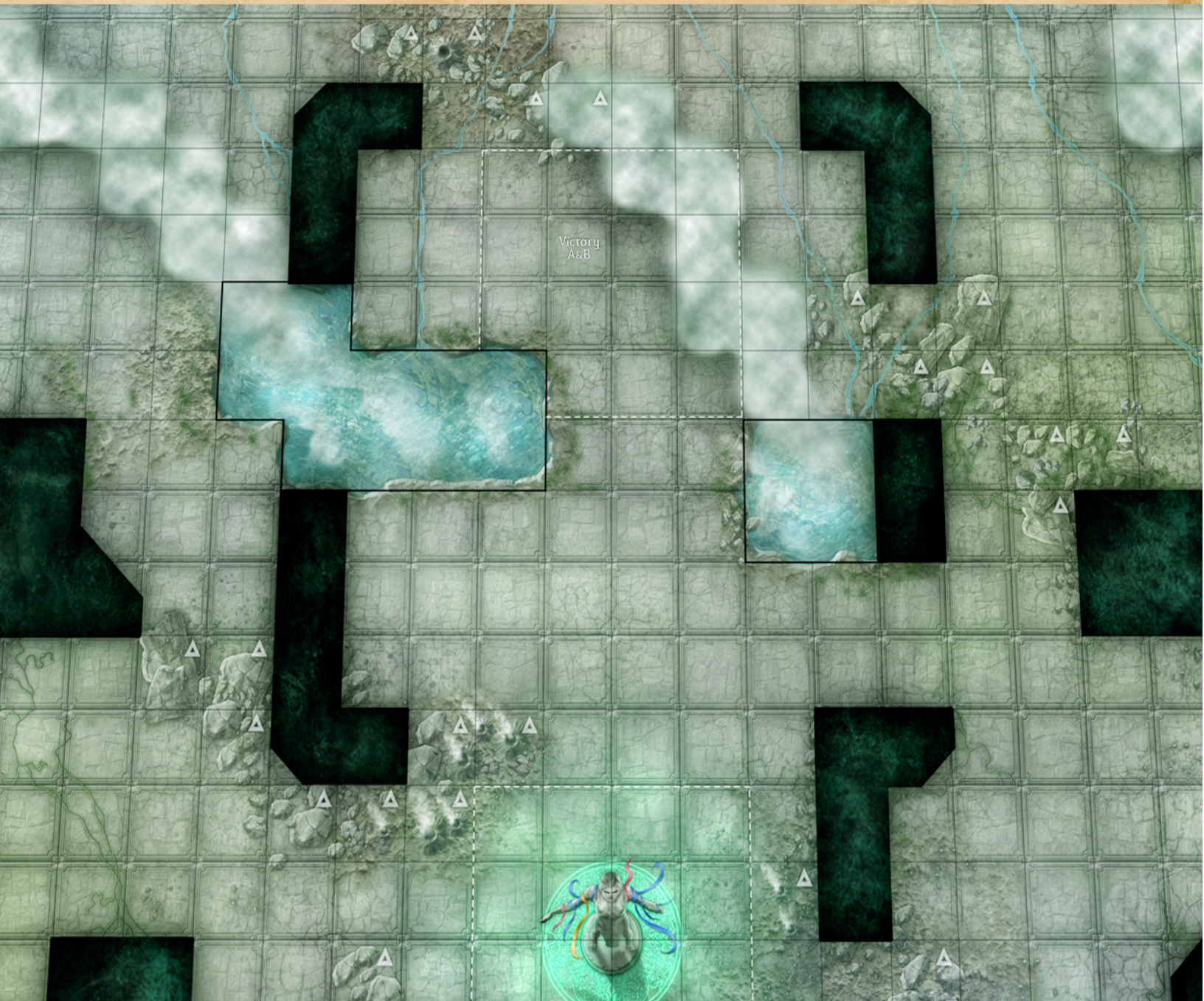


DUNGEONS & DRAGONS®

MINIATURES GAME



BATTLE RULES

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Thanks to the many people who have contributed to the **D&D Miniatures® Game** in tens of thousands of games worldwide.

Based on the 4th Edition of the **Dungeons & Dragons®** roleplaying game and inspired by earlier editions of the **D&D®** RPG and the **D&D Miniatures Game™**.

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These rules are current as of July 22, 2009.

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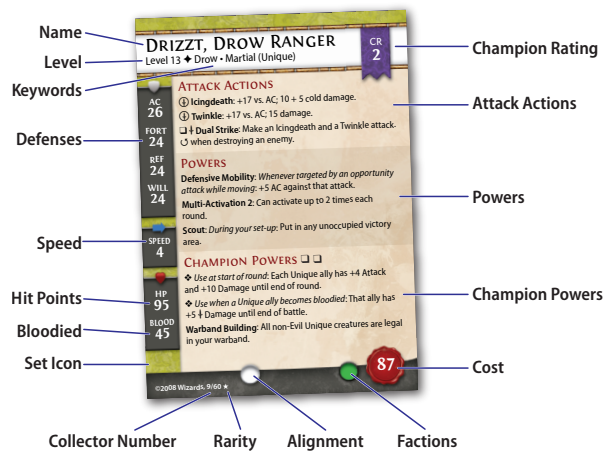
INTRODUCTION

With the **Dungeons & Dragons® Miniatures** Game, you command a warband of heroes, villains, and monsters. You choose your faction. You select your troops. You issue the orders. And it's up to you to carry the day.

A more detailed version of these rules, as well as Q&A about rules and specific figures and tournament rules are available online at the DDM Guild website at www.ddmguild.com.

Each miniature (referred to as a "creature") represents a character or monster from the worlds of the D&D game. Each creature has a corresponding stat card that lists game statistics for the head-to-head skirmish rules. Some information about a creature is also found on the underside of the miniature's base.

HOW TO READ A CREATURE STAT CARD



Look at the stat card displayed above. A creature stat card is roughly divided into four sections, each detailing a separate kind of information about the creature.

Definition Block

Located at the top of the card, the definition block gives an overview of the creature. It includes the following:

Name: The name of the creature. The figure used for the creature generally has the same name marked on its base.

Level: This number represents how powerful the creature is; higher level creatures tend to do more damage and have powers that impact the battle around them more, but also cost more points to add to your warband.

Keywords: A creature's keywords define it for the purpose of game effects, and appear under the name and after the level. Some abilities or special powers affect only creatures with specific keywords, such as Goblin, Fire, or Undead. If a creature is Unique (see "Unique", p. 4), that is also listed here, though it is itself not a keyword. If a creature can be a

Mount for another creature (see "Mounts", p. 18), that is also listed here, though it itself is not a keyword.

Living Creatures: Any creature with the Undead or Construct keywords is not living. All other creatures are living.

Champion Rating: A creature with a Champion rating (written "CR X" in a pennant to the right of its name, level, and keywords) is a champion, with the ability to influence other creatures and help your warband seize the initiative.

Statistics Block

The statistics block contains scores referenced regularly throughout a battle, separated into three groups: defenses, movement, and hit points.

Defenses: Attacks target one of a creature's defense scores—Armor Class (AC), Fortitude (Fort), Reflex (Ref), and Will—listed in the first block on the left side of the card.

Speed: The number of squares a creature can move with a move action. Certain movement modes are also indicated here, rather than in a creature's powers. If a creature has Flight, its Speed is prefixed with "F". Similarly, if a creature has Burrow, its Speed is prefixed with "B".

Hit Points: A creature's hit points (HP) represent its ability to shrug off attacks, luck in avoiding attacks, and resilience before falling in battle. When a creature's HP total is reduced to 0, the creature is destroyed.

Bloodied: When a creature's current hit points are equal to or below this value, it is bloodied. Certain game effects affect or are keyed off of being bloodied.

Warband Construction

The warband construction block, located at the bottom of the card, gives details relevant when constructing a warband, including its alignment, factions, and cost:

Alignment: A color dot at the bottom of the card shows a creature's alignment: Good, Evil, or unaligned. Good creatures have a white dot, Evil creatures have black dot, and creatures that are neither Good nor Evil have no dot.

Faction: Each creature belongs to one or more factions, identified by colored dots along the bottom of the card. Each color is associated with one of the four factions: red for Borderlands, blue for Civilization, purple for Underdark, and green for Wild.

Cost: The cost is the number of points you pay to add a creature to your warband. This is also the number of victory points your opponent earns when the creature is destroyed.

Actions

The bulk of the card shows a creature's available actions. Most creatures have attack actions and powers, and champions also have champion powers.

Attacks: When a creature attacks, it generally uses one of the options listed in this section (see "Making an Attack", p. 8 for more information about attacks).

Powers: This section covers a wide range of effects. Powers sometimes require an action to use, but may also be triggered automatically, or are continuously active (see "Powers and Effects", p. 7 for more information on using powers).

Champion Powers: A champion has one or more champion powers listed that it can use during the battle (see "Champion Powers", p. 8 for more information about using champion powers).

Other Information

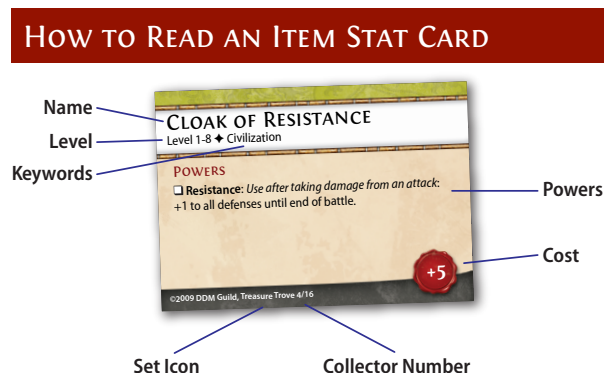
A stat card may also have other information, not relevant to using the creature in a battle:

Flavor Text: Some stat cards include a brief description of the creature's history, personality, or place in the D&D world. This information follows the creature's rules text and has no game effect.

Set Icon: The set icon tells you what set a miniature belongs to, such as the *Dungeons of Dread™* set (whose icon is a torch).

Rarity: A creature's rarity within the set is shown as an icon —A circle '●' for a common creature, a diamond '◆' for an uncommon creature, a star '★' for a rare creature, and a pattern of diamonds '◆◆' for a fixed, visible creature.

Collector Number: The collector number lists the miniature's place within the set's numbering and the total number of miniatures in the set.



Look at the stat card displayed above. An item stat card is roughly divided into four sections, each detailing a separate kind of information about the item.

Definition Block

Located at the top of the card, the definition block gives an overview of the item. It includes the following:

Name: The name of the item.

Level: This number represents how powerful a creature the item can be assigned to. The creature must be in the range of levels listed on the stat card.

