

DUNGEONS & DRAGONS® Miniatures DCI™ Floor Rules

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Introduction

The *DUNGEONS & DRAGONS Miniatures DCI Floor Rules* and the *DUNGEONS & DRAGONS Miniatures Game Rules* should be read and understood by all players wishing to compete in sanctioned events. All DCI members participating in DCI-sanctioned **Dungeons & Dragons Miniatures** events must abide by these rules.

Two other documents—the *DCI Universal Tournament Rules (UTR)* and the *DCI Penalty Guidelines*—are used by players, organizers and judges who wish to further understand the details of how DCI-sanctioned events are to be organized and run, and to understand how judging for DCI events should work. These documents can be found at www.thedci.com/docs.

The **Dungeons & Dragons Miniatures** Errata and FAQ are available at www.wizards.com/default.asp?x=dnd/mini/tournaments.

See Appendix A for definitions of terms used in this document.

Note: Some DDM Floor Rules differ from the DCI UTR. In these circumstances the DDM Floor Rules take precedent.

This document is published in multiple languages. If a discrepancy exists between the English version and a non-English version of this document, tournament participants must refer to the English version to settle disputes concerning floor rule interpretations.

This document is periodically updated; please visit www.thedci.com/docs for the most current version.

800. GENERAL DUNGEONS & DRAGONS MINIATURES TOURNAMENT RULES

801. Format and Ratings Categories

The DCI sanctions the following formats.

Constructed Formats

- 100-Point Assault
- 200-Point Assault
- 100-Point Triad
- 200-Point Triad

The **Assault** scenario should be used for most constructed events (see section 852).

Triad tournaments use the following scenario rotation:

- 1st round of tournament: Assault
- 2nd round of tournament: Assault with Cave of Pain
- 3rd round of tournament: Assault with Bounty

If a Triad tournament runs more than three rounds, the scenario rotation is repeated as needed.

Limited Formats

- Sealed (Assault)
- Booster Pack Draft (Assault)

Limited tournaments may be held with 100- or 200-point warband limits.

Epic Format

- 500-point Constructed or Sealed (Assault)

802. Ratings Categories

The DCI provides the following ratings categories:

- **Constructed:** includes all constructed formats
- **Limited:** includes all limited formats
- **Epic:** includes only Epic format

Ratings in each category can be viewed online at www.wizards.com/dci.

803. Authorized Models and Battlemaps

All **Dungeons & Dragons Miniatures** released by Wizards of the Coast, Inc. are legal for tournament play. Players must have the official stat card for each miniature in their warband. Players using multiples of the same miniature need only one copy of the official stat card for those models, but still must provide a clear method for players to readily know the status of each individual model. Players must make their stat cards available to opponents or tournament officials upon request.

Specific Wizards of the Coast® **CHAINMAIL™** models may be used in lieu of the **Dungeons & Dragons Miniatures** models; refer to the **CHAINMAIL** Equivalency list, available at www.wizards.com/default.asp?x=dnd/mit/20040414cmharbinger. Players must have a printed copy of the stat card from the Wizards of the Coast website or that model's official **Dungeons & Dragons Miniatures** stat card.

Conversions

Conversions (customization of models) are allowed in **Dungeons & Dragons Miniatures DCI**-sanctioned tournaments, but must adhere to the following rules:

- The base model (the model being converted) must be a **Dungeons & Dragons Miniatures** model.
- Base models must remain easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.
- Additional equipment (including weaponry) may not be added to a model if that equipment is not represented on the model's stat card. For example, a player may not add a crossbow to a model that doesn't have a ranged attack.

Only the following **Dungeons & Dragons Miniatures** Battlemaps released by Wizards of the Coast, Inc. are legal for tournament play:

Limited and Constructed:

War Drums Starter Set Maps:

Field of Ruin,
Dragon Shrine,
Teleport Temple,
Broken Demongate*.

Fantastic Locations 1:

Drow Enclave,
Fane of Lolth,
Mithral Mines,
Tomb of Queen Peregrine.

Fantastic Locations 2:

Hellspike,
Magma Keep,
Mushroom Cavern.

Dragon Magazine:

Drow Outpost

Epic:

War Drums Starter Set Maps:

Field of Ruin,
Teleport Temple.

Fantastic Locations 1:

Tomb of Queen Peregrine.

Fantastic Locations 2:

Hellspike.

*Maps must be either the correct version given out at release events or in D&D Campaigns retailer kits or errata is correctly made from the online version. Errata can be found at the www.wizards.com site. Changed maps are subject to checking and possible removal from the tournament if incorrect or difficult to understand.

All DDM maps produced by Wizards of the Coast are legal as soon as the maps go on general sale.

Note: DDM no longer uses terrain tiles for sanctioned events unless it is a Wizards of the Coast run special event.

