

DUNGEONS & DRAGONS®

AGE 12+

MINIATURES GAME



BATTLE RULES

Welcome!

To get playing quickly, begin with the Quick Start battle at the front of this booklet.

STARTER GAME COMPONENTS



Rules booklet
5 preprinted plastic miniatures
5 stat cards, one for each figure
2 double-sided battle maps
Damage counters
Area templates
20-sided die (d20)

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Based on the 4th Edition of the DUNGEONS & DRAGONS® roleplaying game, and inspired by earlier editions of the D&D® RPG and the D&D™ Miniatures Game.

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With the **DUNGEONS & DRAGONS® Miniatures Game**, you command a warband of heroes and creatures. You choose your faction. You select your troops. You issue the orders. And it's up to you to prove yourself against the competition.

Three Ways to Play

Use these miniatures to:

- Play using the head-to-head battle rules detailed in this book. You can even compete in sanctioned tournaments and win prizes.
- Represent characters and monsters in the **DUNGEONS & DRAGONS Roleplaying Game**. These official miniatures are designed for use with all D&D® roleplaying products.
- Collect the D&D fantasy, from mind flayers to elves to dragons to powerful heroes and more.

D&D Miniatures Game Booster Packs, sold separately, provide more miniatures for either head-to-head battle play or roleplaying games.

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First Printing: April 2008

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START HERE!

QUICK START BATTLE

The first 8 pages of this booklet get you playing the **D&D Miniatures Game** quickly, teaching you the basics. When you're ready, the rest of the rules await in the pages beyond. You can also learn the basics using the online demo at www.wizards.com/DDMdemo.

Game Play

During a battle, you and your opponent take turns moving your creatures across a **battle map**, making attacks and using fantastic powers. Defeat your opponent's creatures and you win the game.

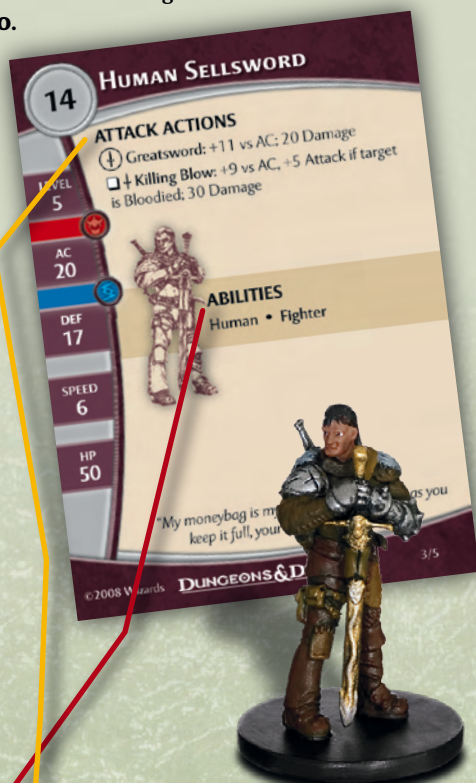
Setup

For your first battle, you and your opponent each control a single creature: either the **Human Sellsword** or the **Yuan-Ti Swiftscale**.

Miniatures and Stat Cards

Find the Human Sellsword and the Yuan-Ti Swiftscale miniatures, and their corresponding **stat cards**. Set aside the other miniatures and stat cards for now. (You'll use them later, but not in your first Quick Start battle.)

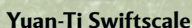
You only need to use some parts of these stat cards for your first battle, as shown to the right. For more information on how to read a stat card when playing with the full rules, see page 12.



Human Sellsword

ATTACK ACTIONS: The options the creature can choose from when it makes an **attack**. Each attack lists an **Attack bonus** and tells you how much **Damage** the attack deals if it hits.

ABILITIES: These are always in effect. You don't have to decide whether you want to use a creature's ability.



AC: The creature's **Armor Class**. The total of the enemy's d20 roll and Attack bonus must be at least as high as this number to hit.

Place the **d20** and the **damage counters** where you both can reach them.



Who Goes First?

A battle is played in **rounds**. At the start of each round, both players roll the d20 to see who goes first. This is called making an **initiative check**. The player with the highest result decides who goes first in the round. If the results are tied, roll again.

***Example:** The Human Sellsword's player rolls a 17, while the Yuan-Ti Swiftscale's player rolls a 15. The Human Sellsword's player decides to go first this round.*

Battle Summary

Here's a quick overview of the sequence of play. A game is played in **rounds**. During each round, you take the following steps.

1. **Make an Initiative Check:** Roll the d20. High roller chooses who goes first.
2. **First Player: Activate** your creature (move it and attack).
3. **Second Player: Activate** your creature.
4. **End of Round:** After all creatures have activated once, start a new round at step 1.

The Round

A round begins with an initiative check (see above). Each round, you activate your creatures. Each creature can be activated only once in a round. When both players have activated their creatures, the round ends.

Activate a Creature

When you move a creature, it takes its **turn**. On its turn, a creature does one of these three choices:

- Move up to double its Speed.
- OR
- Move up to its Speed and then attack once.
- OR
- Attack once and then move up to its Speed.

A creature doesn't have to move its full Speed if you don't want it to—it can even stand still.

For this Quick Start battle, the creature that goes first in the first round will move up to the enemy and then attack. Then the enemy will get to attack before you start the next round with a new initiative roll.

Move

A creature moves a number of squares up to its Speed. If the creature doesn't attack, it can move up to twice its Speed. Diagonal squares each count as 1 square.

Enemies: A creature can't move through squares occupied by an **enemy** (a creature controlled by the opponent).



When playing with the full rules, it can be dangerous to move when beside an enemy (see Opportunity Attacks, page 31). For this Quick Start battle, though, that doesn't matter.

Attack

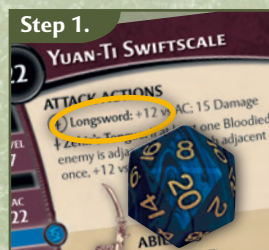
A creature can **attack** an enemy next to it. (Attacking diagonally is OK.) Look at the creature's stat card and use the first attack listed in the Attack Actions section of the card (with the ⚔ symbol).

For this Quick Start battle, you won't be using the creature's other attacks and special powers.

Step 1. Roll the d20 and add the creature's **Attack bonus** (the number with a "+" sign).

Step 2. If the total is at least as high as the target's AC, the attack **hits**.

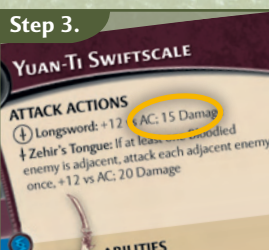
Step 3. Each attack tells you how much **Damage** the attack does if it hits. Damage is listed at the end of the attack line (look at the picture below). Subtract the attack's Damage from the target's HP total. Put damage counters on the cards to keep track.



This Attack is d20 + 12...



The Target AC is 20...



A hit deals 15 Damage.

Damage

Successful attacks deal **Damage**, as listed in the attack's line. For example, the Yuan-Ti Swiftscale's Longsword attack deals 15 Damage.

Rolling a 20: If your attack roll is a natural 20 (a "20" shows on the die), the attack deals double damage! It's called a **critical hit**.

0 Hit Points: When a creature's HP total drops to 0 or below, it's **destroyed**. Remove it from the battle map. In this Quick Start battle, you win when you destroy your enemy.



Example Game: First-Round Attacks

The Human Sellsword has moved up to the Yuan-Ti Swiftscale, so it's time to attack. It uses its Greatsword attack. Its player rolls 10 on the d20 and adds 11, for a result of 21. Since the Yuan-Ti Swiftscale's AC is 22, that's a miss!

Now the Yuan-Ti Swiftscale takes its turn. It attacks, since it's already beside its enemy. It makes a Longsword attack against the Human Sellsword. Its player rolls 15 on the d20 and adds 12 for a result of 27. That's more than the Human Sellsword's AC of 20. It's a hit! The attack deals 15 Damage to the Human Sellsword.

Now it's time to roll initiative for the second round to see which player gets to take the first turn.

Your Next Games

Once you've got the hang of how to roll the d20 and use the stat cards, you're ready to add the other three miniatures.

If you're playing the Human Sellsword, you add the Dwarf Battlemaster and the Elf Warlock to your side. The Yuan-Ti Swiftscale player adds the Young Green Dragon. Set your miniatures up on opposite narrow sides of the battle map and fight.

A group of miniatures fighting together is called a **warband**.



Evil Wilderness Warband

vs. Good Civilization Warband

- See the back of each creature's stat card for hints on how to use these new creatures. To keep things simple, just use their basic attacks (the first line under Attack Actions on their stat cards). You can use their other attacks and special powers once you're familiar with the full rules.
- No creature gets to take two turns in the same round. Remember to roll initiative at the start of each new round to see who gets to activate a creature first.
- You win by destroying all the opponent's creatures. If you want to add a few more rules, check out New Rules to Try on the next page.

Once you've played this Quick Start battle, you can go on to the full rules described in the rest of the booklet. These explain how to build warbands with many strange and powerful creatures, which you can find in **D&D Miniatures Game** Booster Packs. Each creature you add to your warband provides additional strengths that can help give you an edge in battle.

For the online demo and more information, visit www.wizards.com/DDMdemo.

New Rules to Try

Bloodied: When a creature's HP total drops to half its starting number or lower, it is Bloodied. Being Bloodied might interact with other attacks. For example, the Human Sellsword has a powerful attack, Killing Blow, that works only against a Bloodied enemy. (The Yuan-Ti Swiftscale also has a special attack that it can use against Bloodied enemies.)

Special Powers: These are effects that a creature can use deliberately or that are triggered by some event in the battle. **Champion powers** are particular kinds of special powers that let a creature help its allies or hurt its enemies. See page 34 for more information.

