

AGE 12+



# ADVANCED RULES

**STOP!**

Read and play the  
**QUICK START BATTLE**  
before using this book

# STARTER GAME COMPONENTS

Quick Start Battle booklet (**Read First!**)

12 preprinted plastic miniatures (Wood Elf Ranger, Orc Mauler, 10 random figures)

12 stat cards, one for each figure (Epic creatures get an additional stat card)

2 double-sided battle maps

Damage counters

Spell templates sheet

20-sided die (d20)

Advanced Rules booklet

*War Drums*<sup>TM</sup> set checklist

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Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison, and the miniatures design work of Rob Heinsoo, Skaff Elias, and Jonathan Tweet.

This product uses updated material from the v.3.5 revision.

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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.

Will you rely on the never-say-die tenacity of dwarves and paladins, the quick strike of agile elves, the lethal charge of ironclad hobgoblins, or the nasty tricks of orcs and their monstrous allies? Each faction has something different to offer to your ever-growing warband. These rules offer an unlimited combination of creatures, heroes, and tactics to help you overcome any challenge and win the battle.

## THREE WAYS TO PLAY

Use these miniatures to:

- Play using the competitive 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.

## BATTLE RULES

Use these rules to play competitive battles with the **D&D Miniatures Game**.

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

This booklet provides complete rules for fast, tactical miniatures battles (also called skirmishes) in the worlds of the **DUNGEONS & DRAGONS** game. In a battle, two warbands compete across a battle map that represents a fantastic location.

At the back of this book, you'll find a glossary of important terms and special abilities that appear on the stat cards. 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 warband that first scores 200 **victory points**. You score victory points by eliminating enemy creatures and by sending your creatures to occupy your warband's **victory areas** (see page 28).

Battles are usually two-player games. For multiplayer rules, see page 30.

## 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 competitive battle rules. (The other side of the stat card has **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 competitive play.

### 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.

**Stat Card**

**Miniature Base**

**Statistics** →

**Labels for Stat Card:**

- Faction Symbol
- Name
- Commander Rating
- Cost
- Level (Save)
- Speed
- AC
- HP
- Melee Attack
- Type
- Commander Effect
- Special Abilities
- Spells (if any)
- Flavor Text
- Set Icon/Collector Number/Rarity Symbol
- Copyright Notice

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### Commander Rating

Some creatures are **commanders** and can influence other creatures. Only commanders have a Commander rating. The higher the Commander rating, the better.

### Faction Symbol

Your warband belongs to a specific faction: Lawful Good (LG), Chaotic Good (CG), Lawful Evil (LE), or Chaotic Evil (CE). Each creature's stat card has a symbol that identifies which faction or factions it can fight for.

**Two Factions:** A few creatures have symbols for two different factions and so can be added to warbands of either.

**Any Faction:** Some creatures have symbols for all four factions and so can be added to any warband.

## Cost

The cost is the number of points you pay to add a creature to your warband. This is also the number used to determine victory points.

## Statistics

This section provides information you need to play a battle.

**Level (Save):** You add this number to a roll when the creature makes a **save** to avoid the effects of a spell or to resist running away.

**Speed:** The number of squares the creature can move. A creature that does not attack or cast a spell can move up to twice its Speed.

**AC: (Armor Class)** Any attack roll result against this creature that equals or exceeds this number is a **hit** and deals damage to the creature.

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

**Melee Attack:** When attacking enemy creatures in **adjacent** squares (including diagonally), use the Melee Attack number. Roll a d20 (a 20-sided die) and add the number outside the parentheses. If the result equals or exceeds the enemy's AC, the melee attack hits.

**Damage:** The number inside the parentheses shows how much damage the creature deals with a successful melee attack.

**Additional Attacks:** Some creatures can make more than one melee attack. The attack numbers are separated by a slash (/). In most cases, each attack deals the same amount of damage. If different attacks deal different damage, the damage numbers are listed in the same order as the attack numbers and are also separated by a slash.

**Ranged Attack:** Use this number to attack enemies within **line of sight** (usually more than 1 square away). Otherwise it works like a melee attack. Most creatures do not have a ranged attack.

**Type:** The sort of creature it is. All creature types are listed in the glossary. This line may include one or more keywords separated by dashes that define the creature for the purpose of game effects. Sometimes a creature's type includes characteristics that are important in play, and some special abilities or spells affect only certain creatures.

If the creature is Tiny, Small, Large, or Huge, that information is also here. A creature with no size information is Medium.

## Commander Effect

Commanders grant special bonuses to **followers** within 6 squares of them. Sometimes a commander effect targets enemy creatures. A few commander effects can influence other commanders in your warband, but these are the exception.

## Special Abilities

These include the creature's special attacks, resistances, and weaknesses (if any). When a specific special ability contradicts a general rule, that ability takes precedence. See the glossary at the end of this booklet for details on specific special abilities.

Some special abilities can be used only a limited number of times. These have boxes (☒), one box for each use.

## Spells

Some creatures can cast spells. Most spells can be used only a limited number of times. These have boxes (☐), one box for each use.

## Flavor Text

Some stat cards include a brief description of the creature's history, personality, or place in the D&D worlds. This information follows the creature's game abilities.

## Set Icon/Collector Number/Rarity Symbol

The icon tells you what set a miniature belongs to, such as the *War Drums* set (whose icon is a drum with crossed spears (☒)). 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 a **faction**, then select miniatures that match the faction.

Different warbands have different strengths and weaknesses. Try creating several types of warbands that take advantage of different strategies and tactics.

## FACTIONS

Each creature's stat card has a faction symbol that shows which of the four factions it can fight for.

### Lawful Good



Creatures in this faction are devoted to truth, law, and justice. Lawful Good creatures tend to have high-quality armor, exceptional commanders, and good morale. This faction also has powerful healers.

### Chaotic Good



This faction combines a kind heart with a free spirit. Chaotic Good creatures tend to be mobile and have powerful ranged attacks, whether with arrows or spells.

### Lawful Evil



This faction cares about tradition and loyalty but has no regard for freedom, dignity, or life. Lawful Evil creatures tend to have high-quality armor and exceptional commanders. They specialize in close combat.

### Chaotic Evil



This faction is driven by greed, hatred, and a lust for destruction. Chaotic Evil creatures tend to move fast and hit hard.

## WARBAND CONSTRUCTION

Follow these rules for constructing a warband.

**200-Point Limit:** You can spend up to 200 points to build your warband. Each creature's point cost is shown on its base and the top right corner of its stat card.

**Faction:** Your warband can include only creatures that have your faction's symbol. Some creatures have symbols of more than one faction.

**Eight-Creature Limit:** No warband can contain more than eight creatures.

**Maximum Cost:** You can't include a creature that costs more than 140 points.

**Commander:** At least one of your creatures should have a Commander rating. Without a commander, your creatures are more likely to flee when badly wounded and can't be rallied.

**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 as your warband's battle map before you see what warband your opponent is playing. Each battle map is different, but all maps have the following areas.

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

*Victory Areas:* During play, your warband scores points by occupying victory areas. If you set up in Start Area A, you score points for occupying Victory Area A. If you set up in Start Area B, you score points for occupying Victory Area B. A few victory areas also have associated keywords in brackets, used to interact with specific special abilities. Victory areas are bordered by dashed white lines.

*Exits:* The edges of the battle map are usually impassable walls. The only way off is through corresponding **exit** squares. For example, if you set up in Start Area A, your creatures can leave only through the squares labeled Exit A. Only creatures that are routing (forced to run away) can leave the battle map.

### Warband Building Basics

- 200 points total
- All creatures belong to faction
- Up to 8 creatures
- No creature over 140 points
- At least 1 commander
- 1 battle map

### Warband Etiquette

Construct your warband in secret, using the stat cards. Don't identify which creatures you're using; just keep your hand of stat cards ready.

You reveal your warband at the beginning of setup, as described on the next page.

## SETUP

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

### BATTLE MAP INITIATIVE

Players reveal their warbands.

Then each player rolls the d20, adding the Commander rating of his or her best commander to the roll.

The player with the highest result chooses which of the two battle maps will be used for the battle. You can even choose the battle map your opponent brought, if that seems advantageous.

## SETUP INITIATIVE

Each player rolls the d20 again, each adding the best Commander rating to the roll. The player with the highest result chooses which player gets to place his or her warband first. The chosen player selects a starting area, then places the creatures in his or her warband in that area (or areas, if the map provides several). Place each creature so that it occupies squares free of walls, pits, and statues. (It's okay to set up on other kinds of squares.) Place creatures that take up more than 1 square entirely inside the starting area.

Then the other player places his or her warband in the other starting area or areas.

## Setting Up a Battle

1. Reveal warbands and potential battle maps.
2. Roll d20 + best Commander rating. The player with the highest result chooses which battle map to play on.
3. Roll d20 + best Commander rating. The player with the highest result chooses who places first.
4. The chosen player places his or her warband in the chosen starting area or areas.
5. The opponent places his or her warband in the other starting area or areas.

## BATTLE BASICS

Once you have chosen your warband and set up the battle map, you and your opponents take turns moving (also called “activating”) the creatures in your warbands until one warband has won (usually by scoring 200 victory points). See the Assault scenario on page 28 for the full victory conditions.

## ROUNDS

A battle is played in **rounds**. Begin the round by making an **initiative check**. Each round, players complete **phases** one after the other. Each phase, you **activate** two creatures in your warband; one creature takes all its actions, then the next. (You can activate each creature only once in a round.)

A round ends when you have each activated all your creatures once. (Sometimes a player has more creatures than his or her opponent and activates many creatures at the end of the round.) Then a new round begins.

## INITIATIVE CHECK

To make an initiative check, roll the d20 and add the highest Commander rating of the active commanders in your warband.

The player with the highest initiative check result chooses who goes first in the round. (Sometimes you'll want to go first; other times you'll want to see what your opponent is up to before committing your forces.)

If you tie for the highest initiative, the winner is the player whose warband has the highest Commander rating. If there's still a tie, reroll.

## PHASES

The first player completes a phase by activating (moving) two creatures in his or her warband. (Change the direction a creature is facing or turn its stat card to indicate that it has been activated.)

Players complete phases in play order until all creatures have been activated. Actions occurring during a specific creature's activation are referred to as that creature's **turn**.

## Playing a Round

1. Initiative Check: 1d20 + best Commander rating. The player with the highest result chooses who goes first.
2. First Player Phase: Activate 2 creatures, one at a time.
3. Next Player Phase: Activate 2 creatures, one at a time.
4. First Player Phase: Activate 2 more creatures (not those that have already activated this round).
5. Next Player Phase: Activate 2 more creatures (not those that have already activated this round). Continue 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 phase in the round, you activate (move) two creatures, one at a time. (If you have an odd number of creatures in your warband, on your last phase you'll have only one creature to activate.) A creature that activates can take one of the following actions:

- Move up to double speed; **or**
- Move its Speed and then make one attack, or make one attack and then move; **or**
- Not move any distance and make all its attacks, if it has more than one; **or**
- Charge.

Instead of making an attack, a creature can **cast a spell** or **use a special ability** that includes the phrase "replaces attacks," such as Turn Undead.

### Move up to Double Speed

A creature that doesn't attack (or do something else that replaces attacks) can move up to twice its Speed on a turn.

### Move and Make One Attack

A creature that moves up to its Speed can make one attack or do something that replaces attacks. It can move first and then attack, or attack first and then move.

**No Multiple Attacks:** Creatures that move at all on their turn can't attack more than once. If a moving creature has more than one attack listed on its stat card, and the attacks deal different amounts of damage, choose which attack it uses. It can't use the bonus from one attack and the damage from another.

### Not Move and Make Multiple Attacks

Most creatures make only one attack in a turn. (See Attacks and Damage starting on page 10.) Some creatures, however, can make multiple melee or ranged attacks in a turn. If a creature doesn't move any distance on its turn, it can make multiple melee or ranged attacks if it is able. All its attacks must be of the same sort (melee or ranged). See Multiple Attacks on page 17.

### Charge

A creature can **charge** the nearest enemy that it can see, subject to certain conditions. See Charging on page 13.

## MOVEMENT

During its turn, a creature can move at double speed without attacking, move up to its Speed and attack, or attack and then move up to its Speed. It does not have to move any distance at all if you don't want it to.

**Diagonals:** When moving or counting along a diagonal path outside difficult terrain, the first diagonal counts as 1 square, the second as 2 squares, the third as 1, and so on, as shown in the diagram on this page. Count the even-numbered diagonals as 2 squares even if nondiagonal movement occurs in between.

**Other Creatures:** A creature can move through a space occupied by an **ally** (another creature in its warband), but it can't end its move in an occupied square, and it can't charge through that square. A creature cannot move through a space occupied by an enemy. Moving while next to an enemy usually provokes a free attack from that enemy; see Attacks of Opportunity on page 13.

**Terrain:** Difficult terrain, narrow spaces, and statues cost double to move into. Walls block movement. See Terrain on page 24 for more details.

**Minimum 1 Square:** A creature can always use its entire turn to move 1 square in any direction, even diagonally, regardless of how many squares it counts as. This rule doesn't allow a creature to move through impassable terrain or to move when no movement is allowed, such as while paralyzed.

## BIG CREATURES AND MOVING

A Large or Huge creature occupies more than 1 square. Such creatures cannot move if any part of their space would move into a square containing an enemy.

