BETA

Credits

DDM GUILD Skirmish Rules version 3

V3 Skirmish Rules Design and Development

D. Garry Stupack, Ira Fay and Louis Martineau

Skirmish Advisory Group

James Prather and Darien Stupack

Prior Skirmish Rules Design and Development

Kevin Tatroe and Dwayne Stupack, with Peter Lee

Built on the Original Game Design by

Rob Heinsoo & Stephen Schubert

And on the D&D Game Design by

Rob Heinsoo, Andy Collins, James Wyatt

Graphic Designers

Kevin Tatroe, Joel Broveleit, D. Garry Stupack

Table of Contents

About this Game

DDM is a two-player game where each player creates a warband of a few creatures that includes powerful heroes, fearsome monsters and cunning villains. You use your warband in a battle against your opponent's, with each player taking turns moving their creatures on a battle map and making attacks. Creatures in your warband will use special powers to help allies or hinder foes. Destroy your opponent's creatures and occupy key areas on the map to score victory points and win!

There are a few thousand miniatures that you can collect and use to create your own warbands, with more being released all the time. Each has a number of powers listed on its card.

These are the Core Rules. If this is your first game, you can start with the Quick Start Guide instead!

Visit http://ddmguild.org for the most updated information, to download creature cards and maps, and to connect with other players worldwide.

Getting Started

Here is how a game of DDM works:

1) You and your opponent agree to a **game format**
2) Each of you builds a **warband**
3) You play a **match** with your opponent, which includes:
    a. You pick a **battle map**
    b. You play the **battle** itself by pitting your two warbands against each other on the chosen map.

A warband includes a number of **creatures**. Each creature has a **creature card** with game information (also called a stat card) and an associated **miniature**. A warband can also optionally include **items** described on item cards, which are assigned to creatures. Finally, a warband includes a **battlemap**. Your battle map or your opponent's will be picked to play the battle on.

During the match, both players will need to roll a twenty-sided die (**d20**) on numerous occasions, so you need to have at least one d20 handy, though a few can be useful. Either player can always use any d20 on the table.

If you are learning the game, feel free to skip the Game Format and Warband Building sections, and use a pre-constructed warband, for example one of those found in Appendix G.

⇨ Winning the Game

Players score victory points by destroying enemy creatures, occupying victory areas, and possibly using special powers on creature cards that grant victory points.

⇨ **The winner is the first player to equal or exceed the point limit.**

Winning is an instant occurrence that can happen at any moment. If two players simultaneously reach or exceed the point limit, the player with more points wins. If players are tied after both reach or exceed the point limit, the game continues and the next player to score any points wins.

Time limit: In tournament play, games have a time limit, frequently 1 hour. If you are playing a timed game, when time is up, finish the current round. If no one wins normally before end of round, **the player with the most points wins** after the round ends. If players are tied, start a new round: the next player to score any points instantly wins.

Game Formats

Game format is defined by three limits: the **point limit**, the **creature number limit** and the **creature cost limit (%)**.

Point limit is both the number of points you can spend when constructing your warband and the number of points required to win the game. Higher values can include increasingly powerful miniatures. Normal values for a game are 50, 100, 200, or 500.

Creature number limit is the maximum number of creatures you can include in your warband. Normal values for a game are 2, 5, or 8. The number of creatures also determines the size of the map that you use.

Creature cost limit (%) represents the maximum individual cost of a creature expressed as a percentage of the point limit. Normal values for a game are 50%, 75% or 100%.

Game format is shown as the point limit and creature number limit separated by a dash, followed by the creature cost limit in parentheses, for example 200-8 (75%) refers to a point limit of 200, a creature number limit of 8 and a creature cost limit of 75%, which means that the highest costed creature of each warband may not cost more than 75% of 200, or 150 points in this example. The usual formats are named as follows :

> **Assault**: 200-8 (75%).
> **Arena**: Refers to any game with creature limit of 5. 200-5 (75%) is a common Arena format.
> **Gladiator**: Any game with a strict creature limit of 2, which cannot be expanded using summoning or other powers that add creatures during the match. This is a good learning format.
> **Epic**: Any game with point limit above 200, such as 500-8 (100%).

Other restrictions: Some tournaments or scenarios might specify other restrictions, such as a predetermined map, or other limitations to allowable creatures or items. For example, a game format might be labelled 200-8 (50%, fixed map) meaning that the event organizer will impose maps to play on during the event.

Game Type

Game type determines the pool of creatures you can use to build your warband.

The warband building rules herein describe the **Constructed** game type. In Constructed play, players build warbands by including creatures selected from the entire catalog of DDM creatures. Unless stated otherwise, games always use the Constructed game type.

See Appendix H for details about other game types.

Building a Warband

Creatures selected in your warband belong to one or more faction. For greater context, here are the philosophies of the four factions; followed by an explanation of creature and item cards that are used for building a warband. The actual warband construction subsection follows after the subsections on factions and cards.

Understanding Factions

The faction system groups creatures that share a perspective on the world. Each creature belongs to at least one faction, many belong to two, and some few may belong to three or even all factions.

Borderlands (Red) The Borderlands is the faction of warmongers, conflict and strife. Those that live in the moment, for the moment, or even moment by moment are found in this faction, together with those who seek the thrill of adrenaline brought on by combat. War is made by intelligent beings, and much of this faction encompasses humanoids who seek conflict. Their backgrounds are varied, and include raiders, mercenaries, professional armies, war-based or strife-based religions or cults, and other creatures whose primary purpose is to make war or to raid rival tribes or civilized communities. Such beings are generally unsatisfied when conflict abates for too long. This means that good creatures in this faction will often either have a second faction, or will be purpose-built to live on the fringes of the world to defend others. The faction includes pseudo-domesticated or domesticated creatures – particularly those appropriate for war. The borderlands also includes the creatures that live on the borders of existence, as well as creatures from other realms that travel here to make war. All creatures associated with the borderlands survive in the perilous areas outside the safety of civilization, exposed to extreme environments such as mountains and wastelands, or to constant violent events.

Civilization (Blue) Civilization is the faction that espouses order, discipline, and structure. The professional warriors, religious orders, arcane schools and other potent creatures in this faction do not make war for its own sake, but may use war obtain what they desire: a sense of righteousness, acquisition of knowledge, or survival against chaos. This includes societies of organized creatures, but also many mercenaries, who will commit to a cause for a price. The faction also has monks and cults that develop prowess through rigid adherence to doctrine. This faction features other trappings of civilization, including well-domesticated creatures, and creatures arising from the fruits of technology and prosperity, such as constructs and healers. Creatures of civilization impose order in the darkness of a dangerous world. Whether proud elves, audacious humans, or brutal goblinoids, they build cities and push back the wilderness.

Underdark (Purple) The Underdark is, first and foremost, the realm of those who wait. This faction includes all beings of the lightless world beneath the surface, regardless of whether they eke their existence in twisted caves or live in luxury in mighty subterranean cities. Plotters and schemers abound, mixing with creatures of the night, children of the dark, and the dead who do not sleep. The Underdark comprises an amalgam of frightful aberrations, sinister cults, and great creatures who dwell under the earth and no place else. It is a faction of infernal and diabolical creatures, and of mortals touched by them. It is also the domain of those few surface dwellers who would live in, and seek fortune or learn secrets from, the sunless realm.

Wild (Green) The Wild is the home of primal beings, including the basic four elementals, of savage creatures and ferocious beasts, of the most barbarous humanoids, and of capricious fey and elves. A primal faction that encompasses those that can embrace nature at its most raw, the wild welcomes those with base emotion and drives. Magical and mundane beasts mix with elementals and demons. When these creatures engage in conflict, they rend enemies rather than conquer them. This can frequently involve raw displays of individual strength, but can also defer to the strength and instinct of a pack. For their part, the humanoids that dwell in the wild espouse these qualities. They may be ferocious monsters such as gnolls, crude barbarians with basic values that harmonize with those of the wilderness, or fey beings who revel in the purity of the natural world and would defend it against creatures that would invade or wrong nature.

Creature Cards

Creature cards provide the information for the creatures that is needed to play the game. In general, creatures with higher numbers are more powerful and have a higher point cost.

This is a sample creature card with callouts to each key part of the card:
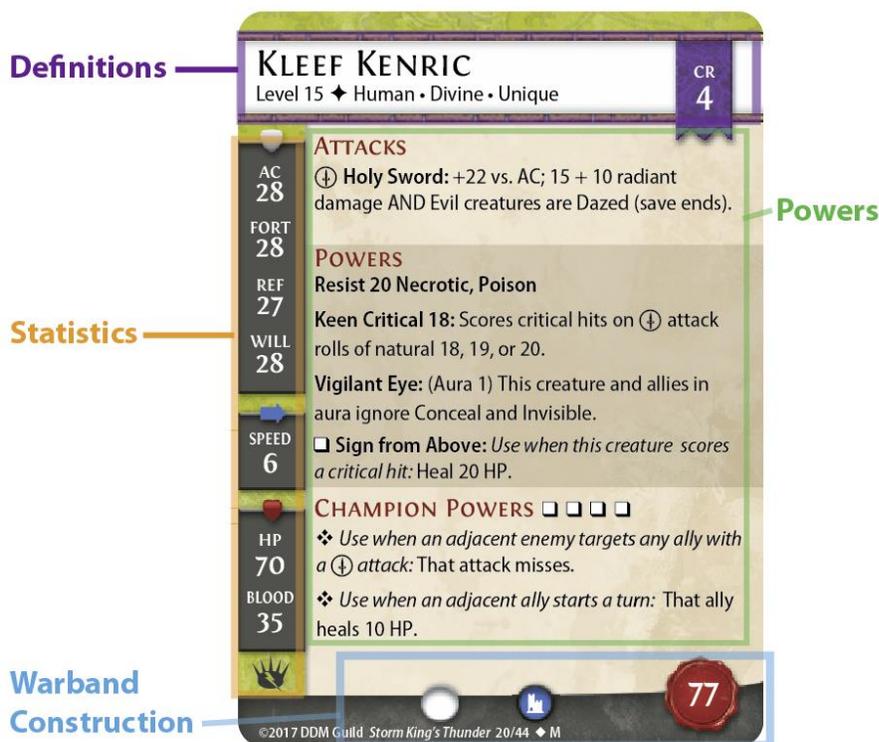
(For older card examples, see Appendix E)

Definitions Section

Located at the top of the card, the definitions section gives an overview of the creature.
Name: This is the name of the creature. The miniature used with this creature card typically has a matching name marked on its base.
Level: This number is a general indication of the creature's power level, where higher means more powerful. A creature's level may affect which items it can use or what powers might affect it.
Keywords: Keywords are descriptors, and appear to the right of the level. Keywords can represent race, origin or creature type, for example Goblin, Fire, or Undead. Some powers affect creatures with specific keywords. "Unique" and "Solo" are also keywords, and they have a special meaning, permitting only one of that creature in a warband.
Champion Rating (CR): Some creatures have a Champion Rating, written "CR #" in a purple pennant on the upper right of the card. Any creature with a CR is a champion, which can help your warband control battle via initiative and champion powers. A creature without a champion rating is not a champion and has CR 0.

Statistics Section

The statistics section contains scores referenced regularly throughout a battle.
Defenses: Armor Class (AC), Fortitude (Fort), Reflex (Ref), and Will (Will) are the four defenses. Higher numbers are better.
Speed: This is the number of movement points a creature obtains when it moves. The prefix 'F' before the speed (e.g. F6) means the creature moves via a special mode: Flight. The prefix 'B' (e.g. B4) is similar, and indicates that the creature Burrows. The lack of a prefix is the most common, and means the creature uses surface movement.

Hit Points (HP): A creature's hit points represent its luck in avoiding attacks, its ability to shrug off attacks, and its resilience before falling in battle. The number provided here is the creature's starting and maximum hit point value. As it takes damage, its HP decrease. When a creature's HP are reduced to 0 or below, it is destroyed. When a creature heals, its HP increase, though it cannot go above its starting value.
Bloodied: While a creature's HP are equal to or below this value, it is bloodied. Being bloodied has no inherent game effect, but powers may selectively affect bloodied creatures. Creatures without a bloodied value, as indicated by a dash "-", never become bloodied.
Set Icon: A set icon shows the set in which the miniature was published.

Warband Construction Section

The warband construction section is located at the bottom of the card includes details relevant to warband building.
Alignment: A creature's alignment can be Good, Evil, or neutral, as indicated by a white dot, a black dot, or no dot, respectively.
Faction: Each creature belongs to one or more of the four factions, which are identified by colored icons along the bottom of the card: Borderlands (**Red**), Civilization (**Blue**), Underdark (**Purple**), and Wild (**Green**).
Cost: The creature cost is the number of points you pay to include the creature in your warband. This is also the number of victory points your opponent scores when the creature is destroyed.
Matching Miniature Name: This field is only used in the uncommon circumstance when the card name does not match the name printed on the base of the miniature. In this case, the name of the appropriate miniature to use with the card is listed at the bottom of the card, preceded by "Use with…"

Powers Section

The bulk of the card shows the creature's powers in up to three different sections: attack powers, general powers, and champion powers.
Attack Powers: This section is labeled Attacks, Attack Actions, or Attack Powers, depending on the card version.
General Powers: This section is labeled Powers, Traits, Special Powers, or General Powers, depending on the card version.
Champion Powers: A champion usually has one or more champion powers. Most creatures are not champions and have no champion powers.
Flavor Text: Some cards include a brief description of the creature's history, personality, or place in the fantasy game world. This information is at the bottom of the powers section and has no game effect.

Additional Information

A creature card also has information at the very bottom of the card.
Rarity: A creature's rarity is shown as an icon. A circle (•) is used for a common creature, a diamond (◊) for an uncommon creature, a star (H) for a rare creature, a star in a circle (ϑ) for a very rare creature, and a pattern of diamonds (ϖ) for a fixed, visible creature.
Collector Number: The collector number lists the miniature's place in the set and the total number of miniatures in the set.
Size: Cards of recent sets include creature size after the collector number. The sizes are coded as T (tiny), S (small), and M (medium), L (large), H (Huge), G (gargantuan) and C (colossal). For creatures that do not have size indicated on their creature cards, their size will be determined by the area of the base of the corresponding miniature.

A Note about Creature Sizes: Creature size is based on the number of squares they occupy. Medium, Small, and Tiny creatures occupy only one square, while Large creatures occupy 4 (2x2) and Huge creatures occupy 9 (3x3). See the Creature Position section for a visual example.

Old Card Formats

There have been three card formats over the years, published by Wizards of the Coast or the DDM guild. Refer to Appendix E, to understand how to use the old card formats.

Item Cards

An item is a special characteristic, training, or object assigned to a creature in your warband.

Definitions Section

Located at the top of the card, the definition section gives an overview of the item and the requirements to use it.

Name: This is the name of the item.

Level Requirement: Some item cards are restricted to a certain group of levels. For a creature to use the item, the creature's level must be in the range shown here (inclusive). If there is no level requirement shown, or if it says "any", a creature of any level may use the item.

Restrictions: For a creature to use the item, the creature must satisfy **all** the keyword, creature and/or factions listed here. If there are no keywords and/or factions shown, a creature with any keywords and/or factions may use the item. These requirements are in addition to level requirements (if any).

Powers Section

The bulk of the card shows the powers provided by the item.

Powers: A creature assigned an item gains all the powers on the item card. A power with an attack icon is an Attack Power and requires an attack action to use unless noted otherwise, and anything else is a General Power.

Warband Construction Section

Cost: The cost is the number of points you pay to include the item in your warband. This is also the number of victory points your opponent scores when the item is destroyed. Whenever a creature is destroyed, any items it was assigned are also destroyed. Note: A creature's cost doesn't change while assigned items, but VPs awarded for destroying the creature will change.

Other Information

An item card may also have the following information that has no game effect:

Flavor Text: Some item cards include a brief description of the item's history, personality, or place in the fantasy setting. This information appears below the item's rules text and has no game effect.

Set Icon/Name and Number: A set icon/name shows the set to which an item belongs, such as the *Treasure Trove I* set. The collector number lists the item's place in the set and the total number of items in the set.

Warband Construction Steps

1) **Choose Creatures and, optionally, Items**

Each creature has a point cost. To form your warband, choose creatures one by one. Add the creature costs to determine your warband's cost.

If you choose items, add their costs as well to those of your creatures to determine your warband's cost.

Restrictions to adding creatures and items:

- **Faction:** All creatures in your warband must share a chosen warband faction. A creature with multiple factions is allowed as long as one of its factions matches the warband faction.
- **Alignment:** Good and Evil creatures cannot be included in the same warband. Neutral creatures can be in any warband.

- **Point Limit:** Your warband's cost must be less than or equal to the point limit. For example, 200-8 (75%) means 200 points maximum.
- **Creature Number Limit:** The number of creatures in your warband must be less than or equal to the creature number limit. For example, 200-8 (75%) means 8 creatures maximum.
- **Creature Cost Limit (%):** You may only include creatures that individually cost up to the creature cost limit, expressed as a percentage of the point limit. For example, 200-8 (75%) means the most expensive creature in each warband can cost up to 150 points.
- **Unique & Solo Creatures:** You can include multiple copies of a creature in your warband, while respecting the point limit and creature limit. However, if a creature has the Unique or Solo keyword, you may only have 1 copy of a creature with that name in your warband. Each player may have their own copy. Note that some creatures have a given name. Any variations of that given name are still the same Unique creature. For example, the Unique creature Snig, Worg Rider cannot be in the same warband as the Unique creature Snig, the Axe.
- **Items:** Each creature may be assigned one item during the "Setup" phase of battle, except Unique/Solo creatures that may be assigned up to two.
- **"Unique Item":** If an item has the "Unique Item" keyword, only a single copy of the item may be included in your warband. This is different from a restriction that the creature using the item must have the Unique keyword.
- **Cursed Items**: Some items are cursed, and thus contribute a negative number of points toward your point limit. To include a cursed item in your warband, it must be assignable to a creature in your warband.

Champions are Optional: Your warband might fare better if you include one or more creatures that are champions, but they aren't required.

2) **Choose a Battle Map**

As part of warband construction, choose a battle map. Battle maps do not have a point cost, faction, or alignment, and may be used with any warband.

Choose a map of the size appropriate to your creature limit. Creature limits of 5 or less use small maps, and creature limits 6+ use large maps. Specifically:

- **Standard** or **Epic** formats use large maps, typically 22 squares x 34 squares.
- **Gladiator** and **Arena** formats use small maps, typically 22 squares x 17 squares.

In some DDM events, battle maps will be imposed by the event organizer.

There are many legal battle maps. Some can be purchased from the DDM Guild, while many others are available for resale online. The DDM Guild website also includes a few maps you can print at home.

Start and Victory Areas: Battle maps have start areas and corresponding victory areas labelled A and B that are used by players to setup their creatures in and to score victory points in (see below.)

Beholder's Lair is an **example of a small map** that includes 2 start areas (A and B), one for each warband. The map has a shared Victory Area, and side-specific Victory Areas labeled Victory A and Victory B. This map includes many terrain types: clear, wall, pit, forest, spike stone, fire, and even one square of statue terrain adjacent to Victory Area B. Heavy black lines indicate walls.

Powers that Affect Warband Construction

Some creatures have powers that allow you to break warband building restrictions, including point limit, creature limit, alignment, faction, and more. For example, **Snig, Worg Rider** (see card) has the Strength in Numbers power, allowing you to exceed the creature limit by 2; and the "Warband Building" power that allows Goblins of any faction or alignment to be included in your warband.

Single Warband Building Power: You may only use <u>one</u> warband building power that affects legal creatures allowed into your warband, during warband construction.

Single Power Increasing Creature Limit: You may only use <u>one</u> power that increases your warband's creature limit during warband construction.

Breaking Faction Restriction (Default): Warband building powers that allow creatures into your warband only allow you to break the <u>faction</u> restriction, and nothing else, unless specifically stated otherwise. For example, if a power is worded "All Undead creatures are legal in your warband", then you may include Undead of any faction, but you must still abide by other warband building restrictions including creature limit and alignment restrictions.

In the Snig, Worg Rider example provided, breaking both the faction and the alignment restrictions is a very rare effect, since not only does it break the faction restriction, but it also permits Good and Evil creatures in the same warband. You may only break the alignment restriction when it is explicitly permitted, as in this case.

Powers that Alter Creature Cost: Some powers change the cost of adding other creatures to your warband during Warband Building. When you calculate your warband cost, use the modified cost for those creatures.

Breaking Warband Restrictions After Warbands are Revealed: Warbands are checked for legality when they are revealed, in the initial step of the Match (see Setup, below). However, some powers allow creatures to be added to your warband later.

After warbands are revealed, powers can allow you to exceed the **point limit**, **creature number limit** and **creature cost limit**, but you must still respect faction, alignment, and unique/Solo restrictions during the entire match unless explicitly noted otherwise by the power.

For example, assume you are playing a 200-8 (75%) game with a warband of eight Underdark creatures that has a total cost of 200 points and that includes at least one Evil creature. After warbands are revealed during the battle, you use a power that has the effect "add a new Undead ally worth 10 VP or less to your warband". Adding that new ally may allow your warband to include a 9th creature and to cost above 200 points, but the new ally must still have the Underdark faction, and cannot be Good or be a duplicate of a Unique/Solo creature that is already present in your warband.

Playing a Match

Each match has two parts: **Setup** and **Battle**. During **setup**, you reveal your warband and map to your opponent, select which map to use, and place creatures on it. Then, you begin the **battle**.

Setup

1) Reveal Warbands

Reveal your warband and map to your opponent. Items may be assigned to creatures at this point. Any unassigned items are set aside and cannot be used (but are not destroyed). Cursed items must be assigned if they are required for the warband to meet the point limit. Warbands are checked as legal for the agreed upon game format, after items have been assigned.

2) Perform a Champion Test (see sidebar)

The winner chooses **Map Control** or **Placement Control**. The loser takes the other one. Note: In an event where the map is fixed, there is no Map Control, and therefore whoever wins the Champion Test has Placement Control.

3) Map Control

The player with Map Control chooses **which map** to use for the match, either their map or their opponent's. Set aside the other map; it will not be used during this match.

4) Placement Control

The player with Placement Control then chooses the **First Player** to set up.

5) First Player Sets Up

The first player to set up **chooses side A or B, and places their creatures** one at a time in any of the start areas for that side. Creatures may be divided between different start areas of a same side.

If a player's creatures cannot fit entirely in their start area, they must occupy as many start area squares as possible and any overflow squares must be as close as possible to the start area. If their opponent can demonstrate an arrangement that occupies more start area squares, or uses overflow squares that are closer to their start area, they must use this arrangement instead.

Champion Test

To perform a champion test, follow these steps:

1. Each player chooses one creature in their warband.

2. Each player rolls 1d20, and an extra d20 if the CR of their chosen creature is higher than their opponent's.

3. The player with the single highest d20 result wins the test. In case of a tie, the player who chose a creature with the higher CR wins. If still tied, reroll.

CR stands for Champion Rating (see below). You'll normally choose the creature with the highest CR in your warband for Champion Tests.

This start area has 12 available squares to set up in.

START
A

6) Second Player Sets Up

The second player to set up repeats step 5 for their own creatures and items, on the side that was not chosen.

Victory Area: Your victory areas has the same label (A or B) as your start areas. Some victory areas are shared: they are labeled A + B or "Shared victory area". Shared victory areas count as a victory area for both players. During the match, players may score points for having their creatures occupy their victory areas, as detailed below.

Setup Powers

Some creatures have powers that are usable during setup. You may declare them during any step of setup, in the order you choose.

Setup Effects that Affect HP: Some creatures have setup powers that grant a bonus or penalty to maximum HP. In such cases, the creature's maximum HP (and current HP) are adjusted accordingly. The bloodied value remains unchanged, as listed on the card.

Placement Setup Effects: Setup powers that allow special creature placement during the setup phase must be used during your creature placement step (5 or 6). These are placement setup powers that some creatures have:

> **Scout:** This creature may setup in any unoccupied victory area. It may be yours or your opponent's.

Unoccupied means free of any other creatures, ignoring creatures with the Object keyword.

> **Wandering Monster:** This creature must setup in a randomly determined victory area instead of in your start area.

There is an equal probability for each victory area, and includes both yours and your opponent's, so assign an equivalent range to each outcome, and roll 1d20 to see where the creatures must set up. Example: For a map with **2 victory areas**, 1-10 and 11-20 are used. For **3 victory areas**, assign 1-6, 7-12 and 13-18 to 3 areas on the 1d20 roll, rerolling 19 or 20. For **4 victory areas**, 1-5, 6-10, 11-15 and 16-20 are used, etc.

> **Delayed Appearance:** This creature must start off the battle map during setup.

See the "Off the Battle Map" subsection for more information.

If a creature cannot fit entirely within a victory area when using one of these powers, apply the same rules as overflowing your start area, using the victory area instead.

Battle

When setup is complete, the battle begins. The battle is played over a series of rounds, and rounds are played in a series of turns. Play continues until one player reaches or exceeds the point limit, when they win instantly; or time is up, at which point play continues until end of the current round and, if no player wins normally before then, the player with most points after the round ends, wins. In case of a tie, the next player to score any points wins.

Each round has four phases:

1) **Start of Round**: Start of round powers are declared
2) **Determine Initiative**: the order of play is determined
3) **Creature Activation**: each creature in each warband takes a turn
4) **End of Round**: victory points are collected, end of round powers are declared and some powers end

Start of Round

The start of round phase permits players to declare the use of one or more creature's powers that trigger at start of round (e.g. *"use at start of round:* Undead creatures deal +5 damage until end of round").

Determine Initiative

During this phase (sometimes called rolling for initiative), players perform a Champion Test; the winner has **Initiative** until the next Determine Initiative step.

Some powers trigger during this phase – they may trigger before this test is resolved (e.g. *"use when determining initiative:* Roll 1 extra d20"), or after the test (e.g. *"use after determining initiative:* If you won, creatures in your warband have +2 attack until end of round").

Creature Activation

This phase is the tactical heart of the game, when creatures move and attack.

Players/Creatures Take Turns: The player who has initiative chooses which player takes the first turn. After the chosen player takes the first turn, players alternate taking two turns in a row. This means that the player turns look like: Player A, Player B, Player B, Player A, Player A, Player B, Player B, Player A, Player A, …

On your turn: You activate one of your creatures that hasn't been activated this round. For rules purposes, it is both the player's turn and the creature's turn.

If a player has activated all of their creatures, they skip their turn instead, and their opponent takes consecutive turns until all their creatures have activated. Once both players have fully activated all of their creatures, the creature activation phase ends.

Some Creatures Can Take Multiple Turns: Some creatures have a power that allows them to activate more than once per round (the most common is called Multi-Activation). Until that creature has activated the number of times indicated by the power, you may activate it on your turn, and the creature activation phase won't end until it has no activations remaining.

Off the Battle Map: Creatures off the battle map cannot be activated.

End of Round

The end of round phase has the following steps:

1) **Score Victory Points (VP)**

Players **score VP** for having at least one creature in their victory area at end of round.

How to Score VP in Victory Areas: Each player may choose **a single one** of their creatures that occupies one of their victory areas. Then, VP are scored simultaneously for both players. You only choose a single creature, even if you have multiple creatures in your victory area. Enemy creatures that share a victory area with your creatures do not prevent you from scoring VP.

VP Amount: End of round VP equals the point limit divided by 20, rounded up. For example, in 200 point play, players score 10 VP if they have one or more creatures occupying their victory area.

2) **Declare Powers**

Players may use powers that trigger at end of round.

3) Powers and Effects End

All effects that end at end of round cease instantly and simultaneously.

<div align="center">✿ ✿ ✿</div>

After the End of Round phase, if no player has won the game, start a new round.

Taking a Turn

During its turn, a creature will use powers to move several squares across the battle map, attack another creature, heal an ally, or inflict more damage.

Acting Creature: A creature that is currently resolving a power is acting. Usually it's that creature's own turn, but it could also act on another creature's turn if it uses a triggered power (see triggered powers, below). There is at most one acting creature at any time.

Phases of a Turn: A turn has three phases:

1) **Start of Turn:** Start of turn powers are declared
2) **Allotted Actions Phase:** Creature gets 3 actions and may expend them to use powers
3) **End of Turn:** End of turn powers are resolved; some effects end

Start of Turn

Start of turn has 4 steps. Note that the triggers "when a creature activates" and "at start of turn" are equivalent, and are resolved in this phase, typically in step 4 below.

1) **Effects End**

All existing effects that end at "*start of turn*" cease instantly and simultaneously. Players may use start of turn powers that allow effects to end (e.g. make a saving throw at start of turn). Other start of turn powers must wait until step 4.

2) **Determine Control**

All existing effects that can cause a creature to be controlled by an opponent are resolved in this step (e.g. Dominated, Confused).

3) **Take Damage**

All existing effects that deal damage during start of turn are resolved in this step (e.g. ongoing damage, terrain damage, or other damaging effects applied previously). All damage in this step is dealt simultaneously (i.e. Resist only applies once).

4) **Resolve Start of Turn Powers**

Players resolve any other start of turn powers and effects in this step. Most start of turn powers and effects will occur in this step.

Allotted Actions Phase

At the start of its "allotted actions" phase, **a creature gains 3 actions** that it may only expend during this phase. These are:

1 Attack action, which is usually expended to use an attack power.

> ### Active – Activate – Action - Acting
>
> Those words are similar but mean different things.
>
> **Active** is the default state of all creatures – alert and ready for battle. If a creature is Stunned, Helpless or Petrified (see Conditions, below), then it is inactive, instead.
>
> You **activate** a creature when you choose it to take its turn. It may then resolve powers that use attack, move & minor **actions.**
>
> A creature that is currently resolving a power is **acting.** This usually occurs during its turn. A creature resolving a power that uses an immediate or free **action,** which interrupts the normal sequence of play, may temporarily become the **acting** creature during another creature's turn.

1 Move action, which is usually expended to use a movement power.

1 Minor action, which is usually expended to use a power of minor scope.

Any action can be substituted for an action below it in the list: an Attack action can be substituted for a Move or Minor action, and a Move action can be substituted for a Minor action.

A creature may expend all, none, or any combination of its allotted actions, in any order, on its turn. Unexpended actions are lost when its turn ends.

Compound Actions: Some powers require expending multiple allotted actions simultaneously. This will be listed in the power. For example, the Charge power costs an attack + minor action. A **full turn action** is a compound action that costs an attack + move + minor action.

End of Turn

The end of turn phase has the following steps:

1) **Resolve End of Turn Powers**

Players resolve end of turn powers and effects in this step. These are relatively rare.

2) **End Control**

If the creature was controlled by an opponent, the owner regains control of it (but the condition that caused the change of control might remain, e.g. Dominated).

3) **Take Damage**

All existing effects that deal damage during end of turn are resolved in this step (e.g. terrain damage or other damaging effects applied previously). All damage in this step is dealt simultaneously (i.e. Resist only applies once).

4) **Effects End**

Any existing effects that end at *end of turn* cease instantly and simultaneously. **Saving throws** (see Effect Durations, below) to end effects that end at *end of turn* are rolled.

Who Takes the Next Turn?

After the end of turn step, the turn is over. After the first turn of the round, players alternate taking two turns in a row (e.g. Player A gets 1 turn, Player B gets 2 turns, Player A gets 2 turns, Player B gets 2 turns, etc.) If your opponent has no creatures left to activate and you do, they skip their turns until all creatures have activated in a round.

Actions

Actions are a resource available to a creature: it may act if it has the necessary actions available. Most powers require actions (see Powers, below). Actions may also enable other game effects. For example, some powers will recharge if the appropriate action is expended. An action is considered expended when the power or effect requiring that action is declared.

Powers can Grant or Limit Actions: During the game, a creature may gain additional actions from powers. For example, the following power grants an extra attack action: **Haste:** *Use at start of this creature's turn:* This creature may take one extra attack action this turn. Or, a creature can lose actions from various effects. For example, a Dazed creature loses a move action.

Action Types

These are the actions available to a creature in DDM:

> **Allotted actions**, usable only during a creature's <u>own</u> turn (see Taking a Turn, above):
> > **1 Attack action**
> > **1 Move action**
> > **1 Minor action**
> **Additional actions,** usable at various times:
> > **1 Immediate action** during **<u>each</u>** creature turn (including its own turn). When specifically indicated, an immediate action might also be useable (once) at the start of round, determine initiative, or end of round phases.
> > **Free actions** (when triggered) usable during any phase of the game as described in the power.

Free Actions and Immediate Actions

Free actions and immediate actions are expended to use triggered powers (see Triggered Powers, below). The powers will specify when the powers are usable.

Free actions: There is no limit on the number of powers that use free actions that can be triggered and used.

Powers that require free actions may be used at various times, including during a creature's own turn, during an ally's or enemy's turn, during start of round, during setup, etc.

Immediate actions: Creatures are limited to using <u>one</u> immediate action during <u>each</u> of the following game phases**:**

- On **<u>each</u>** creature turn (including its own turn);
- Once during the Start of Round phase;
- Once during the Determine initiative phase; and
- Once during the End of round phase.

