DDM GUILD
DUNGEONS & DRAGONS® Miniatures Tournament
Competitive Floor Rules & Penalty Guide

Introduction and Description of Responsibilities

Competitors, Judges, and organizers involved in DCI-sanctioned tournaments are responsible for knowing and following the most current version of the Dungeons and Dragons Miniatures rules. This Floor Rules and penalty guide should be read and understood by all players wishing to compete in sanctioned events. All DCI members participating in DCI-sanctioned **Dungeons & Dragons Miniatures Game** events must abide by these rules.

The **Dungeons & Dragons Miniatures Game** Comprehensive Rules Guide and FAQ are available at www.DDM Guild.com and will be used for all game rule adjudication.

Standard DCI Tournament Rules: This document differs from, and takes precedence over, the standard DCI Universal tournament rules.

Languages: This document will be published in multiple languages. Every effort will be made to have an accurate document in each language; however, if a discrepancy exists between the English version and a non-English version of this document, tournament participants must refer to the English version to settle disputes.

The following is expected of the players;

Officials: Players must follow the rules interpretations and guidelines for play set forth by the **DDM Guild**, the Head Judge, and other tournament officials. Players shall abide by all rulings, including penalty rulings.

Sportsmanship: Players are expected to behave in a respectful and sporting manner at all times.
Players who argue with or fail to follow the instructions of the Head Judge or other tournament officials are subject to the appropriate penalty provisions. Players are not permitted to waive penalties on behalf of their opponents. A Judge must ensure that appropriate penalties, if any, are imposed. A player may concede a match at any time. A player who refuses to play is assumed to concede. Players withdrawing from a tournament are expected to inform the scorekeeper before the pairings for the next round are posted.

Gifts and Bribes: Players may not accept a bribe or gift in exchange for a match outcome. Players are allowed to share prizes (such as with teammates) as long as such sharing does not occur as an exchange for a match outcome.

Prize Splitting: Players in the final (championship) match of the single-elimination portion of a tournament have the option not to play their match. If both players of the final match agree not to play, one must agree to drop from the event (in order for prizes to be awarded). The DCI ratings of the players will not be affected because no match will have been played. The dropping player receives the second-place prize, and the other finalist receives the first-place prize.

Tardiness. Players are expected to be seated when the round begins. Players arriving at their seat after the round begins may have tardiness penalties imposed; penalties are increased to match loss after five minutes. A player who does not take their seat for a round will be dropped from the tournament.

DCI rating: Players are responsible for maintaining an accurate rating and for informing the DCI of any discrepancies in their match history. If a player believes there is an anomaly in their rating, he or she should refer to the DCI Appeals Policy, located at http://www.wizards.com/default.asp?x=dci/appeals.

Electronic Devices: The head judge may request that electronic devices, such as cell phones, ipods, etc., must remain off for the tournament.

The following is expected of the judges: Judges have the responsibility to deliver fair, impartial rulings and to assist the Head Judge and other tournament officials in any area that is required to ensure a well-run tournament.

Attentiveness: Judges must take action to resolve any floor or game rule infraction they notice or that is brought to their attention. If a ruling takes longer than a minute in a time-sensitive game, a judge shall extend the game by an appropriate duration.

Appeal: If a player disagrees with a Judge's decision, he or she may appeal the ruling to the Head Judge. The Head Judge has the authority to overrule other Judges' decisions. Players may not appeal to the Head Judge before the Judge responding to the situation renders an initial decision. The Head Judge's decision is final.

The following is expected of spectators; Spectators includes the public, the press, as well as players or judges not involved in a match.

Communication: Spectators   are expected to remain silent during matches and are not permitted to communicate with players in any way while matches are in progress.

Scouting: Players may request that a spectator not observe their matches. All such requests must be made through a Judge.

Violations: Spectators and members of the press who believe they have observed rules violations should inform a Judge, but must not comment or otherwise interfere with an ongoing match, which could be construed as cheating.

General Considerations: The following is expected of all attendees.

Gambling and Wagering. Players and tournament officials may not wager, ante, or bet on the outcome of any portion of a tournament. Players may not determine the outcome of a match by a random method, such as a coin toss or die roll.

Publishing Event Information The **DDM Guild,** Wizards of the Coast , and the DCI reserve the right to publish event information such as the contents of a player's warband as well as transcripts or video reproductions of any DCI-sanctioned tournament at any time (including during the tournament). Tournament organizers also are allowed to publish this information.
This includes the right to publish penalty and suspension information.

Updates. This document is periodically updated; please visit www.DDM Guild.com for the most current version.

TOURNAMENT PLAY FORMATS AND RATING CATEGORIES:

All DCI sanctioned tournament games are two player games.

STANDARD
The following formats can be sanctioned under Standard play rating category.

- 100-Point Assault
- 200-Point Assault
- 500-Point Assault
- 200-Point Arena
- 500-Point Arena

LIMITED
The following formats can be sanctioned under the Limited play rating category.

- 100-Point Sealed (Assault)
- 200-Point Sealed (Assault)
- 400-Point Sealed (Assault)
- 150-Point Sealed (Arena)
- 100-Point Booster Pack Draft (Assault)
- 200-Point Booster pack Draft (Assault)
- 200-Point Booster pack Draft (Arena)

VINTAGE
Currently, there are no formats supported under the Vintage category, which is reserved for future expansion.