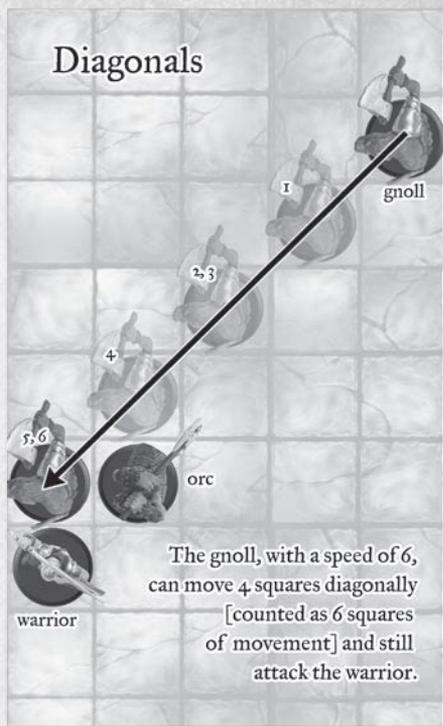
**Squeezing:** Large and Huge creatures can squeeze through small openings and down narrow hallways that are at least half as wide as their normal space (rounding up to 2 squares for Huge creatures), provided that they end their movement in an area that they can occupy without squeezing. When doing so, every square of movement costs double (2 squares, or 3 squares moving diagonally). Creatures can't squeeze past enemies.

## ATTACKS AND DAMAGE

All creatures can make melee attacks, but only some are able to make ranged attacks. This section discusses melee attacks first, and then outlines how ranged attacks differ.

### MELEE ATTACKS

To make a melee attack, a creature must be in a square **adjacent to** (next to) the enemy it is attacking. This includes a diagonally adjacent square.



## Attack Rolls

When a creature attacks, you make an attack roll.

### Attacking

Roll the d20, add the creature's Melee Attack number, and add any modifiers that apply (see page 17 for the list of attack modifiers). If the result of an attack roll equals or exceeds the enemy's AC (Armor Class), the attack hits. The attacking creature deals its melee damage, reducing the enemy's HP (hit points). Track damage with the provided counters.

**Natural 20 is a Critical Hit:** If you roll a **natural 20** when making an attack roll (a roll of 20 on the die, regardless of modifiers), the attack automatically hits, no matter how high the defender's AC. In addition, it is a **critical hit** and deals double damage. Some creatures are immune to critical hits and do not take double damage, but a natural 20 still hits automatically. 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 list bonus damage, shown by a "+" sign. For example, the Brass Samurai's melee attack deals "10 magic + 5 fire." Bonus damage is *not* doubled on a critical hit or an attack against a helpless creature.

**Natural 1 is an Automatic Miss:** If you roll a **natural 1** when making an attack roll (a roll of 1 on the die, regardless of modifiers), the attack automatically misses, no matter how low the defender's AC.

**Attacking Allied Creatures:** A creature cannot make a melee or ranged attack against an allied creature. This restriction doesn't prevent you from targeting or affecting allied creatures with spells and special abilities—just attacks.

### Damage Effects

**Reduced to Half Hit Points:** When a creature's hit points first drop to half its starting total or lower, it must make a **morale save** to avoid running away. See Morale on page 21 for more information.

**Reduced to 0 Hit Points:** When a creature's hit points drop to 0 or below, it's **destroyed** and removed from the battle map.

### Threatening

Even when a creature isn't actually attacking an enemy, it can limit the actions of adjacent enemies. An **active** creature **threatens** all squares adjacent to it.

**Effects of Threatening:** A creature can make an **attack of opportunity** (see page 13) against an enemy creature that moves out of a square it threatens. An enemy cannot cast spells (other than those with a range of **touch**) or make ranged attacks while it is in a square threatened by your creature. However, that enemy can use special abilities.

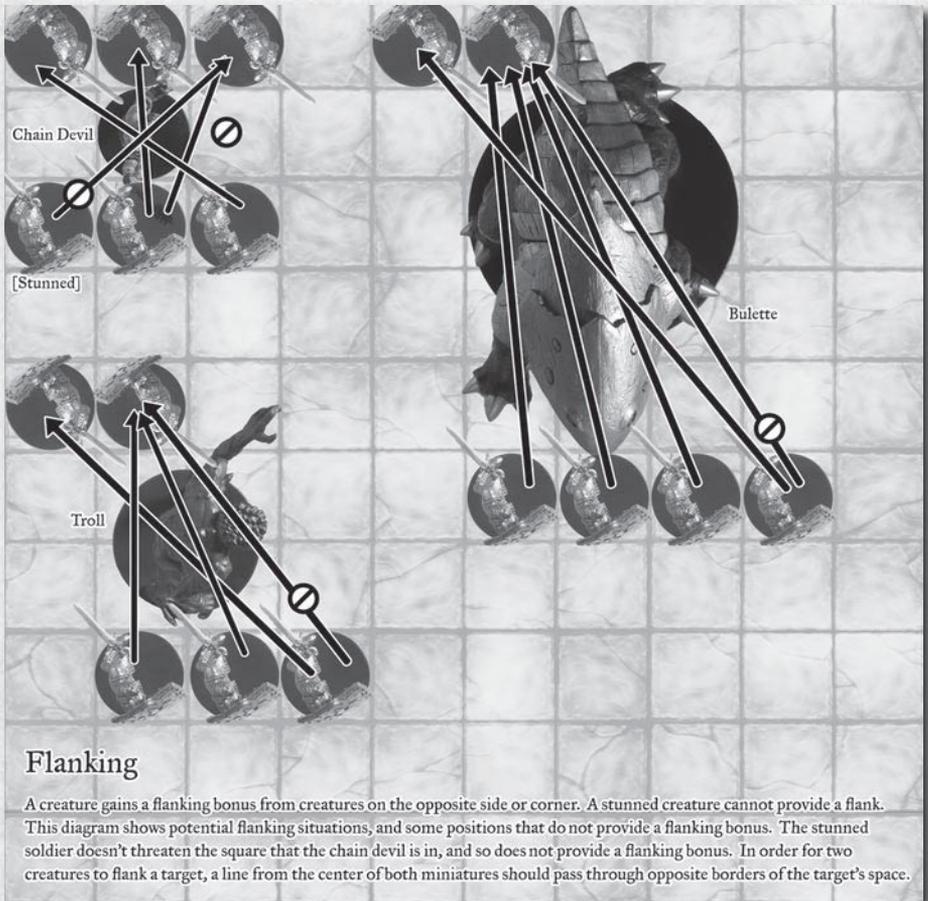
**Cover:** If the threatening creature can't see the acting creature or if the acting creature has **cover** against the threatening creature, these restrictions don't apply: The creature in the threatened square can move without provoking an attack of opportunity, as well as cast spells or make ranged attacks.

## Flanking

When making a melee attack, a creature gets a +2 bonus on the attack roll if the creature being attacked is in a square threatened by an enemy on its opposite side or opposite corner.

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

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



## Cover and Melee Combat

**Cover** makes it harder to hit an enemy. If an enemy creature is adjacent to the attacker but around a corner or end of wall, it has **melee cover** and gets a +4 bonus on AC against that attacker.

**Big Creatures:** When a creature takes up more than 1 square, it doesn't get melee cover if any of the squares it occupies doesn't have melee cover.

## Attacks of Opportunity

If an enemy moves out of a square threatened by a creature, the creature may make a single immediate melee attack against that enemy. This is called an **attack of opportunity**.

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

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

**Choose Your Attack:** If the attacking creature can make multiple melee attacks, choose which single attack it uses for its attack of opportunity.

**Cover in Melee:** A creature can't make an attack of opportunity if the defender has melee cover against it.

**Line of Sight:** A creature can't make an attack of opportunity if it doesn't have line of sight to the enemy (see Line of Sight on page 15).

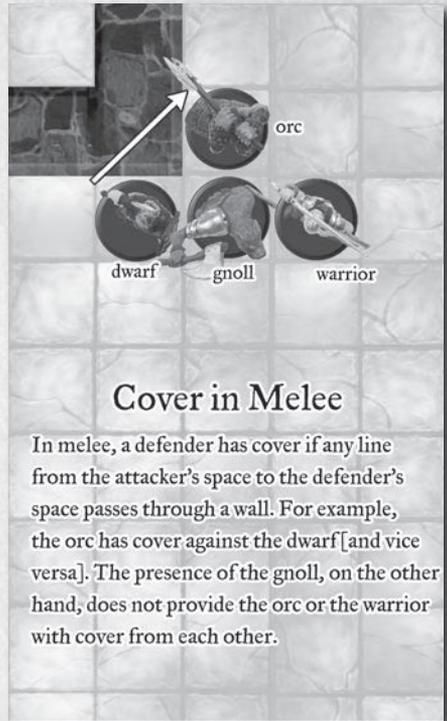
**Legal Position:** If a creature ends its turn in an illegal position as a consequence of an enemy's attack of opportunity (or any other circumstance), move it to its player's choice of the nearest legal squares.

## CHARGING

A creature might be able to **charge** the nearest enemy.

To charge, a creature moves at double speed directly toward the nearest enemy within line of sight and must finish its movement in the nearest space adjacent to that enemy (including diagonally adjacent). If it has a clear path, nothing slows it down, and it moves at least 2 squares, that creature can make a single melee attack against that enemy with a +2 bonus on its attack roll.

**Nearest Space:** The charging creature must move to the nearest space adjacent to the nearest enemy. If this space is blocked or occupied, the creature can't charge. If more than one space counts as the nearest, you can choose any of them to charge to.

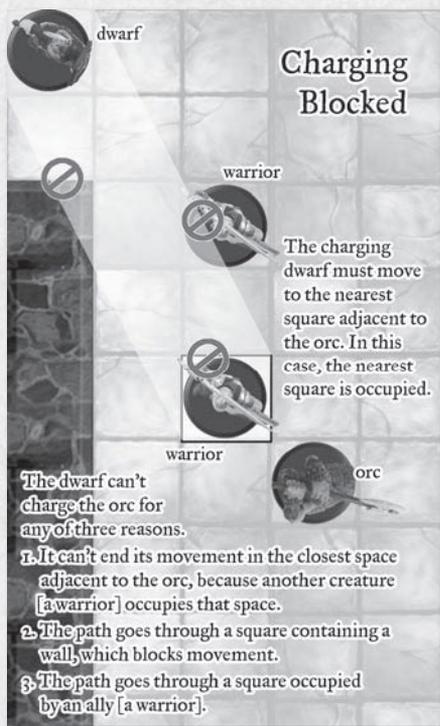
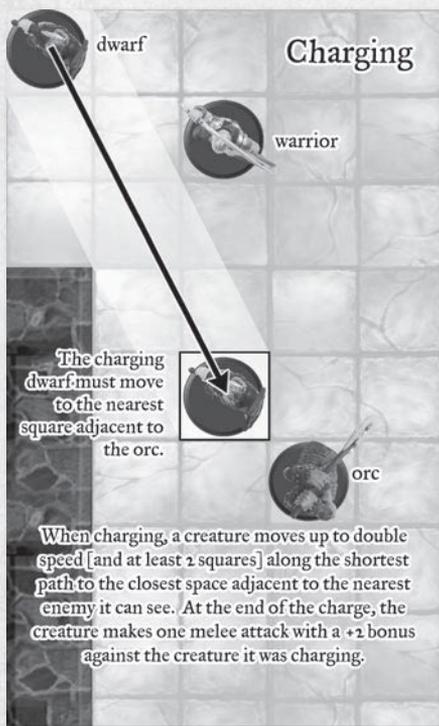


**Blocked Path:** If any line traced between the creature's starting space and ending space passes through a square that slows or prevents movement, or contains a creature (even an ally), the charge is not allowed. The creature can ignore squares that slow movement that it actually occupies when it starts its charge, so long as it leaves those squares with its first square of movement. (In other words, a creature can charge out of difficult terrain so long as none of its move is slowed by difficult terrain.)

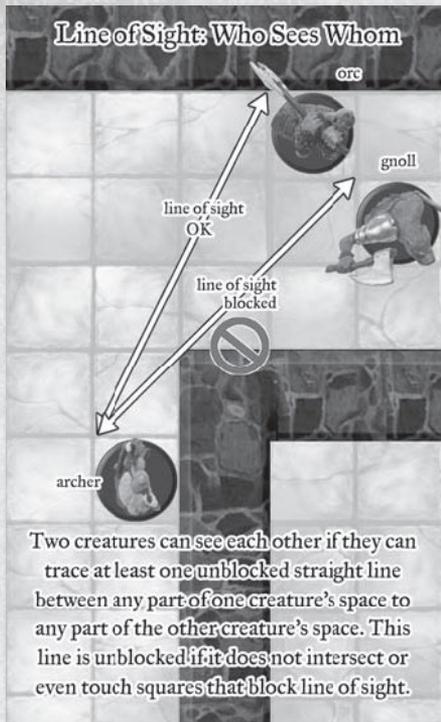
**Line of Sight:** A creature can't charge if it can't see an enemy at the start of its turn.

**Nearest Enemy Only:** If anything prevents a creature from charging the nearest enemy, it can't charge at all.

**Lost Target:** If some circumstance results in the target of a charge being destroyed or moved from its original space before the attacker makes its melee attack, the charge continues to its original destination space. The charging creature can no longer make a melee attack, even if its original target is still adjacent to that space.



## Line of Sight: Who Sees Whom



## RANGED ATTACKS

While melee attacks are against enemies in adjacent squares, ranged attacks target enemies that are farther away.

**Ranged Attack Entry:** Most creatures cannot make ranged attacks. To make a ranged attack, a creature must have a Ranged Attack entry on its stat card.

**Line of Sight:** To make a ranged attack, the creature must have **line of sight** to the enemy. The diagram on this page shows how to determine line of sight.

**Threatening Enemy:** A creature can't make a ranged attack if it is in a square threatened by an enemy, unless it has melee cover against that enemy. Corners and ends of walls provide melee cover (see page 13). Also, if an adjacent enemy doesn't have line of sight to the creature (for instance, because the creature is Invisible), the adjacent enemy doesn't prevent the creature from making ranged attacks.