Flight: The Young Green dragon can fly. Its Speed number starts with an "F" and it has the Flight ability. Flight lets a creature ignore enemies and terrain when moving (except for walls). For more information, see page 20.

Difficult Terrain: It costs 2 squares to move into a square containing difficult terrain (one with the ▲ symbol).

Walls: Walls block movement, so a creature can't go through a wall. A creature also can't "cut corners" by moving diagonally past the corner of a wall. It has to step around the corner.

Opportunity Attacks: If an enemy moves while next to your creature, you make a free attack against the moving creature (an **opportunity attack**). This always uses the first listed attack (the one with the ⊕ symbol).

Shift: A creature shifts by moving only 1 square. A shifting creature doesn't provoke an opportunity attack.



FULL BATTLE RULES



Use these full rules to play head-to-head battles with the **D&D Miniatures Game**.

Play the Quick Start Battle first to get a feel for the basics of the game.

At the back of this book, you'll find a glossary of important terms and special abilities that appear on the stat cards. In this rulebook, text in **bold** refers to a defined term the first time it appears. Refer to the glossary often as you get used to your warband and the warbands of your opponents.

How to Win

In a battle, two competing **warbands** fight. The winner is the player who first scores a target number of **victory points**. You score victory points by eliminating enemy creatures and by sending your creatures to occupy your warband's **victory areas** (see page 39).

Creatures

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

How to Read a Stat Card

Look at the stat card displayed below. For the battle rules, we're only going to talk about the side used for head-to-head play.

Alignment (indicated by a red bar on the left)

Cost (58)

Faction (indicated by a red bar on the left)

Statistics (LEVEL 12, AC 26, DEF 24, SPEED 5, HP 80)

Name (DWARF WARLORD)

Attack Actions (Dwarven Waraxe: +19 vs AC; 20 Damage; Crossbow: (nearest) +14 vs AC; 15 Damage; Drive into Peril: +19 vs AC; 30 Damage AND push target up to 2 squares; an ally can make a free basic attack against that target if adjacent to it after push; RECHARGE when 2 or more enemies are adjacent to this creature at end of its turn)

Abilities (Good • Dwarf; +4 DEF (Fort))

Special Powers (indicated by a red bar on the left)

Champion Rating (CHAMPION 3)

Flavor Text (if any) (Use when an ally's attack roll is a natural 18+. That attack becomes a critical. Use when this champion is the first creature you activate in a round. All Dwarf creatures in your warband get +2 Speed and +2 Attack this round.)

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Champion Powers (indicated by a red bar on the left)

Set Icon/Rarity Symbol/Collector Number (1/60)

Miniature Base

Set Icon (indicated by a red bar on the left)

Faction (indicated by a red bar on the left)

Collector Number (1/60)

Name (Dwarf Warlord)

Cost (Good 58)

Alignment (Good)

Rarity (1/60)

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Name: Match the name on each stat card to the name on the base of the miniature, using the picture on the stat card to help you.

Alignment: Behind the cost and statistics numbers on a creature's stat card is a background showing its **alignment**: Good, Evil, or unaligned. Good creatures have white backgrounds, Evil creatures have black backgrounds, and creatures that are neither Good nor Evil have gray backgrounds.

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

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

Statistics: This section provides information you need to play a battle.

Level: This number represents how powerful the creature is.

AC (Armor Class): Many attacks target a creature's AC. If the result of the attack roll equals or exceeds this number, the attack hits.

DEF (Defense): Some attacks target a creature's Defense. If the result of the attack roll equals or exceeds this number, the attack hits.

Speed: The number of squares a creature can move with a **move action**.

HP (Hit Points): When a creature's HP total is reduced to 0, the creature is destroyed and removed from the battle map.

Attack Actions: When a creature attacks, it uses one of the options listed in this section. Each requires an **attack action** to use. The first listed attack is the creature's **basic attack** ⚔. Some creatures have only a basic attack; many have additional special attacks. Attacks use a shorthand format (see page 23).

There are four types of attacks: **melee** ⚔, **ranged** 🏹, **close** ⚔, and **area** ✨.

Abilities: Abilities are continuous features, including bonuses to Defense, any resistances, immunities, or vulnerabilities that the creature might have, and abilities that modify its movement.

Keywords appear as the first line of the Abilities section. Keywords define the creature for the purpose of game effects. Some abilities or special powers affect only creatures with specific keywords, such as Goblin, Fire, or Undead. A creature's alignment, if any, also appears as a keyword.

Special Powers: This section covers a wide range of effects. Special powers typically do not require an attack action. A special power might modify an attack, trigger other effects, or activate in response to a condition or another creature's action. Its effects are described fully on the stat card.

Champion Rating: A creature with a Champion Rating (written "Champion X") is a **champion**, with the ability to influence other creatures and help your warband seize the initiative. The higher the Champion rating, the better.

Champion Powers: Every champion has one or more Champion powers that it can use during the battle. See page 34 for more details on Champion powers.

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

Set Icon/Rarity Symbol/Collector Number: The set icon tells you what set a miniature belongs to, such as the *Dungeons of Dread™* set (whose icon is a torch 🔥). The collector number lists the miniature's order in the set and the total number of miniatures in the set. The rarity symbol tells you whether the miniature is common ●, uncommon ◆, or rare ★.

Building a Warband

When building a warband, first choose one of the four base **factions**, then select miniatures that match that faction.

Alignment

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

Faction

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



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



Civilization (Blue) Creatures of Civilization inhabit "points of light" in the darkness of a dangerous world. Whether proud dragonborn, audacious humans, or brutal goblinoids, they build cities and push back the wilderness.



Underdark (Purple) This faction encompasses beings of the lightless world beneath the surface, including twisted cave denizens and mighty subterranean cities.



The Wild (Green) The Wild is the home of savage creatures, ferocious beasts, barbarous or primal humanoids, and capricious fey or elves.

Construction Limits

A warband can contain only a certain number of creatures and has a maximum point cost, as described in this section. The following table summarizes warband limits for the most common kinds of battles.

Point Limit	Creature Limit	Max Cost
200*	10	150
100	8	75
50	6	35

*Standard battle



Point Limit: A standard battle has a point limit of 200. You can spend a number of points up to the point limit to build your warband. Each creature's point cost is shown on its base and the top left corner of its stat card.

The point limit also restricts the number of creatures your warband can contain and the maximum cost of any one creature, as shown in the table.

Warbands containing 100 or fewer points of creatures should use the half-sized battle maps provided in this Starter Set (Crossroads and Monster Lair).

Creature Limit: A warband cannot contain more creatures than the creature limit, as shown on the table.

Maximum Cost: A creature cannot cost more points than the maximum cost for the warband's point limit, as shown on the table.

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

Warband Building Basics (200-Point Battles)

- 200 points total
- All creatures belong to the same faction
- Up to 10 creatures
- No creature over 150 points
- 1 battle map

Battle Map

Both players bring a battle map they wish to play on. This Starter Set contains two double-sided battle maps; choose a single side for your warband's battle map before you see your opponent's warband. Other battle maps are published from time to time. Though the details of battle maps may differ, all share certain features.

Start Areas: Set up your warband in the area labeled Start Area A or Start Area B; your opponent's warband sets up in the other area. If there are two or more start areas with the same label, you can set up in any of these or spread your warband throughout all of them.

Victory Areas: These are the pivotal locations of the battlefield, which you assault and defend over the course of a battle. In the standard (Assault) scenario, your warband scores points by occupying victory areas. Victory areas are labeled A or B, like the start areas of the map; you score points for matching victory areas. A few victory areas also have keywords in brackets, used to interact with specific creatures.

Setup

You and your opponent each bring a legal warband (one built using the warband construction rules) and a battle map to the table. Follow these steps to set up a battle.

Setting Up a Battle

1. Reveal warbands and potential battle maps.
2. Roll d20 (highest Champion rating rolls twice). The player with the highest result chooses which battle map to play on.
3. The other player chooses which start area or areas to use.
4. The high roller places his warband in his start area or areas.
5. The other player places her warband in the other start area or areas.

Battle Map Selection

Players reveal their warbands. Each player then rolls the d20. The player whose champion has the highest Champion rating makes two d20 rolls, using the higher result. On a tied result, the winner is the player whose champion has the highest Champion rating; reroll if the two warbands have equally powerful champions or neither contains a champion.

The high roller chooses which of the two battle maps to use for the battle. The other player then chooses a start area or areas (all with the same label: A or B). The first player (the one who won the die roll) then places his creatures in the start areas that were not chosen by the opponent. The other player then places her creatures in her start areas.

Place each creature so that it occupies squares free of walls, pits, and statues. (Terrain is explained in more detail on page 35.) Place creatures that take up more than 1 square entirely inside the start area. If there is not enough room in the start area for all your creatures, then fill it as much as you can and place any extra creatures as close as possible to the start area.

Battle Basics

Once you have chosen your warband and set up the battle map, you and your opponents take turns **activating** the creatures in your warbands until one warband has won (usually by scoring 200 victory points). See the Assault scenario on page 39 for full details.

Core Rules and Exceptions

The **D&D Miniatures Game** is an exceptions-based game. This booklet explains the basic rules, but the attacks, abilities, and special powers on a creature's stat card often break those rules. When a conflict occurs, the text on the creature's stat card always "trumps" the basic rules.

Special powers and abilities that cancel other powers and abilities always take priority. In other words, when text on a stat card says "cannot," "does not," or similar language, that effect trumps other abilities and powers.

For example, the Halfling Paladin has the Charge Protection ability, which prevents enemies within 5 squares from charging its allies. An enemy within range cannot charge the Halfling Paladin's allies, even if it meets all the conditions necessary for a charge attack (see page 28).