Many powers require immediate actions, including all champion powers (see below). For example, the following power costs an immediate action and is used during **any** creature's turn when the creature that has the power rolls a 1:

> **Luck:** *Immediate action, when this creature rolls a natural 1:* Reroll that roll.

Powers

The use of fantastic powers is a cornerstone of DDM. Powers define what a creature can do in the game. Some powers require expending an action, while others work continuously. Powers have effects that can be instantaneous, temporary, or that can last for the entire match. A power may affect the creature that has the power itself, and/or other creatures, terrain, or players.

Most powers are defined on the creature cards. Some standardized powers, such as **Immune Fire**, list only the title. In such a case, refer to the rules for the full text.

Reading a Power

Here are examples of powers in the game of DDM:

- ☐ **Alchemy:** *Use when an adjacent ally hits with an attack:* Damage dealt by that attack becomes one of the following types: acid, fire, or thunder.
- ⸸ **Crushing Jaws:** (reach 2) +18 vs. Fortitude; 20 damage AND Immobilized (save ends).
- **Perfect Caster:** *Minor action:* One enemy within 6 squares takes 10 lightning damage.
- Champion power: *Use at start of this creature's turn:* Allies within 3 squares heal 10 HP.
- ☐ ⤸ **Eye of Fear:** (range 5, living target only) +13 vs. Will; 15 psychic damage. ↺ *when first bloodied.* (Fear)

A power has several parts, though each part need not be present in each power. This is a usual power template:

> ☐ ⊕ **Power name**: *Action type, trigger:* (specifications) attack test; damage and effects. ↺ *recharge condition.* (Flag)

Limited Use (checkbox "☐"): Some powers can only be used a limited number of times. These powers are identified by one or more checkboxes that precede the power's name. When using a limited use power, mark one of its checkboxes. When all checkboxes are marked, you can't use the power anymore, even if the trigger condition is met. Alchemy, above, is an example of a limited use power,

If a power has no checkbox, it has unlimited uses.

Attack power type: If the power is an attack power, the type of attack power is indicated with an icon: ⊕ or ⸸ (melee), ⊗ or ⤸ (ranged), ⇐ (close), ⚒ (area). If there is no attack icon, the power is a general power. Crushing Jaws and Eye of Fear, above, are examples of attack powers.

Power name: Powers have a name written in bold (except champion powers that have no name).

Action type: Each power lists the action type required to use that power. (See Actions, above.) If no action is listed:
- The power uses a **Free action** if it is listed in the "General Powers" section.
- The power uses an **Attack action** if it is listed in the "Attack Powers" section, or if the power has an attack icon.

Perfect Caster, above, is an example of a power that requires a minor action to use. Crushing Jaws and Eye of Fear are examples of powers requiring an attack action. Alchemy is an example of a power requiring a free action.

Trigger: A trigger is an instantaneous game event that defines when a triggered power may be used. (See Triggered Powers, below.) If no trigger is listed, the power is usually a continuous power or an allotted action power. As an example, the champion power, above, has the trigger "use at start of this creature's turn."

Specifications: Specifications are parameters that define how a power can or should be used, such as which creatures can be targeted or at which distance the power may affect other creatures. Specifications might appear in parentheses in which case they apply to the entire power; or in other portions of the power's description, such as within the effect text, in which case they will apply to one or more effects as specified. For example, Eye of Fear has the specifications "range 5" and "living target only." (See Specifications, below).

Attack Test: If the power is an attack power, it will include **an attack test**, which is an attack bonus and a defense that is targeted by the attack. Above, Crushing Jaws has the attack test "+18 vs. Fortitude" and Eye of Fear has the attack test "+13 vs. Will". Success on the attack test yields a hit, leading to damage and/or effects. (See Attacking, below.)

Damage and Effects: Damage and effects are the result of a power, i.e. how it affects players, creatures, or the battle map. For example, the champion power, above, has the effect "allies within 3 squares heal 10 HP" and Crushing jaws deals "20 damage". (See Damage and Effects, below.)

Rechargeable Powers: Some limited use powers can regain one use. This will be indicated with the recharge symbol '↺' followed by a recharge condition. In some older cards, the word recharge may substitute for the symbol. Eye of Fear, above, is an example of a power that recharges when the creature first becomes bloodied.

Non-rechargeable Powers are those limited use powers that do not have the recharge symbol and do not list a recharge condition. These powers cannot be recharged, unless another power specifically allows recharging a non-rechargeable power. Alchemy, above, is an example of a limited use power that does not recharge.

Flag: Some powers have a flag, noted in parentheses. Flags may trigger other powers or effects. The most common flag is (Fear). A creature with the power "Immune Fear" is immune to all damage or effects of powers flagged (Fear). Eye of Fear, above, is an example of a flagged power.

Attack Powers, General Powers and Champion Powers

Powers are listed under one of three sections on creature cards: attack powers, general powers and champion powers.

Attack Powers: Attack powers allow a creature to make one or more attack. Unless otherwise noted, attack powers cost an attack action. Each power lists its type of attack. (See Attack Powers, below.)

General Powers: General powers are the broadest form of power in the game. They encompass a range of different effects, such as inherent resistance or vulnerability to an element, magical protections, invisibility, or granting attack bonuses to allies.

Champion Powers: Champion powers are a similar to general powers, although only champions have them. (See Voluntary Triggered Powers, below.)

Types of Powers

All attack and general powers have one of the following types, depending on the action they use:

1) **Allotted Action Powers:** Powers that require expending an attack, move, or minor action
2) **Triggered powers**: Powers that require expending an immediate or free action:
   a) **Voluntary** (including champion powers)
   b) **Mandatory**
3) **Continuous Powers:** Powers that require no action and that normally function continuously:
   a) **Innate**
   c) **Maintained** (including auras)

Allotted Action Powers

Allotted action powers require that the creature expend an attack, move or minor action. They can be either attack powers or general powers.

How to Use Allotted Action Powers: An allotted action power may be declared only during the allotted actions phase of the creature's own turn, while no other power is being resolved. Follow these steps:

1) **Declare use** of the power:
   Expend the cost to use the power, which may include:
   a) An action (attack, move or minor), and
   b) One use of the power (mark a checkbox) if it is a limited use power.
2) **Resolve damage and effects**

Triggered Powers

Triggered powers are used in response to a triggering event. They require that the creature expend a free action or an immediate action to use them. Each power will list the action type to be expended and the required trigger. Triggered powers are usually general powers, but some are attack powers.

How to Use Triggered Powers

Triggered powers may only be used when the triggering event occurs. A triggering event can be just about anything in the game, and powers have a variety of different triggers, such as: *use when this creature is damaged*, *use at start of turn*, or *use when a creature moves out of an adjacent square.*

Default Action: If no action is listed, then the triggered power costs a <u>free action</u> by default.

"Use At Any Time" Trigger: Some powers have a listed trigger that reads "use at any time". In such as case, **"any time" isn't literally any time**: the power may be used only in one of the few specific triggers specified in the sidebar.

Default Trigger: Some rare powers list no trigger, but they are still a triggered power, e.g. ☐ **Poison Resilient:** Resist 10 Poison until end of turn. Since this power has an ending, it means it must also start at a triggered event. The default trigger for such triggered powers is <u>use at any time</u>, which means one of the triggers listed in the sidebar.

> **"Use at any time" Triggers:**
>
> During <u>any</u> creature's turn:
>
> - At start or end of turn, or
> - When a creature is targeted by an attack, or
> - After a creature enters a new square.

Resolving Triggered Powers: The following sequence applies to resolving triggered powers:

   [Trigger: *The triggering game event occurs.]*
1) **Declare use** of the power:
   Expend the cost to use the power, which includes:
   a) An action (immediate or free), and
   b) One use of the power (mark a checkbox) if it is a limited use power.
2) **Resolve damage and effects**

'At', 'Before' or 'After' the Triggering Event: The trigger wording will determine the timing of the triggered power, whether it should be resolved <u>at</u>, <u>before</u> or <u>after</u> the triggering event.

1) **Triggered Powers Resolved 'At' a Game Event**

Some game events are dedicated trigger windows to allow triggered powers to be used. These include 'at start of round', 'at end of round', 'at start of turn' and 'at end of turn'. Refer to those game phases for more details.

Trigger wording: "use at start of round," "use at end of round,"
"use at start of turn," "use at end of turn"

2) Triggered Powers Resolved 'Before' or 'After' the Triggering Event Is Resolved

Most other triggered powers are resolved as follows:

a) **Initiate Event** but do not resolve it yet. This includes declaring a destination square for a move, announcing an amount of damage to be dealt, rolling a d20 for making an attack roll, etc.

→ **Declare and resolve triggered powers that trigger <u>before</u> event is resolved**: they <u>interrupt</u> the event, and might prevent the event from resolving.
Trigger wording: "use <u>when</u>", "use <u>with</u>", "<u>whenever</u>", "immediate action, <u>when</u>"

b) **Resolve Event:** This includes actually moving to the destination square, applying damage to a creature, confirming a hit or a miss on an attack, etc…

→ **Declare and resolve triggered powers that trigger <u>after</u> triggering event is resolved**: these will not prevent the event from occurring, since they are used after.
Trigger wording: "use <u>after</u>", "immediate action, <u>after</u>"

When more than one power is usable at a same triggering event, remember that most powers and effects in DDM are resolved sequentially. To determine order of resolution for multiple triggered powers, see the **Alternating Resolution Rule (ARR)**, below. Refer to See Appendix F – Detailed Examples for specific examples of triggered powers that are used at, before or after a game event.

Subtypes of Triggered Powers: There are two subtypes of triggered powers: voluntary triggered powers and mandatory triggered powers.

Voluntary Triggered Powers

When the triggering event for a voluntary triggered power is met, **the player decides** whether that creature uses the power or not (assuming the required action is available). There is no obligation to use the power.

Trigger wording: "use when", "immediate action, when", "use with an attack", "use at start of turn",
"use at end of turn", "Use at start of round", "use at end of round"

Here are some examples:

☐ **Blaze of Instinct:** *Immediate action, when this creature is hit by an attack:* That attack misses instead.

This power is a voluntary triggered power that requires the use of an immediate action. The triggering event for this power is when this creature is hit by an attack. If your creature is hit, you may choose whether or not you want to use the power. If so, you expend an immediate action and mark off the single use of the power, and then resolve the power (the hit becomes a miss). Or, you might prefer to keep that power and not declare its use when your creature is hit, in case a more powerful enemy attacks your creature later.

☐ **Death Throes**: *Use when this creature is destroyed*: Make 1 Bite attack vs. each adjacent enemy.

Since no action type is listed in this power's description, it is a free action. The triggering event for this power is when the creature is destroyed and because of the phrase "use <u>when</u>," it resolves before the creature is actually destroyed.

Champion Powers (CP): Champion powers are a subtype of voluntary triggered powers, and are only present on champion creatures. They work like any other voluntary triggered power, except as follows:

- **Limited Uses:** During the entire match, a creature may use its champion powers (in any combination) a total number of times **equal to its champion rating**. For example, if the champion creature has CR 2 and it has 2 different champion powers, it may use each power once, or one of the powers twice.

26

- **Immediate Action:** All champion powers require expending an **immediate action**, even though the action type is not listed.

Mandatory Triggered Powers

When their trigger is met, mandatory triggered powers **must be used.**

Trigger wording: *"Whenever", "Must…"*

Examples:

Squad Activation: All creatures in your warband named Carnage Demon must activate as a single activation.

Deathly Aura: *Whenever a creature ends its turn adjacent to this creature:* That creature takes 5 necrotic damage.

With Deathly Aura from the Aspect of Orcus, the player does not have a choice: if a creature (enemy or ally) ends its turn adjacent to the Aspect of Orcus, the power must be used, and it will take 5 necrotic damage. This power expends a free action, so it will be usable whenever the trigger is met.

Note: Though the power reads a bit like a continuous power and has the word Aura in the name, it is not flagged (aura) as a true continuous power would be. And, it has a trigger (a creature ending its turn adjacent), so it is a triggered power.

Triggered Powers Interrupt Game Events

When a triggered power is declared following a triggering game event, the flow of events is interrupted while the triggered power is resolved. The opportunity for players to declare that they are using triggered powers in response to a single event is called a **Trigger Window**. The original flow of events resumes after the triggered power has been entirely resolved.

Interrupting Interrupts: A triggered power can sometimes provide the trigger for a different triggered power. For example:
A champion power: *Use when you win initiative:* All other creatures are Blinded until end of round.
Another champion power: *Use when an enemy declares a champion power:* That champion power has no effect.

In this case, resolve the triggered powers as nested loops, with the most recently declared power resolved first, then working backwards to the first declared. In the example above, by declaring the second champion power when the first is declared, it would be resolved first, and would cancel the effect of the first champion power.

Simultaneous Triggers: If you and/or your opponent wish to use multiple powers in the same trigger window, the **Alternating Resolution Rule (ARR)** determines the order for resolving powers.

Note that a same game event may be named differently in different powers. For example, if one power has the trigger "use when an enemy moves into an adjacent square" and another has the trigger "use when an ally moves", they both might trigger in a same trigger window when a creature, which is an enemy to one creature and an ally to another, moves.

Alternating Resolution Rule (ARR)

When multiple powers or effects need to be resolved during the same trigger window, players resolve them sequentially, as follows:

1) **Replacement** Powers and Game Effects

("… instead")

Each player may resolve replacement powers or game effects, or pass. Replacement powers include the word "instead". Redirect effects against attacks are an example of a replacement effect. If a power is both a replacement effect and mandatory, it must be resolved in this step (not the next step).

Replacement effects often <u>invalidate or change the triggering event</u>, turning a hit into a miss, or allowing a creature to survive rather than be destroyed. The original trigger might not be valid for other powers once the replacement power is resolved. See Appendix F - Detailed Examples for more information.

Once both players pass in a row, go to #2.

2) **Mandatory** **Triggered Powers and Game Effects**
("<u>whenever</u>", "<u>must</u>", "<u>may not</u>")

Each player **must** resolve mandatory triggered powers or game effects, or pass if they have none.

Once both players pass in a row, go to #3.

3) **Voluntary** **Triggered Powers and Game Effects**
("<u>use when</u>", "immediate action, <u>when…</u>", "<u>use at</u> start/end of turn", "use at start/end of round", "<u>use with</u>")

Each player may resolve voluntary triggered powers or game effects, or pass.

Players Alternate: At each step, players alternate resolving powers, one power at a time. Whenever a triggering event occurs, the player who is currently taking a turn gets the first opportunity to declare a triggered power. If it's no one's turn, whoever has initiative gets the first opportunity. If you pass and your opponent resolves a power, you have another chance to resolve a power, or pass.

Once both players pass in a row at any step, proceed to the next step. Once both players pass in a row at step #3, the trigger window closes and the previous flow of events resumes.

Continuous Powers

Continuous powers are general powers that have continuous effects.

How to Use Continuous Powers: Since they are continuously in effect, continuous powers do not need to be declared. They do not require the use of an action to take effect, and often do not include a start or end condition (see Effect Duration, below). Whenever the effects of a continuous power are relevant, simply announce them.

Continuous effects move with the creature that carries them.

Some non-continuous powers apply continuous effects. For example, the power "**Sanctuary:** *Attack action:* Until end of round, this creature has: (Aura 3) This creature and each ally in aura have +3 to all defenses" is an allotted action power, requiring an attack action to use. However, the effect of this power is a continuous effect (specifically, an aura – see below), that moves with the creature that has the power to affect that creature and its allies within 3 squares of it, while it lasts. If an ally of the creature moves, it does not benefit from its effects while out of the aura.

There are two subtypes of continuous powers: **innate** and **maintained**. Both function in the same way, except that some conditions (see Conditions, below) will prevent using maintained powers but not innate powers.

Innate

An Innate power <u>does not refer to another creature</u> in the *power text*. This means that (a) power text does not mention that another creature is affected, and (b) power text does not mention that the effect is dependent on

another creature. The power text may refer to the creature itself, the battle map or a player (such as for scoring VP), as long as other creatures are not referenced in the power.

Examples of Innate powers include:

Immune Dazed: This creature cannot gain the Dazed condition.
Resist 10 Fire: Any fire damage this creature would take is reduced by 10.
Insubstantial: Damage from an attack that hits this creature is halved. Critical hits ignore this power.
Blindsight: Ignores Invisible, ignores Conceal.
Fire Healing 5: Heals 5 HP whenever it takes fire damage.
Multi-Activation 2: Activates 2 times per round.
Phasing: While moving, this creature ignores additional MP cost to enter difficult terrain, water terrain and statue terrain; and may transit wall terrain.

Maintained

A maintained power is any continuous power that's not innate. Maintained powers refer to at least one other creature in the *power text*. This means that (a) power text may mention that another creature is affected; and/or (b) power text may mention that the creature that has the power is affected, but that the effect is dependent on another creature to occur.

Examples of Maintained powers include:

Motivator: Goblin allies have +2 Speed
Undead Bolstered: +2 attack and +5 damage while adjacent to an Undead ally.
Hide: If this creature has ranged cover from other than from an intervening creature vs. a non-adjacent enemy, it is invisible to that enemy.

Aura: An aura is a subtype of Maintained power that has limited range. These powers are flagged with the "**(aura X)**" descriptor, where X is the radius (see determining distance, below). Only creatures in the aura will be affected by the power. An aura may affect allies, enemies, or the creature itself. Examples of auras:

Major Bless: (aura 10) Allies in aura have +5 attack.
Protection from Missiles: (aura 2) This creature and allies in aura have +2 AC vs. ⚔ attacks.

Specifications

Specifications on the use of powers define which creatures may be affected by a power. Use of a power must comply with all rules and card specifications.

Some specifications are part of the text of the damage or effect expression, while other specifications are listed in parentheses and are then outside of the damage or effect expression *per se* and apply to the use of the entire power. Attack powers include some intrinsic specifications that are defined in the Attack Powers subsection.

Specifications may include:
- Reach of melee attacks
- Range (of attacks or of general powers), either a number of squares or a limitation to "adjacent" creatures only
- Area of effect (for attack powers)
- Aura size
- Specific game state specifications such as "only while bloodied"
- Specific creature type specifications such as "enemies only" or "Undead only"
- Specific locational specifications such as "only when in a victory area", or "while in aura"
- Usage specifications, such as "once per turn"
- Requirement of line of sight or line of effect from the creature using the power to the creature to be affected (see below)

Allies, Enemies, Creatures: The power may use the word "ally" which indicates any other creature in the same warband as the creature using the power (but not the creature itself); or "enemy", which indicates any creature in an opposing warband. Reference to "a creature" or "creatures" means any creature, including the creature itself, allies and enemies.

For example, this power

> **Healing Word:** *Minor action:* An ally within 3 squares heals 10 HP.

has the effect "an ally within 3 squares heals 10 HP" that includes the specifications "an ally", which means that a single other creature in the same warband may be affected, but not the creature that has the power. The effect also includes the specification "within 3 squares", which means that the ally must be within 3 squares counted from the creature possessing the power.

Line of Sight and Line of Effect

As part of specifications, some powers may require a creature to see the creature to be affected (e.g. "in sight", "in line of sight" or "(sight)"). Determining if a creature can see a target is called determining line of sight (LoS). A related concept is determining whether the creature can affect the target, which is called determining line of effect (LoE). Line of Effect can exist, even when Line of Sight does not, for example when a target is Invisible (see below) or when terrain such as Forest blocks sight but not effect.

Determining Line of Sight

A creature has line of sight to a square, and any creature occupying it, if you can draw an unblocked line from any point in that creature's space to any point in the checked square. In short – the creature can **see** the ally or enemy if it can **see** at least part of the square (barring effects that prevent the creature itself from being seen, e.g. see Invisibility, below).

Line of sight is blocked if it enters or passes through terrain that blocks line of sight, such as a wall, forest or other terrain. (See Terrain, below.) Line of sight can run along the edge of a terrain that blocks line of sight, but cannot pass through the intersection between two squares that each block line of sight.

Line of Sight

The **Large Spider** pokes out to try to trace line of sight. It can trace line of sight from any one of its 4 squares. Even from the corner of its space, however, it cannot trace line of sight to Red Knight #1. All lines to its space go through a wall. If the spider was 1 more square to the right, it could trace line of sight to **Red Knight #1.** Even without moving, it can easily see, and be seen by **Red Knight 2.**

Invisibility: Some creatures have the Invisible power, such that there is then no LoS even if another creature sees a square the invisible creature occupies:

> **Invisible:** Line of sight cannot be traced to this creature.

Seen and Unseen: If a creature can draw line of sight to another creature, it can **see** it. The target is said to be **visible** to the creature, or **seen** by the creature. If a creature cannot draw line of sight to another creature, the target creature is **unseen**.

Nearest: Sometimes an attack power or a general power will specify that it affects the "**nearest**" creature or square, referring to "***the nearest creature/square in sight***." Only creatures or squares that are seen by the reference creature qualify for determining the "nearest" one.

(See Counting Distance, below, for more on "sight" and "nearest.")

Determining Line of Effect

Line of effect is determined the same way as line of sight. However, different terrain may block LoS than LoE.

30
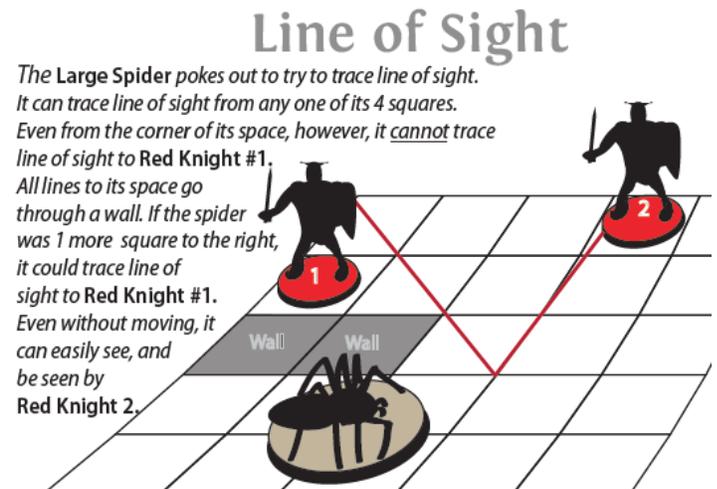
Line of effect is blocked if it enters or passes through terrain that blocks line of effect, such as walls. Line of effect can run along the edge of a terrain that blocks line of effect, but cannot pass through or originate from the intersection of two squares that each block line of effect.

Damage and Effects

Damage and effects are the result of powers, i.e. how they affect creatures, players or the battle map.

Damage is applied directly to a creature and reduces that creature's HP (see the Damage subsection, below). An **effect** is what a power does to a creature, player or battle map <u>other than direct damage</u>, such as "+2 AC" or "Dazed" (see the Effects subsection, below).

Some **effects** deal **_deferred_** damage. The rules for effects apply to them. For example, if a power reads "**Rot:** _Use at start of this creature's turn:_ Whenever that creature starts a turn bloodied, it takes 5 necrotic damage (save ends)" the effect "Whenever that creature starts a turn bloodied, it takes 5 necrotic damage" is applied to the creature, which in itself is not considered damage even if it will deal damage at some point.

Multiple Damage and Effects: A power might have multiple damage and effects. Some damage and effects are separated from each other by a semi-colon ";" or a period "." This usually delineates different damage and effect expressions. In attacks, the term "AND" in capital letters always delineates different damage and effects.

How to Resolve Damage and Effects: Fully resolve each damage and effect in the order they are listed, before moving on to the next. Each is a distinct step for purposes of triggered powers. For each damage or effect that is being resolved:

 a) **Determine affected creatures**
 	The power text determines which creatures, players, or map squares are affected.
 b) **Apply the damage or effect to affected creatures**

Optional vs. Mandatory: Some damage and effects are optionally resolved, such as "this creature may shift 2 squares": the creature may opt to shift or not. Other damage and effects do not offer a choice, such as "this creature shifts 2 squares": the creature must shift 2 squares, unless it is prevented from doing so, e.g. if it is Immobilized or surrounded by walls and enemies.

Resolving Sequential Damage and Effects: In a power with two or more damage and effects:

- **Resolving the Previous Damage or Effect is not a Requirement:** For example, when resolving a power that has the effects "move 2 squares, then heal 10 HP", the creature must expend 2 MP and move 2 squares if it can; and after that first effect is resolved, it heals 10 HP. The text of the power does not offer a choice, so both effects mush be resolved _if possible_. But, even if the creature is prevented from moving, e.g. if it is Immobilized, it will still heal 10 HP.

- **Unless explicitly required:** However, some powers are worded such that resolving the first effect is a _requirement_ for the next effect to be resolved. For example, in these pairs of effects

  "move at least 2 squares to heal 10 HP"
  "this creature moves 2 squares. If it does, it heals 10 HP."

  moving 2 squares is a requirement for the creature to heal 10 HP.

Damage and Effects that Require a d20 Roll: While damage and effects are usually applied to creatures without requiring any die roll, attack tests and straight tests both require a d20 roll to determine if damage and effects are applied. For attack tests, see the Attacking section, below. Straight tests function as follows:

31

- **Straight Tests:** Some powers are not attacks, but still require a d20 roll that is compared to another creature's defense, for example the power *"A New Thrall:* Use when a living enemy destroys this creature with a melee attack: +14 vs. Will vs. that enemy: That enemy joins your warband…" This is called a straight test. It's not an attack because it lacks an attack icon and it is listed in the General Powers section of the card. To resolve a straight test, roll 1d20 and compare it to the listed defense. The test is a success if the roll equals or exceeds the defense, and it's a failure otherwise. The damage and effects that are listed after the straight test will be applied to the creature only if the straight test is a success.

    Because straight tests are not attacks, they are not affected by powers or other game rules that modify, redirect or otherwise influence attacks. They are not affected by flanking, cover, or a power that reads *"use when making an attack: +2 on that attack"*. They are affected by powers that alter die rolls or results, as usual, for example by a power that reads *"use after a d20 is rolled:* Reroll that d20."

Damage

Taking Damage: Damage from powers reduce a creature's current hit points. Damage is instantaneous. When your creature takes damage, immediately reduce its current HP by the amount of damage taken.

Healing: Healing effects increase a creature's current hit points. Healing is instantaneous. Healing cannot raise the creature's current hit points above its maximum hit point value.

Creature States: A creature's state is a descriptor that the creature has while the requirements for that state are met.

A creature may have one or more of the following states based on its current HP value:

- **Undamaged:** The creature's current HP are equal to its maximum HP.
- **Damaged:** The creature's current HP are lower than its maximum HP.
- **Bloodied:** The creature's current HP are equal to or less than its bloodied value. Most creatures have a bloodied value equal to half of its maximum HP (rounded down to the nearest multiple of 5). A creature with no value indicated in the bloodied value section of its card is never considered bloodied.
- **Destroyed:** The creature's current HP are 0 or lower. That creature is removed from the game: you remove its miniature from the map, and your opponent scores VP for that creature and any items it's carrying.

    If an effect specifies that a creature is destroyed without specifying damage, consider that the creature takes enough damage to reduce its HP to 0.

Base Damage: <u>Direct damage from an attack</u> when it hits (see Attacking, below) is called base damage. It is usually listed immediately after the attack test, before non-damage effects. For example, in this attack power:

> ⸭ *Flameblade:* +10 vs. AC; 10 + 5 fire damage AND 5 ongoing fire damage (save ends). On miss, 5 fire damage.

the base damage is "10 + 5 fire damage."

Other damage applied by an attack power that is not part of the attack, such as damage dealt to creatures other than the target if any, or damage labelled "on hit", "on miss" or "hit or miss", is not base damage. In the Flameblade example, the "5 fire damage" applied "on miss" is not base damage. Or, if an attack reads "+12 vs AC; 10 damage AND creatures adjacent to target take 5 radiant damage", the base damage is "10 damage" while the expression "creatures adjacent to target take 5 radiant damage" is not base damage.

Damage Types: Damage types include acid, cold, fire, lightning, necrotic, poison, psychic, radiant, and thunder. Damage that does not list a type is untyped.

A damage type is a descriptor, and some powers care about the damage type. For example, if a creature has the power Immune Fire, then it ignores fire damage, as detailed under Immunity, below.

In the Flameblade example above, the base damage has both untyped damage (10) and fire damage (5).

Critical Hits: As detailed in the Attacking section, below, a critical hit, i.e. a natural roll of 20 on the d20 attack roll, doubles the <u>base damage</u> for that attack (and the base damage only).

Bonus and Penalty Damage: Some powers cause bonus or penalty damage, for example:

- **Poison***: Use when you declare an attack:* +5 poison damage on that attack.
- **Sneak Attack 5:** +5 damage vs. targets granting it combat advantage.
- ☐ **Psionic Ablation:** *Use when this creature is targeted by an attack:* -10 damage on that attack.
- (a champion power) *Use at start of round:* Good allies have +5 damage until end of round.

The following rules apply to bonus and penalty damage:

- **Bonus and Penalty Damage Apply to <u>Base Damage Only</u>:** Only an attack's base damage is affected by bonus or penalty damage. All other damage of powers or attacks remain unaltered by bonus or penalty damage. For example, damage dealt by a condition, or "hit or miss" or "on miss" damage from an attack power aren't base damage, and therefore wouldn't be affected by bonus or penalty damage. When the attack has base damage:
  - **Untyped bonus and penalty damage applies to <u>the first damage type listed</u>** in the base damage. In the Flameblade example, a +10 damage bonus (untyped) would apply to the untyped 10 damage since it is listed before the 5 fire damage, for a total of 20 + 5 fire damage. If an attack's base damage was listed as "10 lightning + 10 fire damage", then an untyped +10 damage bonus would apply to the lightning damage, for a total of 20 lightning + 10 fire damage.
  - **Typed bonus damage applies to that damage type, or adds that damage type if there is none** in the base damage**.** In the Flameblade example, if the creature has a +5 fire damage bonus, its attack would deal 10+10 fire damage on a hit. Or, if a creature gains a +5 fire damage bonus on an attack that deals "10 damage" as its base damage, that attack would deal a total of 10 + 5 fire damage.
  - **Bonus and penalty damage apply simultaneously**. After all damage modifiers, if total damage for a damage type would be negative, it is 0 instead. Extra untyped penalty damage, if any, does not carry over to the next type of damage. E.g. if an attack deals a base damage of "5 + 20 fire damage" and suffers a penalty of -20 damage, it deals a total of 20 fire damage.
  - **Minimum Total Damage = 5.** Damage from an attack that suffers a penalty still deals a minimum of 5 total damage in the end. E.g. if an attack deals a base

Calculating Damage Modifiers to <u>Base Damage</u> (from Attacks)

Use this order of operations for applying modifiers to base damage from attacks. Keep track of each damage type separately through all steps and sum them at the end.

1) Apply multipliers from **critical hits** to <u>each</u> damage type
2) Add **bonus or penalty damage** to <u>the first listed</u> damage type
3) Increase/reduce damage due to **Immune / Resist / Vulnerable** to <u>each relevant</u> damage type.
4) Halve the damage due to **Insubstantial** or **Weakened** for <u>each</u> damage type.
5) **Sum** damage from all types (minimum 5).

¤ ¤ ¤

Modifiers that apply to damage <u>other than</u> base damage (including e.g. effects from general powers, and "on miss" or other effects of attack powers)

- Increase/reduce damage due to **Immune / Resist / Vulnerable**

damage of "5 damage" and suffers a penalty of -20 damage, it still deals 5 damage.
- **No Base Damage = No Bonus or Penalty:** If an attack has no base damage, then bonus and penalty damage have nothing to modify, and won't apply to that attack at all.

Rounding: Whenever a rule requires you to divide damage (e.g. Weakened, Insubstantial), round damage down to the nearest multiple of 5, to a minimum of 5. For example: One half of 20 is 10 damage. One half of 15 damage is 5 damage. One half of 5 damage remains 5, the minimum.

Insubstantial Power: Some creatures have the Insubstantial power, reflecting an amorphous or ghostly form for the creature:

> **Insubstantial:** Damage from an attack that hits this creature is halved. Critical hits ignore this power.

Taking Damage and Game State Change Are Sequential: When a creature takes damage the following two sequential steps occur:
a) Damage is taken
b) Its state changes, if applicable (e.g. from not bloodied to bloodied).

For example, a creature with 10 HP remaining is hit by an attack that does 10 damage. The damage is applied to the creature, which can be interrupted by the trigger "use when this creature takes damage". Assuming no triggered power is used at that step to save the creature, damage is then actually inflicted, the creature's HP are reduced to 0, and only then does its state change to destroyed. This game state change can be interrupted by powers with the trigger "use when destroyed." The "takes damage" trigger and the "destroyed" trigger aren't satisfied simultaneously, since the creature must actually take the damage before its state changes to destroyed. See Appendix F – Detailed Examples for more information.

High Priority of Resolving Destruction: Once a creature's game state changes to "destroyed," no interrupting powers may be used until the destruction is resolved, <u>unless the trigger specifically refers to destruction</u>. Examples of powers usable before the destruction is resolved include "use when this creature is destroyed" or "use when this creature would be destroyed." A trigger that refers to a different game state change, such as "use when this creature becomes bloodied," cannot be used until the destruction is resolved (even if the creature simultaneously becomes bloodied and destroyed).