Keywords: An item can only be assigned to a creature that has all of the keywords and that matches all factions and alignments listed in this block.

Warband Construction

The warband construction block, located at the bottom of the card, gives details relevant when constructing a warband, including its cost:

Cost: The cost is the number of points you pay to add an item to your warband. This is also the number of additional victory points your opponent earns when the creature the item is assigned to is destroyed.

Actions

The bulk of the card shows the additional powers provided by the item to the creature it's assigned to.

Powers: This section covers a wide range of effects. Powers sometimes require an action to use, but may also be triggered automatically, or are continuously active (see "Powers and Effects", p. 7 for more information on using powers). A creature that has an item assigned to it is treated as though having all powers listed here on its stat card.

Other Information

A stat card may also have other information, not relevant to using the creature in a battle:

Flavor Text: Some stat cards include a brief description of the item's history, personality, or place in the D&D world. This information follows the item's rules text and has no game effect.

Set Icon: The set icon tells you what set an item belongs to, such as the *Treasure Trove I* set.

Collector Number: The collector number lists the item's place within the set's numbering and the total number of items in the set.

BUILDING A WARBAND

When building a warband, first choose one of the four base factions, then select creatures that match that faction following warband construction restrictions. Finally, select items to use in your warband.

Faction

Each creature in your warband must belong to the faction you chose. Most creatures belong to more than one faction; they can be in a warband based on any of their factions.

Borderlands (Red)

Creatures associated with the Borderlands survive in the perilous areas between the safety of civilization and the savage wilderness. Borderlands societies are exposed to extreme environments (mountains, wastelands) or violent events (war zones).

Civilization (Blue)

Creatures of Civilization impose order in the darkness of a dangerous world. Whether proud dragonborn, audacious humans, or brutal goblinoids, they build cities and push back the wilderness.

Underdark (Purple)

This faction includes both living and undying beings of the lightless world beneath the surface, including denizens of twisted caves and mighty subterranean cities alike.

Wild (Green)

Wild is the home of primal beings; elementals, savage creatures, ferocious beasts, barbarous humanoids, and capricious fey and elves.

Warband Restrictions

There are a number of other restrictions placed on constructing your warband:

Point Limit: You can build warbands with 100- (quick), 200- (standard), or 500-point (epic) cost limits. You can spend a number of points on creatures and items up to the point limit to build your warband. The point cost for each creature and item is shown on its stat card.

Number of Creatures: Your warband can contain a maximum number of creatures based on the point cost limit used for warband construction—8 creatures for 100-point games and 10 creatures for 200- and 500-point games.

Maximum Single-Creature Cost: You cannot include a creature that costs more than the maximum single-creature cost, based on the point cost limit used for warband construction. For 100-point games, the limit is 75; for 200-point games, it is 150; finally, for 500-point games, there is no maximum single-creature cost.

Battle Map: As part of warband construction, choose a battle map. That battle map is part of the warband. Choose either a full- or half-size battle map, depending on the scenario and point cost limit (see “Scenarios”, page 23).

Champions Aren’t Mandatory: You are not required to have a champion in your warband, though your creatures typically fight better if you include one or more champions.

Alignment: You cannot include a Good creature in your warband if it contains an Evil creature, and vice versa. Unaligned creatures can be in any warband whose faction they share.

Unique: You cannot include more than one Unique creature with the same name.

Items: You can’t include more than one item per creature in your warband.

CORE RULES AND EXCEPTIONS

D&D Miniatures is an exceptions-based game. This rulebook explains the basic rules, but the attacks, abilities, and special powers on a creature’s stat card often break those rules. Use these guidelines to determine how rules interact.

1. **Permissive rules on cards.** Some rules extend what a creature is allowed to do or the base rules themselves. For example, such card text might allow a creature to take an extra attack action, move additional squares, and so on. For example, a power that states “Can shift up to 2 squares when shifting.” allows a creature to shift more squares than taking a shift action normally allows.
2. **Restrictive rules in the Battle Rules.** Rules text in the Battle Rules that restricts what a creature can do using language such as “cannot” and “can only” trumps permissive rules on cards. For example, a creature that is Immobilized still cannot move on its own, even if it has a power that allows it to move in certain circumstances.
3. **Permissive rules on cards that explicitly break restrictive rules.** Some card text specifically states a restrictive rule that it allows the creature to break. For example, a power that states “Can move 2 squares while Immobilized.” would allow that creature to move 2 squares, even though the Immobilized rule in the rulebook disallows it.
4. **Restrictive rules in card text.** Finally, some card text restricts what a creature can do using language such as “cannot” and “can only”. Such rules trump all other rules. For example, a power that states “Adjacent enemies cannot shift.” would disallow a creature from shifting, even if it had a power that would normally allow it to shift.

PLAYING THE GAME

In a battle, two competing warbands fight. The winner is the player who first scores a target number of victory points, normally the point limit used during constructing your warbands. You score victory points by destroying enemy creatures and by sending your creatures to occupy your warband's victory areas (see "Victory Areas", p. 18). A battle is played in rounds, during which players alternate taking turns with their creatures.

Rounds and Turns

Round: In a round, each creature in play takes a turn.

Player's Turn: On each player's turn in a round, that player takes a turn with one or more of that player's creatures.

Turn: On each creature's turn, it takes actions: an attack action, a move action, a minor action, and any number of free actions, in any order you wish. See "Actions", p. 6, for what you can do with these different actions.

The Battle Sequence

A battle follows these steps:

1. **Reveal warbands.** You and your opponent show each other your warbands, including the chosen battle maps, creatures, and items used in the warbands.
2. **Choose the battle map.** Roll a champion test to determine who selects a battle map. The winner can pick his or her warband's map, pick his or her opponent's warband's map, or can choose to defer map selection to his or her opponent.
3. **Set-up.** The player who did not choose the map chooses which player sets up first. That player selects a side (either A or B), then puts each of his or her creatures in Start Areas corresponding to that side. Once that player has put all of his or her creatures on the battle map, the other player sets up in the other side.
4. **Start of round.** Starting with the player with the highest active champion rating on a creature in play, each player declares and resolves powers and effects which resolve at the start of a round. If you and your opponent's highest active champion have equal champion ratings, roll 1d20; the player with the highest roll declares and resolves powers and effects first.
5. **Determine initiative.** Roll a champion test. The winner can choose to go first or to defer going first to his or her opponent.
6. **Take turns.** The first player to take a turn after rolling initiative takes a turn with one creature, then the players alternate taking turns with two creatures each.

A player who has only one creature left to take a turn with completes his or her last turn of the round after it takes its turn; on the other hand, a player who has more creatures than his or her opponent takes turns with his or her remaining creatures after his or her opponent is done taking turns on that round.

7. **End of round.** When every creature in play has had a turn, the round ends. Starting with the player with the lowest active Champion rating on a creature in play, each player declares and resolves powers and effects which resolve at the end of a round. If you and your opponent's lowest active champion have equal champion ratings (or neither of you have a champion left), roll 1d20; the player with the lowest roll declares and resolves powers and effects first. Then, if applicable, each player simultaneously scores victory points for occupying victory areas (see "Scenarios and Variants", page 20).
8. **Begin the next round.**
9. **End the battle.** Repeat steps 4 through 8 until one player has met the victory conditions for the battle.

Champion Test

Before selecting a battle map and before each round of the battle, you roll a champion test.

1. Each player rolls 1d20. If one player has an active champion with a higher Champion rating than the other player, that player rolls 1d20 twice and selects the higher number.
2. The player with the highest result wins the Champion test. If the results are tied and one player has an active champion with a higher Champion rating than the other player, that player wins the Champion test. Otherwise, re-roll.

Set-Up

During your set-up, put each creature on the battle map in your chosen Start Area. Each creature must occupy a legal position (see "Legal Position" on p. 16) entirely within the Start Area. If there is not enough room in the Start Area for all your creatures, fill it as much as you can (rearranging creatures if necessary to best fit them in) and put any creatures that don't fit in the Start Area as close as possible to it.

Multiple Start Areas: Some battle maps have multiple areas designated as Start Area A or Start Area B. You can put your creatures in any of the areas that are part of the start area you're setting up in. If there is not enough room in one of the areas for all your creatures, you must rearrange creatures to fill each of the areas as best as

possible before putting any creatures outside the start areas.

Starts Off the Battle Map: Some creatures have a power which allows them to start off the battle map and can enter play at a later round. These creatures are not in play until they are put on the battle map, but are not considered destroyed. If there is no valid legal position on the battle map when they are put into play, put the creature in the nearest legal position possible.

Items: As part of your set-up, you must declare which item in your warband is assigned to each creature, if any. Items can only be assigned to creatures of the appropriate levels and that have all of the keywords listed on the item's stat card. No more than one item can be assigned to each creature in your warband. If you cannot assign any item in your warband to a creature, that item is removed from play and your opponent scores its cost in victory points.

Set-Up Powers: Some creatures have special powers that indicate special set-up rules for those creatures. Refer to the rules text on the creature's card, but a few of the most common are described below.

Scout

A creature with this power can set up in a victory area that doesn't already have a creature in it, instead of in your start area.

Wandering Monster

A creature with this power sets up in a random victory area (yours or your opponent's), instead of in your start area. To determine which victory area the creature sets up in, roll 1d20, assigning even ranges of results to each victory area. If there is not enough room in the victory area for the creature, put it as close as possible to the victory area.

TAKING A TURN

Each of your turns, you take turns with two of your creatures. Each of those creatures takes its turn sequentially. A creature's turn has three parts: the start of its turn, using actions, and the end of its turn.

The word "turn" refers to both a player's turn, in which a player uses one or more creatures and to a creature's turn in which a creature follows the turn sequence. Rules text always refers to a player's turn as "your turn", "your opponent's turn", or "current player's turn". In all other cases, "turn" refers to a creature's turn.

Start of Turn

When you choose which creature to take a turn with, you use the start of its turn to keep track of any effects and to declare and resolve any powers which resolve at the start of a creature's turn. The following occurs when a creature starts its turn:

1. **Determine Control.** If a creature has an effect on it which can cause the creature to become controlled by a player other than its owner, those effects are resolved (see *Confused and Dominated* in "Conditions", p. 12 for two control effects described in these rules).
2. **Take Ongoing Damage.** If a creature has ongoing damage effects, it takes the appropriate damage.
3. **Resolve Other Effects.** If a creature has any other effects that occur at the start of the creature's turn, those effects are resolved.

No Actions. Only immediate and free actions granted during the resolution of effects that occur at the start of the creature's turn can be taken at the start of the creature's turn.

Take Actions

Using Actions: A creature gets three actions to perform on its turn: 1 attack action, 1 move action, and 1 minor action.