Rounds

A battle is played in **rounds**. Begin the round by making an **initiative check** to see who goes first.

Each round, players complete **turns** one after the other. Each turn, you **activate** two creatures in your warband: One creature takes all its actions, then the next.

A round begins when players make an initiative check, and it ends when each creature has activated once. Then a new round begins.

Initiative Check

To make an initiative check, roll the d20. The player whose champion has the highest Champion rating makes two rolls, using the higher result. In the case of a tie, the winner is the player whose champion has the highest Champion rating; reroll in the case of equal Champion ratings (or if neither warband contains a champion). Inactive or eliminated champions don't count.

The player with the highest initiative check result then chooses which player takes the first turn of the round.

Turns

Within a round, players alternate taking turns. During a turn, you activate two creatures in your warband. After activating two creatures, you complete your turn.

On the first turn of the round, the first player activates only one creature. (Change the direction a creature is facing or turn its stat card to indicate that it has been activated.) The next player then activates two creatures. The first player then takes a new turn, activating two more creatures. Players continue taking turns in this way until all creatures have been activated.

A player who has only one creature left to activate completes his or her last turn of the round after activating it. On the other hand, a player with more creatures than the opponent activates the remaining creatures at the end of the round.

Playing a Round

1. **Roll d20** (best Champion rating rolls twice). The player with the highest result chooses who goes first.
2. **First Player Turn:** Activate 1 creature.
3. **Next Player Turn:** Activate 2 creatures, one at a time.
4. **First Player Turn:** Activate 2 more creatures (not those that have already activated this round).
5. **Next Player Turn:** Activate 2 more creatures (not those that have already activated this round). Continue steps 4 and 5 until all creatures have activated once.
6. When all creatures have activated once, the round ends. Start again at step 1.

Activate Creatures

During each turn in the round, you activate two creatures, one at a time. (Remember, on the first turn of each round, the first player activates only one creature.) A creature's activation is also referred to as a **creature's turn**.

When activated, a creature can take one **move action** and one **attack action** in any order. A creature might also have other special powers or abilities that do not require an action but can be used only during its turn.

You can't skip activating a creature, but you can choose to have it take no actions on its turn.

Move Action

Generally, a creature can take a move action to:

- **Move a number of squares up to its Speed.**
- **Shift 1 square.**
- **Use a special power that requires a move action.**

Attack Action

A creature can take an attack action to:

- **Make an attack.**
- **Use a special power that requires an attack action.**
- **Charge (see page 28).**
- **Take a move action.**

Moving

By taking a move action, a creature can **move** up to a number of squares equal to its **Speed**. The creature can move in any direction, including diagonally. (Diagonal movement doesn't cost extra.) The creature does not have to move all of its Speed, and it can move no distance at all if you choose.

If a creature makes an attack after moving, it can't move again that turn.

Legal Position: A creature must end its movement in a legal position. A legal position is a square that contains no other creatures, walls, or other map features that prevent a creature from occupying a square. A creature that takes up more than 1 square must end its movement so that each square it occupies is a legal position.

If a creature somehow ends its movement in a position that is not legal, its player places it in the last legal position it occupied.

Some attacks, special powers, and other game effects can move a creature even when it is another creature's turn. If such a situation moves a creature into a position that is not legal, its player places it in the nearest legal position.

The “1 Square” Rule: A creature can always use its move action to move 1 square in any direction, regardless of terrain or other effects that limit its movement. This rule doesn’t allow a creature to move through walls or other impassable terrain, or to move when no movement is allowed (such as while Immobilized).

Other Creatures: A creature can move through a square occupied by an **ally** (another creature in its warband), but it can’t end its move in an occupied square. A creature cannot move through a space occupied by an **enemy** (a creature in the other player’s warband).

Moving while next to an enemy usually provokes a free attack from that enemy. See Opportunity Attacks on page 31.

Walls and Other Terrain: Walls block movement, and a creature cannot move diagonally past the corner of a wall.

Some types of terrain affect how fast a creature can move (usually slowing it down) and where it can end its movement. See Terrain on page 35 for more details.

Special Movement Modes

Some creatures have special modes of movement that affect how they interact with terrain and with other creatures.

Burrow: A creature with the Burrow ability can move under the surface at its Speed. Decide whether the creature is burrowing before beginning its move.

A burrowing creature can move through enemy creatures, and it ignores all terrain (even walls) while burrowing. A burrowing creature’s movement does not provoke opportunity attacks.

Flight: A flying creature’s Speed rating contains the letter F, and it has the Flight ability. (For example, a creature with Speed F8 can move 8 squares while flying.) A flying creature can move through nonflying enemies, and it is not slowed by terrain. It still can’t move through walls and similar obstructions.

When a flying creature moves, it does not provoke opportunity attacks from adjacent nonflying creatures.

Exception: The first square of a flying creature’s movement still provokes opportunity attacks as normal. (It spends that first square “taking off.”)

Phasing: A creature with Phasing can move through enemy creatures, and it ignores all terrain (even walls) while moving. However, it must end its move in a legal position. Its movement still provokes opportunity attacks.

Shift

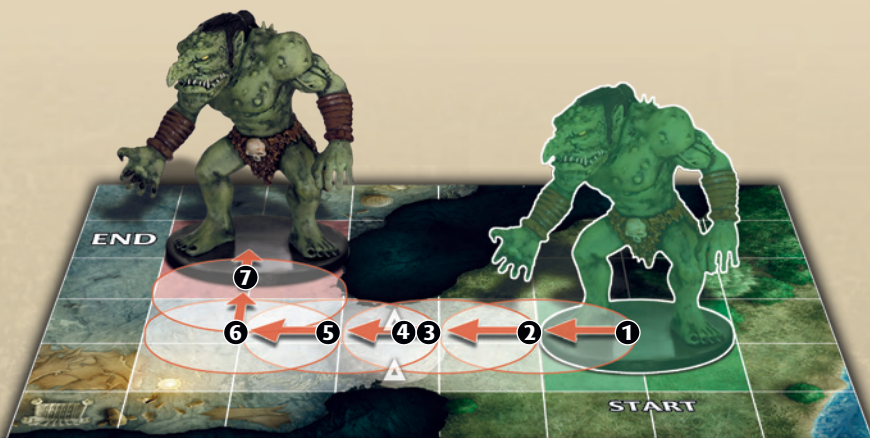
A creature can also use a move action to **shift**. A creature that shifts moves into a clear adjacent square (one with no terrain that slows movement). Shifting does not provoke opportunity attacks.

Big Creatures and Moving

Most creatures fit into 1 square on the battle grid. A big creature, such as a Balhannoth or a Young Red Dragon, occupies more than 1 square. When such a creature moves, none of the squares it occupies can enter a square containing an enemy.

When a big creature moves out of terrain that slows movement, it can ignore that terrain in the squares it occupied before moving. Thus, a creature that starts in such terrain can move into an adjacent clear square at its normal Speed, even though it is still partly in the slowing terrain (see the diagram for an example).

A big creature is still slowed by terrain if any of its squares enters a square containing such terrain.



Big Creatures and Moving

The Feral Troll needs an extra square of movement when it moves into the difficult terrain in the cave mouth, but not once it is already on the difficult terrain.

A big creature must move around corners.

Attacking

A creature takes an attack action to make an **attack**. Attacks are listed on the Attack Actions section of its stat card.

All attacks work the same way. The creature makes an **attack roll**, and if the attack hits, it deals **damage**. Attacks might also have other effects.

Hit Points and Damage

A creature's HP number shows how much damage it can withstand. Each time a creature takes damage, subtract the amount of damage from its current HP total.

If a creature's HP total is reduced to 0 or below, that creature is destroyed and removed from the game.

Bloodied

When a creature is reduced to half its starting HP total or below, it is **Bloodied**. Being Bloodied has no effect in itself, but some creatures get a bonus or penalty against Bloodied enemies, and others can use certain attacks or special powers only when they are Bloodied.

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

Attack Basics

A creature can use its attack action for any one of the options listed in the Attack Actions section of its stat card. The first option listed is the creature's **basic attack** (indicated by a circle around its attack symbol).

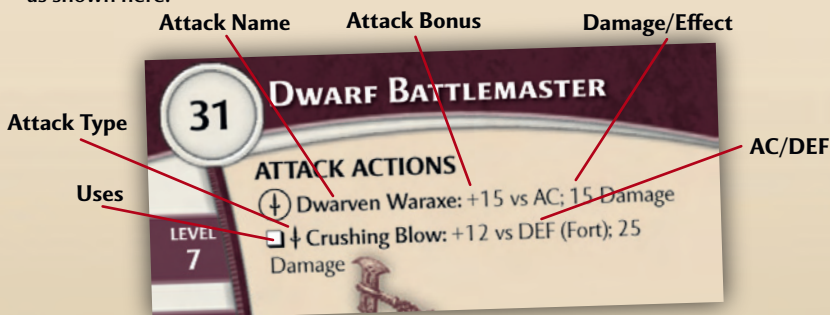
Many attacks affect a **target** creature, or target creatures. Choose the target or targets of the attack before making the attack roll.

An attacking creature is sometimes called the **attacker**.

Can't Attack Allies: A creature can't normally make a \dagger or \curvearrowright attack against an ally. Many \leftarrow and \rightarrow attacks might also affect allies caught in their area.

Attack Format

Attack entries on a creature's stat card follow the same general format, as shown here.



Attack Type: This symbol indicates whether the attack is a melee \dagger , ranged \bowtie , close \leftarrow , or area \star attack. A basic attack has a circle around its symbol.

Attack Name: Every attack (even a basic attack) has a name for easy reference.

Range/Target: This entry is in parentheses following the attack's name. It lists the range (if any), targets of the attack (if it targets more than one creature), or any restrictions on targeting the attack.