Rules: Tournaments may be played under either the original (sometimes called 1.0) or the revised (sometimes called 2.0) **Dungeons & Dragons Miniatures Game** rules. To avoid confusion: tournaments should be assumed to be played under the revised rules, except where advertised otherwise.

Participation: For a tournament to be DCI-sanctioned, four players are required. If this minimum is not met, the tournament organizer shall report the tournament as cancelled.

REQUIRED LEGAL PLAY PIECES AND MAPS:
Players must have the following items to play:
- Legal models and the corresponding stat cards (for constructed events).
- A Battle Map.
- A 20-sided die (d20).
- Tokens, pen and paper, or other easily visible and verifiable system for recording damage, victory points, and other effects.

Miniatures and Cards: **Dungeons & Dragons Miniatures Game** models which have an official statistic card produced by either the Wizards of the Coast or published by the **DDM Guild** (examples below) are legal. Cards are available from http://www.ddmguild.com/rules/index.php.   Players must have a printed copy of that model's specific official **Dungeons & Dragons Miniatures Game Battle Rules** stat card. The stat card, and any related current game state information, is public information and is freely available for the opponent to examine during the game.

Permissible Conversions

Conversions (customization of models) are allowed in **DDM Guild DCI**-sanctioned tournaments, but must adhere to the following rules:

- The base model (the model being converted) must be a legal, **DDM Guild**- approved **Dungeons & Dragons Miniatures** model. These include all miniatures approved at www.DDM Guild.com, as well as a certain promotional miniatures and **Chainmail** equivalents (See Appendix B of this document for a list of legal **Chainmail** figures).
- Base models should remain easily identifiable. A player must be able to tell what each model is with a brief glance at the battlemap.
- Additional equipment (including weaponry) may not be added to a model if that equipment is not represented on the model's official stat card (or, at the judges discretion, on an item that model has). For example, a player may not add a crossbow to a model that doesn't have a ranged attack, as it could be construed as misleading.
- The base of the model must be readable, permitting confirmation that its set and collector number matches its associated card.

Maps: The following Battle Maps produced by the Wizards of the Coast, Inc. or the **DDM Guild** are legal for tournament play:

100-Point Play (All Formats), 200 and 500-Point Play (Arena)

>   **2008 Dungeons & Dragons Miniatures Game Starter Set Maps:**
>   Crossroads, Monster Lair
>   **2008 Demonweb Set Release Poster**
>   Spiderhaunt Vale, The High Road
>   2009 Dungeons and Dragons Miniatures Guild Sanctioned Map
>   Windswept Precipice

200-Point Play (All Formats) 400 Point Play (Limited) and 500 Point Play (Constructed):

>   **War Drums Starter Set Maps:**
>   Field of Ruin, Dragon Shrine, Broken Demongate (corrected), Teleport Temple
>   **Fantastic Locations 1: Fane of the Drow**
>   Drow Enclave, Fane of Lolth, Mithral Mines, Tomb of Queen Peregrine.
>   **Fantastic Locations 2: Hellspike Prison**
>   Hellspike, Magma Keep, Mushroom Cavern.
>   **Fantastic Locations 3: Fields of Ruin**
>   Keep of the Fallen Kings I, King's Road, Dungeon of Blood
>   **Fantastic Locations 4: Dragondown Grotto**
>   Dragon Graveyard, Dragondown Grotto, Forest Cliff Lair
>   **Fantastic Locations 5: Frostfell Rift**
>   Hailstorm Tower, Frostfell Rift, Caves of Chaos
>   **Fantastic Locations 6: City of Peril**
>   Marketplace, Ratfang Sewers
>   **2008 Dungeons & Dragons Miniatures Game Starter Set Maps:**
>   Dwarven Outpost, Flooded Ruins, Jungle Temple
>   **Dragon Magazine:**
>   Drow Outpost
>   **D&D Icons:**
>   Blue Dragon Lair, Evermelt
>
>   **DDM Guild** Printed or Sanctioned Maps**:**
>   Temple of the Unseeing, Fallen Fortress

All maps must be the correct version (in the case of multiple versions published), as outlined at www.DDM Guild.com. Reprints or reissues of maps, or versions downloaded from the DDM Guild or the Wizards of the Coast, Inc., website, are legal for play as long as the conform to the correct map specifications. The Map Gazeteer available at http://www.ddmguild.com/rules/index.php will be used as an arbiter of terrain and wall locations during tournaments.

>   **Note:** *For current version play, ignore all Exit squares on older maps. They are terrain squares of the type depicted under the Exit wordage. For Original edition (aka., 1.0) play using new maps with no exits, you can simply use the start areas as start/exit areas.*

Dice (and their use): Players must use a standard randomized twenty sided die (d20) for play. Players must generate numbers randomly, without bias in manipulation, during the course of play.

Cluster Dice: A d20 which has clusters of low numbers on one half, and clusters of higher numbers on the other, is not legal for play.

Size: Players should use standard dice (~3/4 inch or ~20mm), and may not use dice which are small (less than 1/2 inch/13mm) or inordinately large (more than 1 inch or 25mm) unless an exception is permitted by the judge (for example, for medical reasons).

Material: Exotic dice which are particularly dense (stone or metal) do not randomize well, and can, moreover, damage map surfaces, and are therefore also not legal for play.

Loaded Dice: Dice which are weighted or deformed to favor a given outcome are not legal.