Free Actions: A creature use of as many free actions as it wants on its turn as long as the trigger conditions (if any) for those actions are met.

Any Order: A creature can take each of its actions in any order, and can skip any of them.

Substitute Actions: A creature can take a move action or minor action instead of its attack action and it can take a minor action instead of its move action. A creature can take a replaces turn action instead of taking any actions other than free actions.

Other creatures' Actions: Other creatures can take free actions and immediate actions for which the trigger conditions are met on the creature's turn.

End of Turn

After a creature is done resolving actions on its turn, you use the end of its turn to keep track of any effects and to declare and resolve any powers which resolve at the end of a creature's turn. The following occurs when a creature ends its turn:

1. **Saving Throws.** Make a saving throw against each effect on the creature with a duration of save ends (see "Saving Throws", p. 13).

2. **End Effects.** Some effects end automatically at the end of a creature's turn.
3. **Resolve Other Effects.** If a creature has any other effects that occur at the end of the creature's turn, those effects are resolved.

No Actions. Only immediate and free actions granted during the resolution of effects that occur at the end of a creature's turn can be taken at the end of the creature's turn.

Actions

A round consists of creatures using actions and powers. The main action types include:

Attack Action: Attack actions are the core of a battle; casting a spell, swinging a sword, or firing an arrow are attack actions. Each creature can normally take one attack action on its turn.

Move Action: A creature changes positions on the battle map using move actions. Each creature can normally take one move action on its turn.

Minor Action: Minor actions are simple actions that a creature can take. Each creature can normally take one minor action on its turn.

Free Action: Free actions are actions that take almost no effort. Creatures with free actions can take those actions even during another creature's turn and there's no limit to the number of free actions a creature can take during a creature's turn. Some free actions can only be used in response to a certain trigger occurring, while others can be used at any time.

Immediate Action: An immediate action is generally taken in response to a specific trigger occurring, and may be taken even on another creature's turn. Some immediate actions interrupt the current action and are resolved before the triggering action is resolved. Others resolve after the triggering event is fully resolved. A creature cannot take more than one immediate action on a given creature's turn.

POWERS AND EFFECTS

Most creatures have powers that they can use throughout the battle. Powers can be attacks, grant or replace actions under certain circumstances, alter the game temporarily or permanently, or do a number of other things.

Some powers are described in the rulebook in the glossary; most are described on each creature's card.

Limited Use Powers: A limited use power has one or more checkboxes (☐) listed before the power's name. Each time a creature uses a limited use power, mark off one use on its stat card. A creature cannot use a limited use power that

has no more uses, even if it has a trigger condition and that condition is met.

Rechargeable Powers: A rechargeable power has a recharge condition, noted by a recharge symbol (♻). Each time the recharge condition occurs, if the creature has less than its starting number of uses for that power, it regains one use of the power.

Type: Some powers have a specific type, noted in parentheses before the power's text.

Triggered Powers

Some powers occur any time a particular triggering condition occurs. For example, the **Zehir's Eye** power of the **Yuan-Ti Swiftscale** reads: *"Whenever an enemy misses this creature with a † attack: That enemy has -2 Attack until after it hits with an attack."* The power automatically happens each time the yuan-ti is missed by a melee attack.

Active and Inactive: Unless the power says otherwise, a triggered power occurs whether a creature is active or inactive, but if a creature is inactive, it cannot take any actions the power might grant.

Duplicate Triggers: Any number of powers can trigger off the same condition, but no creature can trigger the same power multiple times from a single occurrence of the condition.

Activated Powers

Some powers are activated—this means that you must declare that you are using the power. Most activated powers have a specific condition which must be met before they can be used. For example, the **Rock Solid** power of the **Dwarf Battlemaster** reads: *"Use when an ally scores a critical hit: This creature heals 20 HP or recharges its Crushing Blow."* Whenever an ally scores a critical hit, you can choose for the **Dwarf Battlemaster** to heal 20 HP, recharge its Crushing Blow power, or to do nothing.

Active Only: An inactive creature cannot use an activated power, even when its condition is met.

Duplicate Triggers: Any number of powers can trigger off the same condition, but no creature can trigger the same power multiple times from a single occurrence of the condition.

Default Condition: When a power has no trigger condition that must be met to use it, you can use that power at any time.

A subset of activated powers, replaces action powers take the place of either the attack, move, or minor action a creature can take on its turn, or replace all actions a creature can take on its turn.

On Its Turn: A creature can only use a replaces action power on its turn.

Substitute Action: A creature can use a replaces action power when it replaces one action with another. For example, a creature can take a move action then substitute its attack action with a replaces move action power.

Replaces Turn Actions: When a creature uses a replaces turn action, it cannot take any other actions on that turn, but it still does the start of turn and end of turn phases.

Attack Actions: Powers listed in the Attacks section of a creature's stat card are replaces attack actions.

Continuous Powers

A few powers are neither activated nor triggered—they require no action to take effect and continue to function until the creature is destroyed. Many continuous powers allow a creature to “break” specific rules in the game.

Active and Inactive: Unless the power specifies otherwise, continuous powers occur even when the creature is inactive, though a creature may not be able to benefit from them for other reasons.

Aura: An aura is a specific type of continuous power that generally benefits nearby allies or penalizes nearby enemies. The effects of an aura do not occur while a creature is inactive.

Champion Powers

Every champion has one or more champion powers it can use during the battle. Champion powers are activated powers that a champion can use whenever the condition specified in the power is met.

Champion Rating: A champion can use its champion powers a total number of times equal to its champion rating over the course of the battle, but can use any combination of its champion powers.

Once Per Turn: A champion can only use each of its champion powers once per any given creature's turn, though it can use any number of different champion powers for which the conditions are met in a turn.

Active Only: An inactive creature cannot use a champion power, even when its condition is met.

Bonuses and Penalties

Bonuses that are simple additions to a creature's statistics use a “+” sign. Penalties use a “-” sign. For example, the **Dwarf Battlemaster** has a champion power that reads “Use when an ally hits with a ⊕ attack: +10 Damage on that attack.” When the **Dwarf Battlemaster** uses this power, it grants a +10 bonus to the damage of an ally's successful melee attack.

Stacking: Different effects that grant bonuses or penalties to the same statistic usually stack. Add all such bonuses and penalties to the statistic to get its current value. For example, the **Dwarf Battlemaster** can grant a +10 bonus to Damage when an ally hits with a melee attack. The **Defiant Rake** has Sneak Attack 10, which grants a +10 bonus to damage whenever it has combat advantage against its target. If the **Defiant Rake** is in a warband containing the **Dwarf Battlemaster**, the champion power could combine with Sneak Attack for a total damage bonus of +20.

Duplicate Effects: A creature can't be affected by two or more uses of the same power at once. Two powers are identical if they have the same name or, if they have no name, if they have the same card text. For example, the **Dwarf Battlemaster** can grant a +10 bonus to Damage when an ally hits with a melee attack. Using this champion power with two **Dwarf Battlemasters** on the same attack does not provide a +20 bonus.

Resolving Effects

In most cases, it doesn't matter what order you resolve effects that occur at the same time. If it does matter, use the following guidelines:

Simultaneous Effects: If two or more actions or effects are resolved simultaneously, the acting player decides the order to resolve them in. For example, when a creature resolves an area attack, its controller decides the order in which to roll attack rolls for the targets. Similarly, if a creature has several effects which resolve at the end of its turn, its owner decides the order to resolve the effects. For purposes of stacking, simultaneous effects are considered to be resolved at once.

Cancellation Effects: Some effects cancel something as it's taking place. For example, the **Halfling of Melora** has a power that reads “**Second Chance:** Use when this creature is hit by an attack: Attacker re-rolls that attack roll instead.” Such effects must be resolved before other effects occurring at the same time. If a cancellation effect causes the initial trigger to no longer be valid, other effects that would normally resolve because of that trigger do not occur.

Serial Effects: If two or more actions or effects are resolved serially, resolve each in order completely, including any immediate actions triggered by the action or effect, before moving on to the next. For example, when making a melee attack that allows multiple targets, you resolve the attack for one target completely before resolving the next.

MAKING AN ATTACK

Throughout the battle, creatures in your warband will make attacks against creatures in your opponent's warband. A creature can make an attack on its turn by taking an attack

action, or may be granted the ability to make an attack on another creature's turn through powers or opportunity attacks.

Attack Actions

A creature will most often make an attack by taking an attack action on its turn. There are three standard actions a creature can take on its turn that involve making an attack:

USE AN ATTACK

- ◆ **Replaces Attack Action:** An attack is an action that a creature takes as an attack action on its turn. A creature can use any one of the options listed in the Attacks section of its stat card. The first option listed is the creature's basic attack (indicated by a circle around its attack symbol).
- ◆ **Provoke Opportunity Attacks:** Some attacks (such as ranged and area attacks) provoke opportunity attacks from adjacent enemies at the start of the action.

USE A POWER

- ◆ **Action Varies:** A creature can use any replaces attack action as its attack action on its turn.
- ◆ Some powers require using an attack action, move action, minor action, or all actions on a creature's turn.

CHARGE

- ◆ **Replaces Attack Action:** A charge is an action that a creature takes as an attack action on its turn.
- ◆ **Move and Attack:** The creature moves a number of squares up to its current speed, then makes a basic attack against an adjacent target.
- ◆ **+1 Bonus to the Attack Roll:** A creature that charges has a +1 bonus to the attack it makes as part of the action.
- ◆ **Line of Sight:** A creature must have line of sight to both the ending position and target of a charge at the start of the action.
- ◆ **Movement Restrictions:** The creature must move at least 2 squares distant from its starting position and must end its movement in the nearest space adjacent to the target containing no walls. If the nearest space adjacent to the target is not a legal position, the creature cannot charge that target.
- ◆ **Provoke Opportunity Attacks:** If a creature leaves a square adjacent to an enemy during its movement, that enemy can make an opportunity attack against it.
- ◆ **No Further Actions:** After resolving a charge attack, a creature can't take any further actions on that turn.

Making an Attack

When a creature takes an attack action, it will make one or more attacks as part of that action. If the attack action grants multiple attacks, you will roll multiple attack rolls during the resolution of that attack action.