Attack Bonus: Add this number to a d20 roll when you make the attack. Compare the total to the AC or Defense of the enemy to see if the attack hits.

AC/DEF: A creature's attacks target either an enemy's Armor Class (AC) or its Defense (DEF). Some attacks specify a particular Defense: Fortitude (Fort), Reflex (Ref), or Will. Certain creatures have bonuses to specific kinds of Defense, as listed in their Abilities entry.

Damage/Effect: Most attacks deal damage when they hit. The Damage amount follows the Attack bonus. Damage can have a specific type, such as fire or necrotic. An attack might also impose other conditions or ongoing effects if it hits.

Resolve damage immediately after the attack hits.

Additional Effects: Some attacks include special rules that can modify the attack in certain circumstances.

Sometimes an attack includes a **Followup**, which is an event or action (often another attack) that is triggered when the attack hits. Resolve Followups after the initial attack is resolved.

Conditions and Ongoing Effects: Some attacks impose a **condition** or **ongoing** effect on creatures (see Effects and Conditions, page 32). Unless otherwise specified, a condition or effect automatically ends at the end of the affected creature's next turn.

Many ongoing effects can be removed with a **saving throw** (see page 33).

Uses: Attacks and special powers with check boxes (☐) are usable only a limited number of times during the battle. The creature can use the attack or power a number of times equal to the number of boxes.

Recharge: Some attacks and special powers can be recharged during play. Only effects that have a single use (that is, one check box) can be recharged, and they can be recharged only after being used.

Each such attack or special power specifies the condition under which it recharges. Recharging an attack or power gives a creature only a single use of it at a time; it can't recharge again until it has again been used.

Bonuses and Penalties

Bonuses that are simple additions to a creature's statistics use a "+" sign. Penalties use a "-" sign. For example, the Dwarf Battlemaster has a Champion power that reads as follows:

- Use when an ally hits with a \downarrow attack: +10 Damage.

Thus, with one use of this Champion power, the Dwarf Battlemaster grants a +10 bonus to Damage when an ally hits with a \downarrow attack.

Stacking: Different effects that grant ongoing bonuses or penalties to the same statistic usually **stack** (are cumulative).

For example, the Dwarf Battlemaster can grant a +10 bonus to Damage when an ally hits with a \downarrow attack. The Defiant Rake has Sneak Attack 10, which grants a +10 bonus to Damage whenever it has combat advantage. If the Defiant Rake is in a warband containing the Dwarf Battlemaster, the Champion power could combine with Sneak Attack for a total Damage bonus of +20.

Duplicate Effects: No creature can benefit from two uses of the same ability or special power if it grants a bonus or an ongoing effect. Likewise, duplicate harmful effects don't stack.

For example, the Dwarf Battlemaster can grant a +10 bonus to Damage when an ally hits with a \downarrow attack. Using this Champion power twice on the same creature does not provide a +20 bonus.

Making an Attack

When attacking, make an attack roll for the acting creature.

Attack Roll

Roll the d20, add the creature's Attack bonus, and add any modifiers that apply (see page 32 for a summary of attack modifiers).

If the result of the attack roll equals or exceeds the target number (the enemy's AC or Defense), the attack hits. The attack takes effect against the target, usually dealing damage. Some attacks might impose a condition or have other effects.

Multiple Targets: Some attacks target more than one creature. Make a separate attack roll against each target; the attacking player decides the order. Resolve the effect of each hit before making the next attack roll.

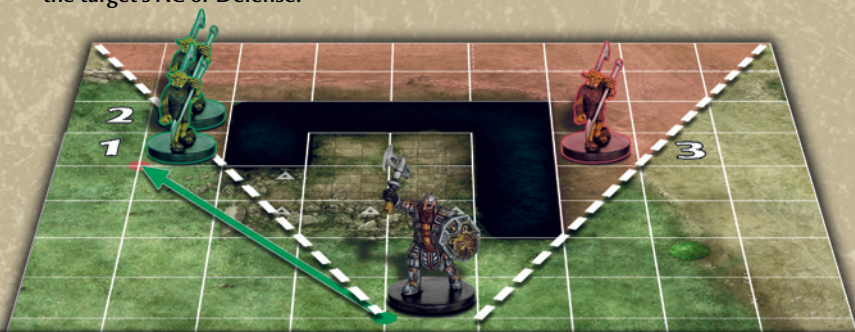
Attacks that target multiple creatures can be used against fewer targets, at the attacker's option. For example, an attack that targets three creatures could target only one instead—the other two attacks are lost.

Natural 20 Always Hits: If you roll a **natural 20** when making an attack roll (a 20 on the die, regardless of modifiers), the attack automatically hits, no matter how high the defender's AC or Defense. In addition, it is a **critical hit** and deals double damage.

If a creature somehow can score a critical hit on a roll of less than 20, that still counts as an automatic hit.

Bonus Damage: Some attacks deal bonus damage, shown by a "+" sign. For example, the Young Silver Dragon's Bite attack deals "15 + 10 cold Damage." Bonus damage is also doubled on a critical hit. However, additional effects (such as ongoing damage) are not increased on a critical.

Natural 1 Always Misses: If you roll a **natural 1** when making an attack roll (a 1 on the die, regardless of modifiers), the attack automatically misses, no matter how low the target's AC or Defense.



Line of Sight

Blocking terrain blocks line of sight. The Dwarf can see Goblins 1 and 2, but it cannot see Goblin 3.

Attack Types

There are four types of attacks: melee, ranged, close, and area.

They are summarized below.

‡ **Melee:** This attack targets one or more creatures next to (**adjacent** to) the attacking creature, including diagonally adjacent. A basic attack is always a melee attack.

A ‡ attack does not provoke opportunity attacks (see page 31) from adjacent enemies.

↘ **Ranged:** This attack's entry always includes a range in parentheses, such as (range 10) or (nearest). It targets one or more creatures up to the listed range, including adjacent.

Typical ranges include the following.

- **nearest:** The nearest target in **line of sight**.
- **range X:** Any target up to X squares away and in line of sight.
- **sight:** Any target in line of sight.

A ↘ attack provokes opportunity attacks from adjacent enemies.

↖ **Close:** This attack targets a nearby group of creatures, in an area that comes from the attacking creature's square. The attack's entry includes the area and range of the effect in parentheses, such as (line 3).

Typical areas and ranges include the following. Make an attack roll against every target within the specified area.

- **burst X:** All creatures within X squares of the attacker and in **line of effect**.
- **cone:** All creatures within a cone-shaped area extending from the attacker and in line of effect. Cones come in two sizes (large and small) and have a 90-degree arc. See the templates included in this rulebook.
- **line X:** Choose an origin point, as shown in the diagram. The end point is the corner of the target square that is farthest from the origin. Draw a line between the two points. Make an attack roll against every creature in a square the line enters. If the line touches a square's corner or runs along its edge, that square is not affected.
The line is blocked by walls or other terrain that blocks line of effect.

A ↖ attack does not provoke opportunity attacks from adjacent enemies.



Line X

The end of a line is the target square's corner that is farthest from the origin point. The line affects any creature whose space it passes through. The Wizard in this diagram has many options for lines, a few of which are illustrated. Lines A and C will hit the Goblin, and line B will hit the Yuan-Ti.

✱ **Area:** This attack targets all creatures in an area at a distance. Its entry includes a range in squares as well as the area affected, usually a radius such as (range 10, radius 2).

Typical areas and ranges include the following. Make an attack roll against every target within the specified area.

- **radius X:** Choose a square within line of effect as the **origin**; the effect attacks all creatures within X squares of the origin that are in line of effect to it.
- **nearest:** The nearest target must be in the area of effect.
- **range X:** The origin square can be up to X squares away and within line of sight.
- **sight:** The origin square can be any square within line of sight.

An ✱ attack provokes opportunity attacks from adjacent enemies.



Area Attacks

Using the designated origin, the wizard's radius 2 spell would affect only Goblin 1. With a radius 3 spell, Goblin 2 would also be affected. But even a radius 4 spell wouldn't affect Goblin 3, since there is no line of effect from the origin to Goblin 3.

Other Combat Rules

Charge Attacks

A **charge** is a way for a creature to move and attack using the same action.

A creature charges as an attack action. It moves up to its Speed and then makes a basic attack with a +1 bonus. To charge, the creature must have line of sight to its target.

The creature must move at least 2 squares from its starting position and must finish its movement in the nearest square from which it can attack the enemy. It doesn't have to move in a straight line, but it has to end the charge in the nearest square adjacent to the enemy.

Creatures can charge through allies and through squares containing difficult terrain. A creature can't move again on its turn after charging.



Charging

The Yuan-Ti can charge either the Dwarf (Charge C) or the Sellsword (Charge B), but can't charge the Warlock since there is no line of sight. It must end in the nearest square, though diagonal movement provides multiple options.

Combat Advantage

When making an attack, a creature gets a +2 bonus on the attack roll if it has **combat advantage** against the target.

An attacking creature can have combat advantage in a number of situations.

- It is **invisible** to the target.
- It is **flanking** the target.
- The target is affected by a **condition** that grants combat advantage to attackers (see Effects and Conditions, page 32).

Even if more than one situation grants a creature combat advantage, it gets only a +2 bonus.

Flanking: A creature is flanking a target when an **active ally** is in a square on the opposite side of the target's space. See the diagram for examples.

When in doubt about whether two creatures flank an enemy between them, trace an imaginary line between their centers. If this line passes through opposite sides of the enemy's space (including corners), then those creatures are flanking it.

Big Creatures: If a creature takes up more than 1 square, any square it occupies counts for flanking another creature.



Flanking

To flank, an ally must be on the opposite side or the opposite corner.

Cover

Cover makes it harder to hit an enemy creature with attacks that target AC or Reflex Defense. Such attacks against a target that has cover from the attacker get a -2 Attack penalty.

