

DUNGEONS DRAGONS[®] MINIATURES GAME

Dangerous Delves Release Event Fact Sheet

Event Dates

- May 19—June 2, 2009 at locations across the United States and worldwide

Format

- 2 *Dangerous Delves* boosters per player
- 200-point Sealed Assault format
- *Treasure Trove* item stat cards may be used to fill out warbands to 200 points.

Tournament Length

- Swiss rounds – Maximum length of 60 minutes per round, number of rounds based on attendance
- All players may participate in all Swiss rounds.

Tournament Logistics

- 16K, Casual REL
- All DCI Universal Tournament Rules and DDM Guild Dungeons & Dragons[®] Miniatures Tournament Competitive Floor Rules & Penalty Guide rules are in effect for this event.
 - ⇒ Available at: <http://www.ddmguild.com/downloads/DdmFloorRules.pdf>
- Also refer to the most current edition of the Dungeons & Dragons[®] Miniatures Game Battle Rules.
 - ⇒ Available at: <http://www.ddmguild.com/rules/index.php>
- Players must bring pen, paper, battle map, and appropriate counters.
- Players must bring complete print-outs of *Dangerous Delves* stat cards and *Treasure Trove* item stat cards. (Tournament organizers may provide print-outs at their discretion.)
 - ⇒ Available beginning Friday, May 15, 2009 at: <http://www.ddmguild.com/rules/index.php>
- **Tournament organizers:** Place boosters on tables randomly (avoid having two boosters with the same visible figure showing in the same seat). Seat players randomly, using DCI Reporter Tournament Software. Allow 20 minutes for players to build warbands. Play N+1 rounds (number of rounds may be reduced to N at TO's option—announce at start of tournament) with no cut to top 4 or top 8.

Entry Fee and Prize Schedule

- Entry fee and prize schedule vary by location. Check with your local event organizer for details.



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