### Targets of Ranged Attacks

A creature must make its ranged attack against the nearest enemy it can see. This frequently means taking a shot against an enemy that has cover (see below) when there is a clear target farther away. Wise players move their ranged attackers first to get clear shots against the nearest targets.

**Multiple Ranged Attacks:** A creature with more than one ranged attack might be able to attack multiple targets. If its first attack destroys the nearest enemy or causes that creature to run away, it makes its next attack against the new nearest enemy.

### Cover and Ranged Attacks

Creatures, walls, and statues provide **cover** against ranged attacks. Cover makes it harder to hit an enemy.

**AC Bonus:** Cover grants a +4 bonus to the target's AC. It's even possible to get a cover bonus against a melee attack, if the defender is around a corner of a wall (see page 13). If a creature gets cover from more than one source (such as being around a corner and having another creature in the way), it does not get multiple bonuses. It either has cover or it does not.

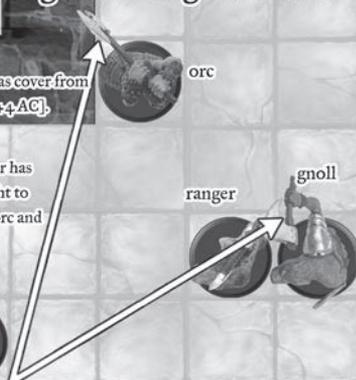
**Determining Cover:** To determine whether a creature has cover from a ranged attack, the player who controls the attacking creature chooses a corner of a square in the attacking creature's space. If any line traced from this point to any part of the target creature's space passes through a wall or through a square or border that provides cover, the target has cover. (In practice, the attacker tries to find a corner that allows an attack without giving the defender cover.)

## Cover against Ranged Attacks

The orc has cover from the wall [+4 AC].

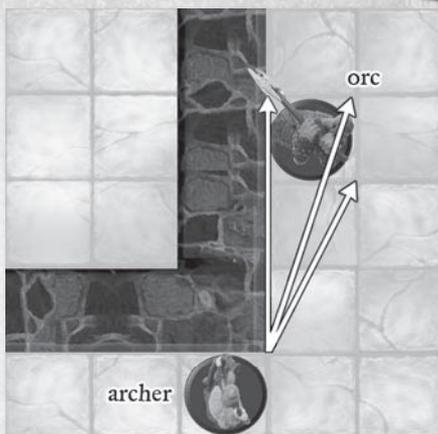
The archer has line of sight to both the orc and the gnom.

archer



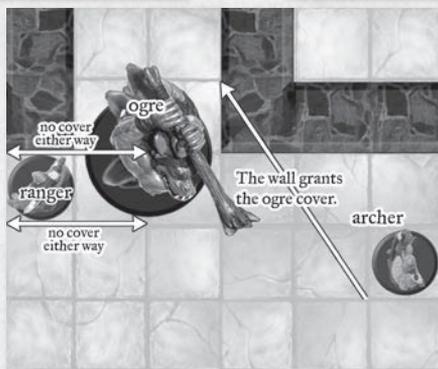
The attacker chooses a corner of a square in its space. If any line from this corner to any part of the defender's space passes through a square or border that blocks line of sight or that provides cover, or through a square occupied by another creature, the defender has cover [+4 bonus to AC].

The gnom gets cover [+4 AC] from the ranger. (The archer is also shooting into melee, so the gnom gets another +4 bonus to AC, for a total of +8 to its AC against this ranged attack.)



## Shooting Around Corners

Since a ranged attack originates from the attacker's chosen corner, a creature can shoot around the corner of a wall at no penalty. The orc has no cover against the archer's ranged attack because the sight lines from the archer's chosen corner run along the border of the wall, not through it.



## Cover, Big Creatures

In melee, a big attacker can choose any square it occupies to determine if an opponent has cover against its melee attacks. Likewise, when making a melee attack against a big creature, an attacker can pick any square the big creature occupies to determine if it has cover. Ranged attacks follow the standard cover rule.

*Touching Edges:* The target does not have cover if the line runs along or touches the edge of a wall or other square that would otherwise provide cover. If you're uncertain, check with a taut string.

## Range for Ranged Attacks

Most ranged attacks can target enemies at any distance, provided the attacking creature has line of sight. A few creatures have ranged attacks that can target only an enemy up to 6 squares away.

## MULTIPLE ATTACKS

Some creatures can make more than one melee attack or more than one ranged attack in a round. Such creatures have a Melee Attack or Ranged Attack entry containing multiple attacks separated by slash marks: +12/+12, for example.

**No Movement:** To attack more than once in a round, a creature can't move any distance at all.

**Decide as You Go:** You don't have to decide on the targets of all attacks ahead of time. You can wait to see the result of the first attack, then make the next attack against a different creature if you wish. A creature can even make one attack and then move rather than attacking again.

**Choosing Which Attack to Use:** A creature with multiple melee or ranged attacks doesn't have to use them in the order listed on its stat card. You can choose any order for the creature's attacks and their corresponding damage, but unless you specify otherwise before rolling the attack, it's assumed that you use the attacks in the order they're listed on the card.

## ATTACK MODIFIERS

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

### MELEE ATTACK MODIFIERS

Attacker charging	+2 bonus on attack roll
Attacker flanking (see diagrams)	+2 bonus on attack roll
Defender unable to see attacker	+2 bonus on attack roll
Defender stunned	-2 penalty to AC
Defender paralyzed, asleep, or otherwise helpless	Automatic hit, double damage
Defender has cover (from a corner or end of a wall)	+4 bonus to AC
Attacker unable to see defender	Defender temporarily has the <b>Conceal 11</b> special ability (see page 34)

### RANGED ATTACK MODIFIERS

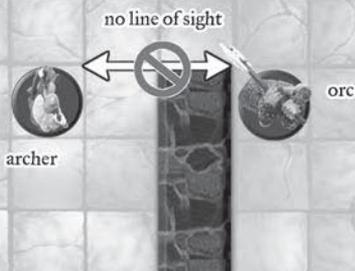
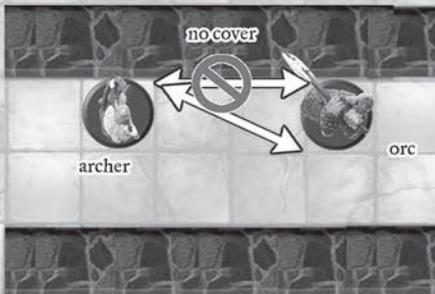
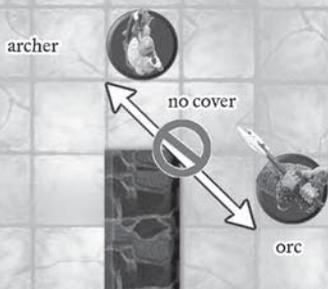
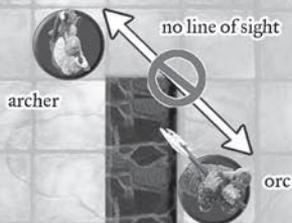
Defender in melee*	+4 bonus to AC
Defender has cover	+4 bonus to AC
Defender stunned	-2 penalty to AC
Defender unable to see attacker	+2 bonus on attack roll
Defender paralyzed, asleep, or otherwise helpless	+4 bonus on attack roll, normal damage
Attacker unable to see defender	No attack allowed

\*If the target of a ranged attack threatens the square of the attacker's ally or is in a square threatened by the attacker's ally, that target creature gets a +4 bonus to AC.

## Line of Sight and Cover

A line that runs along a wall or that nicks the corner of a wall does not provide line of sight. But if some other line does provide line of sight, a line that runs along a wall or that nicks a corner also does not grant cover.

When determining line of sight or cover, don't count lines that run along walls or that nick their corners.



## SAVES

Various situations can cause creatures to make **saves** to avoid or reduce a harmful effect, such as damage from a spell, or to resist running away (routing) when badly wounded.

To make a save, roll the d20 and add the creature's Level (Save) number. Compare the result to a target number, called the DC (Difficulty Class) listed for the save. See page 24 for more about saves against damage-dealing effects and against other types of effects.

**Natural 20 is an Automatic Success:** If you roll a natural 20 when making a save, the save automatically succeeds, no matter how high the save's DC.

**Natural 1 is an Automatic Failure:** If you roll a natural 1 when making a save, the save automatically fails, no matter how low the save's DC.

## COMMAND

Commanders are creatures that have a **Commander rating** (see the sample stat card on page 4). A commander grants other creatures in its warband a variety of special benefits. Creatures that are **under command** by a commander can:

- Add its Commander rating to **morale saves**;
- **Rally** when routing; and
- If within 6 squares of a commander, benefit from its **Commander Effect**.

A creature is **under command** if it meets one or more of the following conditions:

- It is within 6 squares of one of the commanders in its warband; **or**
- It has line of sight to one of the commanders in its warband; **or**
- It is a commander itself.

If the creature does not meet any of these conditions, it is **out of command**

Count around walls (not through them) to see if a commander is close enough to influence the creatures in its warband. The Command Range and Distance diagram on the following page provides some examples; count range just as you would for ranged attacks.

Morale saves and commander effects depend on whether or not the creature is under command at the time the check is made, not whether it was under command at the start of its turn.

## COMMAND AND MORALE

Commanders improve morale saves for themselves and creatures in their warband. Any creature that is under command (including the commander itself) adds the commander's Commander rating to its morale saves. See Morale on page 21.

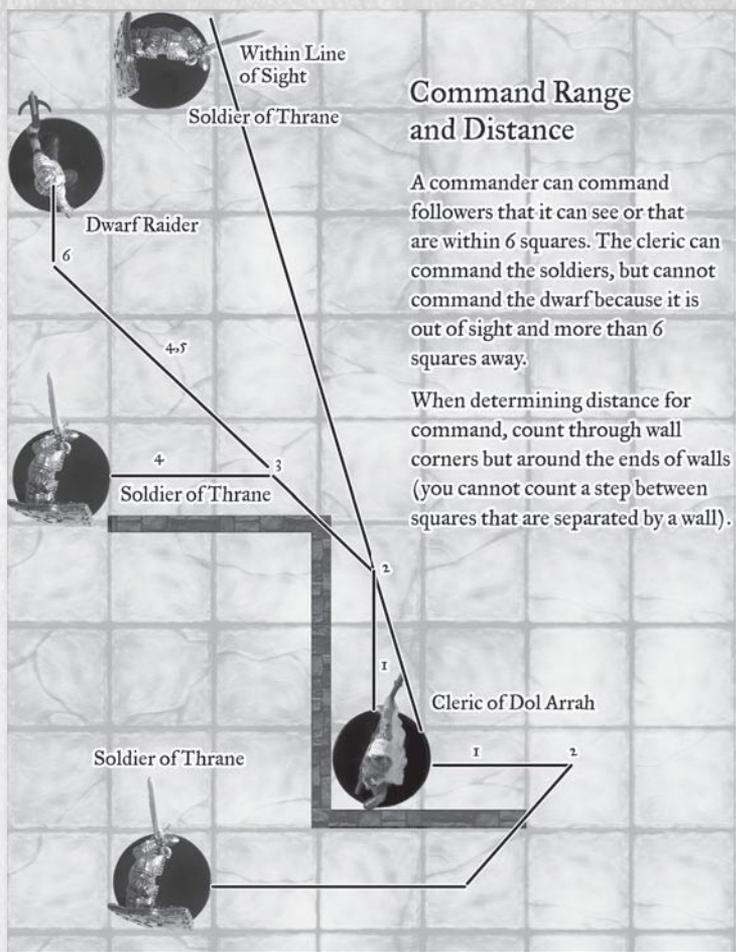
## COMMAND AND RALLYING

A routing creature that is under command can try to **rally** on its turn. This is a morale save to stop running away. See Rallying on page 22.

## COMMANDER EFFECTS

Most commanders grant a benefit to **followers**: creatures in their warband that are not themselves commanders. To get the benefit of a commander effect, followers must be:

- Under that commander's command; **and**
- Within 6 squares of the commander.



**Multiple Commander Effects:** A creature can be subject to more than one Commander Effect at the same time, but bonuses to the same statistic from different commanders do not stack.

**Hostile Commander Effects:** A few Commander Effects affect only enemies. These also have a range of 6 squares but affect *all* enemies (even commanders) in range. As with bonuses, multiple Commander Effect penalties to the same statistic don't stack.

## WHEN COMMANDERS CAN'T COMMAND

A commander that is **routing**, **stunned**, or **helpless** can't put any creature under command—not even itself. Its Commander Effect does not function under these circumstances, nor does it add its Commander rating to initiative checks. Such a commander, however, can still add its own Commander rating to its own morale saves (including rally checks).

## MORALE

Damage, and the effects of some special abilities and spells, can force creatures to lose heart and run away. This is called **routing**.

### MORALE SAVE

To determine if a creature routs, make a **morale save**. As with any save, roll the d20 and add the creature's Level (Save) number, then compare the result to the DC. Unlike other kinds of saves, a morale save adds the commander's Commander rating if the creature is under command; see below. If the save result equals or exceeds the DC, the save succeeds. **The DC for all morale saves is 20.**

As with any save, a natural 1 on a morale save always fails and a natural 20 always succeeds. A creature can't voluntarily fail a morale save or choose not to make one.

### Reduced to Half Hit Points

When a creature's hit points drop to half its starting total, it must make a morale save to avoid routing. If a creature has already made a morale save (successful or not) for being reduced to half its hit points, it doesn't have to make another one.

### Command and Morale Saves

Any creature that is under command adds the commander's Commander rating to its morale save as a bonus.

**Multiple Commanders:** If a creature making a morale save is under the command of two or more commanders, use the highest Commander rating.