Several kinds of terrain provide cover against various types of attacks (see Terrain, page 35). Enemy creatures between the attacker and the target provide cover against \curvearrowright attacks.

Allies do not provide cover against any attacks. Enemies do not provide cover against \curvearrowleft attacks and \curvearrowright attacks.

If a creature gets cover from more than one source (such as being around a corner and having an enemy in the way), it does not get multiple bonuses. It either has cover or it does not.

Cover and Clear Lines: To determine whether a target creature has cover, draw imaginary lines between squares in the attacker's and the target's spaces. Specific situations are described below.

When making an attack, a creature tries to avoid situations that grant cover to the target. It tries to show that all lines to the target's square are **clear**.

A line is clear if it does not cross a square that contains a wall or other feature that provides cover (such as forest terrain). If the line only touches such a square, or runs along its edge (for example, along a wall), it is still clear. If you're uncertain, check with a taut string.

Cover and † Attacks: When making a † attack, choose a square of the attacker's space. If all lines are clear between the four corners of that square and the corners of a specific square in the target's space, the target does not have cover.

This rule applies to † attacks within a longer **Reach** as well as to those against adjacent enemies. Most often, cover matters for † attacks around a corner. Creatures do not provide cover against † attacks.

Cover and ‡ Attacks: When making a ‡ attack, choose a single corner of a square of the attacker's space. If all lines are clear from that corner to all the corners of all squares of the target's space, the target does not have cover.

In other words, the target has cover against a ‡ attack if even one line to its space is not clear.

Cover and < Attacks or ✱ Attacks: Both < and ✱ attacks have an origin point or square. Different sorts of areas use slightly different rules.

No creatures (enemies or allies) provide cover against < and ✱ attacks.

- **Burst** attacks use a square as the effect's origin. These follow the same rules as for † attacks. If any line of effect between the origin square and the target is blocked, the target has cover.
- **Radius X** attacks work like burst attacks.
- **Cone** and **line** attacks use a point as the effect's origin. These follow the same rules as for ‡ attacks. If any line of effect between the origin point and the target is blocked, the target has cover.



Ranged Cover

To determine ranged cover, the attacker chooses a corner of its square. If any line from this point to any part of the defender's space is blocked by a wall (or other blocking terrain), the defender has cover. When attacking Large or larger creatures, those lines must be drawn to all squares that target occupies.



Melee Cover

To determine melee cover, see if there is any line between the two creatures that is blocked by a wall (or other blocking terrain). Any such line provides cover. For Large or larger creatures, the attacker only chooses one square in its space to determine cover.

Counting Range and Distance

When counting the distance from one square to another, an adjacent square is always 1 square away. Start counting from any adjacent square (even one that is diagonally adjacent but around the corner of a wall) and then around walls.

Most † attacks target adjacent creatures. A creature that is diagonally adjacent to the attacker but around the corner of a wall can be targeted by a † attack (but does benefit from cover).



Counting Distance

All adjacent squares are 1 square each away. After that, count around walls. Even diagonals only count as 1.

Opportunity Attacks

An opportunity attack is a free **basic attack** against an adjacent enemy. A creature might provoke opportunity attacks for performing specific actions. Other attacks or special powers might provoke opportunity attacks; if so, the circumstance is described in their text.

Moving out of a square adjacent to an enemy: Normal movement out of a square adjacent to an active enemy provokes an opportunity attack.

Some special types of movement don't provoke opportunity attacks, such as push/pull and slide, and effects that use the word "place."

Making a ☞ or ✱ attack: Making such attacks while adjacent to an active enemy provokes an opportunity attack.

One Per Turn: There is no limit to the number of opportunity attacks a creature can make in a round, but it can make only one in a given creature's turn.

Timing: If a creature makes an opportunity attack in response to an enemy's movement, the attack takes place when the enemy is about to leave the adjacent square but before it actually does. Pause the movement and make the attack; if the enemy survives, it continues moving.

If using an attack or special power provokes an opportunity attack, resolve the opportunity attack first. The creature continues with its action if it survives the opportunity attack.

Cover in Melee: Melee cover does not prevent opportunity attacks.

Line of Sight: A creature can't make an opportunity attack if it doesn't have line of sight to the enemy (see Line of Sight on page 25).

Legal Position: If a creature ends its turn in an illegal position as a consequence of an enemy's opportunity attack (or any other circumstance), move it to the last legal position it occupied.

Attack Modifiers

Special situations can modify a creature's attack rolls or affect a creature's AC. These are summarized in the following table.

Bonuses or penalties to the Attack bonus are written as "+X Attack" or "-X Attack."

ATTACK MODIFIERS

Attacker charges	+1 Attack
Attacker has combat advantage	+2 Attack
Defender Helpless	↓ Automatic critical hit ↗ +4 Attack, normal damage
Defender has cover	-2 Attack
Attacker unable to see defender	Defender invisible for that attack

Effects and Conditions

Many attacks and special powers impose an ongoing effect or a condition on the target. A number of standard conditions exist (see next page); unusual conditions or effects are explained in the card text.

Duration: Unless otherwise specified in the rules text of the attack or special power, conditions and ongoing effects last until the end of the affected creature's next turn.

For example, the Drow Wand Mage's Icy Ray attack causes targets to become Slowed in addition to dealing cold damage:

- ❑ ↗ **Icy Ray:** (range 10, 3 targets) +11 vs DEF (Fort); 25 cold damage AND Slowed (Speed 2)

No duration is listed for the Slowed effect, so it affects each target it hits until the end of that target's next turn.

Other durations are described in the text of individual attacks and special powers. Some common durations include the following.

- **Until end of player's next turn:** The effect expires after the controlling player has completed his or her next turn (generally activating two creatures).
- **Until end of round:** The effect expires at the end of the round, before checking initiative for the next round.
- **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 (see below).

A condition can continue even after the originating creature has been destroyed.

Standard Conditions: Many effects produce a number of standard conditions that are not described in detail on the stat cards. Their effects are summarized below.

- **Dazed:** A Dazed creature grants combat advantage to all attackers, cannot flank enemies, and can act only on its own turn. It cannot make opportunity attacks or use immediate actions.
- **Staggered:** As Dazed, AND the Staggered creature cannot use Champion powers or take attack actions other than making a basic attack.
- **Stunned:** As Dazed, AND the Stunned creature can take no actions. A Stunned creature is **inactive**.
- **Helpless:** As Stunned, AND \downarrow attacks against the creature are automatic critical hits; all other attacks get a +4 bonus. A Helpless creature is **inactive**.
- **Immobilized:** An Immobilized creature cannot move on its own but can otherwise act normally. (It is still subject to effects that push, pull, or otherwise transport it). An Immobilized creature's Speed is 0.
- **Confused:** A Confused creature acts randomly. Roll 1d20 and consult the table below.

d20 Roll	Result
1-5	Controlled by its player.
6-15	Takes no actions.
16-20	Controlled by opponent.

A Confused creature can make only basic attacks and cannot use special powers (including Champion powers). A Confused champion does not add its Champion rating to initiative rolls.

- **Enervated:** An Enervated creature's attacks deal half damage.
- **Slowed:** A Slowed creature's Speed is reduced to 2.

Saving Throw: Conditions and ongoing effects sometimes allow a saving throw to remove them. Such effects state "save ends" in the card text.

The saving throw is made at the end of the affected creature's turn. A creature affected by more than one effect that allows a save may attempt a saving throw against each such effect.

A saving throw is a d20 roll with no modifiers. Consult the table below.

d20 Roll	Result
1-9	Effect continues.
10-19	Effect ends.
20	Effect ends, along with any other effects that allow a save.

Abilities and Special Powers

Many creatures have abilities or special powers of some sort. The most common are defined in the glossary. Most are spelled out on the stat card.

Stacking: Different abilities and special powers that grant bonuses or penalties to the same statistic usually stack. However, duplicate effects don't stack.

Abilities

The first line of the Abilities section always lists **keywords** that are important in game play, such as Good, Dwarf, Fire, or Divine. Abilities also include bonuses to certain kinds of Defenses, special movement modes such as Flight, and immunities, resistances, or weaknesses.

Many creature abilities are standard features that are described elsewhere in this rulebook or in the glossary.

Passive: Abilities require no action to take effect. They continue to function, even if a creature is inactive, until the creature is eliminated.

Special Powers

Many special powers take effect automatically under certain conditions, such as Powerful Charge (grants a bonus to Damage when charging). Most work as soon as you need them to. Others require a move or attack action to activate; the power's rules text describes the needed action.

Special powers that require actions can be used only on the acting creature's turn, not during other creatures' turns. Only an active creature can use a special power.

Champion Powers

Every **champion** has one or more Champion powers that it can use during the battle. A champion can use these powers a total number of times equal to its Champion rating. The number of dots (•) next to a Champion power indicates the number of uses the power consumes.

Champion powers usually don't require an action, but each specifies when the power can be used. You can't use a given Champion power more than once on a given creature's turn. For example, the Cleric of Pelor can use a Champion power to heal a living ally that ends its turn in a victory area. It couldn't use it twice to heal the same ally at the end of the ally's turn. But it could heal two different allies that end their turns in victory areas, one after the other, or heal the same ally again in a subsequent round.

Like other special powers, Champion powers don't stack with themselves.

When opposing champions attempt to use their Champion powers at the same time, the champion with the highest Champion rating acts first. The other champion then decides whether it still wants to use its Champion powers. If the Champion ratings are tied, each player rolls 1 d20; the highest roller gets to act first.