After the destruction is resolved (i.e. the creature is removed from the map, VP are scored), additional interrupting powers may be resolved normally if the triggers are still valid. This means that unless the creature is saved from destruction by an interrupting power with the trigger "use when this creature is destroyed", another power with the trigger "use when this creature becomes bloodied" could not be used at all even if the creature simultaneously became bloodied and destroyed.

Damage Immunity, Resistance and Vulnerability

Immunity: Some creatures are impervious to certain damage types. They have the following power:

> **Immune [type]:** Any damage this creature would take of that type is reduced to 0.

Resistance and Vulnerability: Some creatures resist certain damage types, taking only partial damage. Other creatures are particularly vulnerable to certain damage types, taking extra damage. They have one of the following powers:

> **Resist X [type]:** Any damage this creature would take of that type is reduced by X.
> **Vulnerable X [type]:** Any damage this creature would take of that type is increased by X.
> **Resist X All:** Any damage this creature would take of the first type listed, is reduced by X.
> **Vulnerable X All:** Any damage this creature would take of the first type listed, is increased by X.

Different Resistances and Vulnerabilities Apply: If a creature has multiple Resist or Vulnerable effects vs. different damage types, all of them apply.

Same Resistances and Vulnerabilities Don't Stack: If a creature has two or more Resist effects (or Vulnerable effects) on it vs. the same damage type, only the one with the highest amount applies.

Any Source: Immunity, Resistance, and Vulnerability are applicable vs. any source of damage, whether the damage comes from an attack, ongoing damage, terrain, or any other source of damage.

Immunity, and Functional Immunity, to Ongoing Damage Effects: A creature with Immune [type] never gains ongoing damage of that type. A creature with Resist X [type] does not gain the ongoing damage condition of that type if the value of X is greater than or equal to the ongoing damage.

Effects

Effects can directly affect creatures by healing, altering their statistics, allowing a creature to move or may benefit you as a player by altering initiative or allowing you to score victory points. Powers can even directly modify the properties of the battle map.

Some effects are instantaneous: once that effect is applied and resolved, the game state has changed and the effect is no longer active in any way. Other effects however last over a period of time. (See "Effect Duration" below.)

Effects can Benefit or Handicap Creatures

Effects can provide bonuses or penalties to creatures, including instantaneous or lasting bonuses or penalties to attack rolls, damage or defenses; or they can heal a creature.

The power will indicate what creature(s) is affected with appropriate specifications (see specifications, above).

Some powers affect other creatures:

> **Motivator:** Goblin allies have +2 Speed.
> **Shield Guardian:** Adjacent allies have +2 AC.

If a power does not state any other creature to be affected, it implicitly affects only the creature that has the power:

> **Soul Siphon:** *Whenever a living creature within 3 takes damage:* Heal 10 HP.
> **Undead Bolstered:** +2 attack and +5 damage while adjacent to an Undead ally.

Exception: if an attack does not state any other creature to be affected, it implicitly affects only the target of that attack (see the Attacking section, below).

Effects can Impose Conditions

Condition is the term for a standardized aggregate of effects grouped under a single name, which can be imposed to a creature. Each condition has a name, such as **Dazed,** that provides an indication of how it impacts the affected creature and that allows easy reference to the rules for the group of effects associated with that condition, as described in **Appendix C**. The standard Conditions used in DDM are:

> **Blinded, Confused, Dangling, Dazed, Dominated, Helpless, Immobilized, Ongoing Damage, Petrified, Slowed, Stunned, Weakened.**

Some powers can also impose non-standard conditions. In these special cases, the rules for these are defined directly on a creature's card.

If a power imposes an effect that is not flagged as a condition, either in the rules or on the creature card, then that effect is not a condition, and cannot in turn be affected by powers that affect only conditions.

For duration of conditions, see Effect Duration, below.

Active and Inactive States: Creatures will have the active or inactive state depending on whether they are affected by specific conditions, as follows:

> **Active:** This is the default state of all creatures – alert and ready for battle. A creature is active unless it is Stunned, Petrified or Helpless.

> **Inactive:** A creature is inactive while it Is **Stunned, Petrified or Helpless**. Inactive creatures share these limitations:
> - May <u>only</u> use mandatory triggered powers and innate powers.
> - May <u>not</u> expend allotted actions.
> The three above conditions also impose other restrictions, as detailed in Appendix C.

Some powers care whether a creature has the active or inactive state.

Effects can Grant Attacks

Outside of attack powers that intrinsically list and allow one or more attacks, some general powers have effects that will allow to make an attack, for example "make a ⊕ attack". See the "Attacking" section, below, for details.

Effects can Benefit or Handicap Players

Effects that allow a player to roll an additional d20 during initiative, or to score VP, or to add a creature to their warband, target the player, since players are the ones that score points, roll initiative, and control the composition of their warband. This is true even if creatures enable some of those effects, for example a power might specify that a creature scores +10 VP for occupying a victory area: these powers are considered to target the player, even if the player uses that creature to score those victory points.

Effects can Alter the Battle Map

Certain effects may influence the properties of the battle map, temporarily or permanently. These typically allow adding new types of terrain to the map, or to remove terrain types. Some effects affect all squares on the battle map, or all squares in a certain range. Other effects might yet target a few squares (typically 1-4) in sight. See Terrain, below.

Effects can Prevent Power Usage

Conditions or other effects might prevent creatures from using powers. For example, a Dazed creature cannot use voluntary triggered powers. See the description of Dazed and other conditions in Appendix D.

Effects can use Tokens

Tokens are markers that can be placed by powers on a creature, square, or player. Tokens have qualifiers to distinguish them from other tokens, for example, heat tokens, poison tokens, or trap tokens. Power text will specify how and when tokens are placed and when they are removed, if ever; and what effect they have.

Here is an example of a pair of powers that use tokens:
> **Roiling Mass:** *Whenever this creature would take fire damage:* Place a heat token on this creature.
> ⊕ **Boiling Fists:** +13 vs. AC; 10 + 5 fire damage AND +5 fire damage for each heat token on this creature.

In this example, the heat tokens accumulate on the creature via the Roiling Mass power. Then, when the creature attacks with Boiling Fists, it does bonus damage for each heat token on the creature.

Effect Duration

Effects are either **instantaneous, lasting** or **continuous**.

Instantaneous effects

Instantaneous effects are applied by allotted action powers or triggered powers. When an instantaneous effect is applied to a creature, player, or map square, its game state changes instantly (unless an interrupting triggered power is used to cancel the effect before it is applied).

Instantaneous effects include, e.g. :
- Healing, for example "an ally heals 15 HP"
- Granting movement to a creature, for example "Shift up to 3 squares"
- Imposing forced movement on a creature, for example "Push up to 2 squares"
- Granting victory points to a player, for example "score +10 VP"

Note that some effects, such as effects that allow or force movement, are instantaneously applied to a creature, but the movement itself will be resolved over the course of several steps (e.g. several squares of movement). So while movement is instantaneously granted or imposed to a creature, resolving that movement is not instantaneous *per se*.

Lasting effects

Lasting effects are also applied by allotted action powers or triggered powers. Lasting effects have a duration that specifies a start and an ending. If no start is listed, then the effect begins when the power is resolved. **Disguise:** *Minor action:* This creature is invisible until after it attacks" will start when the power is used during the creature's turn, requiring the expenditure of a minor action.

The ending will be worded similar to "lasts until [game state] becomes X". The ending is either defined in the power text, or in default game rules. Frequently the specific timing of a power ending is defined in a game step, for example as noted in the start/end of turn and start/end of round phases above. Where this is not the case, the effect will last until an ending event defined in the power text resolves entirely: for example, if an effect lasts "until a creature attacks", then the attack must be resolved entirely before the effect ends.

Common endings for effects:
- **Until end of round:** The effect ceases at the defined step of the end of round phase (i.e. the last step).
- **Until end of its next turn:** The effect ceases at the defined step of the end of turn phase (i.e. the last step), at the next turn of the affected creature.
- **Until [a game event] ends:** Often worded as **"**(effect lasts) until (creature accomplishes event)." The effect ceases after the creature resolves the defined event. Examples:
  > **Camouflage:** *Minor action:* This creature is invisible until it moves.
  > This effect ends after the creature enters a new square.
  > **Disguise:** *Minor action:* This creature is invisible until after it attacks.
  > This effect ends after the creature entirely resolves one attack.
- **Until end of battle:** The effect continues to the end of the battle.
- **(save ends):** The effect continues until the target makes a successful **saving throw**.

Saving Throw: Effects with an ending of "save ends" require a successful saving throw (also called "a save") to end. During the end of turn step, a creature affected by one or more effect that allows a save must attempt a saving throw vs. each effect. Or, some powers simultaneously apply multiple effects and specify that the creature must roll a single save to end two or more effects. See the Saving Throws table that indicates if an effect that is saved against will end or not.

Default Ending: For a lasting effect with no ending specified, the default ending is **"end of the affected creature's next turn."**

Special Case: In the Conditions section, two of the listed conditions have a special default ending. The **Ongoing Damage** and **Petrified** conditions always have a default ending of **"save ends".**

Saving Throws	
d20 Roll	**Result**
1-9	Effect continues.
10-19	Effect ends.
20	All effects on the creature that allow a save, end.

For example, if a power imposes "-2 AC", that penalty will cease at end of that creature's next turn. For a different ending, the power could read "-2 AC until end of battle" or "-2 AC (save ends)".

Impossible Ending: Normally, an effect ends as specified by the power or default duration. But, if the ending becomes impossible at any point, the effect ends immediately. For example, an enemy affected by "**Grapple:** *Minor action:* An adjacent enemy is Immobilized until this creature moves*" would normally cease to be affected by the Immobilized condition if the creature that used the power moves. However, it would also immediately cease to be affected once the creature is destroyed, since the ending "until this creature moves" then becomes impossible.

Independent from its Source: Once it is applied, an effect becomes independent from its source. If the creature that caused the effect is destroyed, the effect still remains unless it causes an Impossible Ending state.

Continuous Effects

Continuous effects are usually the result of a continuous power. The effects are carried by the creature that has the power or effect. Therefore, unless noted otherwise, the effects start when the creature that has the power enters the battle map and end when it leaves the battle map.

The effects of maintained continuous powers will be interrupted while the creature is inactive (Stunned, Petrified or Helpless), and will resume once the creature becomes active again. (See Conditions, above.)

Stacking Rules for Damage and Effects

DDM is designed to create situations where damage and effects can be added to each other in interesting ways. We call "stacking" the addition of damage and effects on a same creature, player or map square, whether the multiple instances of damage and effects affect the same parameter (e.g. two effects that grant bonuses to AC) or different parameters (e.g. one effect that grants a bonus to AC and one that grants a bonus to damage). Usually effects stacks, but there are exceptions.

Default: Damage and Effects Stack

Unless noted otherwise, multiple damage and effects <u>stack</u> on a creature, player or map square, whether these damage and effects are identical or not. For instance, a creature might be both Dazed and suffer a -2 penalty to AC, or it may be affected by "**Curse:** Minor action: One enemy has -2 AC until end of battle" and "**Rust:** *Use at start of this creature's turn:* One adjacent enemy has -2AC until end of round" and would then suffer -4 AC while both effects last.

Stacking Exceptions: When Damage and Effects Don't Stack

Damage and effects <u>do not stack</u> in the circumstances described below, meaning that only one instance of a damage or effect will be applied on the creature, player or map square and the other instances will be ignored.

1) **Powers with the Same Name Don't Stack:** Damage and effects from multiple instances of powers with the same name don't stack. For attacks, look at the name of the attack power they are defined in.

   For example, if one power called Bless grants +2 attack, and another power called Bless grants +2 AC, only the first-used Bless power will affect the creature, so it will gain either +2 attack or +2 AC, but not both. Another example: the "Stench" powers of Ghouls and Troglodytes have the same name, but have slightly different effect text. They all impose a -2 penalty to attacks. Their effects do not stack since the powers have the same name. A same enemy simultaneously affected by multiple instances of Stench would only suffer -2 attack, not -4.

   ... But Base Damage From Attacks Always Stacks: This is an exception to this rule: <u>base damage from attacks always stacks</u>. So even if two attacks from attack powers both named "Longsword" are made within a same trigger window (e.g. as opportunity attacks), the base damage from those attacks stacks (while their effects would not stack).

Scalable Powers Have the Same Name: Some power names vary only in number (e.g. Sneak Attack 10 and Sneak Attack 5). These powers are considered to have the same name so they don't stack.

And Highest Value of Scalable Power Wins: If two scalable powers have the same duration (be that instantaneous, lasting or continuous), they still don't stack, but the one with the highest (absolute) value wins. For example, if a creature has Sneak Attack 5 and Sneak Attack 10, those powers don't stack, the creature will benefit from Sneak Attack 10.

2) **Same Conditions Don't Stack:** Damage and effects from multiple instances of the same condition don't stack. If the same condition (e.g. Slowed) would be applied to a creature multiple times, they don't stack and the condition is applied only once, even if the condition was applied by powers with different names.

Ongoing damage of different types, e.g. Ongoing 5 fire damage and Ongoing 5 poison damage, are considered different conditions so they stack.

Scalable Conditions are the Same: However, for conditions that differ only by number, e.g. Ongoing 5 fire damage and Ongoing 10 fire damage, they are considered the same so they don't stack.

Highest Value of Scalable Condition Wins: If two scalable conditions with the same duration (e.g. (save ends)) are applied to a creature, they don't stack but the one with the highest (absolute) value wins. For example, if a creature has Ongoing 5 fire damage and Ongoing 10 fire damage, it will be affected by Ongoing 10 fire damage.

Different Durations Overlap: Even though damage and effects from multiples instances of a <u>same</u> condition don't stack, their **durations apply and overlap** if they have <u>different</u> durations.

For example, a creature is affected by a Slowed (save ends) and then is affected by Slowed (until end of round), in a situation where effects should stack (i.e. from powers that don't have the same name). Although this creature will only be affected by a single instance of the Slowed condition, both durations are maintained and overlap: it will be affected by Slowed until the end of the round even if it makes a saving throw on its turn before the end of the round; and if it does not make its saving throw, it will lose the "end of round" duration normally at the end of the round, but the (save ends) duration will persist.

This means that the condition only naturally ends when all durations associated with it have expired.

All Durations are Removed at Once by Powers: If a creature has a condition with overlapping durations (e.g. "Slowed until end of round" and "Slowed (save ends)"), removing the condition other than by its durations naturally ending, e.g. with a power that removes one condition, still removes that condition entirely including all of its durations.

3) **Game Elements that Have No Name:** The following additional stacking exceptions apply to game elements with no name:

   a) **Same Champion Powers Don't Stack:** Damage and effects from multiple instances of the same champion power don't stack. Since champion powers have no power name, they are considered the same if their <u>entire text is identical, including triggers and duration</u>. (You can consider the entire text of the CP as 'the name of the power'.)

   b) **Same Terrain Doesn't Stack:** Damage and effects of a same terrain don't stack. For example, if a large creature enters two squares of fire terrain simultaneously, it will not suffer 5 fire damage twice, but only once. If it moved again, creating another trigger window, it would be damaged again. If it moved into fire terrain and cold terrain simultaneously, it would take 5 fire and 5 cold since the terrain then differs.

Which Damage or Effect is Ignored: In a situation where multiple damage and effects don't stack, which power will affect a creature, and which, won't, depends on the type of powers:

- For damage and effects **applied instantaneously** (by allotted action powers or triggered powers), whether the effects would last or not, those effects are resolved sequentially: **the first instance of damage or effect will remain** on the creature and any later damage or effects will be ignored. As a reminder, the ARR will determine the order in which damage and effects are applied within a same trigger window should two or more powers be triggered by a given gameplay event.
- For **continuous** effects (of continuous powers), **the controller** of the creature being affected **chooses** which effect applies. For example, if a creature is pushed simultaneously into two auras that have the same name but different effects, then the controller chooses which aura applies.

Cumulative Always Stacks: If the intent is for damage or effects to still stack when they would normally not, the term "cumulative" will be used (e.g. "cumulative +2 attack"). This overrides stacking exceptions.

See Appendix F – Detailed Examples, for more on stacking rules.

Priorities in an Exception-Based Game

DDMv3 is an exceptions-based game. This rulebook explains the game rules, but the individual powers listed on a creature's stat card may often permit them to break these rules. Use the following guidelines, listed in order of increasing priority (with four as the highest-ranking guideline) to determine how the game rules and the additional rules text on the cards will interact during game play and which will supersede which.

1) Permissive rules on cards

Some rules extend what a creature is allowed to do or the base rules themselves. Card text might allow a creature to take an extra attack action, to move additional squares beyond its listed speed, or to gain a special movement mode such as flight. For example, a power that states "Shift up to 2 squares when shifting" allows a creature to shift one additional square when using the Shift power. These rules extend the normal capabilities of creatures, but do not permit them to break normal restrictions.

2) Restrictive rules listed in this Rulebook

Rules text that restricts what a creature can do uses language such as "cannot," "must," and "can only." This language has priority over both basic rules and permissive rules on cards. For example, a creature that is Immobilized cannot move on its own, even if it has a power that allows it an extra move action.

3) Rules on cards that explicitly break restrictive rules from the rulebook

Some card text can be designed to overcome the limitations of paragraph 2, above. In this case, it will explicitly and specifically refer to 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 prevents movement and grants no movement points. The creature can move 2 squares without paying the cost to enter those squares (the text does not allow the creature to occupy an illegal position).

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 rank above all other rules. For example, a power that reads, "Adjacent enemies cannot move" would disallow an enemy adjacent to the creature with that power from moving, even if it had a power that would normally allow it to shift while Immobilized, such as in paragraph 3, above.

Creature Position

Creatures are represented by their miniatures, and therefore the position of the miniature on the battle map corresponds to the position of that creature.

Position on the Battle Map

A creature's "space" refers to all the squares it occupies. Tiny, Small and Medium creatures occupy a space composed of a single square; Large creatures occupy a space composed of 2x2 squares; Huge creatures occupy a space composed of 3x3 squares; Gargantuan creatures occupy a space composed of 4x4 squares; and Colossal creatures occupy a space composed of 6x6 squares.
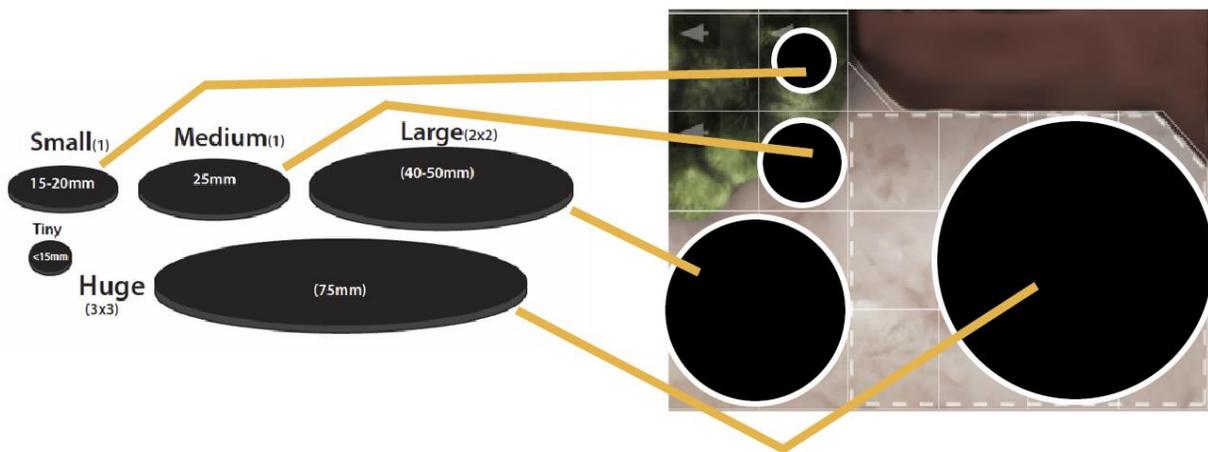
IMAGE: Example base sizes for different creature sizes.

The border of a creature's space represents the gridlines that form the square-shaped external periphery of the squares occupied by the creature's base.

When placing a creature on the battle map, you must place it such that its miniature's base occupies the corresponding number of squares on the map's grid.

Legal Position: A creature must occupy a legal position at all times. A legal position when a creature is placed on the battle map or at the end of a move is a space that includes squares that contain no other creatures, do not have a wall covering their center, and have no other terrain that causes the creature to be a non-legal position as otherwise defined in these rules.

Transit: During regular movement (see Movement, below), a legal position is expanded to include squares that may be entered and passed through, but not occupied at the end of a creature's move. For example, it is legal to transit an ally's space, i.e. a creature may occupy an ally's space during movement, but not to end in it.

Big Creatures: Big creatures occupy more than one square. They have a size of Large, Huge, Gargantuan or Colossal. A Big creature occupies each square in its space. A legal position for a Big creature requires each square in its space to be a legal position. Note that Gargantuan and Colossal creatures have powers that allow them to occupy what is otherwise illegal terrain.

No more than one creature may occupy a square. However, powers such as Mount (which allows a rider to share the space of a mount) and Swarm (which allows one amorphous creature to share the space of another) can provide exceptional cases. In these cases where one creature can enter and occupy another's space, co-occupancy of that space by the other creature is implicitly legal.

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, or otherwise in the nearest legal position possible.

Adjacent Squares

Adjacent: A creature is adjacent to each square in its space, and to each square that touches the border of its space, including diagonally. But, <u>a creature is never adjacent to itself</u>. For example:
- A Medium or smaller creature occupies a single square. This creature is adjacent to its own square and to the 8 squares bordering it.
- A Large creature occupies 4 squares and is adjacent to those 4, as well as the 12 squares bordering it.

Counting Distance

To count distance from one square to another, or from one corner into a square, start counting from '1' in any adjacent square without crossing a wall edge. Count in any direction: horizontally, vertically, or diagonally. Continue counting adjacent squares to find the shortest distance. If a destination creature occupies multiple squares, use the shortest distance to any of the squares it occupies. You can count diagonally past a corner of one wall, but not diagonally across the intersection linking two squares of wall.

Nearest: The nearest creature or square is the one that the acting creature can see and has the least number of squares separating it from the acting creature. If multiple creatures or squares are equally distant, they are all nearest and the player chooses the affected creature or square from among them.

Sight: Some general powers or attack powers have a range of "sight". A distance of "sight" means any number of squares as long as the square or creature is seen.

A Creature Counting Distance to Itself: A creature cannot count distance to itself, and it is never "within X of" or "adjacent to" itself (even if squares in its space are adjacent to it).

Counting Distance while Moving: To satisfy distance requirements while moving, e.g. "move at least 4 squares", count the distance between the map squares that a given square in a creature's space [1] begins on and [2] ends on. Ignore walls when counting distance if the creature moves via Burrow or using the Phasing power.

Counting from Corners: If a power or attack is initiated from a corner, you are still considered to cross a border when counting into the adjacent square from that corner.

"Off the Battle Map"

Some powers cause a creature to be off the battle map without being destroyed. Use the following rules for creatures that are off the battle map:
- **Miniature off battle map:** The creature's miniature is removed from the battle map.
- **Does Not Take Turns**: Unless otherwise specified by the power, a creature that is off the battle map does not activate.
- **No Continuous Powers**: The creature's continuous powers do not function.
- **May Not Use Most Triggered Powers:** The creature may use triggered powers intended to allow it to enter the battle map or which have been written otherwise <u>explicitly</u> for use off the battle map. Other triggered powers cannot be used.
- **Ignore CR**: When determining initiative, do not consider the creature's champion rating.
- **Not Affected by Most Powers:** A creature that is off the battle map is affected by powers that would allow it to enter the battle map or otherwise explicitly targeting creatures off the battle map. It is not affected by other powers.

Movement

A creature can use **regular movement** to move on the battle map, usually on its turn, using its regular movement mode, one of **Surface, Flight** or **Burrow**.

A creature may also be moved by **displacement** effects, most often from powers of other creatures. These include **forced movement**, in which a creature is pushed, pulled or slid around the battlefield; and **placement**, which allows creatures to be removed from one square and placed on another.

For any movement mode except placement, a creature moves on the battle map one square at a time, in any direction including diagonal. For a Big creature, a one square movement involves occupying 2 or 3 new squares simultaneously. For example, a Large creature moving one square horizontally will enter two new squares and leave two previously occupied squares each time it moves. If moving diagonally, it will enter three new squares and leave three previously occupied squares each time it moves. See moving large creatures, below.

Regular Movement

Regular Movement Effects: Regular movement powers allow the creature to gain **movement points (MP)** that can immediately be expended to move on the map using its regular movement mode. Each new square entered requires expending MP. A creature may not end movement in a transit square: refer to Legal Position, above, if it should end in an illegal position. Effects of powers that move or shift grant regular movement as follows:

- **Effects that "Move":** The creature gains MP equal to the indicated value and moves using its regular movement mode.

- **Effects that "Shift":** The creature gains MP equal to the indicated value and moves using its regular movement mode without provoking opportunity attacks for moving.

  ... And Whenever a Creature Gains MP: It immediately moves expending those MP. Excess MP are lost when movement ends with that movement effect.

The indicated value can be a number (e.g. "shift 4" or "move up to 4 squares") or "the creature's speed" (e.g. "moves up to its speed") in which case MP equal to its current speed are gained, including any speed penalty or bonus the creature might have at that time.

Universal Powers: Every creature with a Speed listed on its card has the following universal regular movement powers:

> **Move**: *Move action:* This creature moves up to its speed.
> **Double Move**: *Two move actions:* This creature moves up to twice its speed.
> **Shift:** *Move action*: This creature shifts 1 square.

The Move power is the most common movement power used during a game. The Double Move power allows a creature to cover larger stretches of difficult or transit terrain using a single pool of MPs, at the expense of the creature substituting an attack action to gain a second move action. The Shift power allows a creature to disengage from an adjacent enemy without being attacked, at the expense of a limited movement range. In the vast majority of cases, movement of a creature on its turn will occur by using one or more of these powers.

Resolving Regular Movement: A creature moving with its regular movement mode moves one square at a time. For each square moved (or for each group of squares, for a Big creature):

1. **Declare a legal destination square.** This is a square adjacent to the origin square that the creature is able to enter when the movement is declared, in any direction.

2. **Expend MP Cost and Move the Miniature:** The creature expends the MP cost required to enter the destination square and then moves out of the origin square and into the destination square. There is never a state where the creature is between squares.

Triggered powers can be used before or after each square moved. See Appendix F – Detailed Examples, to see how interrupting powers can be used during movement.

Cost to Enter a New Square With Regular Movement:

<div align="center">

MP Cost = 1 + Additional Cost

</div>

- **Base MP cost** to enter any square is always 1 MP.
- **Additional MP cost**, if any, includes:
  - Additional cost for terrain (e.g. difficult terrain) that is dependent on the regular movement mode used by the creature;
  - Additional cost for cutting hard wall corners; and
  - Additional cost for conditions (e.g. Slowed).

The rules provide the additional MP costs for terrain, hard wall corners and conditions. For example, the cost for a creature using regular surface movement to enter a clear terrain square would be 1 MP; and the cost for that creature to enter a difficult terrain square (+1MP) while Slowed (+1MP) and cutting a hard wall corner (+1 MP) would be 4 MP (including the base 1 MP cost).

Effects Expressed in "Squares": If a regular movement effect is expressed in "**squares**", then that movement **ignores additional MP cost**. Only the base 1 MP cost is considered. For example, a power that reads "move 4 squares" or "shift up to 4 squares" will ignore additional MP cost for entering terrain, conditions or cutting hard wall corners, such that the creature will actually be able move 4 squares on the battle map.

Flexible vs. Imposed Movement: Regular movement effects will specify either:
- **A Flexible Value,** e.g. "moves up to its speed" or "shifts up to 5 squares"**:** The creature may expend any number of the gained MP (including expending 0 MP and not moving at all); or
- **An Imposed Value,** e.g. "move X squares", "move X" or "shifts its speed": The creature must expend all gained MP to move (unless it is prevented from doing so). It may move in any direction including looping back to its initial position, unless the power says otherwise.

Speed '0' Cannot Move: If the creature's speed is '0' (e.g. it is Immobilized or it is a rider), or if it has no speed, then it cannot expend MP and it cannot move as a result of a regular movement effect.

If Speed is Less than Distance of Effect: However, if a power reads "move X" or "shift up to X squares" and the creature's speed is less than "X", but more than '0', the creature still gets X MP to move or shift and may expend them to move that distance.

Creature Moved by its Controller: The controller of the creature that moves decides the path followed by their creature, even if the movement effect is imposed by a power of a creature controlled by the opponent.

Transit Allies: Regular movement allows the creature to transit an ally's space.

Phasing: A few creatures have the Phasing power, reflecting the ghostly ability to move through walls or other obstacles. Phasing does not grant movement in itself, but it facilitates movement for the phasing creature by allowing it to ignore some terrain.

> **Phasing:** While moving, this creature ignores additional MP cost to enter difficult terrain, water terrain and statue terrain; and may transit wall terrain.

Regular Movement Modes

Creatures that move with regular movement have one regular movement mode: Surface, Flight or Burrow, detailed below.

Opportunity Attacks: Using Surface and Flying movement may trigger an immediate attack from an enemy in some circumstances, called an opportunity attacks. Burrowing movement does not provoke opportunity attacks. See the Basic Attack subsection, below, for details.

Normal
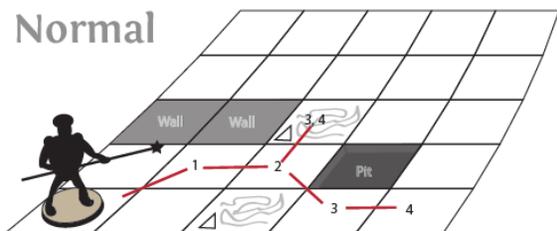
Flight
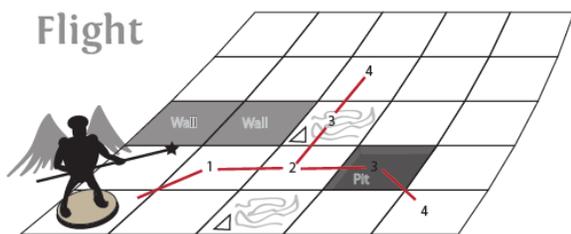
Burrow
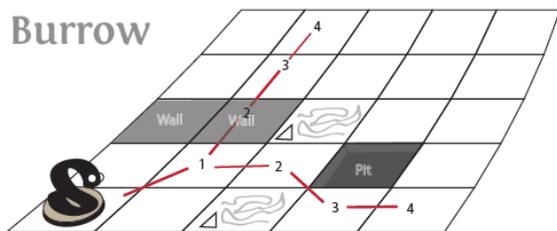
Surface

This is the movement mode used by most creatures. It involves walking, running, scuttling, rolling, hopping or gliding on the surface of the ground, and is therefore influenced by the terrain being moved on. Surface movement is indicated by a number without any preceding letter (for example speed '6').

- **Default movement mode:** If a creature with another regular movement mode loses that movement mode, e.g. a Flying creature that loses Flight, it then moves with surface movement.

Flight

Flight, or flying movement, allows creatures to move above the battlefield. Flying movement is indicated on the creature's stat card by the letter F in front of the speed (for example speed 'F8').

- **Ignores Some Additional MP Costs:** While moving, a Flying creature ignores the additional MP cost to enter difficult terrain, river terrain and statue terrain
- **Transiting Terrain and Enemies with Flight:** A Flying creature may transit pit terrain and non-Flying enemies' spaces.

Burrow

Burrow allows creatures to move underneath the battlefield. Burrowing is indicated on the creature's stat card by the letter B in front of the speed (for example speed 'B4').

- **Ignores Some Additional MP Costs:** While moving, Burrowing creatures ignore the additional MP cost to enter difficult terrain, river terrain and statue terrain.
- **Transiting Terrain and Enemies with Burrow:** A Burrowing creature may transit wall terrain and enemies' spaces.

Displacement Effects

A displacement effect is an effect that moves a creature without using it's regular movement mode. For example, a push and a teleport represent two different displacement effects. Displacement effects have the following common features:

No Additional MP Cost: Displacement effects do not use movement points. Additional MP costs or hindrances for moving, such as for entering difficult terrain, being Slowed or Immobilized or cutting hard corners, do not apply to displacement effects.

No Opportunity Attack for Moving: Displacement effects do not trigger opportunity attacks for moving.

Player Using Power Displaces Creature: The player controlling the creature using the displacement power decides each destination square. This player could easily be the opponent of the creature being displaced.

Displacement Modes

There are two displacement modes: **Forced movement** and **placement**.

Forced Movement

There are three types of forced movement, **Push**, **Pull** and **Slide**.