There are four types of attacks: melee ('⚔' and '⊕'), ranged ('🏹'), close ('↔'), and area ('☘'); they all generally follow the same steps as shown below:

1. **Declare the attack action.** If the attack action is a limited use attack action, check off the use. Starting with the player that controls the acting creature, each player declares and resolves powers and effects which resolve when declaring the attack.
2. **Provoke opportunity attacks.** If the attack action is an ranged or area attack or states that it provokes opportunity attacks, declare and resolve those attacks. If the acting creature is destroyed as a result, the attack is lost.
3. **Resolve other "start of attack" effects.** Each player declares and resolves powers and effects which resolve when the attack is declared.
4. **Choose targets.** Choose targets, resolve "on target" effects, resolve redirect effects.
5. **Roll attack roll** and compare the modified attack roll value to the appropriate defense statistic of the target (see "Attack Roll", p. 11).
6. **Apply damage and effects resulting from the attack** (see "Applying Damage", p. 11).
7. **Resolve followup, if any, on a successful hit.** If the attack was a hit, and if the attack has a followup, resolve the followup.
8. **Resolve "after attack" effects.** Each player declares and resolves powers and effects which resolve after the attack.

Melee Attacks

Melee attacks are those which use melee weapons, or a creature's body, to damage an adjacent enemy. Using a longsword, a fist, or a bite are examples of melee attacks.

Target: A melee attack can target one adjacent enemy it has line of effect to, even if it doesn't have line of sight to that enemy. If the creature does not have line of sight to the target, it is considered to have Conceal 11 for the attack.

Can't Target Allies: Unless a power or effect states otherwise, a creature cannot target an ally with a melee attack.

Range: A creature with Reach can target an adjacent enemy or an enemy no more than that number of squares away.

Multiple Targets: If a melee attack allows attacks against more than one enemy, resolve separate attacks against each target serially.

Ranged Attacks

Ranged attacks use a ranged weapon or are spells that target a single distant enemy. Using a longbow, casting a magic missile, or spitting a globule of blinding acid are examples of ranged attacks.

Target: A ranged attack targets one enemy within its range a creature has line of sight and line of effect to. If the range of the attack includes the “nearest” descriptor, the nearest enemy within line of sight of the attacker must be chosen as the target for the attack.

Can’t Target Allies: Unless a power or effect states otherwise, a creature cannot target an ally with a ranged attack.

Range: Each ranged attack has a range. An attack action with a range of 6 can hit a target no more than 6 squares away; an attack action with a range of 10 can hit a target no more than 10 squares away, and so on. Some attack actions have a range of sight; these attack actions can target any enemy the creature has line of sight to. Some attack actions have a range of nearest; these attack actions must target the nearest enemy the creature has line of sight to. If more than one enemy is equidistant from the creature, you pick which one to target.

Multiple Targets: If a ranged attack allows attacks against more than one enemy, resolve separate attacks against each target serially.

Opportunity Attacks: Using a ranged attack action provokes opportunity attacks from adjacent enemies. If an opportunity attack destroys the acting creature, the attack is lost.

Close Attacks

Close attacks are attacks that affect creatures in an area near the attacker. A dragon’s breath or casting a bolt of lightning from a creature’s fingertips are examples of close attacks.

Area of Effect: A close attack has an area of effect, which determines which creatures the attack targets. A close attack affects all enemies and allies occupying squares in the attack’s area. If the attack includes the “nearest” descriptor in its area, the area must be chosen such that the nearest enemy within line of sight of the attacker is included in the attack’s area.

Blast X: A blast affects all creatures in an X-square by X-square area adjacent to the attacker. Choose an origin square in the attacker’s space, then designate an X-square by X-square area adjacent to that square that does not contain the attacker. The attack affects each creature in that area to which the origin square has line of effect.

Burst X: A burst targets all creatures no more than X squares distant from the attacker, except the attacker itself. A burst affects a target only if there is line of effect from any square in the the attacker’s space to that target.

Line X: A line affects all creatures along a thin path extending from the attacker. Choose a square within X squares of the attacker and trace a line from any point on the edge of the attacker’s space to the furthest corner of the target square. The attack affects each creature whose space the line enters that the attacker has line of effect to; if the line merely touches the edge or a corner of a target’s space, it is unaffected. You cannot chose a target square such that the line is drawn through the attacker’s space.

Origin Square: Depending on the area of the attack action, close attacks originate in a square in the attacker’s space. Only creatures to which you can trace line of effect from that square are affected.

Targets Enemies and Allies: Unless a power or effect states otherwise, a creature must include all creatures within the area of a close attack as targets of that attack, including enemies and allies.

Multiple Targets: When a creature makes a close attack, make a separate attack roll against each target in the area of effect, then apply damage and other effects caused by the attack simultaneously.

Area Attacks

Area attacks are attacks that affect all creatures in an area distant from the attacker. Casting a fireball or pounding an area with boulders and ice are examples of area attacks.

Area of Effect: An area attack has an area of effect, which determines which creatures the attack targets. An area attack affects all enemies and allies occupying squares in the attack’s area. If the attack includes the “nearest” descriptor in its area, the area must be chosen such that the nearest enemy within line of sight of the attacker is included in the attack’s area.

Radius X: A radius attack targets all creatures no more than X squares distant from an origin square. A radius attack affects a target only if there is line of effect from the origin square to the target. Choose any square within the given range that the attacker has line of sight and line of effect to as the origin square.

Origin Square: You choose a square within an area attack’s range as the attack’s origin square. A creature can only

target a square to which it has both line of sight and line of effect. All creatures in the attack's area the origin square has line of effect to are affected by the attack.

Targets All Creatures: Unless a power or effect states otherwise, a creature must include all creatures within the area of an area attack as targets of that attack, including enemies, allies, and itself.

Multiple Targets: When a creature makes an area attack, make a separate attack roll against each target in the area of effect, then apply damage and other effects caused by the attack simultaneously.

Opportunity Attacks: Using an area attack action provokes opportunity attacks from adjacent enemies. If an opportunity attack destroys the acting creature, the attack is lost.

How to Choose Targets

The first step in choosing targets for an attack (whether creatures for a melee or ranged attack or a target square for close and area attacks) is to check the attack's range. The range is noted in the text of the attack.

Counting Distance: To count distance from one square to another, start counting from 1 in any adjacent non-wall square (even one diagonally adjacent around a corner). Count around corners of walls that fill their squares and find the shortest distance to the target square. To count distance from a creature to a square, count distance from each square in that creature's space to the destination square and use the lowest number. To count distance from a creature to another creature, count distance from each square in that creature's space to each square in the target creature's space and use the lowest number.

Adjacent Squares and Creatures: A square is adjacent to all creatures and squares up to 1 square distant from it, including creatures that occupy that square. A creature is adjacent to every creature that is adjacent to one or more of the squares in its space.

Nearest Squares and Creatures: If multiple creatures or squares are equally distant from a square or creature, the acting player chooses which one to count as the nearest.

Line of Sight: A creature has line of sight to a target square if you can draw any unblocked line from any point in the creature's space to any point in the target square. A checked line is blocked if it touches a wall or enters terrain that blocks line of sight. A creature has line of sight to a target creature if it has line of sight to any square in the target creature's space.

Invisible: A creature cannot trace line of sight to an invisible creature.

Line of Effect: A creature has line of effect to a target square if you can draw any unblocked line from any point in the creature's space to any point in the target square. A checked line is blocked if it touches a wall or enters terrain that blocks line of effect. A creature has line of effect to a target creature if it has line of effect to any square in the target creature's space.

Attack Roll

To determine if an attack succeeds, you make an attack roll. Roll 1d20 and add the Attack for that attack bonus and any other modifiers that might apply through effects, powers, or situational modifiers (see "Attack Modifiers", p. 14). Compare that number to the appropriate defense score of the target.

Hit: If the attack roll is equal to or higher than the defense score, the attack hits. Apply any damage, other effects, and conditions and take any actions as appropriate when the attack hits (see "Applying Damage", p. 11).

Automatic Hit: If you roll a 20 on the die before applying any modifiers, the attack automatically hits, no matter how high the target's defense score is, and may be a critical hit. Some powers may allow an attack to be an automatic hit without rolling the die; in such cases, the attack automatically hits, but is never a critical hit, even if something would cause it to become one.

Critical Hit: If you roll a 20 on the die before applying any modifiers, the attack is also a critical hit.

Conceal: Whenever you hit a creature that has Conceal with a melee or ranged attack, roll 1d20. On a result less than the target's conceal value, the attack becomes a miss instead. Critical hits ignore Conceal.

Followup Attack: Some attacks have a followup attack listed. In such cases, if the initial attack hits, roll a second attack roll against the same target with the same modifiers and compare the result to the same defense as the initial attack after fully resolving the damage and effects of the initial attack. If that attack roll hits, apply the damage for the followup attack as normal.

Miss: If the attack roll is lower than the defense score, the attack misses. Usually, there's no effect when an attack misses, but some attacks still deal damage or have other effects when the attack misses (see "Applying Damage", p. 11).

Automatic Miss: If you roll a 1 on the die before applying any modifiers, the attack automatically misses, no matter how high the modified die roll might be. Some powers may cause an attack to be an automatic miss without rolling the die.

Repeated Attacks: Some powers allow you to repeat an attack. In those cases, the repeated attack is resolved

serially after resolving the original attack, but is part of the same attack action as the original attack.

Applying Damage

When a creature hits with an attack, it normally deals damage to the target, reducing the target's hit points.

Base Damage: If an attack has base damage, it is always the first effect listed in the attack's damage. An attack's base damage is all damage before any additional effects. Some attacks deal damage of a specific type, and some attacks have base damage that includes multiple damage types. For example, an attack might have base damage of "10 + 5 fire damage". Both the untyped and the fire damage are part of its base damage. If an attack's damage begins with a condition or other effect, including ongoing damage, it has no base damage.

Critical Hits: When you score a critical hit, double the base damage before applying any bonus damage. If an attack has base damage that includes multiple damage types, each type is doubled. Only base damage is doubled on a critical hit—you do not double damage resulting from ongoing damage or other effects and conditions.

Bonus and Penalty Damage: Some powers and effects cause bonus or penalty damage on a hit. If an attack affected by such an effect has no base damage when it hits, it is not increased by bonus or penalty damage. For example, the **Dwarf Battlemaster** can grant a +10 bonus to Damage when an ally hits with a melee attack. Even if the affected creature's attack does damage on a miss, only damage resulting from a hit is modified. If an attack has mixed types, you choose which type to apply the bonus or penalty to.

Additional Effects: Some attacks impose conditions or other effects as part of the damage. These are generally separated from the base damage and from each other by "AND". Apply the conditions and effects and resolve actions granted by the damage serially.

Round Down: Whenever a rule requires you to divide damage, always round down to the nearest multiple of 5, but with a minimum of 5 damage. For example, half of 15 damage is 5 damage.

Resistance and Vulnerability

Some creatures are vulnerable, resistant, or even immune to certain types of damage.