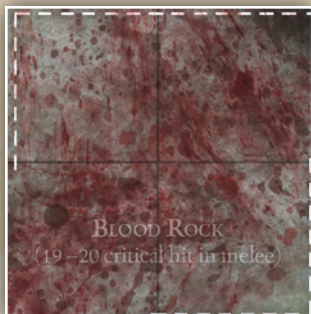
Terrain

Different types of terrain have various effects on play. If a square appears to have multiple terrain types, treat that square as the type of terrain that covers its center.

Big Creatures and Terrain

Creatures larger than Medium occupy multiple squares. A big creature counts as being in a type of terrain if any square it occupies is in that terrain. It pays any extra movement costs, gains magical benefits, and so on, according to the type of terrain.

A big creature can be affected by multiple terrain types simultaneously.



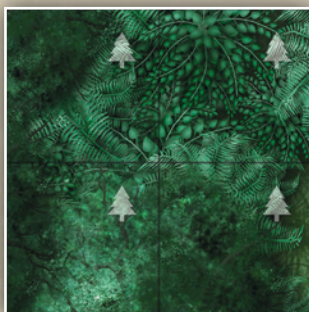
Blood Rock

A creature that makes a \dagger attack while on blood rock scores a critical hit when its attack roll is a natural 19 or 20. The attack automatically hits no matter how high the defender's AC, even if the defender is immune to critical hits.

Forest

Forest squares are considered difficult terrain (see below). Also, forest squares provide cover against \curvearrowright attacks.

Line of sight (but not line of effect) is blocked if the line passes through two edges of the same forest square.



Difficult Terrain

Rubble, treasure heaps, and other kinds of difficult terrain slow movement. Each square of difficult terrain costs 2 squares to move into. You can identify difficult terrain by its symbol (\triangle). Only squares containing the symbol count as difficult

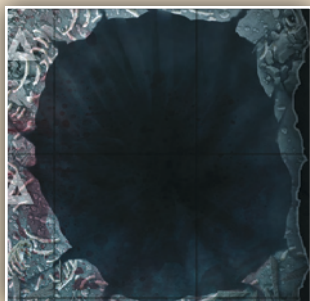


terrain. Small details, such as scattered coins or bones, don't count.

Some creatures, such as those with the Flight or Phasing abilities, and burrowing creatures, are not slowed by difficult terrain.

Difficult terrain does not provide cover.

Certain types of terrain, such as forest (described below), count as difficult terrain as well as having their own unique effects.



Pits

Any square whose name contains the word “pit” (such as Lava Pit) follows the rules for pits.

Pits do not block line of sight or line of effect, but only creatures with Flight can enter a pit square. Any creature that ends its turn in a pit square is eliminated.

When an effect (such as push, pull, or slide) moves a creature onto a pit square, that creature might fall into the pit. The acting creature makes another attack (using the Attack bonus and AC or Defense of the attack or power used to move the target); if that attack also hits, the target is eliminated. If the secondary attack fails, the target’s controller places the target in the nearest legal position.

If an effect would move a creature onto a pit but does not involve an attack roll, the creature’s controller moves it to the nearest legal position.

A Large or larger creature gains a cumulative +1 bonus to AC and Defense against the secondary attack for each square it occupies that is not pit terrain.

Sacred Circle

A creature on a square containing part of a sacred circle gains a +2 Attack bonus. Sacred circles have no effect on movement.



Smoke

Squares containing smoke block line of sight but do not impede movement or block line of effect. A creature in a smoke square is invisible to all nonadjacent creatures. Likewise, a creature in smoke can see adjacent creatures normally, but all nonadjacent creatures are invisible to it.

Statues

Statues slow movement. It costs 2 squares to move into a square containing a statue. A creature can't end its movement in a square containing a statue.

Statues also provide cover against \bowtie attacks. They don't block line of sight.



Teleporters

Teleporters are single squares that count as clear terrain except for the following special rules.

During its turn, any active creature that moves into or begins its turn on a teleporter square can immediately move to any other teleporter square and continue its turn. Teleportation can occur in the middle of movement and does not count against a creature's normal actions, nor does it replace its attacks.

A creature can teleport only once per round. Even if a creature somehow has the ability to take another turn, it can't teleport twice in the same round.

A creature can teleport only to an unoccupied teleporter square, regardless of special abilities such as Flight.

Walls and Blocking Terrain

Walls block movement and line of sight. Other massive objects, such as enormous boulders, affect creatures in the same way as walls. Areas of a battle map that do not have gridlines are areas of blocking terrain. Sometimes, blocking terrain is also bordered by a thick line.

A creature can't move or make an attack through a wall or similar blocking terrain. A creature also can't move diagonally past a corner or end of a wall. Count around walls when determining the range of an effect. (See the diagram on page 31.)

Creatures can move diagonally past the open corner of a diagonal wall.





Diagonal Walls and Cover

Creatures can move diagonally past the open corner of a diagonal wall. When determining cover for a creature along a diagonal wall, only consider the nonwall portions of that creature's space. The Yuan-Ti and Dwarf don't have cover from each other, but the Yuan-Ti and Sellword do have cover.

Other Terrain

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

Battle Maps in this Starter Set

This set contains four battle maps. Each map has special terrain as described in its entry.

Dwarven Outpost: An abandoned watchpost stands across a pool from an ancient underground fortress. (River*, difficult terrain, diagonal walls.)

Flooded Ruins: The remains of an ancient dwarven city now lie partially submerged in an enormous cavern. A pair of teleporters allows unexpected maneuvers. (River*, difficult terrain, teleporters.)

Jungle Temple: The forest is reclaiming an ancient, blood-soaked altar of the yuan-ti. (Forest, difficult terrain, statues, blood rock, healing font*.)

Crossroads and Monster Lair: Amid the Caves of Chaos stands a ruined tower by a worn track. Near it are caverns inhabited by a tribe of kobolds. These two maps are each half the size of a normal battle map and are best suited to battles with small warbands (100 points or less). (Forest, difficult terrain.)

*See map for description.

Scenarios and Variants

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

Assault

This scenario rewards combat effectiveness and clever maneuvering.

Number of Players: Two.

Warbands: The default warband size is 200 points, although other warband sizes can also make for fun battles. You can even use warbands with sizes slightly different from one another if the players agree on that beforehand. Use the warband construction rules on page 14.

No Huge Creatures: Huge or larger creatures aren't legal.

Setup: Choose a battle map for your warband before seeing your opponent's warband. Set up as described on page 16.

Victory: Victory goes to the first player to score **victory points** equal to the warband limit: 200 points in a 200-point battle. There are two ways to score victory points.

Eliminating enemy creatures. You score victory points equal to the cost of each eliminated enemy creature. **Eliminating** a creature means destroying it or otherwise removing it from the battle map.

Occupying victory areas. Your **victory areas** are usually (but not always) located on the opponent's side of the battle map. At the end of each round, if you have one or more creatures on one or more of your victory areas, you receive victory points. The award is 10 victory points in a 200-point battle. Each player can earn victory points in this way, but never more than the listed award in each round. A creature that occupies multiple squares is considered to be on a victory area if any part of its space is in a square within that area.

Tie-Breaker: If no creature has damaged an enemy creature, made an attack roll, or forced an enemy creature to make a save for 10 consecutive rounds, the winner is the player with the most victory points. If players are still tied, the winner is the player who has a creature closest to the center of the battle map. If players are still tied, the player with the highest-cost creature nearest the center is the winner.

Bounty

This scenario uses the same rules as Assault, but you score bonus points for each creature you eliminate.

In a 200-point battle, each enemy you eliminate is worth +5 victory points (above its normal point cost).

Uncontested Victory

This scenario uses the same rules as Assault, but you score victory points for occupying a victory area only if no enemy creature is in that victory area.

In a 200-point battle, you score 5 points for each uncontested victory area you occupy. You can score points for multiple victory areas.

Variant: You can create a variant scenario by combining the victory conditions for Uncontested Victory and Bounty. This variant uses a warband limit of 250 instead of 200.

Sealed-Booster Games

A quick way to play a battle is to open sealed **D&D Miniatures Game** Booster Packs and build a warband with whatever you get. When playing right out of the box, ignore warband faction restrictions.

Number of Players: Any.

Warbands: Each player opens two sealed Booster Packs and constructs a 200-point warband from the miniatures inside. Use the standard (lower-cost) versions of any creatures that also have epic versions.

There are no warband factions or alignments in a sealed-booster game. Use the faction and alignment of the individual creature when determining the effect of abilities or special powers such as Evil Soul.

Unique Creatures: If you get multiple copies of a Unique creature (see page 47), ignore the restriction against having more than one in your warband.

Victory: Use the Assault victory condition.

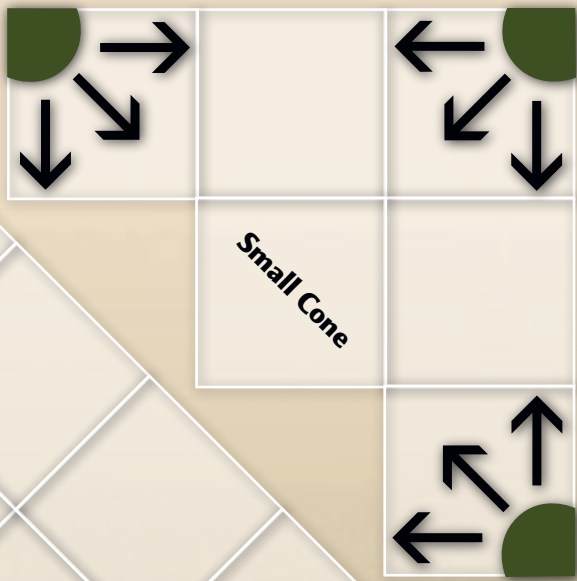
Multiplayer Battles

The battle maps included in this Starter Set are designed for two-player games, but it's possible to fight a battle between more than two warbands.