- **Forced Movement Sequence:** To resolve a forced movement effect, use the following sequence. If the effect allows multiple squares of forced movement (e.g. "Push 4 squares"), repeat the process as appropriate:
    1) **Declare a destination square**
    2) **Displace the Miniature:** The creature leaves the original square and enters the destination square. There is never a state where the creature is between squares.
- **Legal Directions** are as follows:
    o A legal square for **Push** is always one square further away from the source of the effect (usually the creature causing it).
    o A legal square for **Pull** is always one square closer to the source of the effect.
    o A legal square for a **Slide** may be in any direction.
- **Flexible vs. Imposed Distance:** The effect text will either allow a flexible distance (e.g. "Push up to 3 squares"), or an imposed distance (e.g. "Push 3 squares").
- **Forced Movement Ends:** If a creature may not move in a way that will permit a legal position (e.g. if a wall is the only terrain where it could be pushed), the forced movement ends.
- **Cannot Transit Creatures or Statues:** A creature being force moved may not transit squares occupied by allies, enemies, statue terrain or wall terrain (even if it has Phasing or Burrow).
- **Forced Into Pits:** A creature that occupies non-pit terrain may be forced moved into pit terrain, adjacent to non-wall, non-pit terrain.

> **Movement Triggers**
>
> Triggers that state that a creature **"moves into / out of"** a square will be satisfied only if the creature uses **regular movement**.
>
> Triggers that state that a creature **"enters / leaves"** a square will be satisfied by both **regular movement and forced movement**.
>
> Placement effects will not satisfy any of those triggers.

Placement

Placement effects include wording such as "place this creature within X squares", "this creature teleports 5 squares" or "these two creatures switch positions".

Placement Sequence: The placement effect will define a square or a space as destination. A creature affected by a placement effect is removed from the space it occupies, then placed in a space that includes the destination square; or that includes at least one square of the destination space. There is never a state where the creature is between the spaces it occupies before and after the placement is resolved.

For example, if a Big creature is subjected to the effect "place this creature within 5 squares", it must be placed so that any one of its squares occupies the selected destination square that is up to 5 squares away from its starting position. If a Big creature is subjected to the effect "place this creature in a victory area", it must be placed such that at least one of its squares is within a victory area. If two Big creatures are subjected to the effect "these two creatures switch positions", each must be placed such that at least one of their squares is within the space last occupied by the other creature.

Teleport: Some powers use a teleport effect, or have the Teleport power :

> **Teleport X (effect)** or **Teleport X (power):** The creature controlling the teleportation places the affected creature up to X squares from the affected creature's current position, in a destination square that the creature controlling the teleportation can see.

47

The creature "controlling the teleportation" is defined in the power text. It is typically the subject of the verb "teleport". It is this creature that decides on the destination square and that must see the destination square. The affected creature is the creature that teleports, and it is from its position that the teleport distance is determined. The following teleportation parameters may consequently exist:

- **Creature Uses Teleport on Itself**, e.g. *"Dimension Door:* This creature teleports 5" or just *"Teleport 10":* The creature using the power is both the creature controlling the teleportation and the affected creature. It chooses its destination square and must have LoS to it and distance is calculated from its original position.
- **Granting Teleportation to Another Creature**, e.g. *"use when an adjacent ally starts a turn:* That ally teleports 10"*: The creature using the power grants the ability to a distinct affected creature to teleport. The creature controlling the teleportation is the affected ally and it chooses its destination square and must have LoS to it. The creature using the power need not have LoS to the destination square.
- **Teleporting Another Creature**, e.g. *"⇐ Infernal Slash:* +16 vs. AC; 35 fire damage AND teleport target up to 3 squares"*: The creature using the power imposes a teleportation on another affected creature. The creature using the power controls the teleportation and chooses the destination square for the affected creature, and must have line of sight to the destination square. The creature being teleported cannot choose its destination square and need not have LoS to the destination square.

Squeezing

Some maps have regions that do not provide enough space for Huge creatures (i.e. creatures on a 3x3 base). For Huge creatures to still be allowed to move around the map, they may use the Squeeze power, though they remain a Huge creature even while occupying fewer squares. Squeezing imposes penalties on the creature.

Start Squeezing: A Huge creature can use the Squeeze power:

> **Squeeze:** *Use after gaining MP* (Huge creature only)*: Gain the squeezed state.

Squeezed (state)**:** While Squeezed, a Huge creature:
- Occupies a 2x2 space
- Has -2 speed
- Has –5 attack
- Grants Combat advantage to enemies

When the creature gains the Squeezed state, it may occupy any 2x2 in the 3x3 the creature previously occupied.

Although it occupies a 2x2 space, the creature is not considered to have changed its actual size for purposes of satisfying powers, e.g. the squeezing Huge creature would not trigger powers that only affect Large creatures, and would still be affected by powers that affect only Huge creatures.

End Squeezing: A Squeezed creature can end squeezing:

> **End Squeezing:** *Only on its turn and only if it can legally occupy a 3x3 area:* Lose the Squeezed state.

Mounts and Riders

DDM has two kinds of mounted creatures: the **default mounted creature** and the **mounted unit**.

The **default mounted creature** functions as a single, regular DDM creature and the miniature will typically have a visible rider mounted on a creature that serves as its mount. This creature has the Mounted keyword listed on its creature card, and as such it may not become a mount or a rider for another creature. This type of creature plays as any other creature, and does <u>not</u> use the Mounted Unit rules that follow.

Mounted Unit

Forming a Mounted Unit involves merging two different creatures via the Mounting power. These two creatures are a rider and a mount. Some mounts allow more than one rider, in which case the Mounted Unit includes the mount and all its riders. Once formed, the Mounted Unit moves as one. Use the following rules.

Mounting: A rider and mount that are legal for each other must be adjacent, then the rider can use the Mounting power. Legality is determined by a power listed on the mount or rider's card, which specifies the creatures involved. Also, a rider must not already have the Mounted keyword. The mount cannot already have the Mounted keyword, unless it has the power that specifies that it can have more than one rider.

The <u>rider</u> may use the Mounting power:

> **Mounting:** *Move action:* This creature moves into and shares the space of an adjacent legal ally mount and becomes its rider. Both rider and mount gain the Mounted keyword and gain the Mounted Unit state.

Mounting is a Movement Effect: When mounting the mount, the rider **moves** into the mount's space, which means that rules that relate to movement effects apply, such as triggering opportunity attacks from adjacent enemies.

Mounted Unit State: The creatures that have the Mounted Unit state have the following features:

> **Rider Shares the Mount's Space:** The rider occupies the mount's space for purposes of determining the rider's position for targeting or satisfying powers, including determining range, line of sight, line of effect, flanking, forced movement, terrain occupied, and power triggers. However, the rider is <u>not</u> considered to have changed its actual size for purposes of satisfying powers, e.g. a Medium rider would not trigger powers that only affect Large creatures even though it shares a Large mount's space.

> **Distinct Turns:** Rider and mount continue to take their separate and normal turns each round.

> **Rider Has Speed 0:** While mounted, a rider has a speed of 0 and cannot expend MP.

> **Moving the Mount:** The mount may move as normal, and whenever the mount moves, its rider continues to share the mount's space and it moves with it. The MP cost for the mount to enter a square is determined by the movement mode of the mount. A rider is considered to have the same movement mode as the mount for purposes of satisfying powers or legality of entering terrain. The rider triggers powers and effects that trigger on movement when it moves with the mount, including opportunity attacks.

> **Terrain Affects Only the Mount:** Terrain effects, including damage or benefits for entering or occupying terrain, affect only the mount and not its rider.

> **Displacement Effects on Mount:** If the mount is subjected to forced movement or placement effects, move the entire Mounted Unit.

> **Attacking a Mounted Unit:** Rider and mount of a mounted unit are targeted separately as usual. This means that for a ⚔ or 𝖄 attack the attacker may choose to attack either the rider or the mount. If the attacker uses a ⬅ or ✳ attack power, which targets all creatures in the area of effect, both mount and rider will obviously be targeted since they occupy the same space: attack both separately as usual.

Dismounting: A rider may voluntarily leave the mount's space, or may be forced to do so. A mount, however, may not move or be moved away from the rider. Use the following rules for dismounting:

> **Dismount:** Whenever mount and rider cease to occupy the same space, they lose the Mounted Unit state and the Mounted keyword. If a mount has multiple riders, it only loses the Mounted Unit state and the Mounted keyword whenever it has no riders sharing its space.

Voluntary Dismount: On a rider's turn, it may dismount with the following power:

Voluntary Dismount: *Move action:* This creature moves to a space adjacent to its mount.

Voluntary Dismount is a Movement Effect: When voluntarily dismounting, the rider **moves** out of the mount's space to a space adjacent to it, which means that rules that relate to movement effects apply, including triggering opportunity attacks from adjacent enemies.

Forced Dismount: The following situations force the rider to dismount:
- **Displacement Effect on Rider:** If a displacement effect affects the rider, slide, push, pull or place the rider the indicated distance away from an origin square in the mount's space. The origin square is chosen by the controller of the creature that causes the displacement effect.
- **Destruction of Mount**: If the mount is destroyed, place the rider in the space last occupied by the mount.

Terrain that Blocks Rider: Whenever the mount leaves an origin square to enter a destination square that is blocking terrain for the rider, place the rider in that origin square. For example, if the mount has the Phasing power and the rider does not, and the mount moves from an origin clear terrain square into wall terrain, then place the rider in the origin clear terrain square.

Terrain

Terrain represents the physical features of the battle map. It determines whether a creature may advance through battle map squares or not, may impact how many squares a creature can move, can influence line of sight and line of effect, and can even damage or benefit creatures. Each square on the battle map usually has one **terrain type**, though it may have more. It may also gain or lose terrain types during play.

There are two categories of terrain. **Filling** terrain and **Gridline** terrain.

Filling Terrain fills the entire square that it occupies and defines the terrain type of that square. A square is considered of a terrain type if it has an icon to identify it as such, and if not, the terrain type is recognizable by the art that depicts it. If there appears to be different terrain types depicted, the terrain type that covers the <u>center</u> of the square determines that square's terrain type. Minimal artistic intrusion into the periphery of a square does not indicate that a square includes that terrain type. For example, if a stream runs through grasslands in a square, that square will be river terrain if water is depicted at the center of the square; and will be clear terrain if grass occupies the center of square instead. The DDM Gazetteer is an official guide to the terrain present in each square of many of existing DDM battle maps.

Gridline Terrain, such as thin walls, does not fill an entire square but rather extends along one or more edges only, only existing on the grid line of the battle map. Gridline terrain does not change the type of filling terrain for that square.

Multiple Terrain Types: Certain maps include squares with multiple terrain types. For example, a square might be both statue and river terrain. Squares with multiple terrain types have all the properties of each.

Gaining and Losing Terrain: Some powers can cause squares to gain or lose terrain types, which means that they gain or lose the associated properties of those terrain types. Keep track of those modified terrain squares with appropriate markers on the map.

Becoming a Terrain Type: If a power states that a square "becomes" a terrain type, then that square loses all its current terrain types and gains that new terrain type.

Default to Clear Terrain: Any square losing all terrain types becomes clear terrain.

Clear Terrain Gaining Another Terrain: A clear terrain square that gains any other type of terrain becomes terrain of that type.

Stacking Terrain: If a square has more than one terrain type, the properties of all terrain types apply to that square. However, same parameters from multiple terrain don't stack, instead use the <u>most restrictive</u> parameter for each :
- **Accessibility:** Use the most restrictive accessibility, that are, in decreasing order:
  - Blocking >Transit > Unrestricted
- **Additional MP Cost:** Use the highest additional MP cost among all terrain types.
- **LoS/LoE:** If one terrain type blocks LoS or LoE, then that square blocks LoS or LoE.
- **Damage and Effects:** For damage and effects, use the stacking rules for terrain.

Big Creatures and Terrain:

- **Ignore Squares the Big Creature Already Occupied:** Additional MP costs, damage from terrain, and other terrain effects that trigger on entering into a new square, ignore squares that the Big creature occupied just prior to the move. The creature has already paid to enter those squares.
- **Additional MP Cost for Entering Multiple New Squares:** When a Big creature moves into a new space, pay only the additional MP cost of the most expensive destination new square it moves into (ignoring squares it already occupied), even if it simultaneously enters multiple new squares that require an additional MP cost.
- **Effects from Multiple Squares:** Per the Stacking Rules, different effects stack, but a Big creature will only be affected once by a same effect from multiple squares. Those same effects do not stack. For example, if it simultaneously enters 2 new squares of fire terrain, it will only take 5 fire damage, not 10.

Moving Large Creatures

Creatures that occupy more than 1 square advance advance 1 square at a time, such that they will not completely vacate the space they previously occupied. They pay additional MP cost only when entering terrain they previously did not occupy. The giant spider pays only once for entering difficult (Δ) terrain.
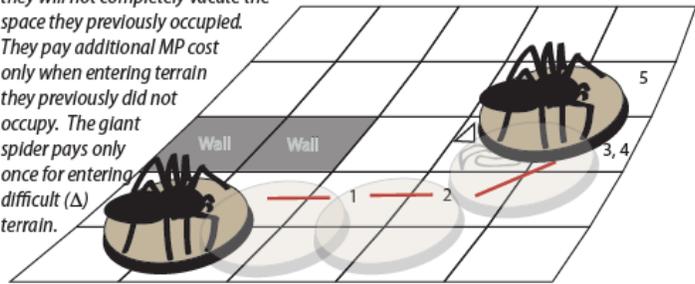
Large creatures can move diagonally past a corner when its last row of occupied squares is even with the corner. Before this, moving diagonally would cause it to occupy wall space, which is not legal position. Moving diagonally past a corner costs +1 MP for big creatures. In the example, it stacks with the cost to enter difficult (Δ) terrain.
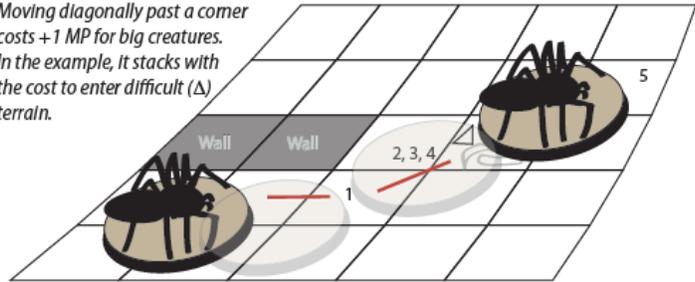
Maximum Terrain Damage and Healing Rule: Some terrain have effects that damage or heal creatures. However a creature may be damaged or heal <u>no more than 20 HP</u> from terrain on any creature's turn. Excess damage or healing is ignored. Thus, a creature pushed through 6 squares of fire terrain on one turn would take only 20 fire damage.

Core Terrain Types

The following five types of terrain are the core terrain types, and representations are shown to illustrate how they appear on the battle map.

Clear   Difficult   River   Statue   Wall

Since maps often have artwork that show variations in surface, difficult terrain is indicated by a triangle icon (as shown). Other terrain types are recognizable by the art that depicts them, though clear terrain in particular has many variations.

Terrain Type Components: Terrain descriptions include these components:

> ***Terrain Type name***
> **Description:**   Short description of the terrain.
> **Accessibility:**   Describes if creatures can enter this terrain, depending on their movement mode. Terrain can be:
> - **Blocking:** Creatures may not enter.
> - **Transit:** Creatures may enter, but not end movement while occupying transit terrain.

- **Unrestricted:** Creatures may enter and occupy freely.
+MP (surface): This is the **additional MP cost to enter** the terrain with **regular surface movement**.
LoS: Line of sight is either **blocked** or **unobstructed** by this terrain.
LoE: Line of effect is **usually unobstructed** and will not be mentioned unless it is **blocked**.
Other Rules: Other rules concerning the terrain.

Clear Terrain

Description: Clear terrain is the most simple and basic terrain. It represents open ground that is easy to move over with the regular surface movement mode.
Accessibility: Unrestricted
+MP (surface): ---
LoS: Unobstructed
Other Rules: ---

Difficult Terrain

Description: Difficult terrain provides an obstacle to surface movement. It may represent rubble, stairs, shifting ground, or any other objects on the ground that might slow surface movement without preventing it. It is marked with a triangle icon.
Accessibility: Unrestricted
+MP (surface): **+1 MP**
LoS: Unobstructed
Other Rules: A power that creates a square of "difficult terrain" creates this core terrain type (and not a non-core terrain type that's also difficult terrain).

River Terrain

Description: River terrain, also called deep water terrain, is an obstacle to surface movement. It represents rivers, lakes, ponds or even ocean.
Accessibility: Unrestricted
+MP (surface): **+1 MP**
LoS: Unobstructed
Other Rules: **Aquatic**: Creatures with the Aquatic keyword ignore the additional cost to enter River terrain.

Statue Terrain

Description: Representing terrain containing statuary or similar obstacles, statue terrain is an impediment to movement and to attacking creatures.
Accessibility: **Transit**
+MP (surface): **+2 MP**
LoS: Unobstructed
Other Rules: **Cover:** Statue terrain provides cover. Lines traced to check for cover that cross a square of statue terrain are considered blocked.

Hard Corner vs. Cut Corner

Wall Terrain

Description: Wall terrain creates solid barriers that prevent movement, attacks, and sight.
Accessibility: **Blocking:** Surface movement, Flight, forced movement
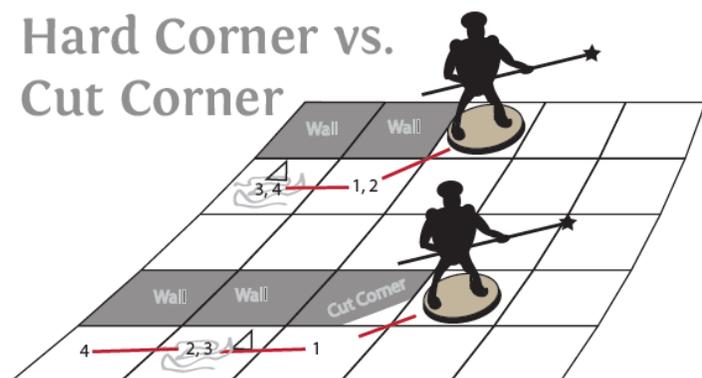
Transit: Burrow, Phasing power.

+MP (surface): ---

LoS/LoE: **Blocks LoS/LoE:** Any line traced to determine LoS/LoE that enters a square of wall terrain is **blocked**.

Other Rules: **Cover:** Lines traced to check for cover that enter a square of wall terrain are blocked.

Moving Past Hard Wall Corners (+1 MP): Though creatures may move diagonally past most types of terrain without penalty, moving diagonally past a right-angle corner of wall terrain (a.k.a. a "hard wall corner" as shown at the top of the image) imposes an additional cost of +1 MP for creatures moving with regular surface movement or regular flying movement. This is not a cost to enter the new square, but a penalty for moving diagonally past the wall. Therefore, it stacks with additional terrain costs to enter the new square, if any.

Moving Past Cut Wall Corners (no MP penalty): Some walls have beveled corners (a.k.a. a "cut corner" as shown at the bottom of the image). No extra MP are required to move past such a cut corner.

Gridline Terrain

Terrain Type Components: Terrain description components for gridline terrain are the same as for filling terrain, with the exception that "accessibility" is replaced by "crossing":

Crossing: Describes if creatures can cross this terrain, depending on their movement mode. Gridline terrain can be:
- **Blocking:** Creatures may not cross.
- **Unrestricted:** Creatures may cross.

Gridline Wall

Description: Gridline Wall terrain creates barriers that prevent movement, attacks and sight. It is indicated by a thick dark black line superimposed on the battle map gridlines.

Crossing: **Blocking:** Surface movement, Flying, Forced movement

Unrestricted: Burrow, Phasing power

+MP (surface): ---

LoS/LoE: **Blocks LoS/LoE:** Any line traced to determine LoS/LoE that crosses gridline wall is **blocked**.

LoS/LoE from the End of Gridline Wall: A creature, or the origin square of an ✳ attack power, does not have line of sight, or line of effect, "around" the end of a gridline wall (see figure). E.g. LoS/LoE can only be drawn **from a corner at the end of a gridline wall** to a square on the other side of the gridline wall if an additional LoS/LoE can be drawn from **at least one other corner of its space that is not on that gridline wall,** to that square.

Line of Sight Walls
The Large Spider adjacent to the wall has line of sight and line of effect to each of the gold squares
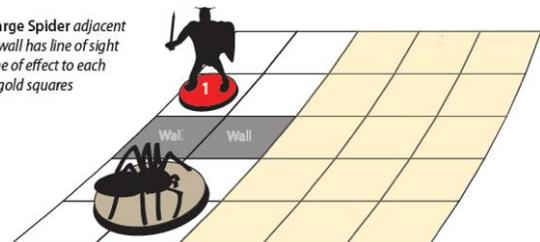
Line of Sight: Grid Walls
The Large Spider adjacent to the Grid Wall has line of sight to each of the gold squares. Grid walls affect line of sight and line of effect similar to Wall Terrain. The Large Spider is not adjacent to the Red Knight.

Other Rules: **Occupying Adjacent Squares:** Any creature may occupy a square adjacent to gridline wall, but a Big creature may not have a gridline wall in its space. Creatures adjacent to a Gridline Wall are considered adjacent to wall terrain. Squares on opposite sides of a Gridline Wall are not considered adjacent to each other.

Cover: Lines traced to check for cover which cross a Gridline Wall are blocked.

Moving Past Gridline Wall Corners (+1 MP): Moving diagonally across the end of a gridline wall imposes an additional cost of +1 MP, like a hard wall corner.

Non-Core Terrain

Non-core terrain types are detailed in **Appendix D**: in addition to their unique features, non-core terrain types have all features of one of the five core terrain types, and count as that core terrain for purposes of satisfying powers and effects.

Maps sometimes introduce new types of terrain, the effects of which are defined on the maps themselves.

Overview of Legality and Cost to Enter Terrain

The following table summarizes whether it is legal to enter or occupy terrain, and if so, the number of additional MP it costs to enter terrain with each movement mode. The additional MP are added to the base movement cost of 1 MP to enter any square with regular movement. It also includes a column for regular movement using the Phasing power.

Additional MP Cost/Legality to Enter Terrain by Movement Mode:

Movement mode: Terrain Type:	Surface	Flight	Burrow	Forced Movement	Placement	Phasing Power
Clear	0	0	0	ok	ok	0
Difficult / Water	+1	0	0	ok	ok	0
Wall	No	No	0*	No	No	0*
Pit	No	0*	No	ok**	No	No
Statue	+2*	0*	0*	No	No	0*
Hard Wall Corner***	+1	+1	0	ok	n/a	0

* Transit Terrain for this movement mode.
** Creatures Forced into a Pit gain the Dangling condition (see Appendix C).
*** Cutting diagonally past a hard wall corner while moving. Cost to be added to the cost of the square entered.

Attacking

Creatures attacking other creatures is a key aspect of DDM: most victory points are scored during a game by destroying creatures that have been damaged with attacks. To attack another creature, a creature must make "an attack" which is defined within an attack power.

"Attack Power" vs. "Attack"

An attack power is any power that defines one or more **attacks**. When you resolve the attack power, you also resolve one or more attacks defined therein that include damage and effects applied when the attacks hit. The attack power may additionally apply effects outside of those applied by the attacks themselves. (See Attack Powers, below.)

An attack is the specific sequence that includes only 3 steps: designating a single target, making an attack roll, and resolving damage and effects if the attack hits. (See Making an Attack, below.) Attacks are always defined within attack powers; and they are considered part of that attack power for rules that rely on the source of the effects from that attack (see Stacking Rules, above).

In the following example, the attack power Flameblade defines one attack:

> ⸔ *Flameblade:* +10 vs. AC; 10 + 5 fire damage AND 5 ongoing fire damage (save ends). On miss, 5 fire damage

The attack is highlighted. The portions of the attack power that are not highlighted are not part of the attack.

Why is the distinction important?

Firstly, special rules apply to damage dealt when an attack hits, a.k.a. base damage, as noted in the Damage rules, above. So it is important to distinguish damage dealt by an attack from that dealt by the attack power but outside of the attack.

Secondly, other powers might trigger off specific steps of an attack, e.g. "use when an enemy declares an attack". Such powers would not trigger when an attack power is declared or while effects of that attack power that are not part of the attack are being resolved, but only at the targeting step of the attack.

Finally, **some general powers allow attacks** to be made. In such a case, the general power will not detail an attack with attack test, damage and effects. Rather, it will refer to an attack type by icon (e.g. "make 1 ⊕ attack"), which allows the player to choose an appropriate attack defined in an attack power listed on that creature's card and resolve that attack. The entire attack power is not resolved when a singular attack is allowed in this way. Specifically, the attack test is used and if successful will deal damage and effects that follow the colon. Any additional effects or damage listed in the attack power are not used.

Example: A creature has these powers (the attacks are highlighted):

Attack Powers
> ⊕ **Hammer:** +12 vs. AC; 10 damage AND Dazed.
> ⸔ **Two Step Crush:** Move up to 2 squares, then make 2 attacks: +13 vs. AC; 5 damage.

General Powers
> ☐ **Quick Attack:** *Minor action:* Make 1 ⸔ attack.

The creature may use the attack power named Hammer, which details only one attack, so resolving that attack power allows the creature to make one attack (+12 vs. AC; 10 damage AND Dazed).

The creature may use the attack power named Two Step Crush, which includes 2 effects prior to the attack: the creature is first allowed to move up to 2 squares, and then it may make 2 attacks, each using the attack defined in this attack power (+13 vs. AC; 5 damage).

The creature may use the general power named Quick Attack, which allows it to make one ⫟ attack. It could choose either the attack listed under Hammer (+12 vs. AC; 10 damage AND Dazed) or the attack listed under Two Step Crush (+13 vs. AC; 5 damage). If the creature chose to use the attack listed under Two Step Crush, it would not move up to 2 squares nor make 2 attacks, because those effects are part of the <u>attack power</u>, but not the <u>attack</u>. It would only resolve one attack (+13 vs. AC; 5 damage).

Making an Attack

Making an attack includes three steps, and determines if and how one individual target will be affected by that attack.

> **Making an Attack:**
>
> 1) **Designate One Target:** Use the targeting process for the appropriate attack power type (⫟ ⤳ ✳ ⬳) detailed in the Attack Powers subsection, below.
>
> 2) **Make an Attack Roll** using the attack test (e.g. "+14 vs. Reflex"). This is a single step.
>   - **Roll 1d20.**
>   - **Apply modifiers** to the attack roll, including the bonus of the attack test (e.g. "+14") and additional bonuses or penalties to the attack roll, if any.
>   - **Determine if attack hits:** If the total **equals or exceeds** the target's defense (e.g. its "Reflex" value noted on its card), including any modifier to the target's defenses, the attack hits. Otherwise, it misses.
>
> 3) **Resolve Damage and Effects if the Attack Hits:** If the attack roll is a hit, apply the attack's damage and effects to the target (unless noted otherwise), in order. Rules detailed in the Damage and Effects subsection, above, also apply to damage and effects from attacks as normal, although some rules in that section specifically apply to direct damage from attacks, a.k.a. *base damage*.

Damage and Effects that Are not Part of the Attack: Damage and effects listed in the attack power before the attack; or after the attack, such as those labelled "on hit", "on miss", "hit or miss", are not part of the attack itself; even if they are part of the attack power in which the attack is detailed. Those damage and effects will not be resolved when only the attack is being resolved, for example if the attack is allowed by a general power.

Attack Summary Table

The following table summarizes each attack type in DDM. Refer to the following subsections for details.

Attack	Provokes OA?	Origin	Targets	Conceal Roll?	Can Target Allies?	Can Target Self?	Can Target Unseen Enemy?	Enemies Provide Cover?	Blocked LoS/LoE Grants Cover?
⫟ Melee	No	1 corner on the border of the attacker's space	1 creature within reach	Yes	No	No	Yes, but it has Conceal 11	Yes	LoS or LoE
⊕ Basic Melee									
⤳ Ranged	Yes			Yes	No	No	No	Yes	

57

⊗ Basic Ranged	No	1 corner on the border of the attacker's space	1 creature within range						LoS or LoE
⬰ Close	No	1 or more corners on the border of the attacker's space	AoE in adjacent squares	No	Yes, Inci-dental*	No	Yes	No	LoE only
✳ Area	Yes	1 distant square**	AoE in distant squares	No	Yes, Inci-dental*	Yes, Inci-dental*	Yes, Inci-dental*	No	LoE only

(*) 'Incidental' targeting means that the creature can only be targeted if another valid target is also being targeted.
(**) The origin is a distant square. LoE and cover are determined from the closest corner of that distant square.

Basic Attack

Melee and ranged attack powers with a circle around the attack icon are called **basic attack powers: ⊕ and ⊗**. These are a special subtype of ⨮ and ⤳ attack powers that respectively allow the creature to make a basic melee attack ⊕ or a basic ranged attack ⊗. They have the following features:

- If a power allows a ⨮ attack, an attack listed either in a ⊕ attack power or a ⨮ attack power can be used. However, the reverse is not true: if a power allows a ⊕ attack, only an attack listed in a ⊕ attack power can be used. The same applies for ⊗ and ⤳ attacks.
- Declaring a ⤳ attack triggers opportunity attacks from adjacent enemies, as described below, whereas declaring a ⊗ attack does not.

Powers that Use Basic Attacks

All creatures that have a ⊕ or ⊗ attack power may use the following powers that use these basic attacks, unless their stat card explicitly states that they do not.

Opportunity Attack Power: This general power allows an attack to be made against an enemy that is vulnerable for some reason. The enemy is said to "provoke, or trigger, an opportunity attack."

> **Opportunity Attack:** *Immediate action, when an adjacent enemy this creature can see triggers an opportunity attack:* This creature makes a ⊕ or ⊗ attack vs. that enemy.

Like all voluntary triggered powers, the player may choose whether or not to actually use this power when the trigger is met.

Movement: Allies & Enemies

The Wizard (lower left) wants to Flank the enemy knight (red). It may transit through its Snake ally's space. It may not enter the enemy space, so moves around it. Moves 2, 3 and 4 each trigger Opportunity Attacks from the enemy, though the enemy can only use 1 immediate action each turn.
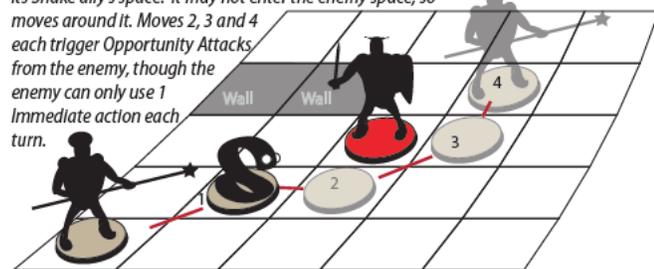
The situation changes if the Wizard has Flight or Burrow and the enemy does not. Now the Wizard may transit through both ally and enemy squares, and is in position in only 3 moves. Since a flying creature only triggers opportunity attacks for its first square moved, none of the moves here will trigger opportunity attacks from the enemy. The flying wizard did not leave an enemy-adjacent square on its first move, which is the only square to trigger an Opportunity attack from a nonflying enemy. If the enemy could fly, the situation would again resemble that in the upper panel.
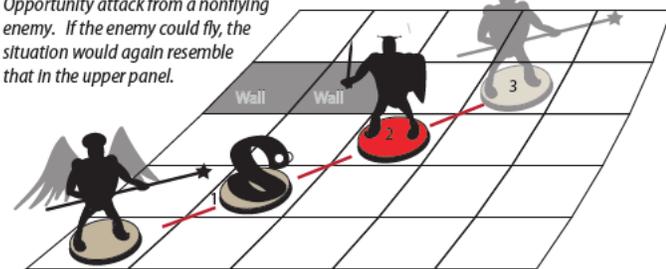
There are the three circumstances that lead to a creature triggering opportunity attacks:

1) **Flight or Surface Movement**

Opportunity Attack Trigger – Surface Movement: *Whenever a creature moves with Surface movement out of an adjacent square:* That enemy provokes opportunity attacks.

Opportunity Attack Trigger – Flight: *Whenever a creature moves with Flight out of an adjacent square:* That enemy provokes opportunity attacks from Flying enemies, or from all enemies if it is the first square it moves out of with a movement effect.

Burrowing movement does not provoke opportunity attacks.

2) **Making a 🗡 or a ✳ attack**

Opportunity Attack Trigger – ✳ and 🗡 Attacks: *Whenever an adjacent enemy declares an ✳ or a 🗡 attack, but not a ⊛ attack:* That enemy provokes opportunity attacks.

⊛, ⊕, ⧫ and ⬅ attacks do not provoke opportunity attacks.

3) **Powers that provoke opportunity attacks**

Opportunity Attack Trigger – Powers: Some effects of powers specify that the affected creature provokes opportunity attacks.

The Charge Power: The Charge general power permits the creature to both move and make a ⊕ attack by expending an attack action and a minor action. This does not expend a move action, and the creature may consequently additionally expend a move action on its turn.

Charge: *Attack + minor action:* Choose an enemy this creature can see. This creature gains MP equal to its current speed and moves so that each square entered is closer to that enemy. If it moves at least 2 squares and ends adjacent to that enemy, it makes a ⊕ attack vs. that enemy.

The Lunge Power: This general power allows to increase the reach on a basic melee attack.

Lunge: *Attack + Minor action, provokes opportunity attacks:* Make a ⊕ attack with +1 reach.

Other Powers that Use ⊕ Attacks: Other powers on stat cards may allow creatures to make ⊕ attacks.

Special Rules for Attacks

The following special rules apply to attacks.

The Attack Roll

Natural Rolls: Some rules or powers trigger on "natural" attack rolls. These are the unmodified 1d20 die roll results that appear on the attack die, before adding any attack bonus or modifier to the result.