Rolling Dice: Dice must be rolled to generate a random number. Dice cannot simply be dropped. Dice towers or the use of a glass or cup to roll a die is permitted.

DUNGEONS & DRAGONS MINIATURES GAME TOURNAMENT MECHANICS

Warband Registration. Players must register their warband, recording all models, cards and the Battle Map used in the warband, before the start of the first tournament round. Players may not change their warband or choice of Battle Map during the tournament.

Match Structure. **The Dungeons & Dragons Miniatures Game** matches consist of one game per match. Match results are reported to the DCI in order to include them in the worldwide ratings.

Time Limits. Sixty minutes are recommended for each tournament round of **Dungeons & Dragons Miniatures** tournaments, or thirty-five minutes for 100 point games and for games played using the Arena Format.

Pregame Procedures and Who Plays First. Before play begins, players determine who will play first, set up first and whose map will be used as described in the **Dungeons & Dragons Miniatures Comprehensive Rules Guide**. Players do not have to wait for timer to begin to complete set up. However, actual play may not begin until the round starts.

Tournament Play Procedures Players must follow these procedures and points of etiquette during play:

Start Location: When counting out movement for a miniature, players should leave the miniature in its starting place until its final position is chosen. Alternately, players may mark the starting location of a miniature with a token. Failure to do this properly is considered an infraction under the penalty guidelines.

Model Activation: Players must track which models have been activated in one of three ways:
1. Turn the stat card of each activated model 90 degrees.
2. Place a token, counter or bead on stats cards of models that have activated.
3. Turn the miniature of a model that has activated to face the opposite direction. The "direction" of a miniature should be clearly established prior to play.

Damage Counters and Effects: Damage, effects, abilities used must be clearly tracked on the stat card or on paper during the match. Players may use damage counters or dice (they must be distinct from other types of counters or dice used in the game and must be of a size that is easily checked by your opponent), pen and paper, or legibly marked directly on the stat card itself.

Destroyed Creatures: Destroyed creatures and their stat cards should be set aside from the play area.

End-of-Match Procedure: The match ends when

- a player meets the scenario's victory condition (eg. scoring 200 points in a 200 point game).
- no creature takes damage **and** no player makes an attack roll or saving throw for 10 consecutive rounds, or
- the tournament round time limit is reached. The players are allowed to continue play to the end of the game round, if required, to achieve the victory condition.

Victory conditions are checked at the end of each creature's activation (turn) or at the end of each game round. Players are expected to meet the victory point requirements within the normal allotted time limit, and should play on pace to meet this goal. If neither player meets a victory condition before the end of the match, the player that scored the most victory points is the winner. A player that consistently does not finish games within the time limit will often be monitored for slow play (see Appendix C, Penalties).

If each player has scored the same number of victory points, the player who controls the greatest number of miniatures in their respective victory areas is the winner. If the players have an equal number of figures in victory areas, the player with the higher costed miniatures in the victory area(s) is the winner.

If players are still tied at the end of all checks then tell the players to play one more round applying the above after each model's activation. If there is no winner at the end of the additional round then both players will be given a draw (double match loss).

Draws: Both parties are given zero (0) points. DCI reporter has no function for reporting a draw. Draws area recorded as a double match loss.

RULES FOR STANDARD FORMAT TOURNAMENTS

Warband Construction
When creating Standard warbands, players must follow the faction rules as described in the *DUNGEONS & DRAGONS Miniatures Game Battle Rules*.

Standard warbands:
- may not contain more points or figures than the limit specified by the format category (but may contain less)
- may not contain a model that costs more than 75 points in 100-point tournaments or more than 150 points in 200-point tournaments
- may not contain multiples of unique models.
- may not contain more than one item per creature.

The following miniature(s) are **banned** in all Standard constructed tournaments:
- Eternal Blade (Desert of Desolation 17/60)

RULES FOR LIMITED TOURNAMENTS

There are two types of Limited tournaments: Sealed or Booster Pack Draft. The rules for these two types of sealed tournaments have different setup and constructions rules, detailed below.

Recommended Sets for Limited Tournaments
Each **Dungeons & Dragons Miniatures** expansion is best suited for a specific warband limit in Limited play, whether Sealed or Booster Pack Draft. Tournament organizers should use the following warband limits based on which sets are used in the event.

100-Point Limited Play Sets (single sealed booster or draft)
- *Dungeons of Dread™*
- *Against the Giants™* (excluding the Huge models)
- *Demonweb™*

150-Point Limited Play Sets (single sealed booster or draft)
- *Monster Manual: Dangerous Delves™ (arena format)*

200-Point Limited Play Sets (two sealed boosters or draft)
- *Unhallowed™*
- *Night Below™*
- *Desert of Desolation™*
- *Dungeons of Dread™*
- *Against the Giants™* (excluding the Huge models)
- *Demonweb™*
- *Monster Manual: Legendary Evils ™* (excluding the Huge models)
- *Monster Manual: Savage Encounters ™*

400-Point Epic Limited Play Sets (two sealed boosters only – no draft)
- *Against the Giants™*
- *Monster Manual: Legendary Evils ™* (excluding packages containing the Beholder Ultimate Tyrant)

Rules for Sealed Tournaments
Once players are seated, tournament officials provide each player with
- One Starter Set and one Booster Pack, **or**
- Two Booster Packs **or**
- One Booster Pack

Each player in the tournament must receive the same product. For example, if a player receives a *Dungeons of Dread* and a *Against the Giants* booster, all players must receive an *Dungeons of Dread* and a *Against the Giants* booster. Exception: When a given product has a semi-random distribution, such as the Monster Manual; Dangerous Delves set, which includes one figure visible through a clear plastic bubble, the distribution of these should be randomized within each pod. (Each player is not required to receive a booster with the same visible miniature).   Acceptable options for randomization include [1] random seating of players via the DCI software at tables where the product is pre-distributed, or [2] distribution of product within the pods and die roll to determine choice of boosters. In this case, players may choose only based on the visible figure; they may not handle the boosters.