**Commanders:** A commander can always add its Commander rating to its own morale saves, even when it's routing, stunned, or otherwise unable to command other creatures. If a commander is under command by another commander, it uses its own Commander rating or the other commander's, whichever is higher.

### Routing

A creature that fails its morale save **routs** (runs away) and attempts to flee the battle map. It immediately moves at double speed by the quickest path toward the squares marked as the exit for its warband (Exit A or Exit B). Upon reaching its exit, a routing creature moves off the battle map if it has any remaining movement.

**Quickest Path:** Move the routing creature along the most efficient, quickest path toward its exit. If the opponent shows you a faster path to that exit, the routing creature must take it. (This might mean that it moves past adjacent enemies, which can make attacks of opportunity against it.) If some circumstance blocks all paths to the exit, a routing creature moves to get as close as possible to an exit square.

**Routing Off the Battle Map:** If the routing creature's movement takes it off the battle map, it is **eliminated** and out of play. A creature that occupies more than 1 square exits when any of its squares move off the battle map.

### What Routing Creatures Can Do

Routing creatures just run away. They can't attack, cast spells, threaten adjacent squares, make attacks of opportunity, grant a bonus for flanking, use special abilities that have to be activated or targeted, or put creatures under command. They don't make morale saves except to rally.

**Activating When Routing:** A creature that starts its turn routing and that fails to rally (see below) spends its turn moving again at double speed toward its exit.

### **Routing Commanders**

A routing commander cannot put creatures under command (not even itself) or grant another creature a bonus on its morale save. Its Commander Effect does not function, nor does it add its Commander rating to initiative checks.

### **Routing and Attacks of Opportunity**

A routing creature flees without trying to avoid enemies. By taking the quickest path to the exit, routing creatures often move through threatened squares and thus provoke attacks of opportunity.

**Enemy That Caused the Rout:** An enemy that has just caused a creature to rout (whether with an attack or a special ability or spell) doesn't get an attack of opportunity against that creature that turn.

## **Rallying**

A creature that starts its turn routing might **rally** if it is under command (or if it is a commander). It makes another morale save to rally. If it succeeds, the creature does nothing else that turn but is no longer routing. If it fails, it moves at double speed toward its exit.

A creature can't choose not to rally.

**Commanders Rallying:** A routing commander tries to rally when it activates. It adds its own Commander rating to its morale save. If it is under command of a commander with a higher Commander rating, it uses the higher rating instead.

## **SPELLS**

Some creatures can cast magic spells to help their warband or to devastate an opponent's warband. These creatures are called **spellcasters** or **casters**.

**Replaces Attacks:** On its turn, a spellcaster can cast a single spell instead of attacking. In other words, it can move up to its Speed and cast a spell, or cast a spell and then move. (Being able to make multiple attacks doesn't let a creature cast multiple spells.)

**Choosing a Target:** Ranged spells (and special abilities) can target the nearest enemy or the nearest ally. With a touch-range spell, a creature can target any adjacent creature or itself.

**Threatening Enemy:** Only spells that have a range of touch can be cast when an enemy threatens the acting creature's square.

*Exceptions:* When a creature has cover in melee against an adjacent enemy, the enemy's presence doesn't keep it from casting spells. Also, if the enemy doesn't have line of sight to the acting creature, it doesn't prevent that creature from casting spells.

## **READING SPELL DESCRIPTIONS**

Most spells are described on the stat cards using the following format. A few more complicated spells, such as *summon monster*, are fully explained in the glossary at the end of this booklet.

**name** [number of uses] (range; radius [if any]; effects and conditions; save DC [if any])

For example, the Lion of Talisid can cast a *flame strike* spell once per battle. The spell entry on its stat card looks like this:

*flame strike*  (sight; radius 2; 30 fire damage; DC 16)

### Number of Uses

Most spells can be cast only a limited number of times. For many creatures, this is indicated by a number of check boxes () after the spell's name, one for each time the spell can be cast.

Some creatures instead have a selection of spells they can cast again and again, called Sorcerer Spells. (This is true even if the creature isn't really a sorcerer.) In these cases, the stat card instead lists the spells available and a separate series of check boxes for each level of spell the creature can cast. It's okay to use a higher-level spell's box, if there is one available, to cast a lower-level spell.

### Range

A spell's **range** indicates how far from the caster the effect can occur. There are eight standard ranges: self, touch, range 6, cone, line 12, sight, your warband, and any warband. See the glossary for complete descriptions.

**Line of Sight and Area Effects:** Terrain that blocks line of effect blocks area effects, including circles, cones, and lines. Only squares inside an area effect that have line of effect to the origin point of the effect are affected by the spell or ability. Though centered on a corner, the origin point of an area effect that touches a wall is considered to be on the same side of the wall as the target of the spell or ability (for effects with a radius), or the same side as the acting creature (for line and cone effects). Thus, the wall blocks line of effect to creatures on the opposite side of the wall. An area effect that originates at the end of a thin wall is not blocked by that wall.

### Radius

Some spells affect a roughly circular area of the battle map. These spells' entries list the radius of their effect. See the glossary for descriptions of these keywords.

### Effects and Conditions

A few of the most common spell effects and keywords are discussed here. Others are explained in more detail in the glossary.

**Spell Duration:** Spell effects last until the end of the battle (skirmish) unless the text of the spell or effect says otherwise.

**Spells That Don't Affect Certain Creatures:** Some spells don't work against certain types or kinds of creatures. If the nearest target happens to be a creature the spell can't affect, choose another spell or move the caster to a location where it can target the right creature type.

**Spells That Grant Bonuses or Penalties:** Bonuses that are simple additions to a creature's statistics use a "+" sign. For example, *bear's endurance* (touch; target living creature gets +10 hp) increases the target's hit points by 10.

**Spell Stacking:** Different spells that grant bonuses to the same statistic are usually cumulative. For example, casting *magic weapon* (touch; attack +1, ignore DR) and *bless* (your warband; attack +1) on the same creature gives that creature a +2 bonus on attacks. The same applies to spells that impose penalties or other harmful effects.

**Duplicate Spells:** No creature can benefit from two castings of the same spell if it grants an ongoing effect; a second *magic weapon* spell cast on a creature does not provide any additional bonus. Likewise, duplicate harmful spells' effects don't stack.

**Spell Versions:** Spells with “greater,” “lesser,” “legion’s,” “mass,” or “swift” as the first word in their names are simply versions of other spells, as are those with metamagic and other descriptive effects such as “empowered,” “quicken,” and “maximized.” They do not stack with the effects of their related versions.

**Hit Points:** Spells that heal wounded creatures or increase a creature’s hit points use the expression “hp.”

**Spells That Deal Damage:** Many spells reduce creatures’ hit points. Such spells use the word “damage.” Damage-dealing spells might also allow the target to make a save to take half damage (see below).

### Save DC

Some spells allow a save to reduce or avoid their effect. This is indicated by a DC number. Each creature affected by a spell makes a saving throw.

Roll the d20 and add the affected creature’s Level (Save) number. (You don’t add a Commander rating unless it’s a morale save.) If the result is equal to or greater than the listed DC, the save is successful.

**Damage-Dealing Spells:** If a creature makes its save against a damage-dealing spell, the spell deals only half damage to the target, rounded down to the nearest multiple of 5. (Round 5 down to 0.)

**Nondamaging Effects:** Unless the spell specifies otherwise, a creature avoids all spell effects by making a successful save.

## SPECIAL ABILITIES

Many creatures have special abilities of some sort. Most special abilities are defined in the glossary. Some are spelled out on the stat card. Look in the glossary for specific game terms in special ability descriptions.

**Ignore Threatening Enemies:** Creatures can use special abilities even when in a square threatened by an enemy.

**Most Don’t Replace Attacks:** Using most special abilities does not replace a creature’s attacks. Special abilities that do replace a creature’s attacks, the way casting a spell does, say “replaces attacks” as the first thing in their rules text. Special abilities that replace attacks can be used only on the acting creature’s turn, not during other creature’s turns.

**Using Spell Format:** Some special abilities, such as Breath Weapon and Gaze Attack, use exactly the same format as spell descriptions; see page 22. Even so, these special abilities are not spells, and creatures can use them even when in threatened squares.

**Special Ability Stacking:** Like spells, different special abilities that grant bonuses or penalties to the same statistic are usually cumulative. However, duplicate special ability effects don’t stack.

## TERRAIN

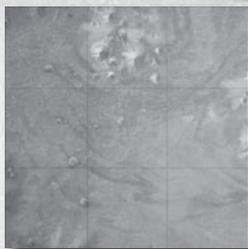
Different types of terrain have various effects on play.

Creatures larger than Medium occupy multiple squares. They count as being on a type of terrain if they occupy any square that contains that terrain. They pay any extra movement costs, gain magical benefits, and so on accordingly.

## BLOOD ROCK

A creature on blood rock scores a critical hit when its melee 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. Ranged attacks are not affected by blood rock.

The battle maps in this Starter Set do not contain any areas of blood rock, but maps in future products will.



## DIFFICULT TERRAIN

Rubble, treasure heaps, and other kinds of difficult terrain slow movement. Each square of difficult terrain costs 2 squares to move into, or 3 squares if it's a diagonal move. You can identify difficult terrain by its symbol (▲). 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 Incorporeal special abilities, and burrowing creatures, are not slowed by difficult terrain.

Difficult terrain does not provide cover.

Other types of terrain, including forest, risky ground and spike stones (described below), count as difficult terrain as well as having their own unique effects.

## FOG AND SMOKE

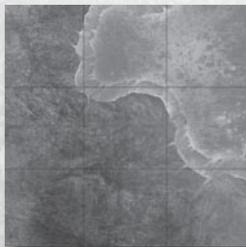
Squares containing fog block line of sight but do not impede movement or block line of effect. A creature in a fog square can still trace line of sight to creatures and squares in its own space as well as to adjacent creatures and squares. A creature with Blindsight ignores all fog squares when determining whether it has line of sight to other creatures or squares.

Some maps feature smoke instead of fog. This terrain follows the same rules as fog.



## FOREST

Forest squares are considered difficult terrain (see above). Also, forest provides cover; a creature in a forest square has cover against all melee and ranged attacks. Line of sight (but not line of effect) is blocked if the line passes through 2 edges of the same forest square.



## PITS

Any square in an area 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. (A routing creature with Flight might fly over a pit while moving toward its exit, but if it ends its turn on a pit square, it's eliminated.)

If a creature is moved onto a pit square during another creature's turn, it can make a DC 15 save at the end of that turn. If the save succeeds, the creature moves off the pit to the nearest legal space without taking attacks of opportunity. If the save fails, the creature is eliminated.



## RISKY TERRAIN

Risky terrain counts as difficult terrain (see above), except that you must roll the d20 for any creature that ends its turn in a risky terrain square. On a result of 1–5, the creature takes 10 points of damage; otherwise, there is no effect. This is not a save, so you don't add anything to the roll.

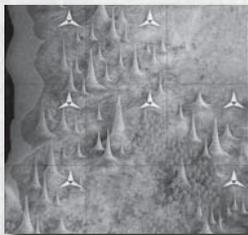
In addition, any creature on risky terrain deals 5 extra points of melee damage when it makes a successful melee attack.

The battle maps in this Starter Set do not contain any areas of risky terrain, but those in future products will.

## SACRED CIRCLE

A creature on a square containing part of a sacred circle gains a +2 bonus on attack rolls. Any damage it deals with these attacks is considered magic damage, which overcomes DR (Damage Reduction; see the glossary at the end of this rulebook for more information). Sacred circles have no effect on movement.

In this Starter Set, the Broken Demongate and Teleport Temple maps contain several sacred circles.



## SPIKE STONES

Squares containing spike stones count as difficult terrain (see above). Whenever a creature whose movement is slowed by difficult terrain moves into a new square containing spike stones, it takes 5 points of magic damage. Creatures that are not slowed by difficult terrain take no damage from spike stones. A creature that is not routing cannot move into a square containing spike stones if that terrain would deal enough damage to destroy it.

You can identify spike stones by the terrain's symbol (▲). Only squares containing the symbol count as spike stones.

The battle maps in this Starter Set do not contain any areas of spike stones, but those in other products do.

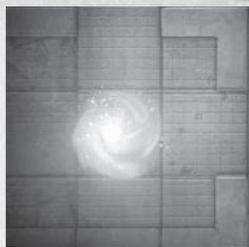
## STATUES

Statues slow movement and provide cover against ranged attacks. It costs 2 squares to move into a square containing a statue (or 3 squares if moving diagonally). A creature can't end its movement in a square containing a statue. Statues provide cover to creatures behind them but 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, as a swift action, 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 a creature with Dual Activation, or one that somehow gains the ability to take another turn, can't teleport twice in the same round.

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

A routing creature cannot use a teleporter square.

In this Starter Set, the Teleport Temple map contains several teleporters.

## WALLS

Walls and solid stone block movement and line of sight. (See page 15 for rules on line of sight.) A creature can't move or make a ranged attack through a wall. A creature also can't move diagonally past a corner or end of a wall. Count around walls to see if commanders are close enough to influence the creatures in their warband. (See the diagram on page 20.)



Some types of impassable terrain, such as ship hulls in the Field of Ruin battle map, count as walls. Impassable terrain has no grid overlaid on it.

## OTHER TERRAIN

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

## SCENARIOS AND VARIANTS

The Assault scenario (detailed below) sets out the basic rules for fighting a battle. This section also defines two variant scenarios: Out of the Box and Epic Assault. See the *Miniatures Handbook* for more scenarios.

### ASSAULT SCENARIO

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 6.

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

**Setup:** Choose a battle map for your warband before seeing your opponent's warband and set up as described on page 7.

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

- 1) *Eliminating enemy creatures.* You score victory points equal to the cost of each eliminated enemy creature. Eliminating a creature can mean destroying it or causing it to rout off the battle map.
- 2) *Occupying at least one of your warband's 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 skirmish. 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.