Natural 20: If you roll a natural 20 on the 1d20 attack die:
- **Automatic Hit:** The attack automatically hits, no matter how high the target's defense score is.
- **Critical Hit:** The attack is a critical hit. A critical hit doubles the base damage only. (See Damage, above).

Natural 1: If you roll a natural 1 on the 1d20 attack die:
- **Automatic Miss:** The attack automatically misses, regardless of how high the modified attack roll might be.

Non-rolls: Some attack powers list attacks without any attack bonus. They state instead "automatic hit" or apply a numeric value to the die roll, for example "use when this creature makes a melee attack: Treat the attack roll as a natural 10." Some general powers may also force an attack to be an "automatic hit" or an "automatic miss." No die roll is needed or permitted when making an attack that has an automatic result.

Conceal Power: Some creatures have the Conceal X power (where X is a number), reflecting the fact that they are difficult to see due to illusion, invisibility, deception or other circumstances. When hitting a creature that has Conceal X, the attacker must also make a Conceal roll:

> **Conceal [X]:** Whenever this creature is hit with a ⚔ or 🏹 attack: The attacker must roll 1d20. If the result is less than [X], that attack is a miss instead. Critical hits ignore this power.

Follow-up Attack: A follow-up attack is an additional attack described in the effects of an attack power. A follow-up attack is only triggered if the original attack hits.

Modifiers to Attack Roll or Defense

Some powers and effects increase or decrease the attack roll or target's defense. In addition to various powers listed on cards, below are two modifiers and one state that are relevant throughout the battle.

Combat Advantage

Benefits: A creature that has combat advantage vs. a target has a **+2 bonus to its attack roll** vs. that target. Some creatures gain other benefits from combat advantage as indicated on their card. For example, some creature may have the Sneak Attack power:

> **Sneak Attack X:** +X damage vs. targets granting it combat advantage.

Description: Combat advantage is granted by a creature to its enemies when it is distracted, unaware, or otherwise inhibited. To gain combat advantage, the attacker must be able to see the target that would grant it combat advantage. It occurs in all of the following situations:

a) The target has a condition such as Helpless, Dazed, Petrified or Stunned
b) The target cannot see the attacker (e.g. invisible attacker, Blinded defender)
c) The target is Squeezing
d) The target is flanked (see below).
e) A different effect on the target specifically notes that it grants combat advantage.

Flanking

The **Large Spider** and the **Snake** are Flanking **Red Knight #2** via opposite corners. (see line). Using a different square in its space, the **Large Spider** also Flanks Red Knight 2 together with the **Wizard**. No other Red Knight is Flanked.
In return, the **Large Spider** is Flanked on opposite sides of its space by Red Knights 3 and 4.

Flanking

Flanked State: When 2 allies surround an enemy, causing it to split its attention, that enemy is considered flanked.

While flanked, a creature **grants combat advantage to all attackers** (not just to the flanking attackers).
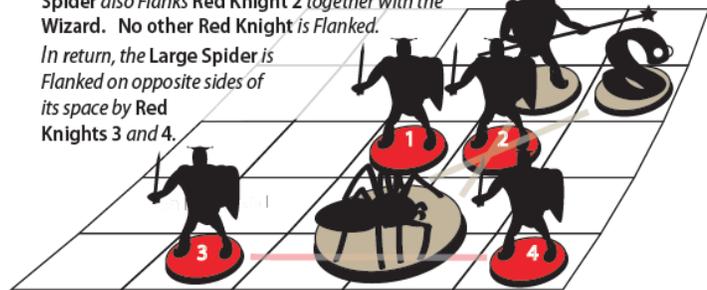
Description: To flank an enemy, a creature and one of its allies must meet <u>all</u> of the following conditions:
- Be adjacent to that enemy, with the creature and its ally on an opposite side or opposite corner; and
- Be capable of making an Opportunity Attack vs. that enemy (although none is allowed simply for flanking).

To determine whether two allied creatures are on opposite sides or opposite corners of an enemy's space, choose a square in each ally's space, then trace a line between the centers of the chosen squares. If that line passes through opposite corners or opposite sides of the enemy's space, that enemy is flanked.

Cover

Modifier: A creature attacking a target that has cover has a **-2 penalty to its attack roll** vs. that target**.**

Description: When obstacles such as statues, creatures, terrain or certain powers obscure a target from an attack's origin or from the attacker's sight, that creature is harder to hit because it has cover.

Cover Does Not Stack: The penalty for cover does not stack if there are multiple sources of cover: the target either has cover or it does not.

Trace Lines to Determine Cover: Cover vs. an attack is determined by tracing lines between an origin corner of the attack and one square of the target's space. See Attack Powers, below, to determine the origin corner of attacks and the chosen target's square for ⸸ and ⤳ attacks. The traced lines will use line of sight, line of effect, or both. In most cases, using either one to check for cover won't matter since they'll be the same, so you can then simply trace lines regardless of line type. For cases where it matters, the types of lines are specified below.

Refer to the following table for each type of attack to determine if a target has cover.

Cover vs. ⸸ attacks	**Cover vs. ⤳ attacks**
1. **Trace lines** of effect and lines of sight from the origin corner to all points in the chosen target's square. 2. **The target has cover** if any traced line is blocked. **Enemies Can Provide Cover:** An attacker's enemies, but not allies, provide cover to the target if any of the traced lines cross an enemy's space.	1. **Trace lines** of effect and lines of sight from the origin corner to all points in the chosen target's square. 2. **The target has cover** if any traced line is blocked. **Enemies Can Provide Cover:** An attacker's enemies, but not allies, provide cover to the target if any of the traced lines cross an enemy's space.

Cover vs. ✳ attacks	**Cover vs. ⇐ attacks**
Choose one square of the target's space that is in the area of effect: 1. **Trace lines** of effect from the closest corner of the origin square to every point in the chosen square. 2. **The target has cover** if any traced line is blocked. **Creatures do not provide cover.**	**Choose one square** of the target's space that is in the area of effect: 1. **Trace lines** of effect from the closest origin corner to every point in the chosen square. 2. **The target has cover** if any traced line is blocked. **Creatures do not provide cover.**

Hiding: Some creatures have the Hide power:

> **Hide:** If this creature has ranged cover other than from intervening creatures vs. a non-adjacent enemy, it is invisible to that enemy.

To determine if the hiding creature has 'ranged cover' from a spotting creature, the spotting creature checks for cover as if it were targeting the hiding creature with a ranged attack (even if it doesn't have any ranged attacks).

Redirected Attacks

Some creatures have powers that redirect an attack from its original target to a different creature. For example:

> **Bodyguard:** *Immediate action, use when an enemy targets an adjacent ally with an attack:* Redirect that attack to this creature.

For simplicity, we'll call a creature to whom the power redirects the attack "the bodyguard", though redirect powers and effect do not require the use of the word "bodyguard."

Redirect is a Replacement Effect: Redirect powers are triggered powers that interrupt an attack. The bodyguard becomes the target of the attack **instead**. This means that redirect powers must be resolved in step 1 of the ARR.

Bodyguard Considered to Occupy the Target's Space: When resolving a redirect attack, treat the bodyguard as if it temporarily occupies the space of the original target for all purposes of that attack, including range, line of sight, line of effect, flanking, forced movement, terrain occupied, and power triggers. However, the bodyguard did not move into that space, nor is it considered to have changed its actual size for purposes of satisfying powers, e.g. a Medium bodyguard would not trigger powers that only affect Large creatures even though it guards a Large ally.

Ignore Invisible and Conceal: The redirected attack against the bodyguard ignores invisible and conceal. The bodyguard is considered to waive the benefits of invisible and conceal.

Attack Powers

Attack powers are listed in the "attack powers" subsection of the creature card, and unless indicated otherwise, they cost an attack action to use. Every attack power notably has the following power components that identify it as attack power (in addition to its other components):

- **an attack icon** that identifies the attack type that the power grants: one of ⊕ ⊬ ⊗ ⤳ ❄ ⬳
- **an attack test** that includes an attack bonus and target defense (AC, Fortitude, Reflex or Will).

Types of Attack Powers: There are four types of attack powers:

1) **The Melee attack power** ⊬ (and its subtype, **the basic melee attack power** ⊕) allows an attack that targets one adjacent enemy. Some attacks have reach, which modifies the permitted distance to a target. Most melee attack powers permit only a single ⊬ attack, but some allow more.

2) **The Ranged attack power** ⤳ (and its subtype, **the basic ranged attack power** ⊗) allows an attack that targets one enemy at a distance. The range of a ⤳ attack is listed in the power's description, and some can span the entire battle map. Most ranged attack powers allow a single attack, but some allow more.

3) **The Area attack power** ❄ originates from one square at a distance and affects many squares within a listed radius counted from that square. All creatures occupying those squares may be targeted by attacks of the ❄ attack power. Individual attacks are made against each.

4) **The Close attack power** ⬳ affects many squares adjacent to the attacking creature. All creatures occupying those squares may be targeted by attacks of the ⬳ attack power. Individual attacks are made against each.

The following subsections provide details on using each type of attack power.

⊬ Attack Power

This is the sequence for resolving a ⊬ attack power (including a ⊕ attack power).

1) Declare Use of the Power

Declare Power: Name the specific attack power the creature is using.

62

Expend cost: Expend action, mark off checkbox if any.

2) Resolve Damage and Effects

Resolve Pre-Attack Effects: If the power lists any effects before the attack test, resolve them in order. Each damage and effect is applied simultaneously to all appropriate creatures.

Make one attack:
(If the ⱡ attack power allows more than one attack, other attacks may be made later.)

Designate one Target: Choose a single adjacent enemy as the designated target, following these rules:
- **Choose Origin Corner and Target Square:** Choose a corner on the border of the attacker's space as the origin of the attack, and a target square in the target's space adjacent to the origin corner.
- **Line of Effect** must exist from the origin corner to a point in the target square.
- **Line of Sight – Not Essential:** Unseen creatures can be targeted, but gain the Conceal 11 power vs. the attack.
- **Reach:** The Reach value represents the maximum distance of the target square from the origin corner. All creatures have a default Reach of 1, which permits them to target any adjacent square. Some attack powers however specify a different Reach value, either 0 or 2 or more, which modifies the squares that can be targeted. Reach 2 means the target square can be up to 2 squares away from the attacker. Reach 0 means the attacker can only target enemies that are within its own space.

    Reach is normally listed in the power's text. On older cards, some creatures have a power called Reach X (where X is a number):

    Reach X: This creature may target a square up to 'X' squares away from the origin corner with its ⱡ attack powers.

Make an Attack Roll

Make an attack roll to determine if the attack is a hit or a miss, as explained in **Making an Attack**. This will determine if the designated target is affected by the attack.

Resolve Damage and Effects if Attack Hits: If the attack is a hit, sequentially apply the attack's damage and effects to the target.

(The attack is resolved.)

Serial Attacks: If the ⱡ attack power permits more than one attack, repeat the "Make one attack" sequence until all attacks have been made.

Resolve Other Effects of the Attack Power: Resolve damage and effects that trigger after all attacks are resolved, in order, including those labelled "on hit", "on miss," "hit or miss". Each damage and other effect is applied simultaneously to all appropriate creatures (including those that were designated as targets of the attacks).

⤳ Attack Power

This is the sequence for resolving a ⤳ attack power (including a ⊛ attack power).

1) Declare use of the power

Declare Power: Name the specific attack power the creature is using.

Expend cost: Expend action, mark off checkbox if any.

2) Resolve Damage and Effects

Resolve Pre-Attack Effects: If the power lists any effects before the attack test, resolve them in order. Each damage and other effect is applied simultaneously to all appropriate creatures.

> **Make one attack:**
> (If the ⚔ attack power allows more than one attack, other attacks may be made later.)
>
> **Designate one Target:** Choose a single seen enemy in range as the designated target, following these rules:
> - **Choose Origin Corner and Target Square:** Choose a corner on the border of the attacker's space as the origin of the attack, and a target square in the target's space.
> - **Line of Sight and Line of Effect** must exist between the origin corner and a point in the target square.
> - **Range**: Range represents a distance requirement of the ranged attack:
>   - Attacks with a range of (sight) allow targeting a target square at any distance within sight of the origin.
>   - Attacks listing a range of (nearest) must target the nearest enemy the attacker can see.
>   - Attacks with a numerical range, (range 'X'), must target a target square no more than 'X' squares away.
>
> **Make an Attack Roll**
>
> Make an attack roll to determine if the attack is a hit or a miss, as explained in **Making an Attack**. This will determine if the designated target is affected by the attack.
>
> **Resolve Damage and Effects if Attack Hits:** If the attack is a hit, sequentially apply the attack's damage and effects to the target.
>
> (The attack is resolved)

Serial Attacks: If the ⚔ attack power permits more than one attack, repeat the "Make one attack" sequence until all attacks have been made.

Resolve Other Effects of the Attack Power: Resolve damage and effects that trigger after all attacks are resolved, in order, including those labelled "on hit", "on miss", "hit or miss". Each damage and effect is applied simultaneously to all appropriate creatures (including those that were designated as targets of the attacks).

✳ Attack Power
This is the sequence for resolving an ✳ attack power.

1) Declare use of the power

Declare Power: Name the specific attack power the creature is using.

Expend cost: Expend action, mark off checkbox if any.

2) Resolve Damage and Effects

Resolve Pre-Attack Effects: If the power lists any effects before the attack test, resolve them in order. Each damage and other effect is applied simultaneously to all appropriate creatures.

Make one or more attacks:
An ✴ attack power allows making a number of attacks equal to the number of targets in the power's area of effect. Each step will resolve in order: the "Designate Targets" step resolves simultaneously for all targets, then the "Make an Attack Roll" step resolves simultaneously for all targets (although the dice are rolled sequentially), and each distinct damage or effects in the "Resolve Damage and Effects On Hit" step resolves simultaneously for all targets.

> **Designate Targets:** All creatures in an area of effect in range will be designated targets, as follows:
> - **Choose Origin Square:** An ✴ attack power defines a radius X and a range Y (where X and Y are numbers; or Y can be range "sight" or "nearest", instead), for example "area 2 within 10". Choose a square in line of sight, in line of effect, and in range of the attacker to be the origin square of the attacks.
> - **Determine Area of Effect:** The affected area includes the origin square and each additional square within X squares of the origin square, as long as there is line of effect from the closest corner of the origin square to a point in the checked square.
> - **All Creatures in AoE Are Targets:** Each ally and each enemy that occupies a square in the area of effect, seen or unseen, is a designated target. If the attacker is in the affected area, the attacker is also a target of its own attack.
> - **At Least One Visible Enemy**: The origin square of the attack must be chosen such that at least one visible enemy is included in the area of effect.
> - **All Targets are Simultaneously Targeted**: All targets are simultaneously targeted, opening a single trigger window for triggered powers.
>
> **Make Attack Rolls**
>
> Make an attack roll sequentially vs. each individual target to determine if each attack is a hit or a miss, as explained in **Making an Attack**. The attack rolls will determine if the designated targets are hit by the attacks.
>
> Each individual d20 attack roll opens a distinct trigger window.
>
> Each creature is attacked once, even if it occupies more than 1 square in the area of effect. If a creature already targeted by the attack redirects the attack to itself from another creature, it will be subject to two attacks.
>
> **Resolve Damage and Effects if Attacks Hit:** For each attack that hits, apply the attack's damage and effects to the target. Damage and other effects of the attack are applied sequentially if there are more than one, but each is applied simultaneously to all targets that were hit.

(The attacks are resolved)

Resolve Other Effects of the Attack Power: Resolve damage and effects that trigger after all attacks are resolved, in order, including those labelled "on hit", "on miss", "hit or miss". Each damage and effect is applied simultaneously to all appropriate creatures (including those that were designated as targets of the attacks).

⇐ Attack Power

This is the sequence for resolving a ⇐ attack power.

> **1) Declare use of the power**

Declare Power: Name the specific attack power the creature is using.

Expend cost: Expend action, mark off checkbox if any.
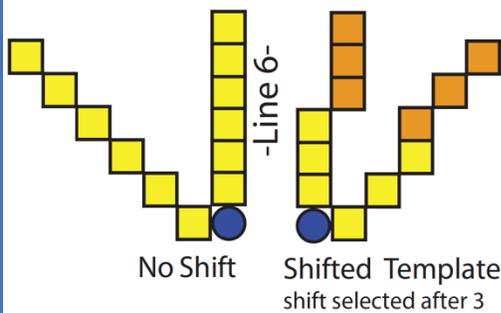
2) Resolve Damage and Effects

Resolve Pre-Attack Effects: If the power lists any effects before the attack test, resolve them in order. Each damage and effect is applied simultaneously to all appropriate creatures.

Make one or more attacks:

A ⬅ attack power allows making a number of attacks equal to the number of targets in the power's area of effect. Each step will resolve in order: the "Designate Targets" step resolves simultaneously for all targets, then the "Make an Attack Roll" step resolves simultaneously for all targets (although the dice are rolled sequentially), and each distinct damage or effects in the "Resolve Damage and Effects On Hit" step resolves simultaneously for all targets.

  Designate Targets: All creatures in an adjacent area of effect will be designated targets, as follows:
  - **Select Origin Corner and Determine Area of Effect:** A ⬅ attack power affects a defined area of squares based upon its subtypes: bursts, blasts and lines each have respective areas of effect.
    - **Burst Attack Power (Burst 'X',** where X is a number**):** All square corners on the border of the attacker's space are origins for the burst attacks. The area of effect includes each square outside of the attacker's space and within X squares of the attacker, as long as there is line of effect from the nearest origin corner to any point in the checked square.
    - **Template Attack Powers (Blast 'X'** or **Line 'X'** where X is a number**):** Choose a corner of a square on the border of the attacker's space as the origin corner. Then place the appropriate template, such that the attacker's space is not included in the template area. The area of effect includes each square in the template area, as long as there is line of effect from the origin corner to a point in the checked square. The templates are:
      - A **blast** 'X' template is a square area (the blast) measuring 'X' by 'X' squares. At least 1 square of the blast must be adjacent to the origin corner.
      - A **line** 'X' template is a series of squares (the line) that is 'X' squares long along a horizontal, diagonal or vertical orientation. The first square must be adjacent to the origin corner. Each subsequent square is further away from the origin than the preceding square.
        - ➢ **Deviation**: A single square of the line, after the first square, is allowed to deviate from the orientation of the line (e.g. a horizontal deviation for a diagonal line). The deviated square must still respect other rules: be further away from the origin and adjacent to the previous square. After the deviation, additional squares of the line (if any) must continue along the original orientation.
      - **All Creatures in AoE Are Targets:** Each ally and each enemy that occupies a square in the affected area, seen or unseen, is a designated target.
      - **Must Target at Least One Enemy:** The area of effect must be chosen such that at least one enemy (seen or unseen) is included in the area of effect when the attack power is first declared.
  - **All Targets are Simultaneously Targeted**: All targets are simultaneously targeted, possibly satisfying triggers of other powers within a single trigger window.

-Line 6-

No Shift   Shifted Template
shift selected after 3

Make an Attack Roll

Make an attack roll sequentially vs. each individual target to determine if each attack is a hit or a miss, as explained in **Making an Attack**. The attack rolls will determine if the designated targets are hit by the attacks.

Each individual d20 attack roll opens a distinct trigger window.

Each creature is attacked once, even if it occupies more than 1 square in the area of effect. If a creature already targeted by the attack redirects the attack to itself from another creature, it will be subject to two attacks.

Resolve Damage and Effects if Attacks Hit: For each attack that hits, apply the attack's damage and effects to the target. Damage and other effects of the attack are applied sequentially if there are more than one, but each is applied simultaneously to all targets that were hit.

(The attacks are resolved.)

Resolve Other Effects of the Attack Power: Resolve damage and effects that trigger after all attacks are resolved, in order, including those labelled "on hit", "on miss", "hit or miss". Each damage and effect is applied simultaneously to all appropriate creatures (including those that were designated as targets of the attacks).

Examples of Burst ⇐ Attacks: A burst 2 used by a medium-sized creature and a burst 1 used by a large-sized creature are shown. All corners of squares on the border of the creature's space are origins of the attack power.

*The **Wizard** choses a square for the origin of the Blast 3.*

Line of Effect

*The **Wizard** choses a square for the origin of the Blast 3. There is no line of effect to Red Knight 1 from the Origin, so that enemy is not a target. Red knight 2 and 3 are targets of the attack. Red Knight 2 has cover.*
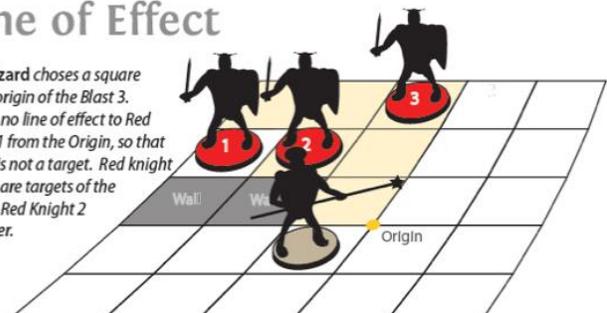
*The **Wizard** choses a corner for the origin of the Blast 3. There is line of effect to all enemies.*

✿ ✿ ✿
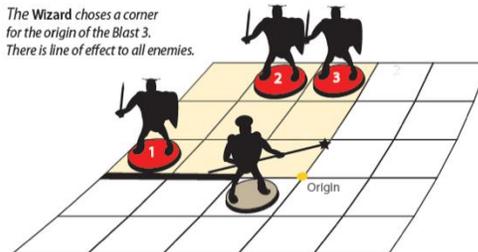
Refer to Appendix F – Detailed Examples, for some additional information on resolving attack powers, in particular with regards to using triggered powers during the resolution of an attack power.

Summary of Damage and Effects of Attack Powers

Here is an exemplary attack power:

> ➶ **Quick Bolt:** Shift 2 squares, then make an attack: (range 5) +15 vs. Reflex; 20 lightning damage AND Slowed. On miss, 10 lightning damage.

As indicated above, attack powers can include the following damage and effects:

1) **Before the Attacks:** Some damage and effects listed before the attack test. Those are entirely resolved before the attacks are initiated. In the Quick Lightning example, "shift 2 squares" is an effect resolved before the attack.

2) **During the Attacks:** Some damage and effects are listed immediately after the attack test. Those are part of the attacks and are resolved if the attacks hit. In the Quick Lightning example, "20 lightning damage" is damage applied on a hit of the attack and "Slowed" is an effect applied on a hit of the attack.

3) **After the Attacks:** Some damage and effects are listed after the damage and effects of the attacks. Those are resolved after the attacks have been entirely resolved. Many of these damage and effects are dependent on whether the attacks hit or not, and are labelled as such, even if they are not part of the attacks themselves. These damage and effects include:

   a) Damage and Effects labelled **"on hit"**: Unless stated otherwise, these damage and effects are applied to the targets of the attacks that were hit under the same use of the attack power.

   b) Damage and Effects labelled **"on miss"**: Unless stated otherwise, these damage and effects are applied to the targets of the attacks that were missed under the same use of the attack power.

   c) Damage and Effects labelled **"hit or miss"**: Unless stated otherwise, these damage and effects are applied to the targets of the attacks, whether they were hit or missed under the same use of the attack power.

So although "on hit", "on miss" and "hit or miss" damage and effects are applied to the targets of the attacks by default (i.e. unless stated otherwise), these damage and effects are still not part of the attacks.

In the Quick Lightning example, "On miss, 10 lightning damage" is damage applied after the attack has been resolved entirely. This damage will be applied to the target of the attack, but only if the attack was a miss. Still, this is not part of the attack, so the 10 lightning damage will not be modified by bonuses or penalties that affect an attack (i.e. it is not *base damage*).

Interrupting Attacks

Triggering events can occur during different steps of the attack, allowing triggered powers to be declared. As a consequence, the attacks could be affected by effects granting bonuses or penalties, moving the attacker or the target, and could even lead to the attack fizzling and not being resolved.

Trigger Windows: The attack includes three steps as mentioned above: target designation, making an attack roll, and resolving the effects. Any of these steps might be interrupted. For example, target designation might be interrupted by a power with the trigger "use when an adjacent enemy declares an attack". The resolution of the attack will be suspended while the interrupting triggered power is being resolved within a trigger window. Use the ARR if necessary to resolve multiple triggered powers within the same trigger window.

Remember that all steps of the attack occur while the attack is resolved; not when the attack power is declared. There might be other effects of the attack power to resolve before the attack.

Sequential Serial Trigger Windows for ⸸ and ⤳ Attacks: ⸸ and ⤳ attacks of a same attack power are resolved one after the other, as mentioned in the description of those attack powers, above. Each step of the process will allow interrupting the flow of events for a single ⸸ and ⤳ attack at a time.

Trigger Windows at Each Step for ⬅ and ✳ Attacks: When resolving ⬅ or ✳ attacks:

- **Target designation (Simultaneous):** This is a single step for all targets, and opens a single trigger window. This means that the attacker identifies all targets of the ⬅ or ✳ attack power before triggered powers may be used.
- **Making attack rolls (Sequential):** Roll 1d20 for each target one after the other, in the order of the active player's choice. Each d20 roll opens a distinct trigger window. Players decide at each d20 roll if they use a power or not.
- **Applying Damage and Effects if the Attacks Hit (Simultaneous):** Each damage or effect is applied simultaneously to all targets, before moving to the next damage or effect. A single trigger window is opened at *each* damage or effect. For example, an attack that does "10 damage AND Dazed" and that hits 3 targets will simultaneously do 10 damage to all three targets (which could be interrupted by other powers), and then as a second step it will simultaneously applies Dazed to all three targets (which could be interrupted by other powers).

Attacks that Fizzle

An attack **fizzles** when it is prevented from being resolved due to some interrupting effect. It is then neither a hit nor a miss, but is a non-event. It is still expended.

Timing of Interrupting Power: An attack fizzles if the target is illegal or the attacker is incapacitated <u>before **the target designation step** is resolved,</u> as detailed below.

Triggers that interrupt the target designation step once it's initiated but before it's resolved include:
> use when targeted by an attack
> use when declaring an attack

Powers with triggers that are resolved later in the attack sequence, either during the "making an attack roll" step (e.g. "use when hit by an attack" or "use when making an attack roll"), or during the "apply effects if the attack hits" step (e.g. "use when taking damage"), will not make the attack fizzle nor prevent the attack from being resolved even if such powers would destroy the attacker or move the targets out of range.

<u>Attacks Fizzle</u> **- only before the target designation step is resolved - if:**
- For any attack type, the attacker is destroyed, becomes Inactive, or is removed from the battle map;
- In the case of a ⌇ attack, the target is no longer in reach, or line of effect is lost;
- In the case of a ⤳ attack, the target is no longer in range, or line of sight or line of effect is lost;
- In the case of ✳ attacks, all attacks fizzle simultaneously if:
  - The target square is no longer in range, or line of sight or line of effect to that square is lost; or
  - One or more targets are moved out of the area of effect such that there are no valid targets anymore.
- In the case of ⬅ attacks, all attacks fizzle simultaneously if:
  - The attacker is moved in any way; or
  - One or more targets are moved out of the area of effect such that there are no valid targets anymore.

Once the attack sequence reaches the "Making an attack roll" step, the attack cannot fizzle, regardless of what happens.

Appendix A - Glossary of Useful Game Terms

Creatures

In your warband: A creature is in your warband if you originally included it your warband or added to your warband during the match, as long as it's not destroyed.

Ally: Creatures in the same warband and on the battle map are allies. A creature is not an ally of itself.

Enemy: A creature is an enemy of another creature if they are on the battle map and in different warbands.

Living: A creature is living as long as it lacks these keywords: Undead, Construct, Object, Spell.

Undead: A creature with the Undead keyword is not living.

Construct: A creature with the Construct keyword is not living.

Object: A creature with the Object keyword is not living, doesn't score VPs for occupying victory areas, and is immune to attacks that target Will. Also, it is ignored by other creatures that use the Scout power for determining if creatures already occupy a victory area.

Spell: A creature with the Spell keyword is not living, may not be assigned items, is immune to champion powers, and doesn't score VPs for occupying victory areas.

Unique and **Solo:** A creature with the Unique or Solo keyword cannot be included more than once in a warband.

Items

Locked item: Range, area, damage, attack bonus, creatures affected or other parameters of powers of a Locked Item may not be increased by other powers, but may be decreased normally. Non-power game effects may still increase aspects of the power normally, such as combat advantage or attacking a Helpless target.

Scroll: An item type as specified by the word "Scroll" in its name. All Scrolls are Locked items. Thematically, their power level is frozen in time and ink.

Cursed item: Any item with a negative cost. To include a Cursed item in your warband, it must be assignable to a creature than can use it.

Creature Status and Powers

Active creature: All creatures are considered to be ready active and engaged in the battle, as long as they aren't Helpless, Stunned or Petrified.

Acting creature: If a creature is active: it is the acting creature while on its turn, unless another creature uses a triggered power to interrupt: it then temporarily becomes the acting creature.

Inactive creature: Any creature that is Helpless, Stunned, or Petrified. Creatures that are inactive may <u>only</u> use mandatory triggered powers and continuous innate powers and may <u>not</u> expend allotted actions, in addition to other limitations that their condition imposes.

Full Turn Action or **Replaces Turn Action:** Equivalent to "Attack action + Move action + Minor action."

Appendix B – Universal and Common Powers

Universal Powers

Each creature in the game has these powers, unless the creature card states otherwise. These powers are intrinsic and are not listed on a creature card.

Move: *Move action:* This creature moves up to its speed.
Double Move: *Two move actions:* This creature moves up to twice its speed.
Shift: *Move action*: This creature shifts 1 square.

> **Effects that "Move":** The creature gains MP equal to the indicated value and moves using its regular movement mode.
> **Effects that "Shift":** The creature gains MP equal to the indicated value and moves using its regular movement mode without provoking opportunity attacks for moving.
>> **… And Whenever a Creature Gains MP:** It immediately moves expending those MP. Excess MP are lost when movement ends with that movement effect.
> **Movement expressed in "Squares":** If a regular movement power is expressed in "**squares**", then that movement **ignores additional MP cost**.

Charge: *Attack + minor action:* Choose an enemy this creature can see. This creature gains MP equal to its current speed and moves so that each square entered is closer to that enemy. If it moves at least 2 squares and ends adjacent to that enemy, it makes a ⊕ attack vs. that enemy.

Opportunity Attack: *Immediate action, when an adjacent enemy this creature can see triggers an opportunity attack:* This creature makes a ⊕ or ⊗ attack against that enemy.

> **Opportunity Attack Trigger – Surface Movement:** Whenever a creature moves with Surface movement out of an adjacent square: That enemy provokes opportunity attacks.
> **Opportunity Attack Trigger – Flying Movement:** Whenever a creature moves with Flying movement out of an adjacent square: That enemy provokes opportunity attacks from Flying enemies, or from all enemies if it is the first square it moves out of with a movement effect.
> (Burrowing does not provoke opportunity attacks.)
> **Opportunity Attack Trigger: ✲ and ⊁ Attacks:** Whenever an adjacent enemy declares an ✲ or a ⊁ attack, but not a ⊗ attack: That enemy provokes opportunity attacks.
> **Opportunity Attack Trigger – Powers:** Some effects of powers specify that the affected creature provokes opportunity attacks.

Lunge: *Attack + Minor action, provokes opportunity attacks:* Make a ⊕ attack with +1 reach.

Setup Powers

Some creatures in the game have these powers:

Scout: This creature may setup in an unoccupied victory area (yours or your opponent's).
Wandering Monster: This creature must setup in a random victory area (yours or your opponent's) instead of in your start area.
Delayed Appearance: This creature must start off the battle map during setup.

Common Powers

Some creatures in the game have these powers:

Reach X: This creature may target a square up to 'X' squares away from the origin corner with its ⱷ attack powers.
Teleport X: The creature controlling the teleportation places the affected creature up to X squares from the affected creature's current position, in a destination square that the creature controlling the teleportation can see.
Invisible: Line of sight cannot be traced to this creature.

Phasing: While moving, this creature ignores additional MP cost to enter difficult terrain, water terrain and statue terrain; and may transit wall terrain.

Conceal [X]: Whenever this creature is hit with a ⸸ or ⸽ attack: The attacker must roll 1d20. If the result is less than [X], that attack is a miss instead. Critical hits ignore this power.

Insubstantial: Damage from an attack that hits this creature is halved. Critical hits ignore this power.

Hide: If this creature has ranged cover other than from intervening creatures vs. a non-adjacent enemy, it is invisible to that enemy.

Sneak Attack X: +X damage vs. targets granting it combat advantage.

Resistance and Immunity Powers

Some creatures in the game have these powers:

Immune [type]: Any damage this creature would take of that type, is reduced to 0.
Resist X [type]: Any damage this creature would take of that type is reduced by X.
Vulnerable X [type]: Any damage this creature would take of that type is increased by X.
Resist X: Any damage this creature would take of the first type listed, is reduced by X.
Vulnerable X All: Any damage this creature would take of the first type listed, is increased by X.

Niche Powers

Riders and Mounts

(rider) **Mounting:** *Move action:* This creature moves into and shares the space of an adjacent legal ally mount and becomes its rider. Both rider and mount gain the Mounted keyword and gain the Mounted Unit state.
(rider) **Voluntary Dismount:** *Move action:* This creature moves to a space adjacent to its mount.