804. Stat Card Interpretations

Stat cards are interpreted using the official *DUNGEONS & DRAGONS Miniatures Game Rules* and Official Errata. Errata can be found at www.wizards.com/default.asp?x=dnd/mini/tournaments

805. New Releases

Dungeons & Dragons Miniatures are allowed in all DCI-sanctioned tournaments as soon as they are published in a set. Prerelease and promotional miniatures are not allowed in sanctioned play unless they are a part of a set that has been released.

Exception: Prerelease miniatures can be used ONLY in the prerelease they are given out at and only if there are enough that all entrants received the miniature as part of the entry product.

806. Participation Minimums

A minimum of **four** people must participate in a **Dungeons & Dragons Miniatures** DCI-sanctioned event. If this minimum is not met, the event is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer must report the event as cancelled.

807. Necessary Tournament Materials

Each player must have the following items to participate:

- A Battlemap.
- A 20-sided die (d20). Dice must not be especially large or small. Players may not use Spindown™ dice or any dice that have all of the high numbers in a cluster together.
- Tokens or pen and paper for tracking damage, victory points, and other effects.
- Models and corresponding stat cards (for constructed events).

810. DUNGEONS & DRAGONS MINIATURES TOURNAMENT MECHANICS

811. Match Structure

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

812. Match Time Limits

Sixty minutes are recommended for each tournament round of **Dungeons & Dragons Miniatures** tournaments.

813. Warband Registration

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

814. Pregame Procedures and Who Plays First

Before play begins, players determine who will play first as described in the **Dungeons & Dragons Miniatures** skirmish rules. This may be done any time during the pre-game procedure.

1. The player who won Battlemap initiative chooses which of the two maps is used.
2. The winner of setup initiative isn't required to set up first; the winner chooses who sets up first.
3. The player who chooses start areas then sets up their warband in their start area(s).
4. The next player sets up his or her warband in their start area(s).

815. Tournament Play Procedures

Players must follow these procedures and etiquette during play:

Start Location: When counting out movement for a miniature, players should leave the miniature in its starting place until its final position is chosen. Alternately, players may mark the starting location of a miniature with a token.

Model Activation: Players must track which models have been activated in one of three ways:

1. Turn the stat card of each activated model 90 degrees.
2. Place a token or bead on stats cards of models that have activated.
3. Turn the miniature of a model that has activated to face the opposite direction.

Damage Counters and Effects: Damage and effects must be clearly tracked on the stat card, the model, or on paper during the match. Players may use damage counters or dice (they must be distinct from other types of counters or dice used in the game), pen and paper, or mark directly on the stat card itself to keep track of these effects.

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

816. End-of-Match Procedure

A match ends when

- a player meets the scenario's victory condition,
- no creature takes damage **and** no player makes an attack roll or saving throw for 10 complete game rounds, or
- the tournament round time runs out. If the tournament round time runs out during a game round, play continues until a player meets the scenario's victory condition, or the end of that game round (whichever happens first).

Victory conditions are only checked at the end of each creature's activation or at the end of each round.

If neither player meets a victory condition before the end of the match, the following tiebreakers are used to determine a winner:

1. The player that scored the most victory points is the winner.
2. If each player has scored the same number of victory points, the player who controls the model closest to the center of the battle grid is the winner.
3. If more than one model is equally close to the center, the player that controls the highest-costed model closest to the center is the winner.

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

817. Draws

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

850. RULES FOR CONSTRUCTED TOURNAMENTS

851. Warband Construction

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

Additionally, Constructed warbands:

- may not contain more points than the limit specified by the format category (they may contain less)
- may not contain more than eight models except as specified by special abilities such as Minions
- may not contain huge models
- may not contain a model that costs more than 70 points in 100-point tournaments or more than 140 points in 200-point tournaments
- may not contain any Epic versions of models or their stats. These are only usable in Epic tournaments.

The following miniature is **banned** in all constructed tournaments:

- Drider Sorcerer (*Giants of Legend*)

852. Constructed Scenarios

Assault Scenario - *Players invade enemy territory and maneuver to keep their opponent's warband out of their territory.*

Victory: Victory goes to the first player to score victory points equal to the warband limit (100 points in a 100-point tournament or 200 points in a 200-point tournament).

There are two ways to score victory points:

- 1) *Eliminate enemy creatures:* Players score victory points equal to the cost of each eliminated model.
- 2) *Occupy an appropriate victory area:* At the end of each round, if a player has a model on one or more appropriate victory areas that player is awarded five victory points in a 100-point event. Ten victory points are awarded in a 200-point event. Twenty-five victory points are awarded in a 500-point Epic event. A model that takes up multiple squares is considered to be on a victory area if any part of the model is in that area.