Once all players receive their sealed product, they have 20 minutes to build and register their warbands from the product provided. If no stat cards are distributed with the set, the twenty minutes shall start

after all players have appropriate stat cards distributed by the tournament organizer. There are no faction or alignment restrictions in the Sealed format. Players choose and register their Battlemap during warband registration. If players receive a Starter Set, they must use a legal Battlemap from the starter set instead of one brought to the event.

General Considerations for Limited Events.

Players who have an abnormal number of cards or miniatures in their booster packs, or unmatched miniatures in the booster they receive must inform the Head Judge, who may replace the deck or booster pack at his or her discretion (consultation with the tournament organizer). The Head Judge makes the final decision.

Neither the **DDM Guild**, the Wizards of the Coast, nor the tournament organizer guarantees any specific distribution of card rarities or frequency in a particular booster pack or deck. Once a player in a Limited tournament has received sealed product, he or she may not withdraw from the event prior to the first match. Violation of this rule results in the offending participant receiving a loss for the match on the official tournament record (the opponent receives a win for the match) and being dropped from the tournament.

Rules for Booster Pack Draft Tournaments

Players are seated randomly in drafting circles, called pods, of roughly equal size. Pods may not normally contain less than three or more than five players, and tournament officials must maximize the number of four person pods if sets 1-17 are used. For example, if nine players are registered for a draft tournament, they should be seated in two pods: one with four players and one with five, not three pods of three people. If sets after 17 are used, 5 is the optimal number for pod size.

A tournament official then typically distributes two (2) new booster packs to each player in a 200-point tournament, or one (1) in a 100-point tournament. Each player must receive the same product. For example, if one player receives a *Dungeons of Dread* and a *Against the Giants* booster, all players must receive a *Dungeons of Dread* and a *Against the Giants* booster. Exception: When a given product has a semi-random distribution, with one figure visible through a clear plastic bubble, the distribution of these should be randomized within each pod. Options include [1] random seating of players via the DCI software at tables where the product is predistributed, or [2] distribution of product within the pods and die roll to determine choice of boosters. In this case, players may choose only based on the visible figure; they may not handle the boosters.

Active Player Rotation

The player drafting first from the stat cards presented on the table is called the *active player*. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each booster pack group, with the active player moving between players I n a clockwise direction for the first booster pack group (beginning with the first active player) and In a counterclockwise direction for the second booster pack group (starting with the last active player in the first group).

In the case of a 'Double Dump' two booster pack draft, players draft in a clockwise direction then reverse it with the 4th player taking the fourth and fifth pick and picks then move back in a counter clockwise direction. The first player then picks the 8th and 9th pick and picks then change to a clockwise direction again. The fourth player then takes the 12th and 13th pick with picks moving back in a counter clockwise direction and the 1st player finishes the draft with the 16th miniature .

Table Preparation

Each active player lays out the stat cards of their booster pack(s) face up on the table, with the stat cards facing him or her and the models set aside from the drafting area. In the case of using two booster or one starter and one booster, the 'active' player opens and lays out all cards from both pieces of product (Double Dump). Players are given 30 seconds to review the cards before drafting begins. At the end of the 30-second review, the active player drafts the first stat card. Then each player in turn has 10 seconds to review and draft from the remaining stat cards. If a player fails to select a card in that time, the pod judge issues that player the highest-costed, undrafted stat card.

Draft Order

The draft order moves in a horseshoe pattern, beginning with the active player and continuing around the table to the last participant in the group who has not yet drafted a stat card. The last player in the group selects a second stat card, then the draft continues in reverse order, moving back toward the first player. Once the draft is completed, all players should have the same number of miniatures.

Alternative Draft Format: Blinded Draft

This is a rapid drafting procedure, and drafting can be done in any size pod. When randomized boosters include a visible and 5 figures, for example, pods of 5 can be used.

All players seated in the drafting circle open one booster, removing only the deck of stat cards (or obtaining appropriate cards for their figures). They have 30 seconds to select one card from their booster, and then all players pass their deck to the right around the circle. The players have 30 more seconds to select a card from the new deck passed to them; the draft continues until all figures have been drafted. Miniatures matching the cards are distributed, and the process is repeated for additional boosters. If more than a single round of drafting is performed, players place all their miniatures in a drafted pile in front of them, leaving a single card visible on top. The player may choose the card. Once a new round starts, players may not check through their previously drafted pile.

Drafting Rules

Players may not communicate with others during a draft. In normal draft, after the 30 second review, if a player picks up a stat card, that card is considered drafted and the player may not select a different stat card. Players should only touch undrafted stat cards if it is their turn to draft. During the normal draft, players must display all stat cards they drafted stat side face up in view of all players. During quick draft, players may maintain a stack of cards with only the back of the top card showing.