### Battle Maps in this Starter Set

There are four battle maps in this starter.

*Broken Demongate:* Both sides of an infernal battle line and a shattered barrier that no longer separates old enemies.

*Dragon Shrine:* Altars to the chromatic dragons encircle this battleground.

*Field of Ruin:* An epic-scale map, playable with Huge creatures. It represents an ancient battlefield preserved by magic, complete with the wreckage of a crashed airship and columns still charged with arcane force.

*Teleport Temple:* An epic-scale map, playable with Huge creatures. The map emphasizes surprising maneuvers using the teleporters.

## Other Battle Maps

Check out other products, including *DUNGEONS & DRAGONS Fantastic Locations* supplements, for additional battle maps.

## OUT OF THE BOX SCENARIO

When playing right out of the box, you ignore warband faction restrictions. Just play with whatever you get!

Use these rules for all Limited-format scenarios unless otherwise specified.

**Number of Players:** Any.

**Warbands:** Each player opens one sealed **D&D Miniatures Game** Booster Pack and plays with all the miniatures inside. Use the standard (lower-cost) versions of any creatures that also have epic versions.

There are no warband factions in an Out of the Box scenario. Use the faction of the individual creature for purposes of special abilities such as Smite Evil. If a creature can belong to multiple factions, it counts as both. For example, a creature that is LG/CG counts as both LG and CG, and thus is affected by anything that affects lawful, good, or chaotic creatures.

Creatures that could belong to any faction count as having no faction and are not subject to effects that depend on faction.

**“Commander 0” Rule:** If you don’t receive a commander in your Booster Pack, you can choose to make the lowest-cost, non-Difficult and non-Wild creature in your warband a commander with a Commander rating of 0. The creature’s point cost (and thus its victory point value) increases by 5. You must clearly mark and announce to your opponents which creature is the commander before the start of a battle. If several eligible creatures are tied for the lowest cost, you choose which one to make the commander, if any. Such “Commander 0” creatures have no Commander Effects.

**Special Abilities:** If you get multiple copies of a Unique creature, ignore the restriction against having more than one in your warband. Spells and special abilities that let you add another creature to your warband do not function in Out of the Box skirmishes. Such effects include summon spells and the Minions special ability.

**Victory:** Use the Assault victory condition.

**Competitive Warband Building:** For a more competitive Limited-format scenario, each player opens two Booster Packs and builds a warband of 200 points from those miniatures. You still ignore the Unique special ability and warband factions; see Limited format in the glossary for more information.

You can use the “Commander 0” option if your warband does not include a commander, even if you get a commander in one of your Booster Packs.

## EPIC ASSAULT

Epic Assault is the best format for playing with the epic versions of high-powered creatures such as the Balor (from the *Underdark*<sup>™</sup> set) and the Aspect of Moradin (from the *War Drums* set). Unless otherwise specified, use the rules for Assault described above.

**Warbands:** The warband size is 500 points, with a maximum of eight creatures. There is no maximum point cost for a single creature; you can even play with a single 500-point creature if you can find one.

You can include epic versions of creatures in your warband (use the epic side of their stat cards). You can even include both the epic and nonepic versions of the same creature, as long as it isn't Unique.

**Huge Creatures Legal:** Epic Assault is the format for Huge (or larger) creatures. If you've got 'em, play 'em.

**Battle Maps:** Only epic-scale battle maps are legal. These have the "Epic" logo. 

**Victory:** Victory goes to the first player to score 500 victory points. As in the Assault scenario, you score victory points for eliminating enemy creatures and for occupying your victory areas at the end of a round. In Epic Assault, however, the award for occupying a victory area is 25 victory points.

## MULTIPLAYER BATTLES

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

For multiplayer games that don't use teams, you'll have to improvise a little. If you have three or four players, the best battle map in this Starter Set is the Teleporter Temple. Agree on additional starting areas before rolling for setup; each player chooses a starting area in setup order. Each player scores victory points for eliminating creatures and for occupying victory areas. Use the rules for the Assault scenario, except that all players score victory points for occupying any victory area.

In a multiplayer nonteam game, if you eliminate one of your own creatures with a spell or special ability, or if one of your creatures is eliminated through no action of an enemy (such as a Cowardly creature routing off the battle map), all your opponents split the victory points for that creature, rounding down.

# GLOSSARY

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

Some entries are special abilities that appear only on stat cards. These have “reminder text” in parentheses following the entry but are not further explained. Any clarification of the rule appears in italics.

## GUIDELINES TO READING ENTRIES

This glossary uses a few shorthand terms.

**[#]:** This represents a variable numerical value. For example, “Conceal [#]” describes the Conceal ability but assigns no particular number to it. A given creature has a specific Conceal rating, such as Conceal 6.

**CAPITALS:** A capitalized word, such as “CREATURE” or “ENERGY,” stands for a variable entry. Thus, “Immune ENERGY” means that the creature takes no damage from a given type of energy but does not specify the energy type. A Green Dragon, for example, has Immune Acid.

: Many special abilities, most spells, and even some attacks can be used only a limited number of times during a skirmish, represented by check boxes (). Each check box allows one use. If a limited-use ability requires a successful attack, such as the Inspired Lieutenant’s Smite ability, then the acting player declares the use of the ability before making the attack roll. A miss counts as one use of the special ability just as a hit does.

In an entry, “this creature” refers to the creature using the special ability or casting the spell.

## DEFINITIONS

The following terms are listed in alphabetical order.

**Aberration:** A type of creature.

**AC:** Armor Class. A number representing a creature’s ability to avoid being hit by an attack. See page 5.

**acid:** (Keyword) A type of energy.

**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 cases such as attacks of opportunity or routing, creatures act out of turn.

**activate:** When you activate one of your creatures, that creature takes its turn for the round. See Activate Creatures on page 9.

**active:** An active creature is not routing, stunned, asleep, paralyzed, or helpless.

**adjacent:** Occupying a square next to this space (including diagonally). A creature is not adjacent to creatures behind walls.

**ally/allied creature:** Allies are other creatures in the same warband or in teammates’ warbands.

**Almighty:** This creature can’t be affected by spells cast by other creatures in its own or its allies’ warbands. This includes both offensive spells such as *fireball* and defensive spells such as *shield of faith*.

**Animal:** A type of creature.

**Antimagick Eye** (All creatures within line of sight must roll 11+ when casting a spell or lose the spell) *Declare the spell or power first, then make the roll. Treat a lost spell as having been cast: The creature expends one spell use or the appropriate number of power points, and effects dependent on casting a spell or using psionics still apply.*

**any:** (Keyword) This spell or special ability does not follow the usual restriction of targeting only the nearest enemy or nearest ally. (Line of sight and range restrictions still apply, unless indicated otherwise.) For example, the phrase “switch positions of any two creatures” can affect any two creatures in line of sight of the acting creature and within the spell’s range.

**any warband:** (Range) A spell range similar to “your warband” (see that entry, on page 47) except that you can choose any one warband as the target: your own, a teammate’s, or even an opponent’s.

**Arrow Catching Shield** (Enemy ranged attacks against adjacent creatures target this creature instead) *Determine line of sight, range, and cover as if the original target were still the target of the attack.*

**assembly tile:** Certain creatures published before the *War Drums* set had abilities that referred to “assembly tiles.” In all such abilities, replace the words “assembly tile” with “starting area.”

**Attack:** (Creature Statistic) A number representing a creature’s ability to hit with an attack in combat. There are two types of Attack numbers: Melee Attack and Ranged Attack. Many bonuses and penalties conferred by spells and special abilities affect a creature’s Attack number. If no attack form is specified, the effect applies to both melee and ranged attacks.

A few special abilities, such as Gaze Attack, use the word “Attack” in their names, but they still follow the rules for special abilities rather than the rules for attacks.

**attack/attack roll:** An attempt to damage an enemy with a melee attack or a ranged attack. See page 11.

**attack of opportunity:** A single, immediate melee attack a creature makes against an adjacent enemy that moves. See page 13.

**Backstab +[#]** (Damage +[#] when using any Sneak Attack) *This extra damage is cumulative with that dealt by any Sneak Attack.*

**Battlefield Promotion** (When a commander in your warband is eliminated and you have no other commander, choose a creature in your warband with Battlefield Promotion to gain Commander 1) *If you have multiple creatures with this ability in your warband, choose only one to get the promotion. Another could be promoted later if the first-promoted creature is eliminated.*

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

**Beastmaster [#]:** Animals and Magical Beasts in your warband whose Level (Save) number is equal to or lower than this creature’s Beastmaster rating are treated as if they did not have the Difficult or Wild special abilities. For example, a commander with Beastmaster 2 could put under command any number of Hyenas and Wolves (level 2) in its warband, but not an Owlbear (level 5 and Difficult).

If all creatures with the Beastmaster ability in a warband are eliminated, Animals and Magical Beasts in that warband revert to their original Difficult ratings or Wild status.

**blind/blinded:** (Keyword) A creature that is blind does not have line of sight to any other creatures, and moves at half speed (each square costs double). It cannot make ranged attacks or use a spell or special ability that targets another creature, unless that spell or ability has a range of touch. Adjacent creatures are Invisible to this creature.

**Blind-Fight:** This creature can roll twice against an enemy creature’s Conceal ability when making a melee attack. If either result is a success, the attack hits. This creature can also move at normal speed even if it can’t see. Attackers that this creature can’t see do not get an attack bonus against it. Creatures with Blind-Fight are immune to Gaze Attacks. A creature with Blind-Fight still can’t see Invisible enemies, so it can’t make attacks of opportunity against them.

**Blindsight:** This creature can detect enemies by using nonvisual senses. It automatically succeeds on rolls against an enemy creature's Conceal ability. It can also move at normal speed even if it can't see. Attackers this creature can't see do not get an attack bonus against it. This creature ignores Gaze Attacks, invisibility effects, and the Hide ability. Creatures with Blindsight cannot be blinded.

**blood rock:** A terrain type; see Terrain on page 25.

**Breath Weapon** (Replaces attacks: RANGE; EFFECTS AND CONDITIONS; DC [#])

**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, and its speed is the listed rating. The burrowing creature ignores terrain effects on the surface while moving and can even pass through squares containing walls and enemy creatures, though it must end its burrowing move in a legal position. While burrowing, the creature is immune to attacks of opportunity and cannot charge; at the end of its move, it returns to the surface and can attack and be attacked normally.

A routing creature with the Burrow ability can choose to burrow.

**caster:** An acting creature that is using a spell. See also **spellcaster**.

**Cave Setup:** On stat cards printed before the *War Drums* set, this ability referred to setting up on feature tiles whose name contain the word "Cave." On battle maps, creatures with the Cave Setup ability can opt to set up in any victory area that has the keyword Cave appearing in brackets beside it.

**chaotic:** (Keyword) Creatures in Chaotic Good or Chaotic Evil warbands are chaotic, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect chaotic creatures.

**charge:** A creature can move up to double speed and get a +2 bonus on its melee attack roll when it charges the nearest enemy. See Charging on page 13.

**Cleave:** Once per turn, after this creature's melee attack destroys an enemy (even during an attack of opportunity), it can immediately make one extra melee attack against another enemy. If the acting creature can make more than one melee attack, it uses the same one that destroyed the first enemy.

**cold:** (Keyword) A type of energy.

**Command Dependent:** On stat cards printed before the *War Drums* set, this ability's text referred to speed 2 when out of command. It should now read, "This creature has Speed 0 if it activates when out of command."

**commander:** A creature with a Commander rating is a commander. See Command on page 10.

**Commander [#]:** A number representing a creature's ability to lead others. See Command on page 19.

**Commander Effect:** A benefit that a commander grants to its followers, or occasionally a hostile effect a commander has upon enemies. Commander Effects usually have a range of 6 squares. See Commander Effects on page 19.

**Conceal [#]:** When another creature gets an attack result against this creature that would be a hit, the attacker must roll 1d20. If the result of the second roll equals or exceeds the listed number, the attack hits; otherwise, it automatically misses. Even a natural 20 on the attack roll misses if the attacker's roll against Conceal fails. If several effects grant Conceal to a creature, only the highest rating applies.

**cone:** (Keyword) A cone affects all creatures up to 6 squares away from the acting creature within a quarter-circle. There are two cone templates provided in this Starter Set, representing two ways you can position the cone. (You can photocopy these and cut them out.)

The cone's origin point (shown by arrows pointing out) must be 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. The nearest enemy or the nearest ally must be inside the cone's area.

**Confusion/confused:** (DC [#]) (Keyword) Confusion affects only living creatures. A creature subject to this effect is confused. Each time a confused creature activates, roll 1d20 and refer to this table.

**D20 Random Action**

- 1–5 Your opponent controls this creature this turn. The creature is out of command this turn. Your creatures can make attacks of opportunity against it if you wish, but the opponent temporarily controlling the confused creature receives the victory points if it is eliminated while under his or her control. It still counts as one of your activations for the phase.
- 6–15 This creature stands still this turn, taking no action.
- 16–20 You control this creature normally this turn. Even so, it remains confused until the duration of the effect is over.

A confused creature cannot make attacks of opportunity. A confused commander can't put other creatures under command or add its Commander rating to initiative checks, and its Commander Effect does not function.

A routing and confused creature either stands still on a roll of 6–15. On a roll of 1–5, it moves at double speed toward the exit of the warband of its current controller. Otherwise, it can rally as normal.

Many Confusion effects specify that the confused creature can try to recover at the end of each of its turns by making a save against the DC of the original effect.