Overlapping Powers: Apply any applicable Immune powers first, then Resist powers, any finally, any Vulnerable powers if any damage of the appropriate type remains. If a creature has multiple Resist powers that would apply to damage, apply only the one with the highest X. Likewise, if a creature has multiple Vulnerable powers that would apply to damage, apply only the one with the highest X.

For example, if a creature with Resist 5 Fire and Resist 10 Lightning takes "10 lightning + 10 fire damage", you would apply only the Resist 10 lightning, and the creature would take 10 fire damage.

Weakness: Some creatures have other weaknesses tied to taking a particular type of damage or benefits that take effect if the creature takes (or would take, prior to applying resistances) damage of that type. These powers are described in full on the creature's stat card and are resolved immediately after resolving Resist and Vulnerable powers.

Immune Damage

A creature with Immune Damage takes no damage whenever it would take damage of that type, whether it would take the damage from an attack, an effect, or otherwise.

A creature with Immune Damage cannot gain ongoing damage of the appropriate type.

Resist X Damage

A creature with Resist X Damage takes X less damage whenever it takes damage of that type, or whenever it takes damage at all in the case of Resist X All, whether taking the damage from an attack, an effect, or otherwise. A creature can't take less than 0 damage, even if X is greater than the amount of damage of that type the creature is taking.

A creature with Resist X Damage cannot gain ongoing damage of the appropriate type, if X is greater than or equal to the amount of damage the ongoing damage would apply.

Vulnerable X Damage

A creature with Vulnerable X Damage takes X more damage of the same type whenever it takes damage of that type, or whenever it takes damage at all in the case of Vulnerable X All, whether taking the damage from an attack, an effect, or otherwise.

INSUBSTANTIAL

A creature with the Insubstantial power takes half damage from all attacks, after applying all bonuses and penalties to the damage. An Insubstantial creature takes full damage from critical hits.

Conditions

Some powers and effects cause conditions on a creature. Conditions restrict a creature's ability to take actions or impose other penalties on a creature.

Duration: Unless otherwise specified by the attack or effect that caused the condition or in the condition itself, a condition ends at the end of an affected creature's turn. Some common durations include:

Until start of its next turn: The effect ends at the start of the affected creature's next turn.

Until end of its turn: The effect ends at the end of the affected creature's next turn. If it currently is the affected creature's turn, it ends at the end of its current turn instead.

Until end of its next turn: The effect ends at the end of the affected creature's next turn.

Until end of round: The effect ends at the end of the current round.

Until end of battle: The effect continues through the end of the battle.

Save ends: The effect ends when the affected creature makes a successful saving throw against it.

Attack action ends: The effect ends when the affected creature ends it with a replaces attack action.

Move action ends: The effect ends when the affected creature ends it with a replaces move action.

Overlapping Durations: If a creature is affected by multiple identical conditions with different durations, it is affected until the last duration is expired.

Persistent: A condition continues until its duration has expired, even if the creature that caused the condition is destroyed, unless the power that caused the condition states otherwise.

BLINDED

- ◆ Can't trace line of sight to any square or creature. Whenever making a melee attack, the target is considered to have Conceal 11 for that attack.
- ◆ Can't flank an enemy.
- ◆ Grants combat advantage to enemies.

CONFUSED

- ◆ Is Dazed.
- ◆ When affected creature starts its turn, roll 1d20 to determine the effects for that turn.

Roll	Effect
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1-5	Affected creature is Dominated this turn.
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6-10	Affected creature cannot take actions this turn.
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Roll	Effect
------	--------

11-20	You control affected creature normally (though it is still Dazed).
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DAZED

- ◆ Can take only a single action on its turn—either an attack action, a move action, a minor action, or a free action.
- ◆ Can't take actions on another creature's turn.
- ◆ Can't take immediate actions.
- ◆ Can't take opportunity attacks.
- ◆ Can't use champion powers.
- ◆ Is considered to have no Champion rating when determining which warband has the highest Champion rating.
- ◆ Can't flank an enemy.
- ◆ Grants combat advantage to enemies.

DOMINATED

- ◆ Is Dazed.
- ◆ Can choose only its basic attack when taking an attack action.
- ◆ Can't use activated powers.
- ◆ The controller of the creature that caused the condition chooses which action it takes on its turn. For the duration of that action, the creature is considered part of the warband of the creature that caused the condition.

HELPLESS

- ◆ Is Stunned.
- ◆ Melee attacks which target the affected creature are automatic hits and critical hits.
- ◆ Ranged, area, and close attacks which target the affected creature have +4 Attack against it.

IMMOBILIZED

- ◆ Has a current speed of 0 and can't move on its own. It is still subject to forced movement effects, however.

If a creature becomes Immobilized while moving, it stops moving.

SLOWED

- ◆ Has a current speed of 2.

A Slowed creature can't increase its current speed above 2, and this condition does not apply if the affected creature's current speed is less than 2.

If a creature becomes Slowed while moving, it stops moving if it has already moved more than 2 squares during that action.

STUNNED

- ◆ Is Dazed.
- ◆ Can't take any actions.
- ◆ Is inactive.

WEAKENED

- ◆ Base damage caused by affected creature's attacks is halved.

Halve the base damage prior to applying any bonuses or penalties to the damage from resistances or weaknesses, but after adding bonuses or penalties to the damage dealt from other powers. If the base damage includes multiple types, halve each type individually.

Only damage resulting from an attack is halved; damage from other effects or conditions the creature causes are not affected, even if they're caused by an attack.

For example, if a Weakened creature's attack does "20 damage AND ongoing 10 damage (save ends)" normally, a target would take 10 damage and become affected by ongoing 10 damage on a hit.

Ongoing Damage

Start of Turn: A creature taking ongoing damage takes damage of the appropriate type at the start of its turn.

Saving Throw: At the end of its turn, roll a separate saving throw against each ongoing damage effect on a creature.

Different Types Stack: If a creature has multiple ongoing damage effects that deal different types of damage, it takes damage from all of them at the start of its turn.

Same Types Don't Stack: If a creature has multiple ongoing damage effects that deal the same type of damage, it takes damage only from the one with a higher number.

Saving Throws

End of Turn: At the end of a creature's turn, you make a saving throw (or "save") against each effect or condition with a duration of save ends on that creature. Roll 1d20 and consult the table below.

Choose Order: If a creature has more than one effect or condition with a duration of save ends, resolve the effects serially in any order you choose.

Roll	Effect
1-9	Saving throw fails and the effect or condition continues.
10-19	Saving throw succeeds and the effect or condition ends.
20	Saving throw succeeds and the effect or condition ends. In addition, all other effects and conditions with a duration of save ends on the creature end.

Hit Points

A creature's hit points represent its ability to shrug off attacks, luck in avoiding attacks, and resilience before falling in battle. A creature starts the battle with its maximum and current hit points set to the Hit Points score on its stat card. Throughout the battle, attacks and other effects cause damage to a creature, lowering its hit points until finally, it is destroyed.

Maximum Hit Points: A creature's maximum hit points is set to the Hit Points score on its stat card after set-up. A creature can't have more than its maximum hit points, unless a power or effect states otherwise.

Current Hit Points: A creature's current hit points is set to the Hit Points score on its stat card after set-up. Attacks and other effects reduce a creature's current hit points throughout the game.

Damaged: A creature is damaged while its current hit points are less than its maximum hit points.

Bloodied: A creature is bloodied while its current hit points are equal to or less than its Bloodied score. Most creatures are bloodied while at half or less of their maximum hit points.

Destroyed: If a creature's current hit points is ever 0 or lower, it is destroyed. Whenever a creature is destroyed, the opponent of that creature's owner scores victory points (see "Scenarios and Variants", page 20) and it is removed from play.

Healing: Healing effects increase a creature's current hit points by the given amount, but can never raise its current hit points above its maximum hit points.

Set-Up Effects: Some creatures have powers that resolve during set-up that grant a bonus or penalty to its hit points in certain circumstances. In such cases, the creature's maximum hit points and current hit points are set to its hit points score after applying that bonus or penalty. Similarly,

it is damaged while its current hit points are less than its maximum hit points after applying that bonus or penalty. Finally, its Bloodied score is set to half of its maximum hit points after applying that bonus or penalty.

Bonus Hit Points: Some creatures have powers that resolve at a time other than during set-up, increasing a creature's current hit points in certain circumstances, but do not raise the creature's maximum hit points. If a creature has gained bonus hit points in this manner, it is considered damaged if it was damaged prior to the effect resolving. Such effects do not alter a creature's Bloodied score.

Round Down: Whenever a rule requires you to divide a creature's hit points, always round down to the nearest multiple of 5. For example, half of 85 HP is 40.

ATTACK MODIFIERS

As a battle progresses, creatures may have a number of different situational modifiers to their attacks based on tactical positioning, movement, and so on.

Combat Advantage

Combat advantage is granted by a creature to its enemies when distracted, unaware of the threat, and so on. An attacking creature can have combat advantage in a number of situations:

- ◆ The target cannot trace line of sight to it.
- ◆ It is flanking the target.
- ◆ The target is Blinded.
- ◆ The target is Stunned.
- ◆ The target is Dazed.
- ◆ The target is Helpless.
- ◆ The target is squeezing.
- ◆ The target is affected by a condition that grants combat advantage to attackers (see "Powers and Effects", p. 7).

Able to See Target: A creature must have line of sight to an enemy to have combat advantage against that enemy.

+2 Bonus to Attack Rolls: A creature has +2 Attack against a creature granting it combat advantage. Even if more than one situation grants a creature combat advantage, it gets only a +2 bonus.

Flanking

When two allies surround an enemy causing it to split its attention between multiple foes, it is flanked.

Combat Advantage: A creature has combat advantage against an enemy it flanks.

Opposite Sides: To flank an enemy, a creature and an ally of it must be adjacent to that enemy and on opposite sides

or opposite corners of that enemy's space. To determine whether two allied creatures might be flanking an enemy, trace a line between the centers the allied creatures occupy. If the line passes through opposite sides of the enemy's space (including corners), then those creatures are flanking it.

Must Be Able to Attack: A creature must be active and have an attack action listed on its stat card to flank an enemy.

Big Creatures: A big creature is flanking an enemy if any square it occupies counts for flanking that enemy.

Cover

When obstacles such as statues, creatures, or terrain obscure a target from an attack's origin, that creature may have cover and be harder to hit with an attack.

-2 Penalty to Attack Rolls: A creature has -2 Attack on attack rolls against a target that has cover against that attack. Even if more than one situation grants a creature cover, appropriate attacks get only a -2 penalty against it.

AC or Reflex Only: Only attacks that target AC or Reflex have a penalty to their attack rolls.

Mounted Creatures: A mount does not provide cover for its rider and a rider does not provide cover for its mount.