Draft Warband Construction and Registration

Once the draft is completed, players have 20 minutes to build and register their warbands from the miniatures they drafted. Players choose and register their Battlemap during warband registration.

When building a draft warband, players use a modified warband building procedure. Players may select two, rather than one, faction components. For exampe: Example(s): Borderlands & Civilization, or Underdark & The Wild, or Borderlands & The Wild.   Each miniature registered in the warband must be from at least one of these factions. For example, if a player chooses Borderlands and Civilization as their faction components, all miniatures in that player's warband must be Borderlands and Civilization (or both).   Evil and Good creatures may not be used together in the same warband.

END OF TOURNAMENT PROCEDURES:

DCI EVENT-REPORTING RULES

Receiving event reports in a correct and timely manner is fundamental to accurate and up-to-date DCI ratings. Tournament organizers must follow the rules outlined in this section when reporting their events.

Organizer Records Tournament organizers are required to keep copies of all tournament reports for DCI-sanctioned events they run for one year. A tournament report includes all match results, as well as player warnings and disqualifications.

Event Report Deadline Event reports are due to the DCI within eight days of a tournament's conclusion. Events results not checked into the DCI database are listed as "Not Received" for fourteen days after the date of the event.

Delinquent Tournaments. Event reports not received within 8 days are listed as "Delinquent" in the DCI tournament database. Organizers with delinquent tournaments may lose the privilege of sanctioning future events.

Invalid Tournaments Players' match records at events that become invalid will not count toward their DCI ratings and rankings. The DCI reserves the right to invalidate reported results of any DCI-sanctioned tournament for any reason, but will usually do so only when fraudulent or incorrect results are reported by the organizer. Additionally, the DCI reserves the right to invalidate any event reports not received within thirty days of the tournament date.

Event Status Updates Tournament organizers and players may check on an event's reporting status by visiting the DCI website at **thedci.com**. Additionally, the DCI sends regular updates to organizers informing them of the status of each of their sanctioned tournaments. If an organizer's event appears as "Delinquent" or "Invalid" on this report two months in a row, the DCI will investigate the organizer's reporting history and issue sanctioning penalties as appropriate.
In rare cases, penalties may be adjusted due to extenuating circumstances.

Mandatory DCI Numbers. Tournament participants must be assigned a DCI membership number prior to participating in a DCI-sanctioned tournament. Results reported with temporary player numbers, player names, or placeholders will not be included in DCI ratings. Membership cards may not be faxed to the DCI.

APPENDIX A—DEFINITION OF TERMS

Constructed: A tournament in which players bring their own warbands. Warbands are built from a large pool of miniatures, depending on the exact format.

Corporate Employee: Any person, including temporary and contract workers, whose place of employment is a Wizards of the Coast or Hasbro office.

Additionally, the following people are ineligible to play in DCI-sanctioned tournaments:
PLAY TESTERS, REVIEWERS AND OTHER BUSINESS PARTNERS WITH SIGNIFICANT KNOWLEDGE OF A SET MAY NOT PLAY IN PRERELEASE TOURNAMENTS FOR THAT SET.

Other business contacts may present a conflict of interest by participating in DCI-sanctioned tournaments. Anyone with questions about their tournament eligibility should contact the **DDM Guild** Organized Play.

DCI: Organization dedicated to developing and maintaining tournament structures for trading card and miniatures games. Formerly an acronym for Duelists' Convocation International, the name is now simply the **DCI**.

Enhanced-K Tournament: In events for games that use Elo ratings (see appendix D), organizers may pick from a specified list of K-values to increase or limit the effect of match results on player ratings. Tournaments must meet certain criteria in order to receive an enhanced K-value.

Judge: Someone making sure the tournament is run fairly and efficiently.

K-Value: The maximum number of points a player's rating may go up or down based on the results of a single match within an event that uses the Elo ratings system (see appendix D).

Limited: A tournament in which players build their warbands at the tournament from miniatures they have drafted or opened from packs.

Match: A game or series of games between two players or teams that determines a winner. In **DUNGEONS & DRAGONS Miniatures**, each match is one game. See the appropriate game's **DCI** Floor Rules for more specific details.

Organizer: The person responsible for where and when the tournament happens. This person is also responsible for sending the results to the DCI so that ratings are updated appropriately.

Rating: A numeric value published by the **DCI** that indicates a player's past performance in sanctioned tournaments.

Single Elimination: A competition structure that eliminates players after one match loss. It may be necessary to award byes in the first round so that only two undefeated participants are playing in the last round of the event.

Scorekeeper: The scorekeeper is a tournament official whose responsibilities include receiving and recording all match/game results, constructing player seatings, ensuring accurate entry of match/game results, withdrawing players from the event, and so on. Tournament officials, such as the Head Judge or tournament organizer, may also be the scorekeeper for the event.

Standard: A format within constructed that uses a restricted choice of sets from which a player's warband can be built.

Swiss Rounds: Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

Tournament Official: Any person who is empowered to maintain the tournament. This includes, but is not limited to, the tournament organizer, scorekeeper, other tournament staff, Head Judge, and all other Judges (certified and non-certified). See section 10.

Tournament Round: The period during which a match takes place.

Tournament Round Begins: The time posted and/or announced by the Head Judge or tournament organizer for all players to be seated and ready for match play.

