" warning.

Map Codes
Each table has a sign with a number and up to two letters. The first letter represents the map closest to the sign, the second letter is the one further away from the sign.

START YOUR MATCH — What do do
1. Setup your figures on the map.
2. Ensure your opponent is done placing his figures on the map.
3. Flip up glyphs.
4. Place your order markers.
5. The tournament director calls "START".
6. Roll Initiative and the winner of the roll goes first.

END OF MATCH—What do do
1. Do NOT clear any figures from the board until after losing score calculations are done.
2. Record your opponent's player # on your sheet, not his name
3. Record whether you Won (W) or Lost (L) or Tied (T)
4. Record the map code (Table # plus letter you played on—Example: 2B
5. Calculate Losing Score
   * If you won: Provide your opponent his losing score based on how much of your army he destroyed
   * If you lost: Record the losing score given to you by your opponent
   * If you tie: both record your losing score (which should be identical for you and your opponent)
6. Clear the figures from the board, stack completed tourney sheets face down on top of map, place glyphs on tourney sheets

Note: If you and your opponent both have figures on the board after the final round of the match, calculate your losing score and provide it to your opponent. If you destroyed more of your opponent's army than he did yours, you win. If you destroyed less than your opponent, you lose. If you both destroyed the exact same amount of points, you tie.

Calculating Losing Score Points
- For each hero until (single figure) destroyed, add its card's point value.
- For each squad unit (multiple figures) completely destroyed (every figure in squad), add its card's point value.
- If you brought multiples of the same common squad, count up the destroyed squad figures until you have enough to equal one full squad and add that card's point value. Repeat until you can no longer count up a full squad.
  Example: You brought 3 squads of Omnicorn Repulsors (9 figures total: 3 figures per squad, 40 points per squad). 7 of the figures are destroyed during the game. Count up the first 3 figures and add 40 points (the card value) to the Losing Score. Count up the next 3 figures and add another 40 points to the Losing Score. The last figure is ignored since you cannot complete a full set of 3 squad figures.
- <u>Remember:</u> a unit has to be completely destroyed for its points to be added to the Losing Score. If any figures from the unit remain on the board the unit is still in play and is not considered destroyed.

Unused Figures
- Unless a unit has a rule allowing or requiring you to place it on the board after game play starts (example: Airborne Elite, Rechet Bodgans, etc.), no figures may be placed onto the map once both players have agreed to commence playing the match.
- Any figures that were not placed onto the map are ignored when calculating losing score. Since they did not enter play they were never destroyed and therefore your do NOT add them to your losing score to provide your opponent.

SOS—Strength of Schedule
SOS is a running total of all the wins made by all your opponents, it assists in determining final rankings and helps to break ties in Win/Loss records during tournament pairings. The tournament organizers will calculate this value for you as the tournament progresses.

VOTING ITEMS
There are three voting items on the front of the sheet. When the tournament is over, for each item, please write the number of the player who you think best exemplified that item's description. Take some time to look around at more than just the people you play against. Sometimes the table next to you might have a great theme, or you may overhear great sportsmanship at from the table behind you!