**Constitution Drain** (Whenever this creature's melee attack deals damage to a living creature, the damaged creature must make a save, or it takes damage +[#] and this creature gets +[#] hp; DC [#]) *The benefits of this ability stack with themselves.*

**Construct:** (Creature Type) Constructs are not living creatures. All Constructs have Fearless and also have the following special ability: **Immune Confusion, Critical Hits, Dominate, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun.** Heal effects and negative damage do not affect Construct creatures.

**Countersong:** Enemy creatures within 6 squares of this creature cannot benefit from their commanders' Commander Effects. The Commander Effects of enemy commanders within 6 squares of this creature do not function.

**cover:** A creature with cover gets a +4 bonus to its AC. Creatures, walls, and statues provide cover against ranged attacks (see page 15). Walls provide cover in melee (see page 13).

**Cowardly** (If this creature does not have an active ally within 6 squares of it when an ally is destroyed, it routs) *Early printings of the ability left out the word "active."*

**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 Attack Rolls on page 11.

**damage:** Melee and ranged attacks deal damage, as do many spells and special abilities. The various damage types are melee, ranged, energy (acid, cold, electricity, fire, and sonic), magic, and negative. If a special ability grants increased damage (as Smite does), then the extra damage is of the same type as the original damage. If the creature already deals base damage of one type and extra damage of another, the increased damage from the special ability is of the same type as the base damage, not the extra damage. For example, a Brass Samurai deals magic damage plus extra fire damage. If it gained the Smite special ability, the additional damage from Smite would be magic damage, not fire damage.

**double damage:** When calculating double damage, add bonus damage after doubling the base damage. For example, doubling melee damage of "10 + 5 fire" results in 20 points of damage plus 5 points of fire damage. If the damaged creature has DR (see below), apply DR after the damage is doubled.

**half damage:** When dividing damage in half, such as on a successful save, 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.

**DC [#]:** (Keyword) Difficulty Class. A creature can avoid or reduce certain effects by making a save. Roll the d20 and add the creature's Level (Save) number; the save succeeds if the result equals or exceeds the listed DC.

Against spells and special abilities that deal damage, a successful save reduces the damage to half. Against other effects, it negates the harmful effect.

**DC [#] negates:** (Keyword) This notation appears on some spells and special abilities that deal damage and often have other effects. A successful save negates all the spell or ability's effects, including damage (instead of halving damage as normal).

**Death Attack:** (DC [#]) When this creature is about to use its Sneak Attack ability, it can also use Death Attack. This must be declared before making the attack. It still deals the extra damage from Sneak Attack. A creature struck by the Death Attack must make a save against the listed DC or be destroyed. This special ability does not work against creatures that have Immune Sneak Attack.

**Death Burst:** (radius [#]; ENERGY [#]; DC [#]) When this creature has its hit points reduced to 0 or lower, all creatures within the listed radius take the listed amount and type of damage. Center the appropriate radius template on the acting creature.

Some Death Burst abilities do not list a radius. In those cases, the effect deals damage to all adjacent creatures.

**Death Strike** (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack) *A creature that makes a Death Strike can't save itself with an ability such as Constitution Drain; it is destroyed afterward, no matter the outcome of its attack.*

**Deflect Arrows:** This creature gets a +4 bonus to its AC against ranged attacks.

**destroy/destroyed:** (Keyword) A creature is destroyed when its hit points drop to 0 or lower.

Certain spells or effects can also destroy a creature outright. Remove destroyed creatures from the battle map. A destroyed creature scores victory points for the opponent responsible for its destruction.

If a spell or ability (but not a scenario condition) somehow returns a specific destroyed creature to play, players who scored victory points for its destruction lose those points.

**Difficult [#]:** This creature can be put under command only by a commander whose Commander rating is equal to or greater than this creature's Difficult rating. For example, a Minotaur (Difficult 4) can be put under command only by a commander whose Commander rating is 4 or higher. A commander whose Commander rating is not high enough cannot bestow its Commander Effect on this creature.

Previous editions of the rules had more complicated rules for Difficult creatures.

**difficult terrain:** A terrain type; see Terrain on page 24.

**Double Damage from ENERGY:** For every 5 points of the specified energy damage dealt to this creature, it takes an additional 5 points of that same damage.

**double speed:** On its turn, a creature that does not attack, cast a spell, or take an action that replaces attacks can move up to twice its Speed. A creature also routs at double speed, regardless of whether it has attacked, even when it is not its turn.

**DR [#]:** Damage Reduction. When this creature takes damage from a melee or ranged attack, subtract the listed amount from the damage dealt. Energy damage, damage from spells, and magic damage is not reduced by DR.

**Dragon:** (Creature Type) All Dragons have the following special abilities: **Immune Paralysis, Sleep.**

**Dual Activation** (Can take 2 turns in each round; each turn counts as 1 of your activations in that phase)

**electricity:** (Keyword) A type of energy.

**Elemental:** (Creature Type) All Elementals have the following special abilities: **Immune Critical Hits, Flanking, Paralysis, Poison, Sleep, Sneak Attack, Stun.**

**Elf:** All Elves are Humanoids. They have the **Immune Sleep** special ability.

**eliminated:** Creatures that have been destroyed or routed off 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.

**enemy/enemy creature:** Enemies are creatures in opponents' warbands, not in your own or a teammate's warband.

**energy:** (Keyword) One of the following damage forms: acid, cold, electricity, fire, and sonic. Energy damage is not reduced by DR.

**Enslave:** (Commander Effect) You score victory points as if you had eliminated a creature when the Enslave ability brings it into your warband. Creatures added to your warband by Enslave do not score victory points for opponents who eliminate them.

**Entangle/entangled:** (DC [#]) (Keyword) Unlike most other effects, Entangle does not require an immediate saving throw. An entangled creature must make a save against the effect's listed DC whenever it attempts to move. If the save succeeds, the Entangle effect is removed, and the creature can move normally. If the save fails, the entangled creature cannot move that turn. At the end of an entangled creature's turn, make another save (same DC). If this save succeeds, the Entangle effect is removed, and the creature can act normally during future turns.

**evil:** (Keyword) Creatures in Lawful Evil or Chaotic Evil warbands are evil, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect evil creatures.

**factions:** Organizations devoted to particular moral and ethical viewpoints.

**Fearless:** This creature automatically succeeds on morale saves.

**feature tile:** Certain creatures published before the *War Drums* set had abilities that referred to "feature tiles." In all such abilities, replace the words "feature tile" with "victory area."

**Feed** [#] (Whenever this creature destroys a Humanoid, it immediately gets +[#] hp) *The benefits of this ability stack with themselves.*

**Fey:** A type of creature.

**fire:** (Keyword) A type of energy.

**flanking/flanked:** Two creatures that are on opposite sides of an enemy and threaten its square are flanking that enemy. They get a +2 bonus on melee attacks against the flanked creature. See Flanking on page 12.

**Flight:** This creature can fly over the battle map instead of moving on the surface, landing at the end of its move. The Speed entry on its stat card has an "F" prefix. It isn't slowed by terrain features that normally slow movement, such as difficult terrain or statues. It must still fly around walls. It can move over pits but cannot end its movement on them. A flying creature is immune to Entangle effects.

This creature can move and even charge through squares that other creatures occupy, though it cannot end its movement in a space occupied by another creature or in an illegal position. It ignores attacks of opportunity from enemies after the first square of movement during its turn. (It spends that first square "taking off.")

**fog:** A terrain type; see Terrain on page 25.

**follower:** A noncommander creature in your warband. In Commander Effects, this refers to followers the commander has under command and within 6 squares.

**forest:** A terrain type; see Terrain on page 25.

**gains:** (Keyword) The effect gives a creature a new special ability.

**Gaze Attack:** (Replaces attacks: RANGE; EFFECTS AND CONDITIONS; DC [#]) Instead of making its normal attacks, this creature can use its Gaze Attack against the nearest enemy or ally. The target is subject to the listed effect unless it succeeds on a save against the listed DC. In addition, any creature (enemy or ally) within the Gaze Attack's range that chooses this

creature as the target of a ranged attack, ranged spell, or ranged special ability must make a save afterward to avoid the effect of the Gaze Attack.

A Gaze Attack requires line of sight to work, but not line of effect. A creature with Gaze Attack that has been rendered Invisible cannot use this ability.

**gets:** (Keyword) The effect grants a change to a statistic (whether positive or negative).

**Ghost Step** (On its turn, this creature gains Invisible) *Any time during this creature's turn, it may declare the use of Ghost Step. This does not replace any part of the turn, so it may still move and attack, make a double move, and so on. From that point until the end of its turn, this creature is Invisible.*

**Giant:** A type of creature.

**good:** (Keyword) Creatures in Lawful Good or Chaotic Good warbands are good, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect good creatures.

**heal [#]:** (Keyword) This effect removes the listed amount of damage from a wounded living creature. It can't raise a creature's hit points above its starting amount.

A heal effect deals the listed amount of damage to an Undead creature and is not affected by DR. The creature gets a save for half damage. The save DC is 12 + the level of the spell, or if not a spell, the Level (Save) number of the acting creature.

Constructs are immune to heal effects.

**helpless:** A number of situations and effects can render a creature helpless, including Paralysis and Sleep.

A helpless creature can't move, attack, cast spells, threaten adjacent squares, make attacks of opportunity, grant a bonus for flanking, use special abilities that have to be activated or targeted, or put other creatures under command.

Helpless creatures make saves normally. Being helpless does not prevent the consequences of a failed morale save, but the condition that makes a routing creature helpless may temporarily prevent it from moving.

Any melee attack against a helpless creature is automatically successful (no roll needed) and deals double damage. Ranged attacks deal normal damage and still need an attack roll to hit, but the attacker gets a +4 bonus on the roll.

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 from something other than intervening creatures (such as a wall or statue), it is considered to be Invisible (see that entry, below) against that creature. A creature without Blindsight making a ranged attack can't see or target an enemy with Hide that has such cover. (If the creature with Hide can make a ranged attack, it usually gets a +2 bonus for attacking enemies that cannot see it.)

**HP/hit points:** A creature's stat card has an HP rating, representing its hit points (written "hp" in effect descriptions). A creature whose hit points drop to 0 is destroyed. If a spell or special ability grants extra hit points, this benefit removes damage from a wounded creature and can even increase its HP rating above its starting amount (if the bonus exceeds damage already taken). Adding hit points in this way doesn't affect when a creature reaches half hit points for morale saves. Hit points in excess of the creature's starting amount can't be restored with a heal effect once they are lost.

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

**Humanoid:** A type of creature. There are many kinds of Humanoids, including Elf, Halfling, Human, and Orc.

**Hurling Charge** (This creature can make its ranged attack against a creature it charges during its charge movement before it makes its melee attack) *If the target is no longer in the same space after this attack, the charging creature continues moving to the original destination space but cannot make a melee attack that turn.*

**immediate/immediate action:** (Keyword) A type of swift action (see that entry on page 35) that a creature can trigger instantly at a specified time, sometimes even when it is not its turn. This action can interrupt other actions, taking effect just before they do. The last immediate action declared takes place first.

**Immune EFFECT:** The creature is not affected by the listed attack type, energy, special ability, 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.

**Improved Countersong:** In addition to the effects of Countersong (see that entry, on page 34), enemies within 6 squares of this creature cannot be put under command by other creatures. Enemy commanders within 6 squares of this creature cannot put other creatures under command.

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

**in melee:** A creature is in melee if it is active and it threatens an enemy's square, or if an active enemy threatens its square.

**Incite/incited, Inhibit/inhibited:** (Keyword) A creature that has been incited by a spell or special ability must take its turn as early as possible in each round. Other creatures in its warband cannot act before it in a round unless they are also incited. If you mistakenly activate another creature before an incited creature, the incited creature must take its turn as soon as possible but cannot take any actions.

A creature that has been inhibited must take its action as late as possible each round. You cannot activate an inhibited creature until all your noninhibited creatures have activated this round.

Any creature that has the Immune Incite special ability also has Immune Inhibit.

**Incorporeal:** This creature is ghostly and insubstantial. Any time this creature would be damaged by an attack, or by a spell or special ability, the acting player rolls 1d20. On a result of 11 or higher, this creature takes damage normally. Otherwise, it takes no damage (and the hit counts as a miss if the roll is made for an attack). It does not, however, get a chance to avoid attacks from other Incorporeal creatures.

This creature's movement is not affected by terrain. It can even move through walls and over pits, though it cannot see through walls. It cannot end its movement on a pit, inside a wall, or in any other illegal position. If it is in or behind a wall, enemies cannot make attacks of opportunity when it moves.

This creature can move and even charge through creatures that don't have the Incorporeal ability, but it can't end its movement in a square occupied by a creature.

(Effects such as Constrict and Entangle still affect Incorporeal creatures.)

**Independent:** This creature is always under command. It can rally itself as a commander does, though without a commander it adds only its own Level (Save) number to the morale save, as if it were being rallied by a Commander 0.

**Invisible/invisibility:** Other creatures do not have line of sight to this creature. (Creatures that cannot see another creature cannot choose that creature as the target of a ranged attack or of a spell or special ability that has a range other than touch.) This creature gains Conceal 11 against attackers that can't see it and a +2 bonus on attacks made against enemies that can't see it.

An enemy that cannot see an Invisible creature can't make attacks of opportunity against it or prevent it from casting a spell or making a ranged attack.

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

**lawful:** (Keyword) Creatures in Lawful Good or Lawful Evil warbands are lawful, regardless of the factions on the creatures' stat cards. They can be affected by spells and special abilities that affect lawful creatures.

**Leap** (Replaces attacks: make a single melee attack at +[#], [#] damage) *Earlier printings of this ability didn't note that it launched a single melee attack.*

**Level (Save):** (Creature Statistic) Add this number to the die roll whenever a creature makes a save. This statistic is sometimes referred to as "level."