Vintage: A reserved format for future use within DCI sanctioned play.

Appendix B— Permissible Miniatures for Legal Play

Banned Miniatures List:
- Eternal Blade (Desert of Desolation 17/60)

Legal Promotional Miniatures or Miniatures included in other Wizards of the Coast Products:
Any miniature released by Wizards of the Coast is legal if:
- The sculpt of that miniature matches that of a miniature within an already released set.
- The player has the correct stat card for the corresponding identical miniature
  from the previously released (and legal) set.

Similarly, any miniature released in a wizards product (for example, the Aramil figure from the Dungeons and Dragons Basic Game Set) is similarly legal, as long as it conforms to these two criteria.

Limited release figures produced by the **DDM Guild** are also legal, when accompanied by the appropriate stat card. In the event that the legality of a miniature is not made absolutely clear by these guidelines, the judge shall determine the legality of the miniature.

Chainmail Legal "Equivalents" List:
The Following Chainmail miniatures are legal for play as proxies for equivalent dungeons and dragons miniatures. A Proxy is legal in revised playas soon as its set is released.

Chainmail Name	D&D Miniature Name	Set
Harbinger		
Azer Trooper	Azer Raider	Harbinger 5
Centaur Trooper	Centaur	Harbinger 20
Crested Felldrake	Crested Felldrake	Harbinger 23
Dire Boar	Dire Boar	Harbinger 23
Displacer Beast	Displacer Beast	Harbinger 27
Drow Archer	Drow Archer	Harbinger 14
Drow Soldier	Drow Fighter	Harbinger 10
Dwarf People's Guard	Dwarf Axefighter	Harbinger 12
Wood Elf Scout	Elf Archer	Harbinger 10
Grey Elf Wizard	Elf Pyromancer	Harbinger 32
Wood Elf Ranger	Elf Ranger	Harbinger 21
Ghoul	Ghoul	Harbinger 14
Gnoll Trooper	Gnoll	Harbinger 3
Goblin Scout	Goblin Sneak	Harbinger 6
Half-Orc Assassin	Half-Orc Assassin	Harbinger 15
Half-Orc Fighter	Half-Orc Fighter	Harbinger 21
Hell Hound	Hell Hound	Harbinger 10
Human Conscript	Human Commoner	Harbinger 3
Hyena	Hyena	Harbinger 4
Kuo-Toa Trooper	Kuo-Toa	Harbinger 5
Human Warrior	Man-at-Arms	Harbinger 3
Crazed Minotaur Cultist	Minotaur	Harbinger 17
Orc Berserker	Orc Berserker	Harbinger 8

Orc Gangfighter	Orc Spearfighter	Harbinger 5
Orc Trooper	Orc Warrior	Harbinger 3
Owlbear	Owlbear	Harbinger 22
Human Swiftwing Disciple	Sun Soul Initiate	Harbinger 8
Human Paladin	Sword of Heironeous	Harbinger 29
Tiefling Fighter	Tiefling Captain	Harbinger 21
Zombie Troglodyte	Troglodyte Zombie	Harbinger 10
Werewolf Trooper	Werewolf	Harbinger 14
Skeletal War Dog	Wolf Skeleton	Harbinger 9
Wood Elf Skirmisher	Wood Elf Skirmisher	Harbinger 18

Dragoneye

Abyssal Maw	Abyssal Maw	Dragoneye 5
Drow Warrior	Drow Warrior	Dragoneye 6
Drow Wizard	Drow Wizard	Dragoneye 29
Dwarf Cleric	Cleric of Moradin	Dragoneye 14
Dwarf Zealot	Dwarf Barbarian	Dragoneye 10
Goblin Trooper	Goblin Warrior	Dragoneye 3
Gray Elf Warrior	Elf Spearguard	Dragoneye 6
Grimlock Trooper	Grimlock	Dragoneye 7
Half-Dragon Mage	Silver Sorcerer	Dragoneye 49
Half-Elf Sorcerer	Half-Elf Sorcerer	Dragoneye 14
Human Death Cleric	Cleric of Nerull	Dragoneye 28
Ogre Delver	Ogre Ravager	Dragoneye 38
Orc Druid	Orc Druid	Dragoneye 27
Salamander Trooper	Salamander	Dragoneye 32
Stonechild	Stonechild	Dragoneye 12
Very Young Brass Dragon	Brass Dragon	Dragoneye 48
Very Young Red Dragon	Large Red Dragon	Dragoneye 83
Hobgoblin Fighter	Urthok the Vicious	Dragoneye 35

Archfiends

Abyssal Eviscerator	Abyssal Eviscerator	Archfiends 29
Gnoll Archer	Gnoll Archer	Archfiends 7
Hill Giant	Hill Giant	Archfiends 55
Human Templar	Human Dragonslayer	Archfiends 32
Orc Champion	Orc Champion	Archfiends 39

Giants of Legend

Dwarf Fighter	Dwarf Sergeant	Giants of Legend 30
Ettercap	Ettercap	Giants of Legend 11
Gnoll Warrior	Gnoll Sergeant	Giants of Legend 33
Human Shadow Priest	Lareth the Beautiful	Giants of Legend 54

Deathknell

Dwarf Ranger	Dwarf Caver	Deathknell 24

Dire Badger	Celestial Dire Badger	Deathknell 9
Skeletal Dwarf Soldier	Skeletal Dwarf	Deathknell 6
Ettin	Ettin Skirmisher	Deathknell 40