Assault with Cave of Pain Scenario - *Whispers of agony and death murmur through ancient ruins.*

Victory: Victory goes to the first player to score victory points equal to the warband limit.

There are two ways to score victory points:

- 1) *Eliminate enemy creatures:* Players score victory points equal to the cost of each eliminated model.
- 2) *Occupy an appropriate victory area:* At the end of each round, if a player has a model on one or more appropriate victory areas that player is awarded five victory points in a 100-point event. Ten victory points are awarded in a 200-point event and +25 points in a 500-point Epic game. A model that takes up multiple squares is considered to be on a victory area if any part of the model is in that area.

Special Rule—+5 Damage: All melee and ranged attacks deal an additional 5 damage. This damage is of the same type as the base damage for that attack. As with all bonus damage, this damage is not doubled on a critical hit.

Assault with Bounty Scenario – *Warlords whip up their troops to a frenzied state as they vie for strategically valuable locations.*

Victory: Victory goes to the first player to score victory points equal to the warband limit.

There are two ways to score victory points:

- 1) *Eliminate enemy creatures:* Players score victory points equal to the cost of each eliminated model. All eliminated models also score extra points. +5 points in a 100-point game, +10 points in a 200-point game and +25 points in a 500-point Epic event. This does not include troops that have Special Abilities that exclude them such as **Beneath Contempt**. In these cases the card text takes precedent.

Note: In cases of models counting double points from a triggered Special Ability follow the same rules as bonus damage. Double the base cost and then add the bonus.

- 2) *Occupy an appropriate victory area:* At the end of each round, if a player has a model on one or more appropriate victory areas that player is awarded five victory points in a 100-point event. Ten victory points are awarded in a 200-point event. Twenty-five victory points are awarded in a 500-point Epic event. A model that takes up multiple squares is considered to be on a victory area if any part of the model is in that area.

860. RULES FOR LIMITED TOURNAMENTS

There are two types of Limited tournaments: Sealed or Booster Pack Draft. The rules for these two types of sealed tournaments have different setup and constructions rules, detailed in Sections 870 and 880 respectively.

861. Recommended Sets for Limited Tournaments

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

100-Point Limited Play Sets

- *Harbinger*TM
- *Dragoneye*TM
- *Aberrations*TM

200-Point Limited Play Sets

- *Archfiends*TM
- *Giants of Legend*TM (excluding the Huge models)
- *Deathknell*TM
- *Angelfire*TM
- *Underdark*TM
- *War Drums*TM
- *War of the Dragon Queen*TM (excluding the Huge models)

862. Limited Tournament Scenario

All Limited tournaments are played using the Assault scenario (see section 852).

863. Commander 0 Rule

If a player does not have a commander in their limited warband, he or she can choose to make the lowest-cost, non-Difficult and non-Wild creature in his or her warband a commander with a Commander rating of 0. The creature's base point cost (and thus its victory point value) increases by 5. In the event of a tie for lowest-cost, the owner of the warband selects which model to designate as commander. Before the start of a match, players using this option must clearly mark, and announce to his or her opponent, which model is the commander.

Players may waive this option and not include a commander in their warband.

864. Limited Warband Construction

Limited warbands:

- may not contain more points than the limit specified by the format category (they may contain less).
- may not contain more than eight models regardless of point cost (except as specified by special abilities such as Minions).
- may not contain multiples of unique models.
- may not contain any Epic versions of models or their stats. These are only usable in Epic tournaments.
- have no single miniature point limit. For example, a player may use a single 100-point miniature when playing in a 100-point Limited event.

In a Limited warband, use the faction of the individual model for purposes of special abilities such as Smite Evil. If a model can belong to two factions, it counts as both. For example, a model that is Lawful Good and Chaotic Good is affected by anything that affects lawful, good, or chaotic models. Models that could belong to any faction count as having no faction and are not subject to faction-specific effects.

870. Rules for Sealed Tournaments

Tournament Setup

Once players are seated, tournament officials provide each player with

- One Starter Set and one Booster Pack, **or**
- Two Booster Packs

Each player must receive the same product. For example, if a player receives an *Underdark* and a *War Drums* booster, all players must receive an *Underdark* and a *War Drums* booster.

Sealed Warband Construction and Registration

Once all players receive their sealed product, they have 20 minutes to build and register their warbands from the product provided.

There are no faction restrictions in the Sealed format. Players may use any models they receive in their sealed product for their warband.

Players choose and register their Battlemap during warband registration. If players receive a Starter Set, they must use a Battlemap in the Starter Set instead of one brought to the event.

880. Rules for Booster Pack Draft Tournaments

Tournament Setup

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

A tournament official then distributes two new booster packs to each player. Each player must receive same product. For example, if one player receives a *Underdark* and a *War Drums* booster booster, all players must receive a *Underdark* and a *War Drums* booster.