The simplest multiplayer variant is to play in teams, with two or more players setting up in the same starting area and cooperating against the other team. Track victory points for the entire team and play to an agreed-upon victory point total; 200 points for a quick game, 300 for a longer game, or 400 for a long game.

You could also set up a free-for-all battle, with victory going to the first player to score 200 points (or the last one to have a surviving creature). For these battles, choose two maps that fit reasonably well together (such as the Dwarven Outpost and Flooded Ruins maps in the Starter Set). Lay the maps side by side, with each player's warband starting in a different corner. Make initiative checks to choose where to start. Place your creatures within 4 squares of your chosen corner.

In a multiplayer nonteam game, if you eliminate one of your own creatures with an attack or special power, all your opponents split the victory points for that creature, rounding down.



Cone Templates

GLOSSARY

This glossary explains game terms (usually in **bold** text the first time they appear in the rules). It contains detailed information on certain abilities and special powers that are too complex to describe on the stat cards, as well as explanatory notes.

Guidelines to Reading Entries

This glossary uses a few shorthand terms.

X: This represents a variable numerical value. For example, “Conceal X” describes the Conceal ability but assigns no particular number to it. A given creature has a specific Conceal rating, such as Conceal 11.

CAPITALS: A capitalized word, such as “CREATURE” or “DAMAGE,” stands for a variable entry. Thus, “Immune DAMAGE” means that the creature is unharmed by a given type of damage but does not specify the damage type. An Immolith, for example, has Immune Poison.

In an entry, “this creature” refers to the creature making the attack or using the special power.

Definitions

+X DEF (NAME): If an attack specifies a Defense (Fort, Ref, or Will), a creature with this ability gets a +X bonus to the named Defense. For example, a creature with +4 DEF (Fort) gets a +4 bonus to Defense against attacks and special powers that target DEF (Fort).

AC: (Creature Statistic) Armor Class. A number representing a creature's ability to avoid being hit by an attack. See page 13.

acid: A kind of damage.

acting: The acting creature is the creature that is currently moving, attacking, or producing an effect. The acting player is the player whose warband that creature belongs to.

Usually the acting creature is the creature that is taking its turn, but in some cases (such as opportunity attacks), creatures act out of turn.

activate: When you activate one of your creatures, that creature takes its turn for the round. See Activate Creatures, page 19.

active: An active creature is not inactive (see that entry).

adjacent: Occupying a square next to this space (including diagonally). Squares separated by a wall are not adjacent unless only a corner is between them.

ally/allied creature: Allies are other creatures in the same warband or in teammates' warbands. A creature is not its own ally.

area: ✖ A type of attack. Area attacks typically affect multiple distant creatures in a group of squares. Using an ✖ attack provokes opportunity attacks.

Attack: A number representing a creature's ability to hit with an attack in combat. See page 13.

attack/attack roll: An attempt to use an option specified in the Attack Actions section of the creature's stat card. Doing so usually requires an attack action, but an attack can be triggered by other effects, such as another creature's move. See page 22.

basic attack: The first option listed in the Attack Actions section of a creature's stat card. A creature uses its basic attack when charging or making opportunity attacks.

A creature with no Attack Actions entry on its card has no basic attack.

battle map: An illustrated battle area, gridded with 1-inch squares, with specified start areas and victory areas for two opposing warbands.

Bloodied: A creature at or below half its starting HP total is Bloodied.

Burrow: This creature can move underground instead of on the surface. If it chooses to burrow, it uses that mode for all its movement that turn, using its Speed rating. See Burrow, page 20.

charge: A creature can take an attack action to charge an enemy, getting a +1 bonus to its attack roll, under certain conditions. See Charge Attacks, page 28.

close: ⚡ A type of attack. Close attacks typically affect nearby opponents within an area originating from the acting creature, such as a burst or cone. Using a ⚡ attack does not provoke opportunity attacks.

cold: A kind of damage.

combat advantage: An attacker with combat advantage against a target gets +2 Attack against it. Various tactical situations can give a creature combat advantage. See Combat Advantage, page 28.

Conceal X: When an enemy makes a ⚡ or a ➤ attack against this creature and gets a result that would be a hit (but not a critical), the attacker must roll 1d20. If the result of the second roll equals or exceeds X, the attack hits; otherwise, it automatically misses. If several effects grant Conceal to a creature, only the highest rating applies.

A creature with Conceal is still hit automatically by critical hits.

cone: A roughly triangle-shaped area for some ⚡ attacks (see Attack Types on page 26). There are two cone templates provided in this rulebook, representing two cone sizes (small and large). You can photocopy these and cut them out.

Each cone template has three possible origin points (shown by arrows pointing out). When using a cone, place the template so that one of the origin points is at a corner of a square in the acting creature's space. The squares in the cone template must align with the squares on the battle map. Creatures in the cone's area are affected by the attack, so long as there is line of effect to them from the origin point.

Confused: (Condition) See page 33.

cover: Attacks against AC or DEF (Ref) take a -2 penalty against targets with cover. Enemy creatures and various types of terrain provide cover. See cover, page 29.

critical hit: A natural 20 on an attack roll is an automatic hit that deals double damage. Some creatures are immune to critical hits, but a natural 20 still hits them automatically. See page 25.

Damage: A number representing the amount of damage dealt by an attack.

damage: Most attacks deal damage. Damage sometimes has a type associated with it, such as fire, which follows the Damage number.

If an effect such as a special power or ability grants increased damage without a specified type, the extra damage is of the same type as the original damage. If the creature already deals more than one type of damage, the creature's controller can choose which type of damage is increased.

double damage: When an attack or special power deals double damage, double all Damage numbers in its text. Ongoing damage is not doubled. Apply any resistance after the damage has been totaled.

half damage: When dividing damage in half, round down to the next-lowest multiple of 5. For example, half of 15 points of damage is 5; half of 5 points of damage is 0.

damaged: A creature whose HP total is below its starting total is damaged.

Dazed: (Condition) See page 33.

DEF/Defense: (Creature Statistic) Some attacks target a creature's Defense instead of AC. A few attacks specify a kind of Defense (Fort, Ref, or Will); some creatures have bonuses to specific Defenses. See page 13.

destroy/destroyed: A creature is destroyed when its HP total drops to 0 or lower. Certain effects can also destroy a creature outright. Remove destroyed creatures from the battle map.

effect: This general term refers to the results of attacks, special powers, abilities, Champion powers, and any other game effect generated by a creature or terrain.

eliminated: Creatures that have been destroyed or otherwise removed from the battle map are eliminated. They score victory points for the player whose creatures eliminated them. If a player eliminates his or her own creatures, opponents split the victory points for them.

If an effect (but not a scenario condition) somehow returns a specific eliminated creature to play, players who scored victory points for its elimination lose those points.

Enervated: (Condition) See page 33.

enemy/enemy creature: A creature in an opponent's warband.

epic: Some very powerful creatures have two different stat cards, one playable in standard 200-point battles, and one that reflects its true might. This more powerful version of a creature is called epic and can be played only in battles that allow such creatures.

Evil: (Alignment) The stat card of a creature with the Evil alignment has a black border, and Evil appears as a keyword under Abilities.

fire: A kind of damage.

flanking/flanked: Two active allies that are on opposite sides of an enemy are flanking that enemy. They get a +2 bonus to ♣ attacks against the flanked creature. See Flanking, page 29.

Flight: This creature can fly over the battle map instead of moving on the surface. The Speed entry on its stat card has an "F" prefix. See Flight, page 20.

gains: The effect gives a creature a new ability or special power, or imposes a condition on it.

Good: (Alignment) The stat card of a creature with the Good alignment has a white border, and Good appears as a keyword under Abilities.

heal X HP: This effect removes X damage from a damaged creature. It can't raise a creature's HP total above its starting amount. Some heal effects remove damage only from living creatures.

Helpless: (Condition) A number of situations and effects can render a creature Helpless. See page 33.

Other creatures can move through a Helpless creature's space but cannot end their movement there.

Hide: If this creature has cover against a nonadjacent enemy, it is invisible to that enemy.

HP/hit points: (Creature Statistic) A creature's stat card has an HP rating, representing its hit points (written "HP" in effect descriptions). A creature whose HP total drops to 0 is destroyed. A creature whose HP total is below its normal starting number is damaged; when the total drops to half the starting number, it is Bloodied.

temporary hit points: Some effects grant temporary hit points, which are tracked separately from regular hit points. Subtract damage from a creature's temporary hit points before its normal HP total. Gaining temporary hit points is not the same as healing (so, for example, a Bloodied creature with temporary hit points that raise its total HP above half its starting number is still Bloodied). An undamaged creature can have temporary hit points in addition to its starting HP total.

Temporary hit points from the same source (such as a given special power) do not stack. Lost temporary hit points cannot be regained through a heal effect.

Huge: A Huge creature occupies a space 3 squares long and 3 squares wide.

immediate: Certain special powers or other effects interrupt the current action. Resolve an immediate effect before resolving the triggering condition or current action.

Immobilized: (Condition) See page 33.

Immune EFFECT: The creature is not affected by the stated attack or damage type, special power, or condition. Creatures with multiple immunities list them all in one entry, separated by commas; for example, a creature immune to cold- and fire-based effects would have the ability Immune Cold, Fire.

If a creature with an immunity is subject to multiple effects, it is immune only to the stated type of damage or effect; additional effects still apply to it normally. For example, if a creature with Immune Cold is hit by an attack that deals 25 cold Damage and also imposes the Stunned condition, the creature is still Stunned even though it takes no damage.

in a square: A creature is in a square if any part of its space occupies that square.

in terrain: A creature is in a kind of terrain if any part of its space occupies a square that contains that terrain.

inactive: An inactive creature is unable to take actions or use powers, whether on its own turn or on other creature's turns. It makes saving throws normally.