In previous editions of the rules, stat cards listed Save +/- [#] or Save = [#] as special abilities instead of a Level (Save) number.

**Level Drain** (Whenever this creature's melee attack deals damage to a living creature, the damaged creature gets attack -1 and save -1, and this creature gets +5 hp) *The hit points gained by this ability stack with themselves.*

**Life Drain [#]** (If target is a living creature, this creature gets +[#] hp [maximum [#] hp]) *The hit points gained by this ability stack with themselves, to the listed maximum.*

**Limited format:** In a league or tournament, this refers to battles between warbands composed of creatures drawn from a small pool of miniatures. Unlike Out of the Box, in some Limited-format skirmishes players do not use all the creatures in their pools to build their warbands. Such games allow access to summon spells and abilities such as Minions that put new creatures onto the battle map, if a player's pool includes qualified creatures that are not part of his or her warband. Out of the Box and other Limited formats don't observe the 70% limit for the cost of a creature. Thus, a creature costing more than 70 points can be part of a 100-point Limited warband, and a creature that costs more than 140 points can be part of a 200-point Limited warband.

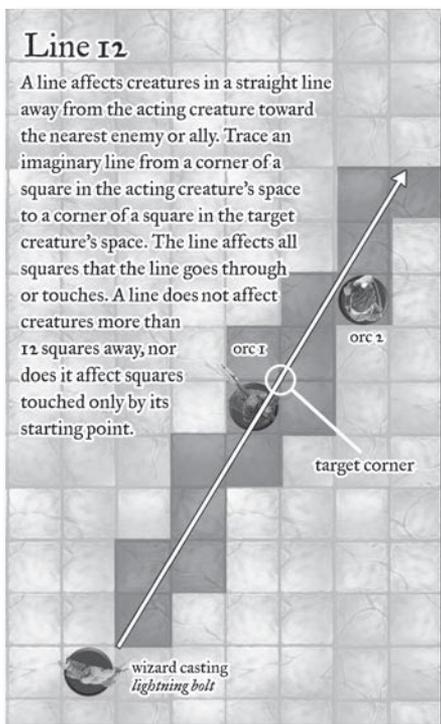
**line 12:** (Range) A spell or effect with a range of line 12 affects creatures in a straight line away from the acting creature toward the nearest enemy or ally. A line does not affect creatures more than 12 squares away. Trace a line from a corner of a square in the acting creature's space to a different corner of a square in the target creature's space. The line affects all squares that the line goes through or touches until it touches or crosses terrain that blocks line of effect. (Don't count the corner where the line starts.) The line continues to its full range, usually going past the target and possibly affecting more creatures. The same corner can't be chosen for both the starting point and the target of the effect.

**line of effect:** Line of effect is nearly always the same as line of sight (see below). A few special effects, such as *wall of force*, block line of effect: They prevent attacking or affecting a space with special abilities and spells, 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 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 15.

Certain effects, such as forest terrain or Invisible, also prevent line of sight.

**living:** All creatures are living, except for Construct and Undead creatures.



**Living Construct** (Has only **Immune Level Drain, Paralysis, Poison, Sleep**) *This creature is a sort of Construct but has only limited immunities. It does not have Fearless. Living Constructs can be healed, and Confusion, critical hits, Dominate, flanking, Incite, Sneak Attack, and Stun affect them normally.*

**magic:** (Keyword) Magic damage is not reduced by DR.

**Magical Beast:** A type of creature.

**Medium:** A Medium creature occupies 1 square.

**Melee Attack:** (Creature Statistic) A creature's ability to hit with an attack in melee.  
See Statistics on page 5.

**melee attack:** An attempt to damage an enemy in melee. See Melee Attacks on page 10.

**Melee Reach [#]:** This creature can make melee attacks against enemies that are up to the listed number of squares away. Use the ranged attack rules (see page 15) to determine whether the attacker has line of sight to the target and whether the target has cover. This creature can also cast a touch-range spell on a creature up to the listed number of squares away.

When determining whether this creature can make a melee attack or use a touch spell, count diagonals in the normal way. (A creature with Melee Reach 2 can't attack an enemy in a square 2 diagonals away.)

This ability does not allow a creature to threaten squares that are not adjacent or make attacks of opportunity 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 Melee Reach to attack at a distance does not create a flanking situation.

**Melee Sneak Attack +[#]:** This creature gains the listed bonus on melee damage if it is flanking the defender, or if the defender is stunned, helpless, or unable to see the attacking creature.

**Minions:** ([#] CREATURES [with total cost [#] ]) If you add this creature to your warband, you also get the listed creatures. These creatures do not add to your warband's cost, but they do score victory points for the opponent who eliminates them. Minions do not count against the eight-creature limit for your warband.

**Mobility** (+4 AC against attacks of opportunity)

**Monstrous Humanoid:** A type of creature. It does not count as a Humanoid, a separate type.

**morale save:** A special save made to avoid routing. All morale saves have a DC of 20. See Morale starting on page 21.

**Mounted Melee Attack** (This creature can move at double speed and make a single melee attack at any point during its move) *This ability has no effect when this creature charges.*

**move:** During its turn, a creature can attack and move up to its Speed, or move up to twice its Speed. See movement on page 10.

**Natural Soul** (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster) *Abilities that refer to Beastmaster (such as Slaadmaster) do not affect creatures with Natural Soul.*

**nearest ally:** Pick a creature's nearest ally using the rules for deciding the nearest enemy (see below).

**nearest enemy:** The nearest enemy to the acting creature is the nearest enemy that it can see. Another enemy that is closer, but out of line of sight, does not qualify as the nearest. If two or more enemies are equally near, the acting creature can choose any of them as the nearest.

For charging, count the distance to enemies as if the acting creature were taking the shortest path to the nearest space adjacent to that enemy. Take into account other creatures, terrain, and any special movement modes, such as Flight or Burrow.

For ranged attacks and effects, and for Commander Effects, count the distance regardless of creatures, movement modes, and terrain (as long as the attacker has line of sight to the enemy). It's possible for one enemy to count as the nearest for ranged attacks and another for charging.

**negative:** (Keyword) Negative damage is unaffected by DR and has no effect on Construct creatures. It removes damage from Undead creatures, and they do not make saves against spells and effects dealing negative damage.

**No Reach** (Can't make attacks of opportunity) *This creature still threatens adjacent squares. On cards printed before the War Drums set, this ability was called Tiny Reach.*

**nonliving:** (Keyword) Constructs and Undead creatures are nonliving.

**Not Subject to Commander Effects:** This creature cannot benefit from the Commander Effects of commanders in its warband. It also ignores Commander Effects of enemy commanders that affect only enemies.

**on terrain:** A creature is on (or in) a kind of terrain if any part of its space occupies a square that contains that terrain.

**Ooze:** (Creature Type) All Oozes have **Fearless** and also have the following special abilities: **Blindsight, Immune Confusion, Critical Hits, Dominate, Flanking, Gaze Attacks, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun.**

**opponent:** A player you are playing a battle against.

**Outsider:** A type of creature.

**Paralysis/paralyzed:** (DC [#]) (Keyword) A creature subject to this effect is paralyzed if it does not make a successful save against the effect's listed DC. A paralyzed creature is helpless. At the end of a paralyzed creature's turn, after it has missed its chance to act that turn, it makes another save (same DC). If this save succeeds, the Paralysis effect is removed and the creature can act normally on its next turn.

**Phalanx Fighting** (+2 AC when adjacent to an ally with Phalanx Fighting)

**phase:** Part of a round. Each phase, you activate two creatures. See Battle Basics on pg. 8.

**phase out:** (Keywords) Some spells and special abilities take a creature off the battle map without eliminating it. (Note the creature's location when it is phased out; unless otherwise specified, it returns to play in that same space.) While off the map in this way, the creature cannot be affected by anything in play, but it counts as eliminated and scores victory points normally until it returns to play. A creature that has phased out still takes a turn as normal (which can be important if it is capable of returning to play).

**Plant:** (Creature Type) All Plants have the following special abilities: **Immune Confusion, Critical Hits, Dominate, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun.**

**Poison/poisoned:** (EFFECT; DC [#]) (Keyword) When a creature is hit by an attack or subject to an effect that includes the word "Poison," that creature must make a save against the listed DC or be poisoned and subject to the listed effect. Poison effects can include immediate damage (a successful save results in half damage), Paralysis, or Sleep, or even destroy the poisoned creature.

Most Poison effects state "5 damage whenever poisoned creature activates." Until the end of the battle, at the start of the poisoned creature's turn and before it can take any actions, it takes 5 points of damage immediately. A creature eliminated by Poison scores victory points for the player whose creature poisoned it.

Identically worded Poison effects do not stack.

**Pounce** (This creature can use all its melee attacks when charging) *All attacks must be against the target of the charge. Each gets the +2 bonus for charging.*

**Powerful Charge** +[#] (Melee damage +[#] when charging)

**Precise Shot** (Whenever this creature shoots into melee, the defender doesn't get the AC bonus) *Precise Shot does not let this creature ignore the +4 bonus to AC from cover (including cover from a creature that is in melee with the target).*

**Psionics:** Psionic abilities are listed in the Spells entry of a creature's stat card and use the same rules and keywords as spells. Instead of a specific number of uses of a given spell, a creature with Psionics has a pool of power points (pp) it can spend on any of the listed psionic powers as often as it wishes, up to its limit. Each psionic power lists its cost in pp.

**push/pull:** (Keyword) Certain spells or special abilities 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 attacks of opportunity.

*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.

Pushing or pulling a creature into difficult terrain requires 2 squares of movement (or 3 squares diagonally), so a 1-square push/pull effect can't move most creatures into difficult terrain. A creature with Flight, Incorporeal, or Stable Footing could be pushed/pulled into difficult terrain, since it ignores the effects of terrain. Creatures with the Burrow ability are slowed by difficult terrain, since they can't use their Burrow ability while being pushed/pulled.

*Moving Creatures:* If a push/pull effect is used against a moving creature as part of an attack of opportunity, the square the creature is pushed/pulled into does not count against its movement for the turn.

*Charging Creatures:* If a push/pull effect manages to interrupt a creature's charge, that creature is no longer charging. It can still attack if it moves its Speed or less, but its charge has been interrupted.

**Pushback** (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)

**radius 2:** (Keyword) This spell or special ability affects all creatures within a 2-square radius. Photocopy and cut out the radius 2 template to help position the effect. Place the target creature inside the 4-square cutout center of the template. If the target occupies 1 square, you can arrange the template any way you like around it, so long as it is inside the center and the squares of the template align with those on the battle map. If the target is a Large creature, position it completely inside the center of the template. If it is Huge, position the template over any 4 squares of the creature's space.

**radius 4:** (Keyword) This works like radius 2 (see above) but affects creatures within a 4-square radius.

**rally:** A routing creature attempts to rally when it activates if it's under command. See Morale beginning on page 21.

**range 6:** (Range) This effect targets the nearest enemy or ally within 6 squares and line of sight of the acting creature.

**Ranged Attack:** (Creature Statistic) A creature's ability to hit with a ranged attack. See Statistics on page 5.

**ranged attack:** An attempt to damage an enemy with a ranged attack. See Ranged Attacks on page 15.

**Ranged Sneak Attack +[#]:** This works just like Melee Sneak Attack (see that entry, on page 40, and replace "melee damage" with "ranged damage"), but the creature must be making a ranged attack within 6 squares of the target, and the defender must be stunned, helpless, or unable to see the acting creature.

**Relay Orders** (This creature gains the highest Commander rating and each Commander Effect of creatures that have it under command) *While under command, it is considered to be a commander.*

**remove:** (Keyword) To negate, suppress, or cancel one or more existing effects on a creature, magic item, or area. Unless otherwise noted, removal is permanent.

**Rend +[#]** (If this creature hits 1 enemy with both melee attacks on the same turn, damage +[#] to second attack)

**replace/replaces:** Some special abilities have "replaces" as a special cost, such as "replaces attacks" or "replaces move." When it uses the ability, the creature is considered to have taken the specified action.

**Requires CREATURE:** This creature can be included in your warband only if you also have the listed creature in your warband. When you set up your warband, choose which creature is the required one. If the required creature is eliminated, this creature is also eliminated, and both score points for the opponent.

A single creature can be the required creature for multiple creatures that have this special ability.

In a Limited-format game, if you have no creature that qualifies as the required sort, choose any one other creature in your warband instead.

**reroll:** Sometimes a spell or special ability allows you to make a die roll again. You reroll the type of die specified by the spell or ability. You cannot, however, reroll dice associated with a scenario setup or with a creature or object (such as a magic statue) controlled by neither player. Whenever you reroll, you must abide by the result of the second roll.

**Resist [#] ENERGY:** When this creature takes damage of the listed energy type, reduce the damage dealt by the listed amount.

**Respawn** (At the end of a turn in which this creature is eliminated, place 1 CREATURE on your starting area; that CREATURE cannot activate this round) *Any ongoing “your warband” effects affect the new creature, but any spells, damage, or other conditions affecting the eliminated creature end or are removed. Your opponent scores victory points for eliminating each such creature (including the first one).*

**risky terrain:** A type of terrain; see Terrain on page 26.

**rounding:** Round fractions down, unless otherwise indicated.

**rout/routing:** A creature that fails a morale save routs and flees toward its exit.

See Morale, beginning on page 21.

**sacred circle:** A type of terrain; see Terrain on page 26.

**save:** A creature can make a save to avoid or reduce harmful effects. See Saves on page 19.

**save at the end of each affected creature's turn:** Certain effects give creatures another chance to save against an effect after failing their initial save. At the end of the affected creature's turn, roll the save again. If that save succeeds, the effect ends. Otherwise, the creature can attempt a save again at the end of its next turn.