AngelFire
| Werebear Trooper | Werebear | Angelfire 30 |
| Abyssal Skulker | Abyssal Skulker | Angelfire 7 |

Underdark
| Troglodyte Warrior | Troglodyte Captain | Underdark 53 |
| Skeletal Equiceph | Skeletal Equiceph | Underdark 15 |

Wardrums
| Dwarf Hammer Priest | Warpriest of Moradin | Wardrums 49 |

War of the Dragon Queen
Gnoll Ranger	Demonic Gnoll Archer	War of the Dragon Queen 40
Hobgoblin Adept	Hobgoblin Talon of Tiamat	War of the Dragon Queen 37
War Ape	War Ape	War of the Dragon Queen 14

Blood War
Hammerer	Hammerer	Blood War 16
Demonic Gnoll Adept	Demonic Gnoll Priestess	Blood War 28
Howler	Howler	Blood War 46

Unhallowed
Ice Paraelemental	Large Ice Elemental	Unhallowed 28
Human Glaiver	Phalanx Soldier	Unhallowed 7
Bugbear Trooper	Bugbear Gang Leader	Unhallowed 23

Night Below
| Otyugh | Lifeleech Otyugh | Night Below 45 |

Demonweb
| Ogre Trooper | Ogre Pulverizer | Demonweb 27 |

APPENDIX C—TOURNAMENT VIOLATIONS AND PENALTY GUIDELINES

The **DDM Guild** supports an approach of penalty and remedy, particularly where error has occurred. This may include reconstruction of correct game state, addition of play time, or other actions deemed appropriate.

The **DDM Guild** similarly supports escalation of penalties where recurring instances of an error occurs. Two levels of enforcement will be applied. Regular tournaments will represent the standard of rules enforcement for all DCI tournaments. Competitive tournaments represent a higher level of play, and stricter adherence is expected (and greater penalties assessed).

The following penalties can be applied by a judge in a guild-sanctioned event:

CAUTION: A verbal redress of the problem, possibly with adjustment of game state.
Cautions are tracked within an individual tournament.

WARNING: The lowest level of penalty that is tracked by DCI. The second and higher incidence of a CAUTION can be escalated to WARNING.

WARNING with VICTORY POINT AWARD: The first, or a subsequent WARNING issued in game can be accompanied by awarding points to the penalized player's opponent. The typical penalty is 5% of the warband construction limit for a tournament (or one round of victory points). In exceptional circumstances, this can be escalated to the cost of a miniature.

MATCH: The penalized player loses the match, but is still permitted play within the tournament. The second and subsequent WARNING can be elevated to a MATCH penalty.

DISQUALIFICATION/EJECTION: The player loses the current match and is withdrawn from the tournament. The second and subsequent MATCH loss in a tournament can be elevated to DISQUALIFICATION.

The penalties are applied by the Head Judge, on the recommendation of a tournament official.

PENALTY CATEGORIES:

Cheating
Cheating will not be tolerated.   The Head Judge reviews all cheating allegations, and if he or she determines that a player has cheated, the player will be subject to **disqualification**. All disqualifications are subject to DCI review and further penalties may be assessed. Cheating includes, but is not limited to, the following intentional activities:
- Receiving or giving outside assistance
- Collusion to alter the results of a game or match
- Misrepresenting cards or rules
- Stalling the length of a turn to take advantage of a time limit
- Misrepresenting public game information (point totals, statistics of cards in play, etc.)
- Giving false or misleading information to a Judge or tournament official

Cheating is usually subject to penalty; where appropriate, tournament officials can apply a remedy (ie., not allowing the public access to the play area, in the case of an outside assistance penalty).

Unsporting Conduct

Unsporting conduct is unacceptable and will not be tolerated at any time. Judges, players, spectators, and tournament officials must behave in a polite, respectable, and sporting manner. Minor, and in some cases Major, Unsporting conduct includes, but is not limited to,

- Using profanity,
- Arguing with or act belligerently toward tournament officials, players or spectators,
- Harassing spectators, tournament officials, or opponents
- Failure to follow the instructions of a tournament official.
- Tardiness (late for tournament round start)
- Throwing dice or miniatures.

All incidents of unsporting conduct are subject to penalty and to further review by **DDM Guild** or the DCI. Minor Unsporting conduct is penalized by a **warning**, and may be escalated. When the penalty is awarded during competitive game play, a warning with victory point award should be applied.

Major Unsporting conduct is always penalized by warning with victory point award, and in competitive environments the Penalty award may be doubled. Remedies are administered on an ad hoc basis. For example, if a player is late to a round, time may be added to the end of the match, at the judge's discretion.

The following types of Unsporting conduct considered to be egregious and subject to penalty by **Disqualification**. (first instance).

- Randomly determining a winner
- Wagering
- Aggressive behavior
- Theft of tournament material

Slow Play

Players acknowledge that every effort should be made to achieve the victory condition within the tournament time limit. Thus, play must proceed in a timely fashion regardless of the complexity of the play situation. Playing too slowly, although unintentional, is not acceptable. The judge will be the final arbiter of slow play.

In contrast, outright stalling for time is cheating, and should be penalized according to the cheating guidelines.