Huge Creatures

Squeeze: *Use after gaining MP* (Huge creature only)*:* Gain the squeezed state.
End Squeezing: *Only on its turn and only if it can legally occupy a 3x3 area:* Lose the Squeezed state.

Appendix C – Standard Conditions

This section lists the standard conditions that exist in the game. The prototypical conditions are Dazed and Stunned, listed first for convenience. Several other conditions share all the limitations of Dazed or Stunned, and then add further limitations.

Some conditions are referred to with the "[condition]-like" wording with reference to a specific condition, which means that they have all limitations of that specific condition. However, they do not trigger powers that trigger off of that condition.
> For example, Dominated has the effect "Dazed-like" which means it includes all limitations of Dazed, without triggering powers that rely on actually being Dazed. Similarly, A creature that is Immune Dazed would have no benefits vs. being Dominated.

Dazed (or Staggered)

The creature is dazzled, distracted, knocked off their feet, has the wind knocked out of their lungs, or similar. The creature has the following effects:

✦ **Lose a Move Action**: Is only allotted an attack action and a minor action at the start of the allotted actions phase on its turn.
✦ **No Voluntary Triggered Powers**: May **not** use voluntary triggered powers.
✦ **Grants Combat Advantage**: A Dazed creature grants combat advantage when it is attacked.
✦ **Cannot Flank an Enemy**: Does not count as a valid ally when determining flanking.
✦ **Cannot Use Champion Rating**: Do not use the Champion Rating of a Dazed creature for Champion tests.

In Play:　　　**Delayed Effect:** A creature that becomes Dazed while acting completes the current action. If it occurs on the affected creature's turn, its turn ends after that action.

Stunned

The creature is profoundly impaired, but still somewhat able to defend itself. The creature has the following effects:

✦ **Is Inactive:**　　May <u>only</u> use mandatory triggered powers and innate powers.
　　　　　　　　　May <u>not</u> expend allotted actions.
✦ **Grants Combat Advantage to Enemies**: All attacks vs. this creature have combat advantage.
✦ **Cannot Flank an Enemy**: Does not count as a valid ally when determining flanking.
✦ **Cannot Use Champion Rating**: Do not use the Champion Rating of a Stunned creature for Champion tests.
✦ **Cannot Score VP** for occupying a victory area.

In Play:　　　**Immediate Effect:** A creature that becomes Stunned while acting immediately suffers all limitations of Stunned. This may interrupt the current action without allowing it to conclude: for example if the creature was moving, it may not enter a new square after gaining this condition, and if the creature was attacking but had not resolved the attack yet, the attack may fizzle.

An alphabetical listing of other conditions follows.

Blinded

The creature is either physically or magically blinded. The creature has the following effects:

✦ **No Line of Sight**: The creature cannot trace a line of sight to any square or creature.
✦ **All Targets Unseen**: When making a ⚔ attack, all targets are considered to have Conceal 11 vs. the attack.
✦ **Grants Combat Advantage to Enemies**: All attacks vs. this creature have combat advantage.
✦ **Cannot Flank an Enemy**: Does not count as an ally when determining flanking.

Immediate Effect: A creature that becomes Blinded while acting immediately suffers all limitations of the Blinded Condition.

Blindsight: A creature that has Blindsight may still become Blinded.

Confused

The creature is mentally impaired, and unable to discern its surroundings, enemies and allies with any certainty. The creature has the following effects:

✦ **Dazed-like**: Has all the limitations a of Dazed creature, even if it is Immune to Dazed.
✦ **Random Effect**: When a Confused creature starts its turn, roll 1d20 to determine how the creature acts:

Roll	Effect
1-6	Affected Creature is Dominated this turn.
7-12	Affected Creature takes no actions this turn.
13-20	Affected Creature may take a turn, subject to existing limitations.

In Play: **Delayed Effect:** A creature that becomes Confused while acting completes the current action. If it occurs on the creature's turn, the turn ends after that action.

Dominated

The creature is controlled, as a puppet. The creature has the following effects:

✦ **Dazed-like**: Has all the limitations of a Dazed creature, even if it is Immune to Dazed.
✦ **Limited Power Use**: Can only use these powers during its allotted actions phase:
  - Step power
  - Move power
  - Charge power
  - ⊕ or ⊛ attack powers
✦ **Controlled by Opponent**: During the affected creature's turn, that creature is considered part of the warband of the opponent. The opponent controls which actions the affected creature takes on its turn.

In Play: **Delayed Effect:** A creature that becomes Dominated while acting completes the current action. If it is the creature's turn, its turn ends after that action.

"As if Dominated": Some powers impart a momentary Dominated condition, for the duration of one free action. This permits the affected creature to make a single basic attack on another creature's turn. During that action, the creature is treated as if it's part of the opponent's warband.

Helpless

The creature is profoundly impaired, and unable to defend itself. The creature has the following effects:

✦ **Stunned-Like:** Has all the limitations of Stunned, even if it is Immune to Stunned.
✦ **Grants Criticals to Adjacent Enemies**: Adjacent enemies score automatic hits and critical hits when attacking this creature.
✦ **+4 Bonus to Non-Adjacent Enemies**: Non-adjacent enemies have +4 attack vs. a Helpless creature.
✦ **Immobilized-like**: Has all the limitations of Immobilized, even if it is normally Immune to Immobilized.

In Play: **Immediate Effect:** A creature that becomes Helpless while acting immediately suffers all limitations of Helpless. This may interrupt the current action without allowing it to conclude. For example, if the creature was moving, it may not enter a new square after gaining this condition, and if the creature was attacking but had not made the attack roll, the attack fizzles.

Immobilized

The creature is partially paralyzed, or physically held or unable to move, but it can otherwise act. The creature has the following effects:

✦ **Cannot Move**: Has a speed of 0. Cannot voluntarily expend MP.

In Play: **Immediate Effect:** A creature that becomes Immobilized while acting must immediately stop moving.

                     Forced Movement Unaffected: An Immobilized creature is normally affected by Forced Movement or Placement Effects.

Ongoing Damage

The affected creature may be on fire, poisoned, frightened, bleeding or suffering a recurring magical effect. The creature has the following effects:

✦ **Recurring Damage (start of turn)**: A creature taking ongoing damage automatically takes the listed amount of damage at the start of each of its turns. The damage is listed by amount and type:

        Ongoing [amount] [type] *Damage*.
        (Sometimes worded [amount] **Ongoing** [type] **Damage**).

If no type is listed, the damage is untyped.

Different Types Stack: If a creature has Ongoing Damage of different types, it takes damage from each type at the start of its turn.
Same Type Does not Stack: If a creature has multiple conditions that deal the same type of damage, only the highest damage value is applied.

In Play: **Immediate Effect:** A creature that is affected by the Ongoing Damage Condition is affected immediately. If it occurs on the creature's turn, the creature may make a saving throw to end the condition at the end of its turn as normal, even if it has not yet taken any damage from this condition.

                     Save Ends: Unless otherwise written on the creature card, Ongoing Damage has a duration of (save ends).

Petrified

The creature has been turned to stone. The creature has the following effects:
✦ **Helpless-Like:** Has all the limitations of Helpless, even if it is normally Immune to Helpless.
✦ **Resist 20 All**: Has resist 20 All.
✦ **May not be Healed**: May not regain HP by powers or effects that heal HP.

In Play: **Immediate Effect:** A creature that becomes Petrified while acting immediately suffers all limitations of Petrified. This may interrupt the current action without allowing it to conclude. For example, if the creature was moving, it may not enter a new square after gaining this condition, and if the creature was attacking but had not made the attack roll, the attack fizzles.

                     Save Ends: Unless other written on the creature card, Petrified always has a duration of (save ends).

NOTE: The Petrified condition was described in alternate forms on a number of creature cards; it has now been standardized. Always use the version of Petrified from these rules instead of any found on a creature card.

Slowed

The creature is slowed or hobbled by physical or magical means. The creature has the following effects:

✦ **Slowed Regular Movement**: A Slowed creature must expend 1 additional MP each time it enters a new square using regular movement.

In Play: **Immediate Effect:** A creature that becomes Slowed while acting immediately suffers all limitations of Slowed.

Displacement Effects Unaffected: Slowed has no affect on forced movement or placement effects.

Weakened (or Enervated)

Due to poison, shadow magic, a curse, or loss of a weapon, the creature has temporarily lost the ability to cause its normal damage. The creature has the following effects:

✦ **Halved Base Damage**: "On hit" damage from attacks by this creature is halved.

In Play: **Immediate Effect:** A creature that becomes Weakened while acting immediately suffers all limitations of the Weakened Condition.

"On hit" damage includes [base damage + modifiers]. (See Damage.)

Appendix D – Non-Core Terrain

This section lists and provides game information for terrain beyond the core terrain. Descriptions of these terrain types have the usual components, plus the following:

Core Terrain: This paragraph lists one **core terrain type.** The non-core terrain includes **all features of this core terrain type**, in addition to the non-core terrain type's features; and **counts as that core terrain type**, in addition to its own terrain type, for purposes of satisfying or triggering rules, powers and effects.

Complex Terrain

Forest Terrain / Market Stall Terrain

Description: This terrain is an obstacle to surface movement, and may provide cover or total concealment to creatures within. Forest terrain represents groves of trees or jungles, while market stall terrain represents merchant stands or kiosks. Forest is marked with a pine tree icon, and market stall is marked with a market stall icon.
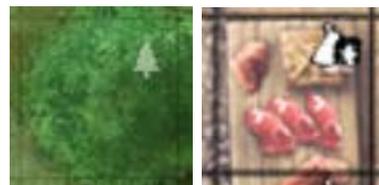
Core Terrain: **Difficult terrain**

Accessibility: Unrestricted

+MP (surface): **+1 MP** (since it is difficult terrain)

LoS: Line of sight may cross one boundary (gridline) of a square containing forest or market stall terrain, but ends before crossing a second gridline in the same square.

Other Rules: **Cover:** A square containing forest/market stall terrain provides cover vs. ranged attacks to a creature that occupies it. Big creatures have cover only for the squares in their space that occupy Forest terrain.
Market Stall vs. Forest: Market stall terrain uses the rules as forest terrain, but does not trigger powers triggered by Forest Terrain, and *vice-versa*.

Hidden Terrain / Secret Door Terrain

Description: This terrain represents a secret panel in a wall or a door concealed behind a tapestry, which can be moved through. It is marked with the letter S.

Core Terrain: While unoccupied: **Wall terrain**
While occupied: **Clear terrain**

Accessibility: Unrestricted

+MP (surface): ---

LoS/LoE: While unoccupied: Any line traced to determine LoS/LoE that enters a square of secret door or hidden terrain is **blocked**.
While occupied: Unobstructed.

Other Rules: **Cover:** While unoccupied, lines traced to check for cover which enter a square of hidden/secret door terrain are blocked.
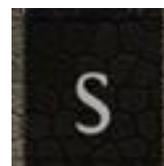
Ridge Terrain

Description: Ridge Terrain simulates a continuous 'peak' on the battle grid, like the top of a house or the peak of a hill. It is marked with a split diamond icon.

Core Terrain: **Clear terrain**

Accessibility: Unrestricted

+MP (surface): ---

LoS/LoE: LoS and LoE traced from a square outside ridge terrain may freely cross any number of gridlines of ridge terrain, but may not enter non-ridge
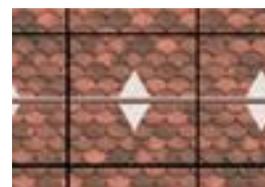
terrain afterwards. LoS and LoE that begin inside a square of ridge terrain are unobstructed, i.e. may travel through any number of squares of ridge terrain and of non-ridge terrain.

Flying creatures ignore ridge terrain for determining LoS and LoE.

Other Rules: ---

Smoke / Fog Terrain

Description: Smoke terrain, sometimes called fog terrain, is an obscuring type of terrain. It is indicated by smoke artwork on the map.

Core Terrain: **Clear terrain**

Accessibility: Unrestricted

+MP (surface): ---

LoS: For LoS, smoke terrain treats adjacent and nonadjacent situations differently:

Adjacent: A creature adjacent to a square of smoke terrain can trace line of sight into that smoke square. A creature in a smoke terrain square can trace line of sight into adjacent squares.

Nonadjacent: Creatures nonadjacent to a square of smoke terrain may not see into it. Creatures in smoke terrain may not trace LoS from one of their squares in smoke terrain to a nonadjacent square.

Other Rules: ---

Terrain That Grants Powers

This list includes the types of Terrain that provide benefits to creatures.

Blood Rock Terrain

Description: Blood rock terrain is a magical terrain that seeks blood. It is marked either with blood artwork and text lettering, or a blood drop symbol.

Core Terrain: **Clear terrain**

Accessibility: Unrestricted

+MP (surface): ---

LoS: Unobstructed

Other Rules: ⚔ **Automatic Hit and Critical Hit on 19-20:** A creature that makes a ⚔ attack while occupying blood rock terrain scores an automatic hit and critical hit on a natural roll of 19 or 20.
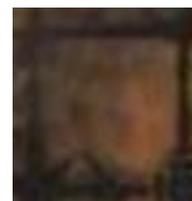
Healing Fountain Terrain

Description: This is a font containing magical water with healing powers. The square is marked "Healing font".

Core Terrain: **Difficult terrain**

Accessibility: Unrestricted

+MP (surface): **+1 MP** (since it is difficult terrain)

LoS: Unobstructed

Other Rules: ---

Description: **Healing:** A creature occupying Healing Fountain Terrain may use the following power:

Heal: *Attack action:* Heal 20 HP.

Sacred Circle Terrain

Description: Sacred Circle terrain has magical runes on its surface that provide increased attack capability to a creature. The area may be circumscribed by lines and is marked "sacred circle".

Core Terrain: **Clear terrain**

Accessibility: Unrestricted

+MP (surface): ---

LoS: Unobstructed

Other Rules: **+2 Attack Bonus:** A creature that makes an attack while occupying Sacred Circle terrain gains +2 attack.

Teleporter Terrain

Description: This magical area allows a creature standing on it to teleport. A square of teleporter terrain has art depicting a bright light, for example green in color.

Core Terrain: **Clear terrain**
Accessibility: Unrestricted
+MP (surface):   --- (see below)
LoS: Unobstructed
Other Rules: **Teleportation**: A creature occupying teleporter terrain may use the following power:

> **Teleportation:** *Immediate action, on its turn only:* Choose one effect:
> *Teleporter Switch:* Place this creature on the nearest unoccupied Teleporter terrain, ignoring walls to determine 'nearest'.
> *Teleport:* Teleport 10.
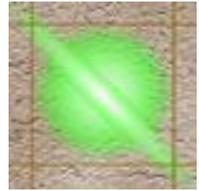
Dangerous and Damaging Terrain

This list includes types of non-core terrain that can damage or otherwise cause ill effect to creatures. No creature may take more than 20 points of damage from terrain on any turn (ignore any excess damage).

Damaging Terrain

(Also called "[type]" Terrain, e.g., **Fire Terrain**)
Description: This terrain represents harmful or hazardous regions of the battle map, such as lava or acid vats. Damaging terrain is depicted with an icon of the damaging terrain's type: e.g. a small flame for fire terrain, a snowflake for cold terrain, a lightning bolt for lightning terrain, or a vial for acid terrain.

Core Terrain: **Clear terrain**
Accessibility: Unrestricted
+MP (surface):   ---
LoS: Unobstructed
Other Rules: **5 Damage (entering, start of turn):** A square of damaging terrain causes 5 HP of [type] damage to creatures each time they move into, or begin a turn in, that square. Types of damaging terrain include acid (caustic), cold, poison, necrotic, lightning, thunder, fire, and radiant.

Example of Damaging terrain:

Fire Terrain: A square of fire terrain deals 5 fire damage to creatures each time they move into, or start their turn occupying, a fire terrain square.

Dangerous Terrain

Description: Dangerous terrain represents magically or physically unstable areas that might be used to a creature's benefit, but might also hurt that creature. Dangerous terrain is depicted with a skull icon.

Core Terrain: **Difficult terrain**
Accessibility: Unrestricted
+MP (surface):   **+1 MP** (since it is difficult terrain)
LoS: Unobstructed
Other Rules: **+5 Damage / 5 Damage (end of turn):** A creature occupying Dangerous Terrain deals +5 damage on attacks, but takes 5 damage if it occupies Dangerous Terrain at end of its turn.

(Some maps have different rules printed on them for Dangerous terrain. *These rules supersede those on maps*).

Spike Stones Terrain

Description: This terrain contains sharp rocks or spikes. Spike Stones terrain is depicted with a caltrop icon.
Core Terrain: **Difficult terrain**
Accessibility: Unrestricted
+MP (surface): **+1 MP** (since it is difficult terrain)
LoS: Unobstructed
Other Rules: **5 Damage:**
- A creature <u>entering</u> Spike Stones terrain takes 5 damage.
- <u>Creatures with the Phasing power ignore</u> this damage.
- <u>Flying or Burrowing</u> creatures ignore this damage when transiting Spike Stones terrain, but take 5 damage when they end regular movement in Spike Stones terrain, or enter Spike Stones terrain as a result of Forced Movement.

Terrain that Causes Conditions or Effects

Defensive Terrain

Description: A raised area, generally a more defensive and advantageous area of the battle map.
Core Terrain: **Clear terrain**
Accessibility: Unrestricted
+MP (surface): ---
LoS: Unobstructed
Other Rules: **+2 to All Defenses:** A creature occupying defensive terrain has +2 to all defenses vs. attacks from creatures not occupying defensive terrain.

Pit Terrain

Description: Pits are deep holes in the surface. In DDM creatures generally will not fall to the bottom, they are assumed to hang from the edge in a precarious position. Pits are depicted as dark or black holes and are sometimes labelled as "Pit".
Core Terrain: None.
Accessibility: **Blocking:** Surface movement, Burrow, Placement.
Transit: Flight
Unrestricted: Forced movement can move any creature that occupies non-pit terrain into pit terrain adjacent to non-wall, non-pit terrain.
+MP (surface): ---
LoS: Unobstructed
Other Rules: **Cover:** While in Pit terrain, any targeted square of a creature's space that is in pit terrain has cover vs. an attack if LoE for that attack <u>crosses at least one square of non-pit terrain</u>.
Dangling: Except if transiting, any creature has the following effects while in pit terrain:
- **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.
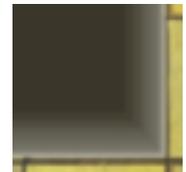
Slippery Terrain

Description: Ice covers this surface. Slippery terrain is depicted with a tilde icon.
Core Terrain: **Clear terrain**
Accessibility: Unrestricted
+MP (surface): ---
LoS: Unobstructed

Other Rules: **Targets Pushed:** A creature occupying Slippery terrain that is damaged by a ⱡ attack is Pushed by the attacker any number of squares until it occupies non-Slippery terrain (or otherwise cannot be pushed anymore).

Steep Slope Terrain

Description: A hillside, a heavily inclined floor or a sloped cavern that forces creatures to hang on. "Steep Slope" is written in the area that includes squares of this type.
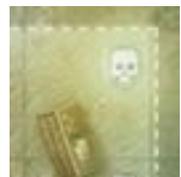**Core Terrain:**   **Difficult terrain**
Accessibility: Unrestricted
+MP (surface): **+1 MP** (since it is difficult terrain)
LoS: Unobstructed
Other Rules: **Immobilized (surface, entering):** A creature is Immobilized until the end of the current turn <u>when moving into</u> Steep Slope Terrain with surface movement. Creatures with Flight, Burrow or the Phasing power are immunes to this effect.
5 Damage (forced): Any creature that enters a square of Steep Slope terrain <u>due to forced movement</u> takes 5 damage.

Web Terrain

Description: Sticky spider webs fill this terrain. It is depicted with a spider web icon.
Core Terrain: **Difficult terrain**
Accessibility: Unrestricted
+MP (surface): **+1 MP** (since it is difficult terrain).
LoS: Unobstructed
Other Rules: **Immobilized/entering:** A non-Burrowing, non-Phasing or non-Spider creature that enters web terrain is Immobilized.
Burrowing (Immobilized/ends turn): A Burrowing creature that ends its turn in Web terrain is Immobilized.

Other Types of Full Terrain

Some battle maps may include terrain types that are not included here. The rules for these are detailed on the maps themselves. If a terrain type is listed here, the rules <u>herein</u> take precedence over any rules on the map.

Other Types of Gridline Terrain

Ridgeline

Description: Ridgeline Terrain represents a ridge or peak that runs *between* squares, instead of inside the squares (see ridge terrain).
Crossing: Unrestricted
+MP (surface):   ---
LoS/LoE: **Adjacent Unobstructed:** If traced from an adjacent square, LoS/LoE is unobstructed by the ridgeline.
Non-Adjacent: If traced from a non-adjacent square, LoS and LoE may cross the ridgeline, but ends before crossing a second boundary of a square after the ridgeline.
Flying creatures LoS/LoE: Flying creatures ignore ridgelines for determining LoS and LoE.
Other Rules: **Cover:** Creatures have cover if any line drawn to check for cover from an origin corner to a target square crosses a ridgeline (lines drawn from origin corners on the ridgeline do not cross the ridgeline).

Edgeline

Description: Edgeline terrain represents the edge of a cliff or the side of a building, with one side elevated relative to the other. Edgelines are marked with a filled triangle on the low side, and will usually have art or shading to indicate an edge.

+MP (surface): ---

Other rules: **Both Sides Non-Adjacent:** Squares on either side of the edgeline are considered non-adjacent for purposes of triggering or satisfying powers; but not for movement.

⬍ **Attacks Blocked:** LoE for ⬍ attacks is blocked if it crosses an edgeline. Also, a creature may only have ⬍ LoE from a corner at the end of an edgeline to a square on the other side of the edgeline if an additional LoE can be drawn from **at least one other corner of its space that is not on that edgeline,** to that square.

Flying Creatures LoS/LoE: Flying creatures ignore edgelines for determining LoS and LoE.

High Side:

        Crossing: **Unrestricted:** Creatures on the high side may cross the edgeline with any movement type.

        LoS/LoE: **Adjacent Unobstructed:** If traced from an adjacent square on the high side, LoS/LoE is unobstructed by the edgeline.

                            Non-Adjacent Blocked: If traced from a non-adjacent square on the high side, any line traced to determine LoS/LoE is blocked by the edgeline.

        Other Rules: **Falling:** A creature that moves with surface movement or is moved with forced movement through the edgeline from the high side takes 10 damage after it enters a new square on the low side.

                            Big Creatures: If a Big creature ends any turn with an edgeline in its space, its opponent places it in the nearest unoccupied square on the low side.

                            Cover: Creatures on the high side have cover if any line drawn to check for cover in a target square on the high side from an origin square on the low side crosses an edgeline.

Low Side:

        Crossing: **Blocking**: Creatures on the low side cannot cross an edgeline with surface movement or forced movement.

                            Unrestricted: Creatures can move through an edgeline with Flight, Burrow, the Phasing power and placement effects.

        LoS/LoE: Any line traced to determine LoS/LoE from the low side may cross the edgeline, but ends before crossing a second boundary of a square after the edgeline.

        Other Rules: **Wall-Like:** Creatures adjacent to the low side of an edgeline consider the edgeline to be wall terrain for the purposes of triggering or satisfying powers.

Appendix E - Old Card Formats

Revised Edition Card Format

Cards from the revised edition (v2, circa 2008) of the game have all the information required to play, though there are some differences:

- Instead of individual Reflex, Fortitude, and Will scores, they use a Defense (DEF) score, which is the same for all three, and sometimes modified by powers.
- Attack powers are listed under Attack Actions.
- Keywords, Alignment and certain powers are listed under Abilities.
- Factions dots are on the side, instead of the bottom.
- The color of the circle behind the cost in the top left corner indicates Good (white), Evil (black) or neutral (gray) alignment for the creature.
- There are some other wording and typography differences – refer to updated wording for a given power, when possible (i.e., on a guild card).

You may use the revised edition cards if you like, but newer cards include clarified text and take precedence when there are differences.

Old and New Keyword Equivalents

Treat these keywords as if they were the same word. Old keywords are generally present on old cards, but some may appear on cards with the current format.

Old	New
Aberration	Aberrant
Animate	Construct
Cleric	Divine
Fighter	Martial
Paladin	Divine
Psionic	Psi
Ranger	Martial
Rogue	Stealth
Warlock	Arcane
Warlord	Martial
Water	Aquatic
Wizard	Arcane
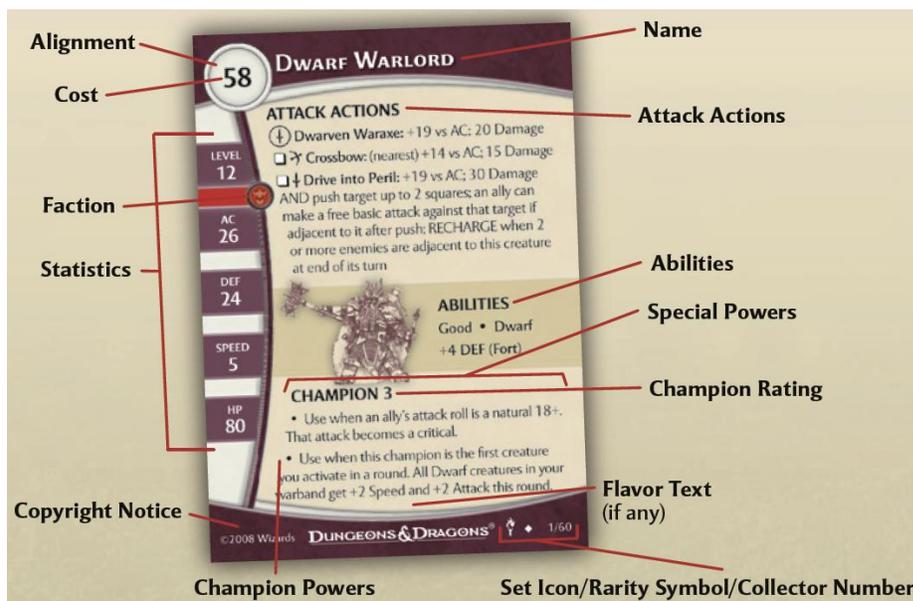
Use the following equivalencies for other powers listed on cards:

Large Cone   A Blast 5 ✦ attack.
Small Cone   A Blast 3 ✦ attack.
Enervated   The Weakened condition.
Staggered   The Dazed condition.
Special Powers   General Powers
Attacks *heading*   Attack Powers

Original Edition Card Format

Original edition stat cards a not compatible with DDM v3. Each of the original edition miniatures has an updated stat cards compatible with v3, which are freely available on the DDM Guild website.

Appendix F – Detailed Examples

Applying Effects to Creatures

Instantaneous vs. Continuous Effects

Continuous Powers: Continuous powers grant continuous effects that are applied to the affected creatures while the creature with the power remains in play. If a creature has a continuous power that reads

> **Aura of Blessing:** (aura 2) Allies within aura have +2 attack

then whenever an ally enters that aura it benefits from +2 attack, if it leaves the aura it loses that bonus, and if it enters the aura again it regains that bonus. If the creature with the power is removed from play, then no ally benefits from that power from the moment that the creature with the aura leaves play.

Non-Continuous Powers: For non-continuous powers, bonuses and penalties are effects that are instantaneously applied to the affected creatures. Once they are applied, those effects become independent from their source. Some of these effects will only remain on the creature a very short time, e.g. for a single attack; while other will last until its ending occurs.

For example, if a champion uses a champion power that reads

> *Use at start of round:* Allies deal +5 radiant damage until end of round

then all allies of the champion are affected as of the moment that the champion uses the power, and the effect lasts until end of round. This bonus will remain on the allies even if the champion is destroyed and removed from play during that round. If the player adds a new ally during the round after the CP is used (for example with a summoning power), that new ally does not benefit from the CP since the new ally wasn't on the battle map at the time the CP was used.

Another example, the Standardbearer has the following power

> **Disrupt Orders:** Enemies within 5 squares of this creature are not affected by their allies' champion powers.

This power is a maintained continuous power. When an enemy champion uses its CP, enemies within 5 squares of the Standardbearer will not be affected by that CP. If those enemies later move away from the Standardbearer, they aren't retroactively affected: the CP's effects were applied only once when the CP was used. Inversely, enemies that were 6 or more squares away from the Standardbearer when the CP was resolved are affected by the CP's effects, and later moving within 5 squares does not change that. After the CP is used, the effects remain on the affected creatures, and the effects are thereafter independent from their source.

Base Damage vs. Other Effects

In an attack power that reads

> ⤴ **Fire Pot:** (range 6) +15 vs Reflex; 20 fire damage AND creatures adjacent to target take 10 fire damage. On miss, 5 fire damage.

the attack is highlighted. The effect "on miss, 5 fire damage" is part of the attack power, but not the attack. The base damage from the attack is 20 fire damage, while the effect that deals 10 damage to adjacent creatures is not base damage but is still dealt by the attack if its hits.

Let's assume that the creature using this power is affected by a +5 damage bonus:

a) On a hit, the 20 fire base damage would be increased to 25 fire damage
b) On a hit, the creatures adjacent to the target would still take only 10 fire damage. Since it is not base damage, it is unaffected by the +5 damage bonus.
c) On a miss, the target of the attack would take 5 fire damage. This damage is unaffected by the +5 damage bonus since it is not part of the attack nor is it base damage.

Stacking Rules

The stacking rules stipulate that multiple instances of damage and effects don't stack if they come from:
2) powers with the same name
3) the same conditions
4) champions powers with the same text
5) same terrain

To determine if two instances of damage or effects are prevented from stacking, use these guidelines which can help you determine what a power directly affects:

a) If a power grants an attack, it affects the creature making the attack, not the target of the attack. For example:

Champion Power: *Use at start of round:* An ally makes a ⊕ attack vs. an adjacent enemy.

The ally that benefits from the power can only be affected by one instance of that CP in a same trigger window (in this case, at start of round). So it could not make two ⊕ attacks on the same start of round. A second champion could, however, give this power to a second ally during the same start of round sequence, which would permit a same enemy to be attacked more than once as a result of two different uses of this power by two different champions on two different creatures. Indeed, although the enemy is attacked multiple times, it is not directly affected by the CP. The ally is affected by the CP.

b) If a power directly damages an enemy, it affects that enemy. That enemy cannot be affected by multiple instances of that power in the same trigger window. For example:

Poison Cloud: *Use at start of round:* An enemy adjacent to this creature takes 10 poison damage.

The enemy that takes damage could not be affected by a second creature with the same power name, since both powers have the same name and impart their effect in the same trigger window. Note that damaging effects from other powers could stack with this one however. For example,

Disease: *Use at start of round:* An enemy adjacent to this creature takes 5 necrotic + 5 poison damage.

The target creature could be affected by Poison Cloud and Disease in the same trigger window. It could not be affected by two instances of Poison Cloud or two instances of Disease.

c) If a power causes movement, it affects the creature that moves.

d) If a power heals, or applies a condition or an effect such as "-2 AC (save ends)", it affects the creatures who is healed or that gains the condition or effect.

e) If a power adds/removes creatures from warbands, or scores/costs VP, it affects the **player**.

f) During **warband construction**, there are additional restrictions. Only one power that adds creatures to a warband can be used; and only one power that allows to increase creature limit can be used.

Powers that Apply Multiple Effects: Use the guidelines above to determine targets for each effect, and dissect each power to determine which effects are duplicates and which are not. A power may apply multiple effects, where some might stack, and some, not. This means that it is not using the power that is prevented by the stacking rules, but rather, applying effects on the creatures.

For example:

> **Bait and Switch:** *Use when an adjacent enemy starts a turn:* That enemy slides one square, then an ally makes a melee attack vs. that enemy.

If two of creatures in your warband were adjacent to the same enemy when it activated to start its turn, both could declare Bait and Switch. It would be implemented as follows: The forced movement (slide) affects the enemy, and so it can only be applied once since stacking rules prevent it from being affected twice by a power with the same name. The ability to make an attack however affects an ally. If your two creatures used this power, then each could grant the other an attack, and the enemy could be targeted twice after having been slid a single time.

Attacks

For attacks, you look at the attack power name where the attack is defined to see if attacks can stack. Assuming a creature is targeted by attacks from attack powers with same name, remember that **damage always stacks**, but effects from powers with the same name don't stack.

For example, let's say that a creature named Veteran Watchman has the attack power

> ⊕ **Crippling Longsword:** +12 vs. Reflex; 10 damage AND -2 AC AND push 1 square.

This attack causes direct damage ("10 damage") and two effects: "-2 AC" and "push 1 square".

Now, let's assume that an enemy moves out of a square adjacent to two Veteran Watchmen. It would provoke an opportunity attack from both Watchmen in a same trigger window. Assuming both opportunity attacks hit (and no modifiers to damage):

a) Since damage from attacks always stacks, the enemy would take 10 x 2 = 20 damage
b) Since effects from powers with the same name don't stack, "-2AC" and "push 1 square" would not stack. So, the enemy would only suffer -2 AC and be pushed a single square.