A target has cover against a creature's attacks if you can draw any line from any point in the origin square to any point in the target's space that enters a wall or enters terrain that provides cover. A line that only touches a wall or square or that runs along its edge does not provide cover.

COVER AGAINST MELEE ATTACKS

- ◆ **Origin is a Square:** The attacker chooses one square of its space as the origin square and one square of the target's space within Reach as the target square. A creature has cover if there is any blocked line from any point in the origin square to any point in the target square.
- ◆ **Big Creatures:** When targeting a big creature, the attacker chooses one square in the target's space and checks lines to every point in that square.
- ◆ **Allies Do Not Provide Cover:** An attacker's allies do not provide cover to an enemy against melee attacks.
- ◆ **Enemies Do Not Provide Cover:** An attacker's enemies do not provide cover against melee attacks.

COVER AGAINST RANGED ATTACKS

- ◆ **Origin is a Corner:** The attacker chooses one corner of its space and checks lines from that point to all points in the target's space.

- ◆ **Big Creatures:** When targeting a big creature, the attacker checks lines to all squares in the target's space.
- ◆ **Allies Do Not Provide Cover:** An attacker's allies do not provide cover to an enemy against ranged attacks.
- ◆ **Enemies Provide Cover:** An attacker's enemies provide cover against ranged attacks.

COVER AGAINST CLOSE ATTACKS

- ◆ **Origin is a Square:** The attacker chooses a square as required by the area designation of the attack and one square of the target's space as the target square. A creature has cover if there is any blocked line from any point in the origin square to any point in the target square.
 - Burst X:* For each target, the attacker chooses the square in the attacker's space nearest to the target.
 - Blast X:* The attacker must choose the attack's origin square.
 - Line X:* The attacker must choose the attack's origin square.
- ◆ **Big Creatures:** When targeting a big creature, the attacker chooses one square in the target's space and checks lines to each corner of that square.
- ◆ **Allies Do Not Provide Cover:** An attacker's allies do not provide cover to an enemy against close attacks.
- ◆ **Enemies Do Not Provide Cover:** An attacker's enemies do not provide cover against close attacks.

COVER AGAINST AREA ATTACKS

- ◆ **Origin is a Square:** All area attacks have an origin square. Choose one square of the target's space as the target square. A creature has cover if there is any blocked line from any point in the origin square to any point in the target square.
- ◆ **Big Creatures:** When targeting a big creature, the attacker chooses one square in the target's space and checks lines to each corner of that square.
- ◆ **Allies Do Not Provide Cover:** An attacker's allies do not provide cover to an enemy against area attacks.
- ◆ **Enemies Do Not Provide Cover:** An attacker's enemies do not provide cover against area attacks.

Opportunity Attacks

An opportunity attack is a basic attack against an adjacent enemy taken as a free action. A creature provokes opportunity attacks in a number of situations:

- ◆ Making a ranged or area attack.
- ◆ Moving out of a square.
- ◆ Taking an action which provokes opportunity attacks.
- ◆ The target is affected by an effect that grants opportunity attacks to enemies (see "Powers and Effects", p. 7).

Choose Basic Attack: A creature can choose any of its basic attacks when making an opportunity attack.

Adjacent Only: A creature provokes opportunity attacks only from adjacent enemies.

Line of Sight: A creature can only take opportunity attacks against a target it has line of sight to.

Resolve Opportunity Attack First: Resolve opportunity attacks in simultaneous order before resolving the action which provoked them. If an opportunity attack destroys the acting creature, the action which provoked the opportunity attack is lost.

Once Per Turn: A creature can take only one opportunity attack on any given creature's turn.

MOVING

Creatures in your warband will take the battle to different places on the battle map by moving. A creature can move on its turn by taking a move action or may be granted the ability to move on another creature's turn through powers.

Move Actions

A creature will most often move by taking a move action on its turn. There are two standard actions a creature can take on its turn that involve moving:

MOVE

- ◆ **Replaces Move Action:** A move is an action that a creature takes as a move action on its turn.
- ◆ **Movement:** The creature moves a number of squares up to its current speed.
- ◆ **Provoke Opportunity Attacks:** If a creature leaves a square adjacent to an enemy during its movement, that enemy can make an opportunity attack against it.
- ◆ **Double Move:** If a creature uses two subsequent move actions on its turn, it does not need to end its first move action in a legal position.

SHIFT

- ◆ **Replaces Move Action:** A shift is an action that a creature takes as a move action on its turn.
- ◆ **Movement:** The creature moves 1 square.

- ◆ **No Opportunity Attacks:** If a creature leaves a square adjacent to an enemy during its movement, it doesn't provoke an opportunity attack.
- ◆ **Difficult Terrain:** Because difficult terrain costs 1 extra square to enter, a creature cannot normally shift into a square containing difficult terrain, unless it can shift multiple squares or ignores the effects of difficult terrain (see "Difficult Terrain", p. 17).

USE A POWER

- ◆ **Action Varieties:** A creature can use any replaces move action as its move action on its turn.

Forced-Movement Effects

Some effects cause a creature to be moved around the battle map. For example, a pull effect moves a creature closer to the acting creature.

Legal Position: Each space a creature enters due to a forced-movement effect must be a legal position for the creature, except that a creature can enter pit terrain due to that effect.

Ignore Extra Movement Cost: A creature ignores the increased cost associated with moving into a square when moving due to a forced-movement effect.

No Opportunity Attacks: If a creature leaves a square adjacent to an enemy during a forced-movement effect, it does not provoke opportunity attacks.

No More Legal Positions: While resolving a forced-movement effect, if there is no legal position for the creature, the effect ends. Resolve the movement effect as much as possible, then end the effect.

There are several kinds of forced-movement effects:

Place

A place effect moves the affected creature to a new position on the battle map. Place effects designate how to determine where to place the creature.

Push

A push effect moves the affected creature away from the acting creature. Each space the creature enters must be further away than its previous position.

Pull

A pull effect moves the affected creature towards the acting creature. Each space the creature enters must be closer to the acting creature than its previous position.

Slide

A slide effect moves the creature in any direction.

Teleport

A teleport effect moves the affected creature to a new position on the battle map that is within range of the teleport effect and within line of sight of the affected creature at its starting position.

Legal Position

A creature must end any movement in a legal position. A legal position is a square which contains no other creatures, does not have wall covering its center, and has no other terrain that causes it to be a non-legal position.

A creature occupies each square in its space. In most cases, no more than one creature can occupy a square.

Big Creatures: A legal position for a big creature is one in which each square in its space is a legal position for the creature.

Occupying a Non-Legal Position: If a creature somehow ends up in a non-legal position, its owner puts it in the last legal position it occupied.

Ally: A creature can move through a square occupied by an ally.

Enemy: A creature can't generally move through a square occupied by an enemy unless that enemy is Helpless.

Difficult Terrain

Difficult terrain is marked on a battle map by the symbol 'Δ'. Regardless of map artwork, only squares marked with the symbol are difficult terrain. Other types of terrain, such as forest and market stalls count as difficult terrain as well as having their own unique effects.

Costs 1 Extra Square: Entering a square of difficult terrain costs 1 extra square of movement.

Big Creatures: A big creature pays the extra cost for moving into difficult terrain only once even if it enters multiple squares of difficult terrain during a single square of movement. A big creature also does not have to pay the extra cost for moving into a square of difficult terrain it already occupies.

Ending Movement: If a creature does not have enough squares of movement remaining to enter a square of difficult terrain, it can't enter it.

Movement Modes: A creature with Flight, Burrow, or Phasing ignores the extra cost for entering a square of difficult terrain.

Other Powers: A creature may have a power that allows it to ignore the extra cost for moving into difficult terrain if

that terrain is difficult terrain by virtue of being another type of terrain. For example, a creature with Forestwalk ignores the extra cost for moving into forest terrain.

Effects of Difficult Terrain: A creature that ignores the extra cost for moving into difficult terrain may also ignore other effects of that terrain (see “Battle Maps and Terrain”, p. 18).

Walls

Walls are areas of a battle map bordered by a thick line or are a thick line between squares of the battle map. A creature can't enter or attack through a wall and can't move diagonally past the corner of a wall.

Diagonal Walls: A creature can enter a square containing a wall that doesn't cover its center. A creature can attack across and move diagonally past the open corner of a square containing a wall.

Legal Position: A space containing a wall is not a legal position, except that a square containing diagonal wall that doesn't cover the center of the square is a legal position.

Walls are on Gridlines: For game purposes, walls are always considered to lie on gridlines or between points on gridlines. In cases where a battle map's artwork “overhangs” the gridlines, the walls are considered to lie on the gridline under the artwork.

Movement Modes

Some creatures have special modes of movement that affect how they interact with terrain and with other creatures. Some standard movement modes are described below; others are included as powers on the creature's stat card.

Continuous: A creature with a movement mode always uses that movement mode while moving, unless some effect has caused it to lose that movement mode.

Legal Position: A creature with a movement mode that allows it to treat certain non-legal positions as legal during movement must still end its movement in a legal position.

BURROW

A creature with Burrow moves under the surface of the battle map. It can move through squares occupied by enemy creatures, ignores walls and non-pit terrain while moving, and does not provoke opportunity attacks for leaving a square adjacent to an enemy creature.

FLIGHT

A creature with Flight flies above the surface of the battle map. It can move through squares occupied by enemy creatures without Flight and ignores difficult and pit terrain while moving. After leaving its starting

position, a flying creature does not provoke opportunity attacks from non-flying enemies for leaving a square. It provokes opportunity attacks from all adjacent enemies as normal for leaving its starting position.

PHASING

A creature with Phasing can move through squares occupied by enemy creatures and ignores all non-pit terrain while moving.

Mounts

Some creatures have powers that allow them to carry another creature (known as a “rider”); similarly, some creatures have powers that allow them to ride another creature. A rider can't start the battle mounted, but must take a mount action to become mounted. The powers which allow a creature to become a mount or a rider dictate the specific kinds of creatures that are allowed. For example, the Mount power of *Desert of Desolation's Warhorse* allows a Human or Elf ally to become a rider of it.

MOUNT

- ◆ **Replaces Move Action:** Mounting is an action that a creature takes as a move action on its turn.
- ◆ **Mounting:** A creature can mount an adjacent legal mount. The creature is removed from the battle map, but it still considered in play and is considered to occupy the same space as its mount. Both it and the mount gain the Mounted keyword.
- ◆ **Provoke Opportunity Attacks:** If a creature is adjacent to an enemy when it mounts a creature, that enemy can make an opportunity attack against it.
- ◆ **Movement:** A Mounted creature moves when its mount moves using the same movement modes as its mount, but is considered to have a current speed of 0.
- ◆ **Squeezing:** When a Mount squeezes, both it and its rider take the penalties associated with squeezing.