Insubstantial: Insubstantial creatures take half damage from all attacks except critical hits.

Invisible: Other creatures do not have line of sight to this creature. Enemies cannot choose it as the target of a \rightarrow attack. This creature gains Conceal 11 against attackers that can't see it and +2 Attack against defenders that can't see it.

An enemy can't make opportunity attacks against an invisible creature.

keyword: The first line of the Abilities section on a creature's stat card lists one or more keywords, such as its alignment or combat role. These identify the creature for the purpose of determining whether it is affected by certain abilities or special powers. All keywords are separated by dots (•).

Large: A Large creature occupies a space 2 squares long and 2 squares wide.

Level: (Creature Statistic) A creature's level is sometimes important for determining whether it is affected by certain abilities or special powers. See page 13.

lightning: A kind of damage.

line X: An area for some kinds of \leftarrow attacks (see Attack Types on page 26). The attack affects creatures in a line up to the indicated number of squares away.

line of effect: Line of effect is nearly always the same as line of sight (see below). A few special powers or terrain types might block line of effect: They prevent attacking a space, but they do not block line of sight to that space.

line of sight: Two creatures have line of sight to each other unless walls (or similar blocking terrain) are in the way. If you can trace even a single line between two creatures that doesn't touch a wall, they have line of sight to each other. See the diagram on page 25.

Certain situations, such as being invisible or in smoke, also prevent line of sight.

living: All creatures are living, except for those with the Construct and Undead keywords.

Medium: A Medium creature occupies 1 square.

melee: \dagger A type of attack. Melee attacks typically target adjacent opponents. Using a \dagger attack does not provoke opportunity attacks.

move: During its turn, a creature can take a move action to move up to its Speed. It can replace its attack action with a move action, allowing it to move up to twice its Speed. Sometimes special powers require a move action to use. See Moving, page 19.

nearest: Some attacks and special powers can target only the nearest enemy or ally to the acting creature. (Decide whether the power will affect an enemy or an ally before determining which is nearest).

A \leftarrow or \rightarrow attack or special power that targets the nearest creature must include the nearest target in its area. A power or attack that targets more than one creature must include the nearest creature as one of its targets.

necrotic: A kind of damage.

ongoing X DAMAGE: (Condition) This condition deals damage to a creature each time it activates. For example, ongoing X fire Damage deals X fire damage on each of the affected creature's turns. A creature can be affected by different types of ongoing damage, but ongoing damage of the same type doesn't stack with itself—only the highest value applies.

opponent: A player you are playing a battle against.

opportunity attack: A single, immediate basic attack a creature makes against an adjacent enemy that moves. Making a \dagger or \rightarrow attack also provokes opportunity attacks from enemies. See Opportunity Attacks, page 31.

An opportunity attack is optional.

Phasing: This creature ignores difficult terrain and can move through walls, other blocking terrain, and enemies. It must end its movement in a legal position, regardless of its Phasing ability.

place: Some effects teleport a creature to another square on the battle map. Such effects use the word “place.” Placing a creature in a square is not movement and does not provoke opportunity attacks.

psychic: A kind of damage.

push/pull: Certain attacks or special powers push other creatures away from or pull them toward the acting creature. The pushed or pulled creature cannot move into or through a space occupied by any other creature or statue, or through walls. Pushed or pulled creatures do not provoke opportunity attacks. They ignore any movement costs of terrain.

push: A creature pushed away from the acting creature must move into a square that is farther from the acting creature.

pull: A creature pulled toward the acting creature must move into a square that is closer to the acting creature.

radius X: An area for some kinds of ✨ attacks (see Attack Types, page 26). This attack affects all creatures within X squares and in line of effect to the origin square. The origin square must be within line of sight of the acting creature and within range (if limited).

range X: This effect targets an enemy or ally within X squares and within line of sight of the acting creature.

ranged: ➤ A type of attack. Ranged attacks typically target one or more opponents at a distance. Using a ➤ attack provokes opportunity attacks.

Reach X: This creature can make melee attacks against enemies that are up to X squares away. Adjacent squares are always 1 square away; determine cover for a nonadjacent creature normally.

This ability does not allow a creature to flank or to make opportunity attacks against enemies that are not adjacent. Nor does it allow a charging creature to stop before it is adjacent to the enemy it is charging. A creature using Reach to attack at a distance does not create a flanking situation.

replaces: Some special powers use expressions such as “replaces attack action” or “replaces move action.” Using such a power takes the place of the stated action on that creature’s turn. For example, a creature using a special power that replaces attack action can’t take another attack action on its turn.

reroll: Sometimes an ability or special power allows you to make a die roll again. You cannot, however, reroll dice associated with a scenario setup or with a creature or object controlled by neither player. Whenever you reroll, you must abide by the result of the second roll.

Resist X DAMAGE: If this creature takes damage of the stated type, reduce the damage taken by X.

round: A battle is played in rounds. During a round, each player takes turns activating creatures. See page 17.

rounding: Round fractions down, unless otherwise indicated.

Scout: Instead of placing this creature in your start area at the start of the battle, you can place it in any victory area that does not already contain a creature. Two Scout creatures can’t set up in the same victory area. If this creature enters the battle map after the first turn, it enters like any other creature.

save: Many conditions and ongoing effects allow a creature to make a saving throw to end the effect. This is written (save ends) on a stat card. See Saving Throw, page 33.

self: An ability or special power that specifies “self” affects only the acting creature.

shift: A creature shifts by moving 1 square into clear terrain on its turn. A creature does not provoke opportunity attacks when it shifts. Terrain that slows movement prevents shifting. See Shift, page 20.

sight: This effect targets any creature to which the acting creature has line of sight.

simultaneous effects: If several effects happen at the same time, resolve them one after the other. Usually it doesn’t matter what order these effects happen in. If it does matter, use these rules.

player's choice: If several effects apply to one player's creature or creatures, that player determines the order and resolves effects one creature at a time.

player whose creature is taking a turn: If the effects apply to creatures controlled by more than one player, the player whose creature is taking a turn goes first. He or she handles all the effects on his or her creatures, one creature at a time. Next, the player to the left handles effects on his or her creatures, and so on.

size: Size categories for creatures are: Tiny, Small, Medium, Large, and Huge.

slide: This effect works like push/pull (see that entry, above), except that the movement of the affected creature can be in any direction.

Slowed: (Condition) A Slowed creature's Speed is reduced to 2 (if greater than 2). A creature whose original Speed is less than 2 continues to move at that Speed. See page 33.

Small: A Small creature has a base less than 1 inch across but occupies 1 square.

space: The square or squares a creature occupies.

Speed: (Creature Statistic) The number of squares a creature can move. See Moving, page 19.

stacking: In general, effects are cumulative (stack) with each other. However, some exceptions exist.

No ongoing effect stacks with itself, nor does a bonus or penalty provided by the same effect. It's okay for multiple effects to each grant +2 Attack to a creature, but it can't get +4 Attack from two uses of the same effect. A creature that gains an ability it already has gains only the more powerful version (for example, if it already has Resist 5 Fire and gains Resist 10 Fire, it has Resist 10 Fire, not Resist 15 Fire).

Staggered: (Condition) See page 33.

Stunned: (Condition) See page 33.

thunder: A kind of damage.

Tiny: A Tiny creature has a base less than 1 inch across but occupies 1 square.

turn: This word refers to both a player's turn and a creature's turn. On each player's turn, a player activates creatures. A creature that is being activated is taking its turn, comprising an attack action and a move action.

Unique: You can have only one Unique creature of a given name in your warband. Different versions of the same Unique creature (one with the same name but different titles, such as Pat, Human Fighter and Pat, Human Champion) all count as that creature.

Each of your opponents and teammates can have their own copy of a Unique creature.

victory area: Each battle map contains victory areas, each labeled for the player who scores victory points for occupying it.

Creatures with certain abilities, such as Wandering Monster, can set up in victory areas instead of in starting areas.

victory points/VP: You score victory points for eliminating enemies and for occupying victory areas (see Scenarios and variants, page 39). Special scenarios might award victory points for other situations. Victory points appear as "VP" on stat cards.

Vulnerable X DAMAGE: If this creature takes damage of the stated type, increase the damage taken by X.

Wandering Monster: Instead of placing this creature in your start area at the start of the battle, place it in a random victory area. If this creature enters the battle map after the first turn, it enters like any other creature.

Warband Building: (Champion power) Adding this creature to your warband allows you to break one or more of the usual warband construction rules. Usually, this ability allows you to ignore faction restrictions.

wound: A kind of damage.

Basics of Play

This is a quick summary of battle basics. Refer to the rest of these rules for full details.

Warband Building Basics

See page 14

- 200 points total
- All creatures share one faction
- Up to 10 creatures
- No creature over 150 points
- 1 battle map

Setting Up a Battle

See page 16

1. Reveal warbands and potential battle maps.
2. Roll d20; higher Champion rating rolls twice. The player with the highest result chooses which battle map to play on.
3. The next player chooses a start area.
4. That player places his or her warband in the labeled start area of his or her choice.
5. The opponent places his or her warband in the other starting area.

Playing a Round

1. Initiative Check: 1d20; higher Champion rating rolls two dice. The player with the highest result chooses who goes first.
2. First Player Turn: Activate 1 creature.
3. Next Player Turn: Activate 2 creatures, one at a time.
4. First Player Turn: Activate 2 more creatures (not those that have already activated this round).
5. Next Player Turn: Activate 2 more creatures (not those that have already activated this round). Continue steps 4 and 5 until all creatures have activated once.
6. When all creatures have activated once, the round ends. Start again at step 1.

Turn Sequence

See page 18

On its activation, a creature takes one each of the following actions, in any order:

- Move action
- Attack action