Using Triggered Powers

Timing: When to resolve powers with Use At, Use Before or Use After a "Triggering Event"

1) **Use "at" event**

Some game events have dedicated trigger windows to allow powers to be used, such as the start of round, end of round, start of turn and end of turn phases.

> Examples of triggered powers:
> *Use at start of round:* Elf allies have +2 attack and +5 damage until end of round.
> *Use at end of round:* One enemy occupying a victory area takes 10 necrotic damage.
> *Use at start of turn:* Gains Phasing until end of turn.

Refer to the rules detailing those game phases to know when to resolve powers that trigger at those phases.

2) **Use before or after event**

Before event: Triggered powers that trigger <u>before</u> the event resolves use wording such as
> *Use when*
> *Immediate action, when*
> *Whenever*
> *Use with*

Remember that powers that trigger before the event, however allow the event to be declared and initiated. I.e., obviously, the event needs to be called out.

Powers that trigger <u>after</u> the event, allow the event to be entirely resolved, and they are resolved immediately after. They use language such as
> *Use after*

Examples:

Taking damage

a) Creature 1 declares that it deals 15 damage to creature 2 with a power.
Event initiated: damage is about to be dealt to creature 2

> *Creature 2 uses a triggered power that reads:*
> > *"use when this creature takes damage:* It takes -10 damage instead"

b) Damage is actually dealt to creature 2: it only takes 5 damage.

This allows the triggered power to be resolved before the damage is actually applied, reducing the damage actually taken by the creature. The interrupting triggered power changed the amount of damage.

Taking damage vs. Immune/Resist/Vulnerable: In the example above, the triggered power could be used even if creature 2 is Immune or Resists the damage that creature 1 deals to it. In other words, even if creature 2 would actually take no damage from the attack ultimate at step (b), since the triggered power triggers before step (b), it can still be used.

Other examples of trigger wording that allow the power to be resolved before the triggering event:

> *Use when an enemy moves into an adjacent square*
> > This trigger resolves after the new destination is declared, but before the creature actually moves into the destination square.

> *Use with an attack*
> > This trigger resolves when the attack is declared, before actually picking targets.

> *Use when making an attack roll*
> > This trigger resolves after the d20 is rolled, but before the attack roll is entirely resolved and before it is determined if the attack is a hit or a miss

> *Use when rolling for initiative*
> > This trigger resolves after champions are chosen for the champion test and the d20s are rolled for initiative; but before the winner of the initiative is declared.

"Takes/would take", "is/would be": Triggers worded as "take" are resolved in the same trigger window as "would take." Triggers worded as "is" are resolved in the same trigger window as "would be," before the triggering event is resolved. For example:

These two powers are resolved in the same trigger window:

a.   Use when this creature takes fire damage: It takes -10 fire damage.
b.   Use when this creature would take fire damage: It takes no fire damage, instead.

These two powers are resolved in the same trigger window:

c.   Whenever this creature is destroyed: It makes one ⊕ attack.
d.   Whenever this creature would be destroyed: It has 5 HP remaining, instead.

Use of the expressions "would take" or "would be" instead of "takes" or "is" are equivalent, although "would take" and "would be" suggest that the triggering event will probably not occur after the power is resolved.

For instance, in the above examples, after power (b) is used, the creature will not be taking any fire damage. After power (d) is used, the creature will avoid destruction. On the other hand, some fire damage could remain after power (a) is used, and the creature will still be destroyed after power (c) is used.

After event: Examples of trigger wording that allow the power to be resolved after the triggering event:

Use after an enemy moves into an adjacent square
Use after an attack is resolved
Use after rolling for initiative
Immediate action, after rolling a d20, if the result was an odd number

Using Triggered Powers During An Attack Power

The following includes examples of triggers of triggered powers that can be used during the resolution of an attack power.

1) **Declare Use of the Power**

Triggers resolved after the declaration of the power:
Use after expending an attack action

2) **Resolve Effects**

Make one or more attacks:

a) **Determine Affected Creature**

Designate Targets:
Initiate target designation: Declare legal targets according to attack power type.
Triggers interrupting the target designation:
Use when targeted by an attack
Use with an attack
Use when making/declaring an attack
Opportunity Attacks vs. ⚔ and ❉ attacks trigger at this point
Resolve target designation: Validate that targets are still legal. If they are not, they will not be attacked, and the attack might fizzle.

After this point, the upcoming attack will resolve against the targets of the attack even if they move out of range or if the attacker is destroyed.

Triggers resolved after the target designation:
Use after declaring an attack

Make an Attack Roll
Initiate making the attack roll: roll the d20
Triggers interrupting the attack roll:

Use when making an attack roll
Use when rolling a d20
Use when this creature hits/misses with an attack

Resolve making the attack roll: confirm the hit or the miss on the creature
Triggers resolved after the attack roll:
Use after rolling a d20

Apply Effects to if the attack was a hit

Initiate applying effects to targets: Announce effects to be applied to affected targets.
Triggers interrupting the resolution of "on hit" effects:
Use when damaged by an attack
Use when bloodied
Use when destroyed
Resolve applying effects to targets: Apply the effects to the targets.
Triggers resolved after the effects are applied:
Use after taking damage

(The attack is resolved.)

Triggers resolved after the attack is entirely resolved:
Use after resolving an attack

Resolve Other Effects of the Attack Power: Resolve effects that trigger after all attacks are resolved, including those labelled "on miss", "hit or miss" or other effects.

Triggers resolved after the entire attack power is resolved:
Use after resolving an attack power

Alternating Resolution Rule Examples

Different Triggers, All Satisfied

It's possible for triggers with different wording to all be satisfied simultaneously. For example:

1: Use at start of this creature's turn:
2: Use at start of an adjacent ally's turn:
3: Use at start of an enemy Dragon's turn, only if that Dragon has exactly 20 HP:

It's possible that all three triggers could be met simultaneously (albeit from different creatures), if #1 is on a Dragon with 20 HP, #2 is on an adjacent ally, and #3 is on an enemy. The Alternating Resolution Rule would apply here, allowing players to resolve all three powers sequentially.

As Powers Resolve, Satisfied Triggers Can Change

Once a replacement power is resolved, other triggers may not be satisfied any more. For example:
1: *Use when an ally is destroyed:* That ally is not destroyed and has 5 HP instead.
2: *Use when an ally is destroyed:* Gain 10 VP.

#1 is a replacement power, since it uses the word "instead." It will be resolved before #2. As soon as you resolve #1, the ally isn't destroyed anymore, so triggers of "when an ally is destroyed," aren't satisfied anymore. Alternately, you could choose not to resolve #1, and instead use #2 to gain 10 VP, but you can't do both, because #1 must always be resolved first, since it's a replacement effect.

Non-replacement powers can also change which triggers are satisfied. Consider:

90

1: Use at start of an ally's turn: That ally shifts 1 square.
2: Use at start of an adjacent ally's turn: That ally heals 10 HP.

Assuming the ally starts adjacent, both of these powers could be used. Applying the Alternating Resolution Rule, if you resolve power #1 first, then the ally might not be adjacent any more after resolving it, at which point power #2 couldn't be used. On the other hand, such sequencing could make new powers available to be triggered, such as:
3: Use when an ally starts a turn in a victory area: Gain 5 VP.

In this case, if the ally initially wasn't in the victory area, but you resolved power #1 to shift the ally into the victory area, you could then resolve power #3 while still in "start of turn" since both players haven't passed yet.

In summary, effects are resolved sequentially while triggers are met, and the game proceeds afterwards. A trigger window remains open until both players pass in a row, or a resolved power changes the window directly.

Game Phases Broken Down Into Steps

The start of turn phase includes the following steps:
1) Effects End
2) Determine Control
3) Take Damage
4) Declare Start of Turn Powers

Some powers and effects have the "start of turn" trigger. For example:
Heal: *Use at start of this creature's turn:* Heal 10 HP.

Then, some game effects occur at start of turn also, such as ongoing damage defined in these rules: "A creature taking ongoing damage automatically takes the listed amount of damage at the start of each of its turns."

Though both the Heal power and the ongoing damage condition have a "start of turn" trigger, the detailed start of turn sequence includes several steps that are resolved sequentially and separately. Consequently, the ARR will only be used if two powers or effects need to be resolved in the same step of the start of turn phase.

In this example, this means that the ongoing damage will be resolved in step (3), which occurs before the step (4) where the creature can use its healing power. If the creature only has 10 HP, 10 ongoing damage will destroy it before it has the chance to Heal.

Taking Damage and Creature Destruction

Taking damage is resolved in two sequential steps:
   a) **Taking damage** occurs before, and is resolved before, any game state change (destroyed, bloodied, damaged).
   b) **Game state change**: destroyed, bloodied, and damaged (here, "damaged" is a game state, it is not the event of "taking damage").

Also, when game state change occurs, triggered powers that trigger off a game state change are resolved with a priority as follows:
   i.   Destroyed
   ii.   Bloodied/Damaged

So the sequence of resolving taking damage and any triggered powers is:

1.1) Initiate taking damage:
        Trigger "use when taking damage" powers
1.2) Resolve taking damage: actually apply damage to the creature
        Trigger "use after taking damage" powers

2.1) Initiate game state change
　　　Trigger powers on game state change in this order:
　　i.　　Trigger and resolve "use when destroyed" powers
　　ii.　　Trigger and resolve "use when bloodied" powers and "use when becoming damaged" powers
2.2) Resolve game state change
　　　Trigger powers on game state change in this order:
　　i.　　Trigger and resolve "use after being destroyed" powers
　　ii.　　Trigger and resolve "use after becoming bloodied" powers and "use after becoming damaged" powers

Example 1

Consider the Boar from Blood of Gruumsh. It has both powers:
Deathstrike: *Use when this creature is destroyed:* Make an immediate ⊕ attack.
Woundfury: +5 damage while bloodied.

Starting HP is 40. Bloodied is 20.

If it's at 40 HP, and is hit by an attack that does 40 damage, here is the proper sequence:

1.　Boar is hit.
2.　Damage is actually dealt.
3.　Boar's HP is now 0, so the game notices that it's destroyed, bloodied, and damaged.
4.　Resolve Deathstrike before Boar is actually destroyed, so it gets the benefit of Woundfury.
　　Remember: "*Use when…*" powers resolve before the triggering event.
5.　Boar is actually destroyed, removed from battle map, and opponent scores VPs.

Example 2

Consider:
CP 1: Use when an ally takes damage: Make a ⊕ attack.
CP 2: Use when an ally is destroyed: A creature adjacent to that ally takes 5 fire damage.
CP 3: *Use when an ally is first bloodied:* Score 5 VP and that ally makes a ⊕ attack.

Ally has 10 HP, its bloodied is 5 HP, and it is hit by an attack that does 10 damage. This is the correct resolution:

Ally is hit by the attack, and is about to take 10 damage.
　　　　1.　CP 1's trigger is satisfied at this moment.
　　　　2.　CP 2 and 3's triggers are NOT yet satisfied, since the damage has to actually be dealt before game state can change.

Use CP 1, which resolves before the damage is actually dealt.
　　　　1.　Game state is: Ally is on the battle map with 10 HP.
　　　　2.　Resolution: Ally makes a ⊕ attack.

Then, damage is actually dealt, ally is now at 0 HP.
　　　　1.　Game notices that ally is destroyed, bloodied, and damaged.

The High Priority of Resolving Destruction rule requires that we resolve the destruction before triggering any other powers, unless those powers specifically refer to being destroyed. This means that while both CP2's and CP3's triggers are satisfied, only CP 2 is usable.

CP2 may then be resolved before the ally is actually destroyed:
　　　　1.　Game state is: Ally is on the battle map with 0 HP.
　　　　2.　Resolution: A creature adjacent to the ally takes 5 fire damage.

Then, ally is removed from map, opponent scores VPs.

Now that the destruction is resolved, more powers could be used before both players pass, but CP 3's trigger is no longer satisfied since the creature is not an ally once it's been removed from the map.

Timing of Triggers vs. Ending of Effects

Power can interrupt and be resolved before a game event occurs, <u>or</u> be resolved after a game event, depending on how triggers are worded:
- A power worded with a "**use when** event" trigger will interrupt the event, and allow the power to be resolved before the event is resolved.
- A power worded with a "**use after** event" trigger will not interrupt the event. Instead, the event must be entirely resolved before the power can be used.

Game effect durations have an ending defined such that the effect usually lasts until <u>after</u> a game event:
- An effect duration worded with the ending "**until** event" requires the event to be resolved entirely before the effect ceases.

For example:

Triggers or durations during the Determine Initiative phase:
a) (trigger) *Use when rolling initiative*: Roll an additional 1d20: Triggers before rolling initiative, interrupting the roll before it occurs, granting an additional 1d20 on that champion test.
b) (trigger) *Use after rolling initiative:* Reroll one d20: Triggers after rolling initiative, to allow re-rolling one d20 after the result was seen.
c) (ending of effect) Stunned until you roll initiative: The creature is Stunned until after initiative is rolled, so if it is a champion, its CR would not count for the champion test.

Triggers or durations that occur when a creature attacks:
a) (triggers) Use when attacking, use when making an attack, or use when declaring an attack: Powers with those triggers interrupt the first step of the attack, namely the target designation step. Targets that had been designated might not be valid targets once the triggered power is resolved, and the attack might fizzle.
b) (trigger) Use after attacking: Powers with those triggers resolve after the attack is entirely resolved, including after effects applied to the targets of the attacks.
c) (ending of effect) This creature is Invisible until it attacks: The effect of the Invisibility lasts until after the attack is resolved, so the creature benefits from the bonuses associated with being Invisible during its attack.

Triggers or durations that occur when a creature moves:
a) (trigger) Use when moving: Powers with these triggers resolve after the destination square is declared, but before the creature actually moves out of its origin square and pays MP.
b) (trigger) Use after moving: resolves after movement, i.e. after "moving into a new square"
c) (ending of effect) Effect lasts until a creature moves: resolves after the move, until "entering a new square".

Trigger Windows: In all three above examples, (b) and (c) would be resolved in a same trigger window in each respective example, and ARR should be used to determine the order in which to resolve them. Since the ending of an effect per (c) is a mandatory game effect, it resolves at step 2 of the ARR. Then, at step 3 of the ARR, the creature could use the voluntary triggered power (b), if desired.

Moving

Powers that use "moving out of/into a square" will only be usable if the creature <u>moves with a regular movement power</u> (Surface movement, Flight or Burrow).

93

Powers that use "entering/leaving a square" will trigger if the creature enters or leaves the square with a regular movement power or with forced movement.

Placement effects trigger to neither "moving" or "leaving/entering".

This is how triggered powers might be used, at each square of regular movement or forced movement:

1. **Declare a destination square**

   Triggers - regular movement: *use when moving*
   use when moving out/leaving of a square
   use when moving into/entering a square;
   Opportunity Attacks vs. Flying and Surface movement trigger at this point

   Triggers – forced movement   *use when leaving a square*
   use when entering a square

2. **Expend MP Cost and Move the Miniature (movement into the new square is resolved)**

   Triggers - regular movement: *use after moving*
   use after moving out of/leaving a square
   u use after moving into/entering a square;

   Triggers – forced movement   *use when leaving a square*
   use when entering a square

Interrupting a Move

A Knight is adjacent to an Orc. The Orc has this power:

   ⊕ **Orc Maul:** +12 vs. AC; 10 damage AND Slide 1.

The Knight declares the Move power. When moving out of a square adjacent to the Orc, the Knight provokes an opportunity attack. This is how this sequence is resolved:
1. The Knight declares the destination square, which is adjacent to its initial position.
2. This opens a trigger window for triggered powers that trigger upon "moving out of a square". The Orc declares an opportunity attack. This interrupts the move, and the opportunity attack is resolved:
   a. The Orc designates the Knight as target.
   b. The Orc makes the attack roll and hits.
   c. The Orc applies the damage then Slides the Knight 1 square.
3. The Knight is then at step 2 of its movement: it must expend the required MP to move into the destination square:
   o If the destination square is still adjacent after it has been slid, it must expend the MP and move into the adjacent square.
   o If the destination square is not adjacent to the initial square anymore, the move fizzles (the MP is not expended) and the Knight remains in its new square.
   o Notwithstanding whether the Knight moved successfully into the destination square or the move fizzled, the Knight might still be able to move further, one square at a time, from its new square, if it has any MP left with the movement effect it is using.

Now, assume that the Orc's attack power instead reads as follows:

   ⊕ **Orc Maul:** +12 vs. AC; 10 damage AND Immobilized.

At step 2.c. above, the Knight would become Immobilized instead of being slide. At step 3 above, suddenly with speed 0, the Knight wouldn't be able to expend any MP to complete its move and would remain in its original square. It could not move out of its origin square.

Third scenario, assume that the Orc's power reads:

⊕ **Orc Maul:** +12 vs. AC; 10 damage AND Slowed.

At step 2.c. above, the Knight would gain Slowed instead of being slid. At step 3 above, the total cost to enter the destination square is suddenly increased by +1 due to Slowed, for example for a total of 2 MP to enter a clear terrain square. The Knight must expend that amount to enter destination square. If it does not have enough MP left, the move fizzles, no MP is spent, and the Knight remains in its original square. If it has enough MP left, it must expend that many MP and complete the move into the destination square.

Fourth case scenario, assume that the Orc's power reads:

⊕ **Orc Maul:** +12 vs. AC; 10 damage.

The Knight had 20 HP, so when the Orc damages the Knight, the Knight becomes bloodied. The knight has an ally that has this power:

Glory in Battle: *Use when an ally becomes bloodied:* That ally makes 1 ⊕ attack as an immediate action.

So, when it becomes bloodied, the Knight's ally's power triggers, and the Knight may make 1 ⊕ attack. Glory in Battle occurs immediately after, and interrupts the end of the Orc's attack. So this attack by the Knight is made while the Knight is still in the original square, and it can be made against the Orc. Once this attack by the Knight is resolved, Step 2 is considered finished, and the Knight must finally expend MP and move into the new square.

Entering Terrain: Core vs. Non-Core Terrain

A creature has the following power and moves with regular surface movement:

Swampwalk: Ignores the extra cost for entering difficult terrain.

If the creature moves into a square of difficult terrain, it does not pay the +1 additional MP cost for entering that square. If it moves into a square of forest terrain, it also does not pay the +1 additional MP cost for entering that square, since forest terrain has all features of its core terrain type, namely difficult terrain.

However, while forest terrain is difficult terrain, difficult terrain is not forest terrain. So, if this creature had this power instead:

Forestwalk: Ignores the extra cost for entering forest terrain.

then that creature would ignore the extra +1MP cost to enter forest terrain, but would still be have to pay the additional +1 MP cost to enter difficult terrain.

Invisibility

Invisibility: Line of sight cannot be traced to [the affected] creature.

While invisibility is certainly a powerful effect, it does not entirely prevent creatures for attacking the invisible creature or otherwise affecting it with powers.

Invisibility has the following effects that are defined in the rules, and concatenated here.

Benefits to the invisible creature

- It has combat advantage when it attacks with any attack type
- It does not provoke opportunity attacks, including for moving out of squares adjacent to enemies

Penalties of other creatures vs. the invisible creature

- They may not make opportunity attacks against it
- They may not use powers against it that require line of sight, including those that have "in sight" or "nearest" as restrictions. All other powers may however be used against it.
- When attacking:
    - **With ⎸ attacks:** The invisible creature can be targeted normally, but has <u>Conceal 11</u> vs. the attack.
    - **With ⤳ attacks:** The invisible creature <u>cannot be designated as a target</u> at all.
    - **With ❃ attacks:** The attack power needs to target a visible enemy, so <u>the invisible creature cannot be the only target of the attack power</u>. However, if the attack power targets another visible enemy, it may also <u>incidentally target the invisible creature</u>. Then, there is <u>no penalty to attack the invisible creature</u>.
    - **With ⇦ attacks:** The attack power needs to target one enemy (seen or unseen), <u>so the invisible creature may be targeted</u> by the attack power, alone or with other targets, and there is <u>no penalty to attack the invisible creature</u>.

Appendix G – Preconstructed Warbands

Game Format: 100-2 (75%)

Warband 1

LAURIAN, WOOD ELF HERO
Level 12 ◆ Elf · Martial · Unique

AC 25 | FORT 22 | REF 25 | WILL 22 | SPEED 7 | HP 75 | BLOOD 35

ATTACKS
- Snapshot: (sight) +18 vs. AC; 15 damage.
- Elven Swiftbow: Make 2 attacks: (sight) +17 vs. AC; 15 damage.

POWERS
Forest Craft: Invisible to nonadjacent enemies while occupying forest terrain.
Leaf Runner: Has Flight whenever adjacent to forest terrain.
Keen Senses: Move action: Until end of turn, terrain does not block this creature's line of sight.

CHAMPION POWERS ☐ ☐
- ❖ Use at start of round: Choose Leaf Runner or Forest Craft. Elf allies have that power until end of round.
- ❖ Use at start of round: Each Elf ally has +5 damage until end of round.

❖ Use with Rage of Demons: Wood Elf Archer

53

©2016 DDM Guild Rage of Demons 14/49 ★ M

MOON ELF RANGER
Level 12 ◆ Elf · Martial

AC 24 | FORT 21 | REF 24 | WILL 21 | SPEED 7 | HP 70 | BLOOD 35

ATTACKS
- Two-handed Elfblade: +17 vs. AC; 20 damage.
- Elven Bow: (sight, 2 different targets) +18 vs. AC; 10 damage AND this creature shifts up to 1 square.

POWERS
Scout: This creature may setup in an unoccupied victory area.
Maneuver: Minor action: Shift up to 2 squares.

CHAMPION POWERS ☐ ☐
- ❖ Use at start of round: Choose an enemy. This creature has +5 damage vs. that enemy until end of battle.
- ❖ Use when this creature is hit by an attack: An adjacent Beast ally is hit instead.

43

©2015 DDM Guild Elemental Evil 18/44 ◆ M

ELEMENTAL BANE WEAPON
Level 8–15 ◆ Martial OR Divine

POWERS
- ☐ Elemental Bane: Use at start of this creature's turn: Choose one of Earth, Air, Fire, or Aquatic. This creature has +10 damage vs. enemies with that keyword until damaged by an enemy with that keyword.

+3

©2015 DDM Guild Elemental Evil 5/6

Warband 2

ORC SIEGE BOSS
Level 11 ◆ Orc · Martial

AC 22 | FORT 22 | REF 22 | WILL 22 | SPEED 6 | HP 75 | BLOOD 35

ATTACKS
- Orc Bossblade: +18 vs. AC; 15 damage AND until end of battle, Orcs have +2 attack vs. target.
- Fistknife: Minor action: +16 vs. AC; 10 damage.

POWERS
War Boss: (aura 5) Each non-champion Orc ally within 5 squares of this creature has +2 attack.
Siege Boss: Each Orc ally has +5 damage vs. constructs and objects.

CHAMPION POWERS ☐ ☐
- ❖ Use at start of round: Each Orc and Ogre ally moves up to its speed.
- ❖ Use when an Orc ally hits with a ✦ attack: That ally may repeat that attack as a free action.

❖ Use with Monster Menagerie: Orc (sword)

42

©2017 DDM Guild Monster Menagerie II 16/43 ● M

BRUTAL OGRE OVERLORD
Level 13 ◆ Ogre · Rage · Unique

AC 22 | FORT 28 | REF 22 | WILL 24 | SPEED 6 | HP 90 | BLOOD 45

ATTACKS
- Brutal Axe: (reach 2) +17 vs. AC; 30 damage.
- ☐ Berserk Frenzy: Make a ✦ attack vs. each enemy in reach.

POWERS
- ☐ Bellow Curse: Minor action: Enemies of level 5 or lower within 5 squares take 10 psychic damage.
Dominion of Fear: (Aura 5) Allies in aura have +2 attack and take 5 damage whenever they miss.

CHAMPION POWERS ☐ ☐
- ❖ Use at start of round: ↻ Berserk Frenzy or Bellow Curse.
- ❖ Use at start of round: Allies score critical hits on a natural 19-20 until end of round.

❖ Use with Elemental Evil: Ogre

58

©2015 DDM Guild Elemental Evil 25/44 ◆ L

Game Format: 100-5 (75%)

Warband 1

PENTADRONE
Level 11 ✦ Construct - Modron

AC 26
FORT 24
REF 24
WILL 26

ATTACKS
⊕ Slam: +17 vs. AC; 20 damage.
❏ ↓ Five Arms: +16 vs. AC; 10 damage AND make another Five Arms attack (maximum 5 attacks per round). ↻ as a move action.
❏ ↯ Paralysis Gas: (blast 5, living targets only) +15 vs. Fortitude; Stunned (save ends).

POWERS
Immune Confused
Immune Dominated
Clockwork Precision: Modron allies have +2 attack during the end of round phase.

SPEED 7
HP 80
BLOOD 40

49

©2019 DDM Guild *Waterdeep Dragon Heist* 28/44 ✦ L

DUODRONE
Level 5 ✦ Construct - Modron

AC 17
FORT 15
REF 15
WILL 17

ATTACKS
⊕ Strike: +13 vs. AC; 10 damage.
⤳ Throw: (range 6) +13 vs. AC; 10 damage.

POWERS
Immune Confused, Dominated
Supervisor : (Aura 10) Level 5 or lower Modron allies in aura are Immune Dazed and have +1 attack.
❏ Clockwork Attack: *Use at end of round:* Each level 5 and lower Modron ally may use an immediate action to shift up to 2 squares and make a ⊕ attack.

SPEED 6
HP 45
BLOOD -

16

©2018 DDM Guild *Tomb of Annihilation* 19/44 ● M

DUODRONE
Level 5 ✦ Construct - Modron

AC 17
FORT 15
REF 15
WILL 17

ATTACKS
⊕ Strike: +13 vs. AC; 10 damage.
⤳ Throw: (range 6) +13 vs. AC; 10 damage.

POWERS
Immune Confused, Dominated
Supervisor : (Aura 10) Level 5 or lower Modron allies in aura are Immune Dazed and have +1 attack.
❏ Clockwork Attack: *Use at end of round:* Each level 5 and lower Modron ally may use an immediate action to shift up to 2 squares and make a ⊕ attack.

SPEED 6
HP 45
BLOOD -

16

©2018 DDM Guild *Tomb of Annihilation* 19/44 ● M

MONODRONE
Level 3 ✦ Construct - Modron

AC 14
FORT 14
REF 14
WILL 14

ATTACKS
⊕ Defensive Strike: +9 vs. AC; 10 damage.

POWERS
Immune Confused, Dominated
What Now?: *Whenever this creature starts a turn:* Dazed until end of turn.
❏ Modron March: *Use at end of round, only if this creature occupies an opponent's start area:* Choose one effect:

　Promotion: This creature heals 25 HP, and has +5 attack, +5 damage, and Immune Dazed until end of battle.
Keep Marching: Destroy this creature. Score 15 VP. (Your opponent scores VP normally.)
Call Another: Add 1 Modron with cost of 9 or less to your waband. Place it in your start area.

SPEED F5
HP 30
BLOOD -

9

©2018 DDM Guild *Tomb of Annihilation* 10/44 ● M

MONODRONE
Level 3 ✦ Construct - Modron

AC 14
FORT 14
REF 14
WILL 14

ATTACKS
⊕ Defensive Strike: +9 vs. AC; 10 damage.

POWERS
Immune Confused, Dominated
What Now?: *Whenever this creature starts a turn:* Dazed until end of turn.
❏ Modron March: *Use at end of round, only if this creature occupies an opponent's start area:* Choose one effect:

　Promotion: This creature heals 25 HP, and has +5 attack, +5 damage, and Immune Dazed until end of battle.
Keep Marching: Destroy this creature. Score 15 VP. (Your opponent scores VP normally.)
Call Another: Add 1 Modron with cost of 9 or less to your waband. Place it in your start area.

SPEED F5
HP 30
BLOOD -

9

©2018 DDM Guild *Tomb of Annihilation* 10/44 ● M

HUMAN WARLOCK OF THE FIEND
Level 14 ✦ Human · Arcane

AC 24
FORT 25
REF 25
WILL 26
SPEED 6
HP 65
BLOOD 35

ATTACKS
① Frostsoul Staff: +18 vs. AC; 5 + 15 cold damage.
⤷ Eldritch Chains: (sight) +18 vs. AC; 15 damage AND Immobilized (save ends).

POWERS
Resist 10 Cold
Conceal 6
Grimfrost: *Immediate action, when this creature Immobilizes an enemy:* Choose one square occupied by that enemy. It gains cold terrain until end of battle.
❏ Eldritch Barrage: *Replaces attack action:* Make 3 ⤷ attacks.
❏ Price of Blood: *Immediate action, when damaged by an attack:* This creature is not damaged. An ally within six squares of this creature takes 25 damage (ignore resist) instead.

55

©2019 DDM Guild Waterdeep Dragon Heist 20a or 20b/44 ✦ M

BRYN LIGHTFINGERS
Level 5 ✦ Halfling · Martial · Unique

AC 18
FORT 16
REF 16
WILL 16
SPEED 6
HP 45
BLOOD 20

ATTACKS
① Shortsword: +11 vs. AC; 10 damage.
⤷ Shortbow: (sight) +10 vs. AC; 10 damage.

POWERS
Luck: *Immediate action, use when this creature rolls a natural 1:* Reroll that roll.
Hide: If this creature has ranged cover other than from intevening creatures vs. a nonadjacent enemy, it is Invisible to that enemy.
❏ Chosen Foe: *Use during setup:* Choose a keyword. This creature has +5 damage vs. enemies with that keyword.

14

©2016 DDM Guild Monster Menagerie 21/44 ✦ S

FOE STONE
Level 1–7 ✦ Halfling · Martial

POWERS
❏ Know Vulnerabilities: *Use when this creature hits an enemy with a ① or ⤷ attack:* This creature has +2 attack against that target until end of battle.

+3

©2011 DDM Guild, Treasure Trove 7/16

DRAGONBORN FIGHTER - SWORD
Level 4 ✦ Dragonborn · Martial

AC 21
FORT 18
REF 18
WILL 18
SPEED 5
HP 40
BLOOD 20

ATTACKS
① Sword: +11 vs. AC; 15 damage.
❏ ⤷ Lightning Breath: (line 6) +10 vs. Reflex; 15 lightning damage. On miss, 5 lightning damage.

POWERS
Shield Allies: (Aura 1) Allies in aura have +1 AC.
❏ Scale Rune: *Immediate action, when an attack scores a Critical hit vs. an adjacent ally:* The attack scores a normal hit, instead.

12

©2018 DDM Guild Monster Menagerie III 20a/44 ✦ VI

ILLYDIA MAETHELLYN
Level 5 ✦ Elf · Divine · Unique

AC 17
FORT 16
REF 17
WILL 17
SPEED 6
HP 35
BLOOD 15

ATTACKS
① Shortsword: +10 vs. AC; 10 damage.
❏ ⤷ Turn Undead: (blast 5, Undead only) +10 vs. Will; 10 psychic damage AND target moves its speed away from this creature.
⤷ Bow: (nearest) +10 vs. AC; 10 damage.

POWERS
❏ Prepare: *Use during setup:* Choose a keyword.
Protection Circle: (Aura 3) Enemies with the Prepared keyword have -2 attack vs. this creature and each ally in aura.
❏ Cure Light Wounds: *Minor action:* Heal this creature or an adjacent ally 10 HP.

11

©2016 DDM Guild Monster Menagerie 24/44 ✦ M

HOMUNCULUS
Level 1 ✦ Construct

AC 16
FORT 14
REF 14
WILL 14
SPEED F6
HP 10
BLOOD 5

ATTACKS
① Toothy Maw: +3 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

POWERS
Blend In: Invisible to creatures 6 or more squares away.
❏ Spotter 10: *Use during setup:* Choose an Arcane ally. When making ✦ and ⤷ attacks, that ally may trace line of sight for up to 10 squares as if it occupied this creature's square. (That ally must still trace line of effect and count range from its own space.)

5

©2019 DDM Guild Storm King's Thunder 5/44 ✦ T

Game Format: 200-5 (50%)

Warband 1

ABOMINATION LURKER
Level 12 ✦ Yuan-Ti · Primal

AC 27
FORT 23
REF 25
WILL 23
SPEED 7
HP 85
BLOOD 40

ATTACKS
Blade: +17 vs. AC: 20 damage.
Fangs: +16 vs. AC; 5 + 15 poison damage. Hit or miss, this creature slides up to 2 squares.

POWERS
Immune Poison

Versatile Attack: *Immediate action, use when this creature hits an enemy with a (+) attack:* This creature makes a different (+) attack vs. that enemy.

Primal Strike 3: *Immediate action, use after an enemy enters a square exactly 3 squares away:* Move 2 squares, and must end adjacent to that enemy. Then, make a Fangs attack vs. that enemy.

✦ Use with Storm King's Thunder: Yuan-Ti Abomination

52

©2017 DDM Guild Storm King's Thunder 39/44 ★ M

YUAN-TI LEARNED ONE
Level 12 ✦ Yuan-Ti · Martial

CR 3

AC 24
FORT 23
REF 23
WILL 23
SPEED 7
HP 80
BLOOD 40

ATTACKS
Blade and Coils: +17 vs. AC: 20 damage AND Large or smaller target is Immobilized.