DISMOUNT

- ◆ **Replaces Move Action:** Dismounting is an action that a creature can take as a move action on its turn.
- ◆ **Dismounting:** The creature is put on the battle map in a legal position adjacent to but not occupying the mount's space. Both it and the mount lose the Mounted keyword.
- ◆ **Provoke Opportunity Attacks:** If a creature is adjacent to an enemy when it dismounts a creature, that enemy can make an opportunity attack against it.

- ◆ **Forcibly Dismounted:** If a rider is affected by a forced-movement effect or if it and its mount become controlled by different players, it is forcibly dismounted. Dismount the creature as above, then resolve the effect which caused the dismount. Being forcibly dismounted does not provoke opportunity attacks from adjacent enemies.
- ◆ **Mount Destroyed:** If a creature's mount is destroyed, that creature is put in a space entirely within the space the mount occupied prior to being destroyed.
- ◆ **No Further Actions:** After dismounting or being forcibly dismounted, a creature can't take any further actions on that turn.

Squeezing

Some maps do not provide enough space for huge creatures. In order for them to move around the battle map, they can squeeze into a space smaller than their normal space.

Starting Squeezing: A huge creature can squeeze at the start of any action. It provokes opportunity attacks from adjacent enemies, then becomes squeezed and occupies a 2-square by 2-square space entirely within its starting position.

Penalties: While squeezed, a creature grants combat advantage to enemies, has -2 Speed, and -5 Attack.

Ending Squeezing: A creature can end squeezing at the end of any action; it then occupies a 3-square by 3-square space that entirely contains its starting position. If there is no legal position fully containing the space it occupies at the end of its squeeze, it cannot end squeezing until there is a legal position.

BATTLE MAPS AND TERRAIN

Each battle map designed for **D&D Miniatures** has at least two start areas and at least one victory area.

Size: Certain scenarios call for different sized maps. Most battle maps are full-sized and are 22 by 28 squares or larger. Some battle maps are half-sized and are 22 by 17 squares or smaller.

Start Areas: Players put their warband's creatures in a start area at the start of a battle. Start areas are labeled Start Area A or Start Area B. Some maps have multiple areas designated Start Area A or Start Area B. They are all considered part of the appropriate start area.

Victory Areas: Each battle map has at least one victory area. Victory areas are labeled Victory Area A and Victory Area B, or Victory Area A&B. The player that set up in Start Area A scores victory points for occupying areas labeled Victory Area A and Victory Area A&B, and vice versa.

Terrain: Each battle map has a number of other terrain on it, including pits, difficult terrain, and others. Different types of terrain have various effects on play; the rules for each type are explained below.

Clear Terrain: Some rules refer to clear terrain. A square is clear terrain if its center is not covered by a wall and the square is not statue terrain, difficult terrain, or terrain that is considered difficult terrain.

Multiple Terrain Types: Some squares are multiple terrain types, either as part of the battle map or due to effects used during the battle. For example, a square of terrain might be both pit terrain and forest terrain. In such cases, the terrain counts as all of the types.

Gaining or Losing Terrain Types: Some effects can cause a square on the battle map to gain or lose a particular type of terrain. If an effect causes a square to gain a type of terrain, it does not lose any existing types it has. If an effect causes a square on the battle map to lose the only terrain type it has, that square becomes clear.

Big Creatures and Terrain: Big creatures occupy multiple squares. A big creature counts as being in a type of terrain if any square in its space is in that terrain. It pays any extra movement costs, gains magical benefits, and so on, according to the type of terrain. A big creature can be affected by multiple terrain types simultaneously, but is not affected multiple times by the same type of terrain it occupies or enters.

Common Terrain

BLOOD ROCK

If you roll an attack roll of a natural 19 or 20 for a melee attack while on blood rock, the attack is an automatic hit and a critical hit, no matter how high the defender's defense is.

DANGEROUS TERRAIN

Dangerous terrain is difficult terrain. When a creature occupying dangerous terrain makes a melee attack, it has +5 Damage on that attack. Whenever a creature occupies dangerous terrain at the end of its turn, roll 1d20. On a 1-5, it takes 10 damage.

FIRE

A creature that starts its turn while occupying a fire square or that enters fire terrain takes 5 fire damage.

FOREST

Forest squares are difficult terrain and provide cover against ranged attacks. Line of sight (but not line of

effect) is blocked if the line passes through two edges or a corner of the same forest square. When checking for line of sight from a creature, corners of forest squares that creature occupies do not count.

HEALING FONT

A creature that begins its turn while occupying a square containing or adjacent to a healing font can heal HP as indicated on the map (or 20 HP if no amount is given) as a replaces attack action on that turn.

MARKET STALLS

Market stall squares are difficult terrain and provide cover against ranged attacks. Line of sight (but not line of effect) is blocked if the line passes through two edges or a corner of the same market stall square. When checking for line of sight from a creature, corners of market stall squares that creature occupies do not count.

PIT

Pits do not block line of sight or line of effect. Only creatures with Flight can enter a pit square; however, no creature can end movement in a space containing a pit square.

If an effect (such as push, pull, or slide effect) moves a creature onto a pit square, make a followup attack using the attack bonus and target defense of the power used to move the target onto the pit after applying all effects from the original attack. A big creature has a +1 bonus to all defenses against that attack for each non-pit square in its space.

If the followup attack hits, the target is Dazed then its controller puts it in the nearest legal position.

If the power or effect that moved the creature onto the pit square does not have an attack roll or if the followup attack misses, its controller puts the creature in the nearest legal position.

RIVER

River squares are treated as difficult terrain to non-Aquatic creatures during movement.

SACRED CIRCLE

A creature occupying a sacred circle square has +2 Attack.

SECRET DOOR

Secret doors are clear squares and are legal positions for creatures. Line of sight and line of effect is blocked if the line touches an unoccupied square of secret door terrain.

SEWER

A living creature without Stench occupying sewer terrain has -2 Attack.

SLIPPERY TERRAIN

Whenever a creature takes damage from a melee attack while occupying slippery terrain, it is pushed 1 square by the attacker. If this push causes the creature to enter a pit square, treat the original melee attack as the attack which caused the creature to enter the pit square for resolving the followup attack.

SMOKE

Smoke squares block line of sight (but not line of effect).

A creature entirely in smoke squares is invisible to all nonadjacent creatures, all nonadjacent creatures are invisible to it, and it cannot trace line of sight to nonadjacent squares. If a big creature occupies both smoke and non-smoke squares, it is only invisible to nonadjacent creatures if they can't trace line of sight to any of its squares. Likewise, a big creature that occupies both smoke and non-smoke squares can trace line of sight from any of its non-smoke squares.

A creature with Blindsight ignores smoke squares when determining line of sight to creatures within the range of its Blindsight and when determining whether creatures within the range of its Blindsight are invisible due to smoke terrain.

SPIKE STONES

Spike stones squares are difficult terrain. A creature entering spike stone terrain takes 5 damage if it does not ignore the additional cost to enter it.

STATUE

Statues cost 2 squares of movement to enter, but a creature can't end movement in a space containing a statue. Statues provide cover against ranged attacks.

STEEP SLOPE

A creature that enters steep slope terrain "falls" and is placed in the nearest legal position not containing steep

slope terrain in the direction of the slope, takes 5 damage, and the current action is ended. It is not restricted from taking other legal actions that turn. A creature with Flight, Burrow, or Phasing that enters steep slope terrain due to a forced-movement effect is affected only if it occupies steep slope terrain at the end of its movement.

TELEPORTER

On its turn, a creature occupying a space containing a teleporter can teleport to the nearest unoccupied teleporter as an immediate action before or after any other action or during movement. To determine the nearest unoccupied teleporter, count through walls and other terrain.

WEB

Web terrain is difficult terrain. A creature that enters web terrain or occupies web terrain at the end of its movement is Immobilized (save ends). A creature with Burrow, Flight, or Phasing is affected by web terrain if it occupies web terrain at the end of its movement.

ZONE OF DEATH

A creature hit by a melee attack while it occupies a Zone of Death square is considered bloodied until it no longer occupies a Zone of Death square. A creature is still considered bloodied when its current hit points are its Bloodied score or less.

Other Terrain

Some battle maps include terrain types not described here. The rules for these terrain types are printed on the battle maps or are in the rules accompanying those maps.

SCENARIOS AND VARIANTS

The Assault scenario (detailed below) sets out the standard scenario for fighting a battle. This section also defines several variant scenarios and rules for playing with sealed Booster Packs. Future releases might also introduce more scenarios.

Assault

This scenario, the standard, rewards combat effectiveness and clever maneuvering.

Number of Players: Two.

Warbands: Build warbands with 100- (quick), 200- (standard), or 500-point cost limits (epic) using the standard warband construction rules (see “Building a Warband”, p. 3).

No Larger Than Huge Creatures: Larger than huge creatures aren't legal in Assault games.

Setup: Assault uses the standard set-up procedure (see “Set-up”, p. 5).

Scoring Victory Points: There are two ways to score victory points.

Destroying enemy creatures: You score victory points equal to the cost of each destroyed enemy creature. If the creature has any items assigned to it when it is destroyed, you score victory points equal to the cost of those items as well.

Occupying victory areas: At the end of each round, if any of your creatures occupy any of your victory areas, you score victory points according to the point cost limit used in warband construction. You score 5 VP in a 100-point battle, 10 VP in a 200-point battle, and 25 VP in a 500-point battle. Each player can earn victory points in this way, but never more than the listed award in each round.

Victory Conditions: Victory goes to the first player to score victory points equal to point cost limit used in warband construction; for example, 200 points in a 200-point battle.

Arena

This scenario represents a quick clash between small groups of skirmishers.

Number of Players: Two.

Warbands: Build warbands with 100- (quick), 200- (standard), or 500-point cost limits (epic) using the standard warband construction rules see (“Building a Warband”, p. 3), except that your warband can contain a maximum of 5 creatures, and you should use a half-size battle map, even for 200- and 500-point cost limits.

No Larger Than Huge Creatures: Larger than huge creatures aren't legal in Arena games.

Setup: Arena uses the standard set-up procedure (see “Set-up”, p. 5).

Scoring Victory Points: There are two ways to score victory points.

Destroying enemy creatures: You score victory points equal to the cost of each destroyed enemy creature. If the creature has any items assigned to it when it is destroyed, you score victory points equal to the cost of those items as well.

Occupying victory areas: At the end of each round, if any of your creatures occupy any of your victory areas, you score victory points according to the point cost limit used in warband construction. You score 5 VP in a 100-point battle, 10 VP in a 200-point battle, and 25 VP in a 500-point battle.