Examples of Slow Play include, but are not limited to:

- Repeatedly taking extended periods to consider play.
- Engaging in other activities that show noticeable impact on play.
      (eg., taking excessive notes, repeatedly adjusting figures).
- Repeatedly counting out distances and not moving.
- Tardiness (late for play)

Slow play penalties begin with a **caution** in regular play, and a **warning** in competitive play.
Remedy: In almost all slow play cases, the judge may apply one extra round of game play after time ends. The remedy is used when necessary for an outcome; players and judges acknowledge that awarding an extra round may slow down an entire tournament.

Warband Errors

All players acknowledge that warbands should be constructed according to the appropriate tournament rules, and that all miniatures within a warband shall be place appropriately at the beginning of a match. Warband errors will often require a play remedy, and remedies are therefore listed on a case by case basis.

Warband Errors include, but are not limited too:
- Calculation Error (the warband is worth more than the victory point level).
  Penalty: **Warning** *Remedy: Discard the lowest costed creature that restores the warband to legal status.*
- Failure to place a miniature.
  Penalty: **Warning and Victory Point Award**.
        Remedy: Place miniature in a start area, but do not activate it this turn.
- Lost Miniature: As per Failure to place, but no remedy.
- Illegal Warband: **Warning and Victory Point Award**; Remedy: remove the illegal miniature from the warband for the remainder of the tournament, no penalty applied in further games.
- Illegal Item. An item has been incorrectly assigned to a figure: Remedy: **Caution** and remove the item from the game,

Die Error

All players acknowledge that dice rolls should generate random results, as outlined above.
Dice Errors include, but are not limited to:
- Using an illegal die. Penalty: Caution
            Remedy: Replace the die.
- Rolling too many dice. Penalty: Caution.
            Remedy: Ignore all die rolls and reroll the correct number.
- Cocked die.   Penalty: None; reroll the die.
            The judge is the final arbiter of whether a die is cocked or not. Repeatedly calling a judge to gauge a die which is not cocked may be enforced as unsportsmanlike conduct. .

These assume unintentional or uniformed use. Purposeful infraction of these rules is considered cheating.

Game Play and Procedural Errors

Players acknowledge that both players are responsible for knowing the rules and for maintaining a legal game state at all times. Incidental errors in game play are associated with cautions, and may be escalated to warnings. If the game rules are purposely misrepresented, it is penalized as per cheating.

- Incorrect Representation of Game State (Caught Immediately or Simple Remedy).
        If no die rolls have been yet implemented to change game state, or game state specific to the representation, this is penalized with a **CAUTION**. *Remedy: Reset prior game state.*
- Incorrect Representation of Game State (No Remedy, or only Partial Remedy).
        If die rolls have been made, or irreversible decisions implemented, this shall be implemented as a **WARNING with VICTORY POINT AWARD**. Remedy: A partial remedy can be applied in some situations; this is game state specific. Often, none can be applied.
- Rule Violation (Simple Remedy)
        Forgetting to activate a figure, or apply an ongoing effect, may, in some cases, be a situation with a simple remedy. This is penalized by **CAUTION**.
- Rule Violation (No Remedy)
        Performing an action with a creature that it was not legally able to perform – and which changes game state and is irreversible. This is penalized by a **WARNING with VICTORY POINT AWARD.**
- Failure to Maintain Legal Game State (Simple Remedy)
        Forgetting to activate a figure, or to apply an ongoing effect, may, in some cases, be a simple remedy (ie., record the ongoing damage, activate the creature; if in a prior turn, treat the creature

as activated but having taken no action). This is penalized by **CAUTION**. Typically, both players are responsible for maintaining the legal games state.

- Communication Error (Remedy inherent)

Players who fail to conform to a tournament director's instruction due to communication error, or who fail to communicate with each other are penalized with a **WARNING** or a **WARNING with VICTORY POINT AWARD**, at the Judge's discretion. Players who fail to follow the directions purposefully, or who mislead their opponent, should be penalized as unsportsmanlike or cheating.

- Outside Assistance (Discretionary Penalty)

A player who is inadvertently instructed by a spectator is subject to **WARNING**. If a player is purposefully instructed, they are penalized as per cheating.

- Limited Play/Draft Violation

Players who commit an error during limited play are subject to a **CAUTION** during regular play, and a **WARNING** during competitive play.

APPENDIX D—DCI RATING AND RANKING SYSTEMS

The **DDM Guild** uses the DCI rating system administered by Wizards of the Coast and the DCI. The system uses an Elo rating system, explained here.

Elo Ratings System

The Elo player-rating system compares players' match records against their opponents' match records and determines the probability of the player winning the matchup. This probability factor determines how many points a players' rating goes up or down based on the results of each match. When a player defeats an opponent with a higher rating, the player's rating goes up more than if he or she defeated a player with a lower rating (since players should defeat opponents who have lower ratings). All new players start out with a base rating of 1600. The DCI uses the following equation to determine a player's win probability in each match:

Personal Calculation:

$$\text{Win Probability} = \frac{1}{10^{((\text{Opponent's Rating}-\text{Player's Rating})/400)} + 1}$$

This probability is then used to recalculate each player's rating after the match. In the equation below, players receive 1 point if they win the match, 0 if they lose, and 0.5 for a draw. Players' new ratings are determined as follows:

Player's New Rating = Player's Old Rating + (K-Value * (Scoring Points–Player's Win Probability)).