Active Player Rotation

The player drafting first from the stat cards presented on the table is called the *active player*. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each booster pack group, with the active player moving between players as follows:

- In a clockwise direction for the first booster pack group (beginning with the first active player)
- In a counterclockwise direction for the second booster pack group (starting with the last active player in the first group).

Table Preparation

Each active player lays out the stat cards of one booster pack face up on the table, with the stat cards facing him or her and the models set aside from the drafting area. Players are given 30 seconds to review the cards before drafting begins. At the end of the 30-second review, the active player drafts the first stat card. Then each player in turn has 10 seconds to review and draft from the remaining stat cards. If a player fails to select a card in that time, the pod judge issues that player the highest-costed, undrafted stat card.

Draft Order

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

Example: Four players are seated at a table. They are numbered 1-2-3-4 in clockwise order. The draft runs in this pattern:

<i>Player 1 opens</i>	<i>Player 2 opens</i>	<i>Player 3 opens</i>	<i>Player 4 opens</i>
<i>1st Booster Pack</i>	<i>2nd Booster Pack</i>	<i>3rd Booster Pack</i>	<i>4th Booster Pack</i>
Player 1 drafts	Player 2 drafts	Player 3 drafts	Player 4 drafts
Player 2 drafts	Player 3 drafts	Player 4 drafts	Player 1 drafts
Player 3 drafts	Player 4 drafts	Player 1 drafts	Player 2 drafts
Player 4 drafts	Player 1 drafts	Player 2 drafts	Player 3 drafts
Player 4 drafts again	Player 1 drafts again	Player 2 draft again	Player 3 drafts again
Player 3 drafts	Player 4 drafts	Player 1 drafts	Player 2 drafts
Player 2 drafts	Player 3 drafts	Player 4 drafts	Player 1 drafts
Player 1 drafts last	Player 2 drafts last	Player 3 drafts last	Player 4 drafts last
<i>Player 4 opens</i>	<i>Player 3 opens</i>	<i>Player 2 opens</i>	<i>Player 1 opens</i>
<i>5th Booster Pack</i>	<i>6th Booster Pack</i>	<i>7th Booster Pack</i>	<i>8th Booster Pack</i>
Player 4 drafts	Player 3 drafts	Player 2 drafts	Player 1 drafts
Player 3 drafts	Player 2 drafts	Player 1 drafts	Player 4 drafts
Player 2 drafts	Player 1 drafts	Player 4 drafts	Player 3 drafts
Player 1 drafts	Player 4 drafts	Player 3 drafts	Player 2 drafts
Player 1 drafts again	Player 4 drafts again	Player 3 drafts again	Player 2 drafts again
Player 2 drafts	Player 1 drafts	Player 4 drafts	Player 3 drafts
Player 3 drafts	Player 2 drafts	Player 1 drafts	Player 4 drafts
Player 4 drafts last	Player 3 drafts last	Player 2 drafts last	Player 1 drafts last

Drafting Rules

Players may not communicate with others during a draft.

After the 30 second review, if a player picks up a stat card, that card is considered drafted and the player may not select a different stat card. Players should only touch undrafted stat cards if it is their turn to draft.

During the draft, players must display all stat cards they drafted stat side face up in view of all players.

After each booster pack is drafted, players should collect the models that match the stat cards they drafted.

Draft Warband Construction and Registration

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

When building a draft warband, players select one faction component: lawful, chaotic, good, or evil. All miniatures used in the warband must contain this faction component.

For example, if a player chooses lawful as their faction component, all miniatures in that player's warband must be lawful good, lawful evil or a combination of both.

A model whose faction is listed as "Any" may be used in any warband.

Draft Tournament Round Procedures

Under most circumstances, players should only play against other players in their draft pod. However, it is sometimes necessary to set up matches between people from different pods with the warbands built from the first draft. In this case, the organizer need not conduct a second draft.

890. RULES FOR EPIC TOURNAMENTS

891. Epic Warband Construction

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

Additionally, Epic warbands:

- may not contain more than 500-points
- may not contain more than eight models except as specified by special abilities such as Minions
- may contain Huge miniatures; there is no single miniature point limit
- may contain Epic versions of creatures
- may contain both Epic and non-Epic versions of creatures that are **not** unique.
- may **not** contain the *D&D Icons: Gargantuan Black Dragon*

The following miniature is banned in Epic tournaments:

- Drider Sorcerer (*Giants of Legend*)

892. Epic Scenarios

Epic tournaments are played using the Assault format (see Section 852).

893 Battlemaps

All Epic Battlemaps listed in 803 are legal for play. Organizers can choose a single Battlemap for the entire tournament but must ensure there is enough for every match.

APPENDIX A—DEFINITION OF TERMS

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

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

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

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

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

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

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

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

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

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

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