Each player can earn victory points in this way, but never more than the listed award in each round.

Victory Conditions: Victory goes to the first player to score victory points equal to point cost limit used in warband construction; for example, 200 points in a 200-point battle.

Bounty

This scenario uses similar rules to Assault, but you score bonus victory points each time you destroy an enemy creature.

Number of Players: Two.

Warbands: Build warbands with 100- (quick), 200- (standard), or 500-point cost limits (epic) using the standard warband construction rules (see “Building a Warband”, p. 3).

No Larger Than Huge Creatures: Larger than huge creatures aren't legal in Bounty games.

Setup: Bounty uses the standard set-up procedure (see “Set-up”, p. 5).

Scoring Victory Points: There are two ways to score victory points.

Destroying enemy creatures: You score victory points equal to the cost of each destroyed enemy creature. If the creature has any items assigned to it when it is destroyed, you score victory points equal to the cost of those items as well. Additionally, you score a 5 VP bonus for destroying the creature.

Occupying victory areas: At the end of each round, if any of your creatures occupy any of your victory areas, you score victory points according to the point cost limit used in warband construction. You score 5 VP in a 100-point battle, 10 VP in a 200-point battle, and 25 VP in a 500-point battle. Each player can earn victory points in this way, but never more than the listed award in each round.

Victory Conditions: Victory goes to the first player to score victory points equal to point cost limit used in warband construction; for example, 200 points in a 200-point battle.

Quick Raid

Quick Raid is similar to Assault, but resolves even more quickly, representing a brief clash of arms before both sides disengage.

Number of Players: Two.

Warbands: Build warbands with 100- (quick), 200- (standard), or 500-point cost limits (epic) using the standard warband construction rules (see “Building a Warband”, p. 3).

No Larger Than Huge Creatures: Larger than huge creatures aren't legal in Quick Raid games.

Setup: Quick Raid uses the standard set-up procedure (see “Set-up”, p. 5).

Scoring Victory Points: There are two ways to score victory points.

Destroying enemy creatures: You score victory points equal to the cost of each destroyed enemy creature. If the creature has any items assigned to it when it is destroyed, you score victory points equal to the cost of those items as well. Additionally, you score bonus VP equal to the cost of the destroyed enemy and bonus VP equal to the cost of any items assigned to it.

Occupying victory areas: At the end of each round, if any of your creatures occupy any of your victory areas, you score victory points according to the point cost limit used in warband construction. You score 5 VP in a 100-point battle, 10 VP in a 200-point battle, and 25 VP in a 500-point battle. Each player can earn victory points in this way, but never more than the listed award in each round.

Victory Conditions: Victory goes to the first player to score victory points equal to point cost limit used in warband construction; for example, 200 points in a 200-point battle.

Uncontested Victory

This scenario uses similar rules to Assault, but victory areas and positioning become even more important.

Number of Players: Two.

Warbands: Build warbands with 100- (quick), 200- (standard), or 500-point cost limits (epic) using the standard warband construction rules (see “Building a Warband”, p. 3).

No Larger Than Huge Creatures: Larger than huge creatures aren't legal in Uncontested Victory games.

Setup: Uncontested Victory uses the standard set-up procedure (see “Set-up”, p. 5).

Scoring Victory Points: There are two ways to score victory points.

Destroying enemy creatures: You score victory points equal to the cost of each destroyed enemy creature. If the creature has any items assigned to it when it is destroyed, you score victory points equal to the cost of those items as well.

Occupying victory areas: At the end of each round, you score 5 VP for each of your creatures that occupies one of your victory areas that no enemy creature occupies.

Victory Conditions: Victory goes to the first player to score victory points equal to point cost limit used in warband construction; for example, 200 points in a 200-point battle.

Sealed-Booster Games

A quick way to play a battle is to open two sealed **D&D Miniatures** booster packs and build a warband with whatever you get.

Number of Players: Two.

Warbands: Build warbands with a 200-point cost limit (or 400-point cost limit when using Huge sets) using the standard warband construction rules (see “Building a Warband”, p. 3), with the following exceptions:

No Factions: Ignore the step in choosing a faction that all creatures in your warband must have; all creatures in your boosters are legal.

Ignore Alignment and Unique Restrictions: You can include both Good and Evil creatures in your warband, and include multiple Unique creatures with the same name.

Setup: Sealed-Booster uses the standard set-up procedure (see “Set-up”, p. 5).

Scoring Victory Points: There are two ways to score victory points.

Destroying enemy creatures: You score victory points equal to the cost of each destroyed enemy creature. If the creature has any items assigned to it when it is destroyed, you score victory points equal to the cost of those items as well.

Occupying victory areas: At the end of each round, if any of your creatures occupy any of your victory areas, you score victory points according to the point cost limit used in warband construction. You score 10 VP in a 200-point battle, and 20 VP in a 400-point battle. Each player can earn victory points in this way, but never more than the listed award in each round.

Victory Conditions: Victory goes to the first player to score victory points equal to point cost limit used in warband construction; for example, 200 points in a 200-point battle.

APPENDIX A. READING OLD-STYLE CARDS

Over time, all stat cards for all figures will be released in a revised format which incorporates errata and clarifications in addition to adding the new Defenses and Bloodied values.

The stat cards released in *Starter Set (2008)* and *Dungeons of Dread, Against the Giants*, and *Demonweb* boosters and for *Harbinger* through *Desert of Desolation* as downloadable PDF files can be used, with some minor alterations.

Specific errata and clarifications for figures are available from the DDM Guild website, but a few general rules for playing with these cards are listed below:

Abilities: Powers listed in the Abilities section of a creature’s stat card have been moved to the Powers section

of the revised cards, and are typically continuous or triggered powers.

Alignment: Although listed in the keywords line in the Abilities section of its stat card, a creature’s alignment is not a keyword.

Bloodied: A creature’s Bloodied score is half of its HP as listed on its stat card, rounded down to the nearest multiple of 5.

Burrow: The Burrow ability is now listed under a creature’s Speed score and is a movement mode, rather than a power.

Defenses: A creature’s AC is the AC listed on its stat card. A creature’s Fortitude, Reflex, and Will are all set to the DEF value listed on its stat card, with each modified by any appropriate +N DEF (Fort), +N DEF (Ref), and +N (Will) abilities listed on the stat card. Card text which refers to +N DEF without specifying a specific defense applies to Fortitude, Reflex, and Will. For example, an effect which states “–2 DEF until start of target’s next turn” should be played as “–2 Fortitude, –2 Reflex, and –2 Will until start of target’s next turn.”

Enervated: An effect which causes Enervated causes Weakened, instead.

Flight: The Flight ability is now listed under a creature’s Speed score and is a movement mode, rather than a power.

Immediately: Card text which includes the phrase “immediately” typically either grants a free action or requires no action at all, but sometimes grants an immediate action. Check the updated card or the DDM Oracle at www.ddmguild.com to determine the intent.

Keywords: Several of the cards in the early sets have keywords that have been updated to be more consistent with the newer cards and with the **Dungeons & Dragons** role-playing game. The following have been changed:

Old	New
Animate	Construct
Cleric	Divine
Fighter	Martial
Paladin	Divine
Ranger	Martial
Rogue	Martial
Warlock	Arcane
Warlord	Martial
Wizard	Arcane

Large Cone: Close attacks with an area of large cone are played as having an area of blast 5.

Ongoing X TYPE Damage: Unless card text in an effect states otherwise, ongoing damage effects have a duration of save ends.

Small Cone: Close attacks with an area of small cone are played as having an area of blast 3.

Special Powers: Powers listed in the Special Powers section of a creature's stat card have been moved to the Powers section of the revised cards, and are typically Auras or activated powers.

Staggered: An effect which causes Staggered causes Dazed, instead.

APPENDIX B. VERSION HISTORY

March 2, 2009

Initial release.

May 3, 2009

Page 3, "Other Information, Rarity"—Added fixed (visible) rarity and symbol.

Page 4, "Keywords"—Added exemption from the keywords for the Unique designator.

Page 12, "Immune Damage"—Added that a creature with Immune Damage can't be affected by ongoing damage of the appropriate type.

Page 12, "Resist X Damage"—Added that a creature with Immune Damage can't be affected by ongoing damage of the appropriate type in certain cases.

Page 15, "Cover Against Melee Attacks"—Removed erroneous rule that enemies provide cover against melee attacks and added note reminding that enemies do not provide cover against melee attacks.

Page 21, "Zone of Death"—Added rules for this map feature.

Page 21, "Arena, Scoring Victory Points"—Added scoring victory points for occupying victory areas.

Page 22, "Quick Raid, Scoring Victory Points"—Changed from double victory points to a bonus equal to the cost of the destroyed creature, so it interacts better with effects and powers that grant bonus VP.

Page 23, "Reading Old-Style Cards"—Added a table of revised keywords.

July 19, 2009

Page 2, "How to Read a Stat Card"—Removed reference to non-existent glossary.

Page 2, "Keywords"—Added definition of a living creature.

Page 6, "Page 8, "Cancellation Effects"—Added a brief paragraph on resolving cancellation effects prior to resolving other simultaneous effects.

Page 9, "Making an Attack"—Merged the step where you roll a die and where you compare the result to the target defense. They're meant to be a single step.

Page 11, "Automatic Hits"—Added clause that automatic hits never become critical hits. You can't turn an automatic hit into a critical with a power, and melee attack automatic hits do not become critical hits against Helpless targets.

Page 11, "Followup Attack"—Clarified that you make a second attack roll, rather than a second attack. (This clears up, for example, that you can't "repeat" a follow-up.)

Page 11, "Repeated Attacks"—Added a section on how to resolve powers that grant repeated attacks.

Page 12, "Overlapping Powers"—Cleaned up language to make it more clear how to handle mixed type and multiple Resist and Vulnerable powers.

Page 12, "Bonus Damage"—Made it more clear that these various rules apply to both bonus and penalty damage.

Page 13, "Duration"—Added new "attack action ends" and "move action ends" durations.

Page 14, "Weakened"—Cleaned up text in example with mixed damage and ongoing damage, which didn't conform to the on-card text guidelines.

Page 20, "Forest", "Market Stalls", and "Secret Doors"—Changed 'any line' to 'the line' to avoid the potential confusion about any single line being blocked causing all lines to be blocked through those terrains.

Page 20, "Smoke"—Added the stipulation that a creature with Blindsight X ignores the effects of smoke terrain on creatures within its range.

July 22, 2009

Page 12, "Conceal"—Removed spurious (and erroneous) definition of Conceal.



Revised July 22, 2009