**Scout:** Instead of placing this creature in your starting area at the start of the battle, you may 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.

**self:** (Range) A spell or special ability with a range of “self” affects only the acting creature.

**Set against Charge [#]** (Enemies that charge this creature take [#] damage after their charge movement but before making their melee attack) *Like damage from other special abilities, the damage dealt with this ability to a charging enemy is not reduced by DR or other effects that reduce damage from attacks.*

**Sidestep** (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity) *Entering terrain that slows movement prevents Sidestep from functioning. A creature with Sidestep can't move between attacks; it must make all its attacks and then move 1 square, or move 1 square and then make all its attacks.*

**sight:** (Range) A sight-range spell or special ability targets the nearest enemy or ally to which the acting creature has line of sight.

**Simultaneous Attack** (This creature can use COMBINATION OF ATTACKS OR ABILITIES if it does not move) *The text of this ability specifies which attacks or abilities can be used in the same turn. Resolve the attacks or abilities one at a time rather than simultaneously.*

**simultaneous effects:** If several effects happen at the same time, play the effects out one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use the following 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 First:** 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.

**skips next turn:** (Keywords) On its next turn, a creature subject to this effect activates but can take no actions.

The creature is still considered active. It threatens squares normally, can make attacks of opportunity, and can be granted actions by creatures with such abilities.

**skirmish:** A D&D Miniatures Game battle.

**Sleep/sleeping:** (Keyword) A creature subject to a Sleep effect is sleeping. A sleeping creature is helpless until another creature wakes it up. A creature adjacent to one more sleeping creatures can remove Sleep from one adjacent creature; this replaces its own attacks. Sleep effects are also removed immediately when a sleeping creature takes damage.

**slide:** (Keyword) This effect works like push/pull (see that entry, on page 42), except that the movement of the affected creature can be in any direction.

**Slow Effect** (Enemies that are adjacent to this creature when they activate can't make more than one ranged or melee attack this turn; DC [#]) *This holds true even if they move away from the creature after failing the save.*

**Slow [Melee/Ranged] Attack** (Can't make a [melee/ranged] attack and move in the same turn) *If no attack type is listed, it can't move during the same turn that it attacks or does anything that replaces attacks.*

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

**Smite CREATURE +[#]:** This creature can deal additional damage with a melee attack against an enemy of the specified kind, type, or alignment. If no sort of creature is listed, it affects any enemy.

If this creature has limited uses of Smite, you must declare the use of the ability before making the attack. This counts as one use even if the attack misses.

**Smoke:** A terrain type; see fog above.

**Sneak Attack +[#]:** See Melee Sneak Attack. An ability that affects both Melee and Ranged Sneak Attacks uses the word "any."

**sonic:** (Keyword) A type of energy.

**Sorcerer Spells:** This creature's stat card lists its spells and a separate series of check boxes (☐) for each level of spell it can cast. The creature can cast any spell on its stat card, but each casting marks off one check box at the spell's level. When all of a given level's check boxes are used up, the creature can't cast any more spells of that level.

**space:** The square or squares a creature occupies.

**Speed:** (Creature Statistic) The number of squares a creature can move. See Movement on page 10.

**spell:** A magical effect that certain creatures can use instead of attacking. See Spells beginning on page 22.

**spellcaster:** A creature that has a Spells entry on its stat card is a spellcaster. See also **caster**.

**Spell Immunity (SPELLS):** The creature is completely unaffected by the listed spells.

**spell level:** A number from 1st to 9th that indicates the relative power of a spell.

**Spell Resistance:** When casting a spell that would affect this creature, roll the d20. On a roll of 11 or higher, the spell affects this creature normally; otherwise the spell has no effect on it. This creature can choose not to resist a spell.

Spell Resistance does not provide any protection against bonuses or abilities that enemies receive from spells cast on them. For example, a creature under the effect of a *bull's strength* spell (touch; melee damage +5) still deals the additional damage with a melee attack that hits a creature with Spell Resistance.

Some spells specify that they ignore Spell Resistance. Don't make a Spell Resistance roll for such spells; they automatically succeed. They even affect creatures with Spell Resistance All (see below).

**Spell Resistance All:** This creature is never affected by a spell that allows a Spell Resistance roll, and it can't choose not to resist such a spell.

**Spring Attack:** This creature can move, make a melee attack, and then move again, as long as the distance it moves during its turn doesn't exceed its Speed. The creature gains no special protection from attacks of opportunity caused by its movement.

**squeezing:** Large creatures can squeeze into or through a space 1 square wide, and Huge creatures can squeeze into or through a space 2 squares wide. See Big Creatures and Moving on page 10.

**stacking:** In general, spells and special abilities are cumulative (stack) with each other. However, some exceptions exist.

No ongoing effect produced by a spell or special ability stacks with itself. It's okay for multiple spells to each grant melee damage +5 to a creature, but a creature can't get melee damage +10 from two castings of *bull's strength*. A creature with a named ability, such as Powerful Charge +5, that gains a more potent version of that ability (Powerful Charge +10) has only the more powerful version (Powerful Charge +10, not Powerful Charge +15).

Commander Effects that grant bonuses or penalties to the same statistic never stack. A single follower can benefit from any number of Commander Effects at the same time, but if more than one grants modifiers to the same statistic, only the largest modifier applies.

Bonuses and penalties granted by Commander Effects do stack with bonuses and penalties to the same statistics granted by other effects.

**Stagger** (This creature can charge even if it does not move in a straight line) *It can charge even without a clear, straight path to its target, and it does not have to take the shortest path. It is still subject to other normal charge restrictions: It can charge only the nearest enemy, it must move at least 2 squares, and it cannot move through difficult terrain or other creatures.*

**statue:** A type of terrain; see Terrain on page 26.

**Stench** (Adjacent living creatures without Stench get attack -2, save -2, and -2 AC)

**Stun/stunned:** (Keyword) A creature subject to a Stun effect is stunned. A stunned creature is not active; it can't move, attack, use abilities that replace moves or attacks, or take swift actions or immediate actions, but it is not helpless. A stunned creature takes a -2 penalty to AC. A stunned commander can't put other creatures under command or add its Commander rating to initiative checks, and its Commander Effect does not function.

A stunned creature stops being stunned at the end of its next turn. In other words, it loses one chance to act; if an effect such as "skips next turn" prevents it from acting in its next turn, it remains stunned until it misses a turn in which it could act.

Stunned creatures still make morale saves, though routing creatures can't move until they are no longer stunned. A stunned commander can add its own Commander rating to its morale save if a higher-rated commander is not available to help.

**Stunning Attack:** (DC [#]) This creature can make a special melee attack to incapacitate an enemy. This must be declared before making the attack. If the attack hits and deals damage, the damaged creature must succeed on a save against the listed DC or be stunned (see Stun, above).

If this creature has more than one use of Stunning Attack, it still can use it only once per turn.

**summon/summoned:** (Keyword) A *summon* spell brings a creature or creatures matching the specified restrictions onto the battle map within 6 squares of the caster. (The controlling player must provide the appropriate miniatures.) A summoned creature does not activate on the round it appears, but afterward it activates as a normal member of the warband. A

summoned creature does not add to a warband's cost, but it does score victory points for the opponent who eliminates it. Summoned creatures do not count against the eight-creature limit for your warband. After being summoned, a creature takes on the faction of its summoner's warband (regardless of the faction printed on its stat card).

Commanders can't be summoned. Summoned creatures cannot summon other creatures, even if they have summoning spells or abilities.

A summoned creature is immediately eliminated if the creature that summoned it is eliminated. Ignore any Requires CREATURE special ability that a summoned creature has.

**swift/swift action:** (Keyword) A creature may use one swift action during its turn (but not during other creatures' turns). This doesn't count against its normal actions and does not replace its attacks. A creature can take a swift action before any of its other actions, during movement, or after any of its actions during its turn.

**switch position:** (Keywords) The acting creature switches positions with its target or causes two other creatures to switch positions. If the two creatures occupy spaces of the same size, simply swap their locations on the battle map. If the creatures switching places occupy spaces of different sizes, they can switch positions only if there is a legal placement for the larger creature. The larger creature must completely cover the space previously occupied by the smaller, and the smaller must fit entirely within the space previously occupied by the larger. The acting player controls the exact location, so long as it is a legal position.

If either creature resists the spell or ability, the switch effect fails.

Being switched out of or into a square threatened by an enemy creature does not provoke an attack of opportunity.

**threaten:** An active creature threatens adjacent squares. See Threatening on page 11.

**tied die rolls:** If players tie for the highest initiative, the player whose commander has the highest Commander rating wins. If there's still a tie, the tied players reroll.

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

**Tiny Reach:** See No Reach.

**touch:** (Range) The acting creature can target itself, any adjacent creature, or any creature it can make a melee attack against. Touch-range spells can be cast even when an enemy threatens the acting creature's square.

**Trample [#]** (Can move through a smaller enemy's space to deal [#] damage; DC [###]) *This creature can use Trample once during its turn. A trampling creature still provokes attacks of opportunity. Using Trample doesn't replace a creature's attacks for the turn.*

**Turn Undead [#]:** (Replaces attacks) This creature can attempt to turn the nearest Undead creature (enemy or ally) of the listed level or lower. Only Undead creatures within 12 squares and to which this creature has line of sight can be affected.

Undead creatures have Fearless, but the effects of this ability are an exception: To resist turning, the Undead creature must make a morale save with normal chances of failure instead of automatic success. If the save fails, the Undead creature routs. A commander in the Undead creature's warband can grant bonuses on this morale save and can even attempt to rally the Undead creature with normal chances of failure. If the Undead creature is not rallied, it exits the battle map like any other routing creature.

**type:** A line on the stat card containing one or more keywords that identify the creature for the purpose of determining whether it is affected by certain special abilities and spells. All terms separated by dashes are part of the creature's type, as are all terms inside parentheses (the format used in earlier sets).

Some types of creature have special abilities granted by their type, as listed in this glossary.

**Tyrannical Morale +[#]:** (Commander Effect) If you wish, this commander can give a follower within 6 squares an additional bonus on its morale save equal to the listed number. However, if the save fails, that creature is destroyed instead of routing. The opponent whose creature triggered the morale save or originally caused the creature to rout receives victory points for eliminating the creature.

**Undead:** (Creature Type) Undead are not living creatures. Undead have **Fearless** as well as the following special abilities: **Immune Confusion, Critical Hits, Dominate, Incite, Paralysis, Poison, Sleep, Sneak Attack, Stun**. Heal effects deal damage to Undead (see the heal entry, on page 37).

There is one exception to Undead creatures' Fearless ability: They must make morale saves against the Turn Undead ability (see that entry, above) and morale saves to rally if they are turned.

**Unique** (Only 1 creature whose name contains NAME in your warband) *For example, Regdar, Human Fighter and Regdar, Adventurer both count as "Regdar"; you can have only one or the other in your warband.*

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

**Vermin:** (Creature Type) All Vermin creatures have the following special abilities: **Immune Confusion, Dominate, Incite, Sleep**.

**victory area:** Each battle map contains victory areas, each labeled for the player who scores victory points for occupying it. See the Assault scenario on page 28.

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

**Vulnerable ENERGY:** This ability appeared in earlier sets. It has now been replaced by Double Damage from ENERGY (see that entry on page 35). Treat a creature with Vulnerable ENERGY as having that special ability instead.

**Wandering Monster:** Instead of placing this creature in your starting area at the start of the skirmish, 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:** (Commander Effect) 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 for a certain type or kind of creature. Because this is a Commander Effect, it doesn't apply to other commanders, so you normally can't use Warband Building to add an off-faction commander to your warband.

**Waylay** (This creature starts off the battle grid; before rolling initiative for a round, you may place this creature on a victory area of your choice. Use only once per skirmish.) *Until it enters play, this creature counts as eliminated and scores victory points for the opponent.*

**Whirlwind Attack** (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy creature within its Melee Reach) *Entering difficult terrain or being slowed in some other fashion prevents using Whirlwind Attack. This ability replaces a creature's attacks. If a creature has no Melee Reach listed on its stat card, it can attack each adjacent enemy once.*

**Wild** (Always out of command) *The Beastmaster special ability removes Wild from Animals or Magical Beasts of the specified level.*

**wounded:** A creature that has taken damage, reducing its hit points below its starting amount, is wounded.

**your warband:** (Range) A spell or ability with this range affects all creatures in your warband, no matter where they are. (In special scenarios, it even affects creatures that are not yet in play.)

## 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 7

- 200 points total
- All creatures belong to faction
- Up to 8 creatures
- No creature over 140 points
- At least 1 commander
- 1 battle map

### Setting Up a Battle

See page 8

1. Reveal warbands and potential battle maps.
2. Roll d20 + best Commander rating. The player with the highest result chooses which battle map to play on.
3. Roll d20 + best Commander rating. The player with the highest result chooses who places first.
4. The chosen player places his or her warband in the labeled starting area of his or her choice.
5. The opponent places his or her warband in the other starting area.

### Playing a Round

See page 9

1. Initiative Check: 1d20 + best Commander rating. The player with the highest result chooses who goes first.
2. First Player Phase: Activate 2 creatures, one at a time.
3. Next Player Phase: Activate 2 creatures, one at a time.
4. First Player Phase: Activate 2 more creatures (not those that have already activated this round).
5. Next Player Phase: Activate 2 more creatures (not those that have already activated this round). Continue until all creatures have activated once.
6. When all creatures have activated once, the round ends. Start again at step 1.

### Activate (Move) a Creature

See page 9

On its activation, a creature can take one of the following actions:

- Move up to double speed; **or**
- Move its Speed and then make one attack, or make one attack and then move; **or**
- Not move any distance and make all its attacks, if it has more than one; **or**
- Charge.