POWERS
Immune Poison

Constrict: *Move action:* An adjacent Immobilized enemy takes 10 damage.

Prophecy: *Immediate action, whenever a Dragon is destroyed:* A Yuan-Ti ally teleports 10.

CHAMPION POWERS
✦ *Use when this creature hits with a (+) attack:* One Yuan-Ti ally makes a (+) attack as an immediate action.

✦ *Use at start of round:* Yuan-Ti allies have +2 attack until end of round.

✦ Use with Storm King's Thunder: Yuan-Ti Malison, Snake Tail

46

©2017 DDM Guild Storm King's Thunder 35/44 ★ M

YUAN-TI FANGBLADE
Level 12 ✦ Yuan-Ti

AC 24
FORT 22
REF 22
WILL 22
SPEED 7
HP 80
BLOOD 40

ATTACKS
Greatsword: +14 vs. AC; 25 damage.
Poison Bite: +12 vs. Fortitude; 10 damage AND ongoing 10 poison damage (save ends).

POWERS
Resist 10 Poison

Zehir's Fang: (Aura) Each Yuan-Ti ally within 5 squares of this creature has +2 Attack with (+) attacks.

Bloodthirsty 10: +10 Damage with (+) attacks against bloodied targets.

Quick Bite: *Use at start of this creature's turn:* Make a Poison Bite attack against an Immobilized enemy as an immediate action.

It spurs its serpentine companions into bloody frenzy.

43

©2009 DDM Guild, 40/40 ✦

YUAN-TI FANGBLADE
Level 12 ✦ Yuan-Ti

AC 24
FORT 22
REF 22
WILL 22
SPEED 7
HP 80
BLOOD 40

ATTACKS
Greatsword: +14 vs. AC; 25 damage.
Poison Bite: +12 vs. Fortitude; 10 damage AND ongoing 10 poison damage (save ends).

POWERS
Resist 10 Poison

Zehir's Fang: (Aura) Each Yuan-Ti ally within 5 squares of this creature has +2 Attack with (+) attacks.

Bloodthirsty 10: +10 Damage with (+) attacks against bloodied targets.

Quick Bite: *Use at start of this creature's turn:* Make a Poison Bite attack against an Immobilized enemy as an immediate action.

It spurs its serpentine companions into bloody frenzy.

43

©2009 DDM Guild, 40/40 ✦

YUAN-TI RANGER
Level 5 ✦ Yuan-Ti

AC 18
FORT 18
REF 18
WILL 18
SPEED 6
HP 40
BLOOD 20

ATTACKS
Pureblood's Bite: +11 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).
Snake Arrow: (sight) +10 vs. AC; 5 damage AND 5 ongoing poison damage AND target is considered adjacent to a Serpent ally (save ends both).

POWERS
Potent Arrow: *Minor action:* +10 poison damage with Snake Arrow attacks until end of turn. ○ as an attack action.

Dendar's Augury: +2 attack and +5 damage vs. enemies adjacent to a Demon or Serpent ally.

✦ Use with Storm King's Thunder: Yuan-Ti Pureblood with Bow

14

©2017 DDM Guild Storm King's Thunder 25/44 ✦

FIRE GIANT DREADNOUGHT
Level 16 ✦ Fire · Giant

AC 31
FORT 30
REF 28
WILL 28
SPEED 7
HP 105
BLOOD 50

ATTACKS

⊕ Ild Rune Shield: +21 vs. AC; 20 +10 fire damage.

← Shield Plow: *Replaces turn:* This creature moves up to its speed. Each time it enters a new square it attacks: (burst 1) +18 vs. Fortitude; 20+10 fire damage. Hit or miss, push each target 2 squares. May only attack each creature once on each turn.

POWERS

Immune Fire

Shield Wall: Line of sight and line of effect can enter, but not pass through, this creature's space.

Tower of Iron: *Attack Action:* This creature has +3 AC until the start of its next turn.

©2016 DDM Guild *Hazard Menagerie* 0130/44 ★ H

102

EFREETI VIZIER
Level 14 ✦ Elemental · Fire

AC 27
FORT 25
REF 27
WILL 27
SPEED F7
HP 90
BLOOD 45

ATTACKS

⊕ Blazing Tulwar: (reach 2) +19 vs. AC; 15 + 10 fire damage.

☐ ← Fiery Confluence: (blast 3) +18 vs. Reflex; 20 fire damage. Hit or miss, each square in blast gains fire terrain until end of round.

☐☐ ⚛ Flamestrike: (radius 1 within 10) +18 vs. Reflex; 20 fire damage.

POWERS

Immune Fire

Defensive Mobility: +5 AC vs. opportunity attacks.

Air Foe: +5 damage vs. Air enemies.

☐☐ Backdraft: *Use when a Fire ally within 6 squares is hit by a ⊥ attack:* That ally makes a ⊕ attack as an immediate action.

✦ *Use with Rage of Demons: Efreeti*

©2016 DDM Guild *Rage of Demons* 33/49 ● L

67

FIRENEWT (SWORD)
Level 4 ✦ Firenewt · Fire

AC 18
FORT 16
REF 16
WILL 16
SPEED 5
HP 35
BLOOD 15

ATTACKS

⊕ Longsword: +10 vs AC; 10 damage.

☐ ⅋ Spitfire: (range 6) +9 vs. Reflex; 15 fire damage.

POWERS

Immune Fire

Heatsink: *Use at start of turn, if this creature occupies fire terrain:* ↺ Spitfire and +2 attack until end of turn.

©2018 DDM Guild *Tomb of Annihilation* 126/44 ● M

12

FIRE BAT FLANKER
Level 3 ✦ Beast · Fire

AC 15
FORT 15
REF 15
WILL 15
SPEED F8
HP 35
BLOOD 15

ATTACKS

⊕ Flaming Bite: +9 vs. AC; 10 fire damage.

POWERS

Resist 20 Fire, Vulnerable 5 Cold

Fire Flank: Whenever this creature flanks an enemy with a Fire ally, that enemy has Vulnerable 10 Fire.

✦ *Use with Elemental Evil: Fire Bat*

©2015 DDM Guild *Elemental Evil* 5/44 ● S

8

FIRE BAT FLANKER
Level 3 ✦ Beast · Fire

AC 15
FORT 15
REF 15
WILL 15
SPEED F8
HP 35
BLOOD 15

ATTACKS

⊕ Flaming Bite: +9 vs. AC; 10 fire damage.

POWERS

Resist 20 Fire, Vulnerable 5 Cold

Fire Flank: Whenever this creature flanks an enemy with a Fire ally, that enemy has Vulnerable 10 Fire.

✦ *Use with Elemental Evil: Fire Bat*

©2015 DDM Guild *Elemental Evil* 5/44 ● S

8

SPLENDID BEAST
Level 1–6 ✦ Beast

POWERS

☐ Hardy: *Use during setup:* This creature's maximum HP increases by 10. (Do not change the bloodied value.)

©2015 DDM Guild *Elemental Evil* 2/6

+3

Game Format: 200-8 (75%)

Warband 1

DRAGONBORN FIGHTER - AXE
Level 9 ◆ Dragonborn • Martial — CR 2

AC 26 | FORT 24 | REF 24 | WILL 24 | SPEED 5 | HP 70 | BLOOD 35

ATTACKS
- Darksoul Axe: +16 vs. AC; 15 + 5 necrotic damage.
- ☐ Fire Breath: (blast 3) +14 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

POWERS
- ☐ Force March: *Use at end of round:* Martial allies move up to their speed.

CHAMPION POWERS ☐ ☐
- ❖ *Use when a Martial ally hits with a ✦ attack:* +10 damage on that attack.
- ❖ *Use when you score VP for occupying a victory area:* One creature from your warband in that victory area heals 10 HP.

©2018 DDM Guild *Monster Menagerie III* 20B/44 ◆ M — 37

DRAGONBORN FIGHTER - AXE
Level 9 ◆ Dragonborn • Martial — CR 2

AC 26 | FORT 24 | REF 24 | WILL 24 | SPEED 5 | HP 70 | BLOOD 35

ATTACKS
- Darksoul Axe: +16 vs. AC; 15 + 5 necrotic damage.
- ☐ Fire Breath: (blast 3) +14 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

POWERS
- ☐ Force March: *Use at end of round:* Martial allies move up to their speed.

CHAMPION POWERS ☐ ☐
- ❖ *Use when a Martial ally hits with a ✦ attack:* +10 damage on that attack.
- ❖ *Use when you score VP for occupying a victory area:* One creature from your warband in that victory area heals 10 HP.

©2018 DDM Guild *Monster Menagerie III* 20B/44 ◆ M — 37

VETERAN LEADER
Level 9 ◆ Human • Martial — CR 2

AC 24 | FORT 22 | REF 22 | WILL 22 | SPEED 6 | HP 65 | BLOOD 30

ATTACK POWERS
- Swirling Swords: +15 vs. AC; 15 damage.
- ✦ Into the Fray: *Use while not bloodied:* Shift 3, then make a attack vs. each adjacent enemy.

GENERAL POWERS
- ☐ Sword Defense: *Move action:* +2 AC until start of its next turn.
- Battle Hardened: Resist 5 All vs. ✦ attacks.

CHAMPION POWERS ☐ ☐
- ❖ *Use at start of round:* Martial allies have +2 attack and +5 ✦ damage until end of round.
- ❖ *Use after a Martial creature resolves a ✦ attack vs. a medium or smaller target:* Push target 2 squares.

©2020 DDM Guild *Mad Mage* 14/44 ◆ M — 37

THUG LEADER
Level 8 ◆ Human • Martial — CR 2

AC 20 | FORT 19 | REF 19 | WILL 19 | SPEED 6 | HP 55 | BLOOD 25

ATTACK POWERS
- Crossbow: (sight) +15 vs. AC; 15 damage.

GENERAL POWERS
- Point Blank Shot: +2 attack and +5 damage whenever target is within 6 squares.
- Intimidator: (aura 5) Enemies in aura may not take immediate actions.

CHAMPION POWERS ☐ ☐
- ❖ *Use when an ally misses with an attack:* That ally takes 5 damage, then rerolls that attack and uses the new result instead.
- ❖ *Use at start of round:* Allies have +5 ✦ damage vs. enemies in Intimidator aura until end of round.

©2020 DDM Guild *Mad Mage* 15/44 ◆ M — 27

AIR CULT WARRIOR
Level 5 ◆ Human • Martial

AC 20 | FORT 16 | REF 20 | WILL 16 | SPEED 7 | HP 45 | BLOOD 20

ATTACKS
- Enchanted Bow: (sight) +11 vs. AC; 10 damage.

POWERS
- Resist 10 Lightning
- Aerial Fighter: +10 damage vs. enemies with Flight.
- Wingsuit: *Minor action, use when this creature is adjacent to a wall:* This creature gains Flight until end of round.

©2015 DDM Guild *Elemental Evil* 14/44 ◆ M — 15

AIR CULT WARRIOR
Level 5 ◆ Human • Martial

AC 20 | FORT 16 | REF 20 | WILL 16 | SPEED 7 | HP 45 | BLOOD 20

ATTACKS
- Enchanted Bow: (sight) +11 vs. AC; 10 damage.

POWERS
- Resist 10 Lightning
- Aerial Fighter: +10 damage vs. enemies with Flight.
- Wingsuit: *Minor action, use when this creature is adjacent to a wall:* This creature gains Flight until end of round.

©2015 DDM Guild *Elemental Evil* 14/44 ◆ M — 15

HOBGOBLIN SOLDIER
Level 5 ◆ Goblin • Hobgoblin • Martial

AC 20 | FORT 17 | REF 17 | WILL 17 | SPEED 6 | HP 50 | BLOOD 25

ATTACKS
- Bastard Sword: +12 vs. AC; 15 damage.
- Spinning Strike: (burst 1) +12 vs. AC; 10 damage.

POWERS
- Disciplined: +1 AC while adjacent to a martial ally.

©2016 DDM Guild *Rage of Demons* 12/49 ◆ M — 15

HOBGOBLIN SOLDIER
Level 5 ◆ Goblin • Hobgoblin • Martial

AC 20 | FORT 17 | REF 17 | WILL 17 | SPEED 6 | HP 50 | BLOOD 25

ATTACKS
- Bastard Sword: +12 vs. AC; 15 damage.
- Spinning Strike: (burst 1) +12 vs. AC; 10 damage.

POWERS
- Disciplined: +1 AC while adjacent to a martial ally.

©2016 DDM Guild *Rage of Demons* 12/49 ◆ M — 15

Warband 2

DARK CHIMERA
Level 13 ✦ Magical Beast · Demon · Dragon

AC 24
FORT 26
REF 26
WILL 25

SPEED F6

HP 80
BLOOD 60

ATTACKS
⊕ **Great Lion:** +16 vs. AC; 30 damage.
⊕ **Black Dragon:** +18 vs. AC; 20 damage.
⊕ **Black Ram:** +18 vs. AC; 15 damage AND push 2.
❑ ✦ **Coordinated Attack:** Make 2 different ⊕ attacks.
❑ ← **Dragon Breath:** (line 8) +18 vs. Reflex; 15 acid damage.

POWERS
Immune Confused
Opportunity Master: Use after this creature makes an opportunity attack: Roll 1d20. On 10-20, make another opportunity attack (ignoring normal limits) vs. the same target, using a ⊕ attack this creature has not used this turn.

✥ Use with Elemental Evil: Chimera

©2015 DDM Guild Elemental Evil 44/44 ★ L   **55**

YOUNG BLACK DRAGON
Level 10 ✦ Dragon · Stealth   CR 1

AC 23
FORT 21
REF 21
WILL 21

SPEED F7

HP 60
BLOOD 30

ATTACKS
⊕ **Bite:** +16 vs. AC; 10+10 acid damage.
← **Acid Breath:** (line 5) +16 vs. AC; 15 acid damage.

POWERS
Resist 10 Acid
❑ **Deep Darkness:** Minor action: Until start of this creature's next turn, it may not attack or be attacked.
Acid Splash: Use after missing with Acid Breath, if the d20 roll was 11+: The target takes 5 acid damage.

CHAMPION POWERS ❑
✥ Use when an enemy takes acid damage: That enemy also takes 10 ongoing acid damage.
✥ Use when an ally takes damage: That ally moves up to its speed as an immediate action.

©2017 DDM Guild Monster Menagerie II 40/43 ★ M   **36**

BLACK DRAGON HARASSER
Level 9 ✦ Dragon · Aquatic   CR 1

AC 22
FORT 20
REF 20
WILL 20

SPEED F8

HP 65
BLOOD 30

ATTACKS
⊕ **Bite:** +15 vs. AC; 10 + 10 acid damage.
❑ ← **Acid Jet:** (line 8) +15 vs. Reflex; 20 acid damage.
⟿ **Acid Spittle:** (range 5) +15 vs. Reflex; 10 acid damage.

POWERS
Resist 15 Acid
Harasser: +5 damage whenever there are 1 or fewer enemies within 5 squares of this creature.

CHAMPION POWERS ❑
✥ Use when an enemy takes acid damage: Slide that enemy up to 4 squares or ↻ Acid Jet.

✥ Use with Elemental Evil: Black Dragon

©2015 DDM Guild Elemental Evil 38/44 ★ M   **35**

LIGHTNING DRAKE
Level 6 ✦ Dragon

AC 19
FORT 18
REF 16
WILL 16

SPEED B4

HP 50
BLOOD 25

ATTACKS
⊕ **Bite:** +11 vs. AC; 10 damage.
❑ ← **Lightning Blast:** (blast 3) +12 vs. Reflex; 10 lightning damage. On miss, 5 lightning damage. ↻ as a move action.

POWERS
Resist 15 Lightning
Reflexive Defense: Use when this creature is hit by an attack: ↻ Lightning Blast, then make a Lightning Blast attack as an immediate action.

✥ For use with Tyranny of Dragons: Guard Drake

©2015 DDM Guild Tyranny of Dragons 22/44   **17**

LIGHTNING DRAKE
Level 6 ✦ Dragon

AC 19
FORT 18
REF 16
WILL 16

SPEED B4

HP 50
BLOOD 25

ATTACKS
⊕ **Bite:** +11 vs. AC; 10 damage.
❑ ← **Lightning Blast:** (blast 3) +12 vs. Reflex; 10 lightning damage. On miss, 5 lightning damage. ↻ as a move action.

POWERS
Resist 15 Lightning
Reflexive Defense: Use when this creature is hit by an attack: ↻ Lightning Blast, then make a Lightning Blast attack as an immediate action.

✥ For use with Tyranny of Dragons: Guard Drake

©2015 DDM Guild Tyranny of Dragons 22/44   **17**

WINGED KOBOLD
Level 4 ✦ Kobold · Dragon

AC 17
FORT 17
REF 17
WILL 17

SPEED F6

HP 40
BLOOD 20

ATTACKS
⊕ **Sword:** +11 vs. AC; 10 damage.

POWERS
Draconic Blessing: +5 damage whenever it is within 6 squares of a Dragon ally.
Flyby: This creature moves up to its speed and makes a ⊕ attack at any time during its move.
Pack Tactics: Enemies grant combat advantage to this creature whenever they are adjacent to an ally of this creature.

©2018 DDM Guild Monster Menagerie III 14/44 ✦ S   **13**

WINGED KOBOLD
Level 4 ✦ Kobold · Dragon

AC 17
FORT 17
REF 17
WILL 17

SPEED F6

HP 40
BLOOD 20

ATTACKS
⊕ **Sword:** +11 vs. AC; 10 damage.

POWERS
Draconic Blessing: +5 damage whenever it is within 6 squares of a Dragon ally.
Flyby: This creature moves up to its speed and makes a ⊕ attack at any time during its move.
Pack Tactics: Enemies grant combat advantage to this creature whenever they are adjacent to an ally of this creature.

©2018 DDM Guild Monster Menagerie III 14/44 ✦ S   **13**

WINGED KOBOLD
Level 4 ✦ Kobold · Dragon

AC 17
FORT 17
REF 17
WILL 17

SPEED F6

HP 40
BLOOD 20

ATTACKS
⊕ **Sword:** +11 vs. AC; 10 damage.

POWERS
Draconic Blessing: +5 damage whenever it is within 6 squares of a Dragon ally.
Flyby: This creature moves up to its speed and makes a ⊕ attack at any time during its move.
Pack Tactics: Enemies grant combat advantage to this creature whenever they are adjacent to an ally of this creature.

©2018 DDM Guild Monster Menagerie III 14/44 ✦ S   **13**

103

Warband 3

HEROIC BRONZE DRAGON
Level 15 ✦ Dragon · Aquatic · Unique — CR 2

AC 28 · FORT 28 · REF 28 · WILL 28 · SPEED F7 · HP 90 · BLOOD 45

ATTACKS
- Bite: +22 vs. AC; 20 damage.
- ← Lightning Strike: (line 12) +20 vs. Fortitude; 25 lightning damage + 10 lightning damage if target occupies river terrain. On miss, 10 lightning damage.

POWERS
Resist 10 Lightning
Savage When Cornered: *Use at start of this creature's turn, only when flanked:* This creature's ⊕ attacks are minor actions this turn.

CHAMPION POWERS ❏ ❏
- ✧ *Use at start of this creature's turn:* Push each enemy and ally within 4 squares up to 4 squares.
- ✧ *Use at end of a Dragon's turn:* That Dragon makes a ⊕ attack against each adjacent enemy.

✧ Use with Elemental Evil: Bronze Dragon

74

©2015 DDM Guild Elemental Evil 43/44 ★L

GOLD WYRMLING
Level 8 ✦ Dragon · Fire — CR 1

AC 23 · FORT 21 · REF 21 · WILL 19 · SPEED F8 · HP 50 · BLOOD 25

ATTACKS
- Bite: +13 vs. AC; 10 +10 fire damage.
- ← Weakness Breath: (blast 3) +12 vs. Fortitude; Weakened.
- ← Fire Breath: (blast 3) +13 vs. AC; 15 fire damage.

POWERS
Resist 15 Fire
Kinship: +2 attack whenever adjacent to a Good ally or a Dragon ally, or +3 if the ally is both.

CHAMPION POWERS ❏
- ✧ *Use when an enemy declares an opportunity attack:* That attack misses.
- ✧ *Use at start of round:* Players score double VP for occupying victory areas this round.

✧ Use with Monster Menagerie II: Gold Dragon Wyrmling

25

©2017 DDM Guild Monster Menagerie II 38/43 ★M

GOLD WYRMLING
Level 8 ✦ Dragon · Fire — CR 1

AC 23 · FORT 21 · REF 21 · WILL 19 · SPEED F8 · HP 50 · BLOOD 25

ATTACKS
- Bite: +13 vs. AC; 10 +10 fire damage.
- ← Weakness Breath: (blast 3) +12 vs. Fortitude; Weakened.
- ← Fire Breath: (blast 3) +13 vs. AC; 15 fire damage.

POWERS
Resist 15 Fire
Kinship: +2 attack whenever adjacent to a Good ally or a Dragon ally, or +3 if the ally is both.

CHAMPION POWERS ❏
- ✧ *Use when an enemy declares an opportunity attack:* That attack misses.
- ✧ *Use at start of round:* Players score double VP for occupying victory areas this round.

✧ Use with Monster Menagerie II: Gold Dragon Wyrmling

25

©2017 DDM Guild Monster Menagerie II 38/43 ★M

GOLD WYRMLING
Level 8 ✦ Dragon · Fire — CR 1

AC 23 · FORT 21 · REF 21 · WILL 19 · SPEED F8 · HP 50 · BLOOD 25

ATTACKS
- Bite: +13 vs. AC; 10 +10 fire damage.
- ← Weakness Breath: (blast 3) +12 vs. Fortitude; Weakened.
- ← Fire Breath: (blast 3) +13 vs. AC; 15 fire damage.

POWERS
Resist 15 Fire
Kinship: +2 attack whenever adjacent to a Good ally or a Dragon ally, or +3 if the ally is both.

CHAMPION POWERS ❏
- ✧ *Use when an enemy declares an opportunity attack:* That attack misses.
- ✧ *Use at start of round:* Players score double VP for occupying victory areas this round.

✧ Use with Monster Menagerie II: Gold Dragon Wyrmling

25

©2017 DDM Guild Monster Menagerie II 38/43 ★M

GOLD WYRMLING
Level 8 ✦ Dragon · Fire — CR 1

AC 23 · FORT 21 · REF 21 · WILL 19 · SPEED F8 · HP 50 · BLOOD 25

ATTACKS
- Bite: +13 vs. AC; 10 +10 fire damage.
- ← Weakness Breath: (blast 3) +12 vs. Fortitude; Weakened.
- ← Fire Breath: (blast 3) +13 vs. AC; 15 fire damage.

POWERS
Resist 15 Fire
Kinship: +2 attack whenever adjacent to a Good ally or a Dragon ally, or +3 if the ally is both.

CHAMPION POWERS ❏
- ✧ *Use when an enemy declares an opportunity attack:* That attack misses.
- ✧ *Use at start of round:* Players score double VP for occupying victory areas this round.

✧ Use with Monster Menagerie II: Gold Dragon Wyrmling

25

©2017 DDM Guild Monster Menagerie II 38/43 ★M

DRAGONBORN FIGHTER - SWORD
Level 4 ✦ Dragonborn · Martial

AC 21 · FORT 18 · REF 18 · WILL 18 · SPEED 5 · HP 40 · BLOOD 20

ATTACKS
- Sword: +11 vs. AC; 15 damage.
- ← Lightning Breath: (line 6) +10 vs. Reflex; 15 lightning damage. On miss, 5 lightning damage.

POWERS
Shield Allies: (Aura 1) Allies in aura have +1 AC.
❏ Scale Rune: *Immediate action, when an attack scores a Critical hit vs. an adjacent ally:* The attack scores a normal hit, instead.

12

©2018 DDM Guild Monster Menagerie II 20a/44 ✦ M

ILLYDIA MAETHELLYN
Level 5 ✦ Elf · Divine · Unique

AC 17 · FORT 16 · REF 17 · WILL 17 · SPEED 6 · HP 35 · BLOOD 15

ATTACKS
- Shortsword: +10 vs. AC; 10 damage.
- ❏ ← Turn Undead: (blast 5, Undead only) +10 vs. Will; 10 psychic damage AND target moves its speed away from this creature.
- ➴ Bow: (nearest) +10 vs. AC; 10 damage.

POWERS
❏ Prepare: *Use during setup:* Choose a keyword.
Protection Circle: (Aura 3) Enemies with the Prepared keyword have -2 attack vs. this creature and each ally in aura.
❏ Cure Light Wounds: *Minor action:* Heal this creature or an adjacent ally 10 HP.

11

©2016 DDM Guild Monster Menagerie 24/44 ✦ M

TRESSYM
Level 1 ✦ Magical Beast

AC 14 · FORT 10 · REF 15 · WILL 10 · SPEED F7 · HP 15 · BLOOD 5

ATTACK POWERS
- Claws: +4 vs. AC; 5 damage.

GENERAL POWERS
Blindsight 5: Ignores Conceal and Invisible vs. creatures within 5 squares.
Familiar: While adjacent to this creature, Arcane allies have Blindsight 5.

3

©2020 DDM Guild Mad Mage 5/44 ● S

SCALADAR
Level 14 ✦ Construct

AC 28
FORT 26
REF 26
WILL 23

SPEED 8

HP 85
BLOOD 40

ATTACK POWERS
Ⓟ **Pincers:** (reach 2) +17 vs. AC; 15 damage AND Immobilized AND Pull target 1 square.

┼ **Charged Stinger:** *Minor action, once per turn:* Immobilized target only. +15 vs. AC; 10 +10 lightning damage.

GENERAL POWERS
Immune Lightning

Octaped: Never pays extra MP for entering terrain.

Lightning Absorption: *Whenever this creature would take lightning damage:* +10 lightning damage until end of its next turn.

Rend: *Minor action:* Make a Ⓟ attack vs. a target this creature has already attacked this turn: On hit, +10 damage to that attack.

Ⓣ **64**
©2020 DDM Guild *Mad Mage* 28/44 ✦ H

BEHOLDER ZOMBIE
Level 10 ✦ Undead - Beholder

AC 21
FORT 22
REF 19
WILL 21

SPEED F4

HP 80
BLOOD 40

ATTACK POWERS
Ⓟ **Bite:** +14 vs. AC; 15 damage.

❑ ↩ **Undead Eye:** (blast 4) +15 vs. Fortitude; 15 necrotic damage. Hit or miss, Undead creatures heal 15 HP.

↱ **Dead Gaze:** (nearest) +15 vs. Reflex; 15 damage.

GENERAL POWERS
Vulnerable 10 Radiant

Special Eye: *Use with Dead Gaze:* On hit, choose 1 effect to add:

❑ **Ensnare:** Target is also Slowed.

❑ **Madness:** Target makes a Ⓟ attack as though Dominated.

❑ **Reap:** This creature heals 10 HP.

❑ **Rot:** Target takes 10 ongoing necrotic damage.

Ⓣ **36**
©2020 DDM Guild *Mad Mage* 29/44 ✦ L

TIEFLING BATTLEMASTER
Level 8 ✦ Tiefling - Martial

CR 2

AC 24
FORT 19
REF 19
WILL 19

SPEED 6

HP 50
BLOOD 25

ATTACK POWERS
Ⓟ **Unbalancing Strike:** +14 vs. AC; 15 damage AND target has -1 speed until end of round.

GENERAL POWERS
Elemental Shield: This creature and adjacent allies have +4 AC and +4 Reflex vs. ↱ attacks.

Master of Havoc: *Minor action:* Roll 1d20, and apply the resulting effect to an adjacent enemy:

1-10 *Debuff.* -2 attack until end of its next turn.

11-15 *Distract.* Slide 1 square.

16-20 *Disable.* Enemy grants combat advantage until end of its next turn.

CHAMPION POWERS ❑ ❑
✧ *Use during Setup:* Until end of battle, this creature has Resist 10 Cold, Fire, or Lightning (choose one).

✧ *Use when this creature is hit by an attack:* One enemy within 3 takes 10 cold, fire, or lightning damage (choose one).

Ⓘ Ⓣ **27**
©2020 DDM Guild *Mad Mage* 7/44 ● M

INTELLECT DEVOURER - MAD MAGE
Level 7 ✦ Aberrant - Psionic

AC 20
FORT 20
REF 20
WILL 24

SPEED 7

HP 45
BLOOD 20

ATTACK POWERS
Ⓟ **Claw:** +11 vs. AC; 5 damage.

↱ **Psychic Thrust:** (range 3); +11 vs. Will; 5 psychic damage AND Stunned.

GENERAL POWERS
Blindsight: Ignores Conceal and Invisible.

❑ **Invade Mind:** *Use at start of an adjacent Stunned enemy's turn:* That enemy is Dominated, instead (save ends, ends if this creature is destroyed).

Ⓣ **20**
©2020 DDM Guild *Mad Mage* 8/44 ● S

SHADOW - MAD MAGE
Level 5 ✦ Undead - Shadow

AC 17
FORT 17
REF 17
WILL 17

SPEED 6

HP 25
BLOOD 10

ATTACK POWERS
Ⓟ **Shadow Touch:** +10 vs. Reflex; 10 necrotic damage AND Weakened (save ends).

GENERAL POWERS
Immune Poison

Vulnerable 5 radiant

Phasing, Insubstantial

Hide: Invisible to nonadjacent enemies from which it has ranged cover other than from intervening creatures.

Ambush 10: *Minor action:* Choose one enemy that does not have line of sight to this creature. +10 damage with ┼ attacks against that creature until end of turn.

❑ **From the Shadows:** *Move action:* Teleport 6, ending adjacent to an enemy.

Ⓣ **14**
©2020 DDM Guild *Mad Mage* 10/44 ● M

SHADOW - MAD MAGE
Level 5 ✦ Undead - Shadow

AC 17
FORT 17
REF 17
WILL 17

SPEED 6

HP 25
BLOOD 10

ATTACK POWERS
Ⓟ **Shadow Touch:** +10 vs. Reflex; 10 necrotic damage AND Weakened (save ends).

GENERAL POWERS
Immune Poison

Vulnerable 5 radiant

Phasing, Insubstantial

Hide: Invisible to nonadjacent enemies from which it has ranged cover other than from intervening creatures.

Ambush 10: *Minor action:* Choose one enemy that does not have line of sight to this creature. +10 damage with ┼ attacks against that creature until end of turn.

❑ **From the Shadows:** *Move action:* Teleport 6, ending adjacent to an enemy.

Ⓣ **14**
©2020 DDM Guild *Mad Mage* 10/44 ● M

SHADOW - MAD MAGE
Level 5 ✦ Undead - Shadow

AC 17
FORT 17
REF 17
WILL 17

SPEED 6

HP 25
BLOOD 10

ATTACK POWERS
Ⓟ **Shadow Touch:** +10 vs. Reflex; 10 necrotic damage AND Weakened (save ends).

GENERAL POWERS
Immune Poison

Vulnerable 5 radiant

Phasing, Insubstantial

Hide: Invisible to nonadjacent enemies from which it has ranged cover other than from intervening creatures.

Ambush 10: *Minor action:* Choose one enemy that does not have line of sight to this creature. +10 damage with ┼ attacks against that creature until end of turn.

❑ **From the Shadows:** *Move action:* Teleport 6, ending adjacent to an enemy.

Ⓣ **14**
©2020 DDM Guild *Mad Mage* 10/44 ● M

GRAY OOZE
Level 4 ✦ Ooze

AC 14
FORT 17
REF 14
WILL 14

SPEED 4

HP 40
BLOOD 20

ATTACK POWERS
Ⓟ **Pseudopod:** (reach 2) +10 vs. AC; 5 + 5 acid damage AND -2 AC until end of battle.

GENERAL POWERS
Resist 10 Acid

Wandering Monster

Squeeze through Cracks: Has Phasing on its turn.

❑ **False Appearance:** *Use during setup:* Invisible until after it attacks.

Scavenger: +4 attack and +10 damage vs. Immobilized targets.

Reflux: *Use after being damaged by a ┼ attack:* Attacker is Weakened (saved ends).

Ⓣ Ⓖ **11**
©2020 DDM Guild *Mad Mage* 12/44 ● M

Appendix H – Draft and Sealed Rules

Sealed and Draft game types allow to play DDM with miniatures right out of the box. Sealed boxes of miniatures are usually distributed to players on game day. Since the number of miniatures to choose from is then limited, these game types use slightly relaxed warband building rules. Gameplay rules are otherwise unchanged.

Rules for Sealed Tournaments

Once players are seated, tournament officials provide each player with a predetermined number of Starter or Booster Packs. For example, each player could receive:
• One Starter Set and one Booster Pack, or
• Two Booster Packs or
• Three Booster Packs

Each player in the tournament must receive the same product and number of items. 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. Warbands are constructed according to the rules in the Battle Rules. For Revised Edition, these rules can be found under 'Sealed Booster Games' in the section 'Scenarios and Variants'. For Original Edition, these rules can be found under 'Out of the Box Scenario' in the section 'Scenarios and Variants'. 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 starter. 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 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 a predetermined number of new booster packs, for example two (2) 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 and quantity. 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, such as the Monster Manual: Dangerous Delves™ set, 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 in 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.