

## DDM V3 Beta – List of changes

The DDM V3 Beta rules are generally very similar to V2. A few exceptions apart, they mostly consist of a number of small rules clarifications.

Here is a list of the main modifications to the rules:

- 1) **Winning the game** : there is no draw anymore. In the rare case of a tie, the game continues and the next player to score any points wins.
- 2) **Warband construction**: Game format is now flexible and should be specified before a game or tournament, by indicating point limit, creature limit and maximum creature cost, for example: 200-8 (60%) or 100-5 (50%). This means that creature cost limit at 75% is not a hardcoded restriction anymore.
- 3) **Solo**: This keyword is being phased out. It is now simply equivalent to Unique, i.e. it prevents doubles of that creature and the creature may be equipped with 2 items.
- 4) **Creature turn and Player turn** are now considered to be equivalent. I.e. there is no “player turn” that includes “2 creature turns”. Each player/creature turn allows activating one creature. The way that creatures activate during a round (1-2-2-2-2...) remains unchanged.
- 5) **End of round phase**: the order of steps in this phase is slightly changed. It is now:
  - a. Score VP
  - b. Declare end of round powers
  - c. Power and Effects end

Steps (a) and (b) are inverted compared to V2.

- 6) **Start/End of creature turn**: the steps in each of those two phases have been slightly clarified, although there is little actual change in gameplay.
- 7) **Powers** are now defined as the core gameplay element, as opposed to Actions. Although this does not change gameplay all that much, it allows a more robust ruleset. In practice, this means that Creatures do not “take actions” anymore, they “declare powers” instead, although, this includes using (or taking) an action – see below.
- 8) **Actions** are a resource to be expended when a power is used. Creatures are allotted actions during their turn (attack, move, minor) to use powers that require those actions. As before, there is no limit on the number of powers that use free actions that a creature may declare, and immediate actions are now clarified as being usable (for resolving powers that require them) once during each of the following game phases
  - a. On each creature turn (including its own turn);
  - b. Once during the Start of Round phase;
  - c. Once during the Determine initiative phase; and
  - d. Once during the End of round phase.
- 9) **Types of powers** have been defined to clarify how they function:
  - a. Allotted Action Powers: Powers that require expending an attack, move, or minor action
  - b. Triggered powers: Powers that require expending an immediate or free action:
    - i. Voluntary (including champion powers): “use when...”

ii. Mandatory: “whenever...”

As before, the difference between voluntary powers and mandatory powers is that the player may choose to use voluntary powers or not when the trigger is met; but must use mandatory powers when the trigger is met.

- c. Continuous Powers: Powers that require no action and that normally function continuously:
- i. Innate: They don’t refer to another creature in the power text (e.g., Immune Fire)
  - ii. Maintained (including auras): they refer to another creature in the power text (e.g., “allies have +2 attack”)

The difference between innate and maintained powers, is that maintained powers are shut down when the creature is inactive (stunned, petrified, helpless), while innate function all the time.

- 10) **Champion powers** require an immediate action to use, so they abide by the rules for immediate actions (see above). This changes little in terms of gameplay, but clarifies e.g. that a Champion can’t use 2 CP’s during the start of round phase.
- 11) The **Alternating Resolution Rule (ARR)** that had been informally used in the last few years to resolve the use of multiple powers is a same trigger window, is now officially part of the rules.
- 12) Rules for powers usable **at any time** are slightly modified.
- 13) **Damage and Effects:** the rules now address how to resolve damage and effects more in detail. This brings little change to gameplay, but clarifies some corner cases.
- 14) **Movement** is now defined as using “movement points” (MP). Gameplay mostly remains unchanged. Effects that allow a creature to move or shift grant a number of MP equal to the number indicated. “Move” and “Shift” are now defined as universal powers that allow a creature to gain MP equal to its speed to move, and to gain 1 MP to move without provoking OA’s, respectively.
- 15) **Movement effects expressed in squares** (e.g. “move 5 squares”, as opposed to “move 5”) is now clarified as allowing the creature to actually move that number of squares, ignoring additional MP cost.
- 16) The movement formerly known as “normal movement” has been renamed “**Surface movement**”. This is purely nomenclature.
- 17) Rules for **Squeezing** have been clarified a bit (triggers to Squeeze and End Squeezing are slightly different).
- 18) Rules for a **Rider mounting a Mount** have been slightly changed and clarified. For example, a rider may now act on its turn after after it dismounts.
- 19) Rules for moving past **hard wall corners** (90 degree walls) have been changed. It is now possible to cut a hard wall corner, although with surface and flight movement this costs +1 MP. This may stack with cost to enter terrain, so e.g. cutting a hard wall corner (+1 MP) to enter difficult terrain (+1 MP) would cost 3 MP for a creature using surface movement.
- 20) Moving through a **statue** now costs +2 MP.

- 21) **Rules for attacking** are now clarified. There is little actual gameplay change, apart from a few exceptions. Among the important clarifications:
- a. There is now a clear distinction between “making an attack” and “using an attack power”. Using an attack power means resolving an entire power, including making one or more attacks as defined in that power. Making an attack only actually implies targeting one creature, rolling to hit and applying damage and effects on a hit. E.g, when a creature makes an opportunity attack or a charge, it will “make an attack” taken from a basic attack power, but it will not resolve that entire basic attack power. If the power allows more than one attack, the creature still makes only one attack with an opportunity attack.
  - b. The steps of making an attack and resolving attack powers are clarified, to make it clearer how triggered powers interact within the attack sequence.
  - c. All attacks are now considered to originate from a corner of the attacker’s space, or a corner of the distant origin square in the case of an area attack. This changes rules for cover in some instances, particularly for melee attacks.
- 22) The **Charge power** (it is now defined as a universal power) is changed a bit. It is now an (attack + minor) action, and a creature may still act after a charge on its turn. There is no +1 bonus to attack while charging.
- 23) There is a new power:  
**Lunge:** *Attack + Minor action, provokes opportunity attacks.* Make one {BM} attack with reach +1.
- 24) “Area X within sight” and “Area X within Y” **area attacks** now all work the same way: they require at least one visible enemy to be targeted within the area of effect.
- 25) **Line attacks** (close attack template) now have an orientation (horizontal, vertical or diagonal). They may deviate once from this orientation, granting some flexibility.
- 26) **Conditions** are mostly unchanged, but some have been slightly redefined, including e.g. to address other rules changes or clarifications, such as Dazed.
- 27) **Creatures can now be forced (with forced movement only) into Pit terrain.** While in pit terrain they have cover vs. certain attacks, and also suffer from the following effects:
- **Is Dazed-like:** Has all the limitations of a Dazed creature, even if it is Immune to Dazed.
  - **Takes 5 Damage** when it enters pit terrain.
  - **Takes 5 Damage** at the start of each of its turns.
  - **Is immediately destroyed** if it is also Helpless.

Look for upcoming optional rules, e.g. for using morale checks and routing.