

DUNGEONS & DRAGONS® Miniatures DCI™ Floor Rules

Effective March 1, 2008 version 1.7

Updates since last edition:

Corrected some cross numbering.

Introduction

The *DUNGEONS & DRAGONS Miniatures Game DCI Floor Rules* and the *DUNGEONS & DRAGONS Miniatures Game Battle 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 Game** 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 Game** 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 **Dungeons & Dragons Miniatures Game** Floor Rules differ from the DCI UTR. In these circumstances the **Dungeons & Dragons Miniatures Game** Floor Rules take precedent.

This document will be 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 GAME TOURNAMENT RULES

801. Format and Ratings Categories

The **DCI** sanctions the following formats.

Standard Formats

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

- 200-Point Triad

Vintage Formats

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

The **Assault** scenario outlined in the **DUNGEONS & DRAGONS MINIATURES GAME BATTLE RULES** 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: Uncontested Victory*
- 3rd round of tournament: Assault with Bounty

* *Does not include Variant listed in the D&D Miniatures Game Rules book..*

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.

802. Ratings Categories

The DCI provides the following ratings categories:

- **Vintage:** includes all listed iterations of Vintage Formats from 801. Also includes all previous constructed formats prior to March 2008.
- **Standard:** includes all listed iterations of Standard Formats from 801.
- **Limited:** includes all listed iterations of Limited Formats from 801.

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

803. Authorized Models and Battle Maps

- All **Dungeons & Dragons Miniatures** with updated **DUNGEONS & DRAGONS MINIATURES GAME BATTLE RULES** stat cards 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 Game** models. Players must have a printed copy of that model's official **Dungeons & Dragons Miniatures Game Battle Rules** stat card.

Conversions

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

- The base model (the model being converted) must be a **Dungeons & Dragons Miniatures Game** 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 official 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 Game** Battle Maps released by Wizards of the Coast, Inc. are legal for tournament play:

Limited, Standard and Vintage: 100-Point

Dungeons & Dragons Miniatures Game Starter Set Maps:

Crossroads

Monster Lair

Limited, Standard and Vintage: 200-Point

War Drums Starter Set Maps:

Field of Ruin,

Dragon Shrine,

Broken Demongate*.

Fantastic Locations 1: Fane of the Drow

Drow Enclave,

Fane of Lolth,

Mithral Mines,

Tomb of Queen Peregrine.

Fantastic Locations 2: Hellspike Prison

Hellspike,

Magma Keep,

Mushroom Cavern.

Fantastic Locations 3: Fields of Ruin

Keep of the Fallen Kings I

King's Road

Dungeon of Blood

Fantastic Locations 4: Dragondown Grotto

Dragon Graveyard
Forest Cliff Lair

Fantastic Locations 5: Frostfell Rift

Hailstorm Tower
Frostfell Rift
Caves of Chaos

Fantastic Locations 6: City of Peril

Markertplace
Ratfang Sewers

Dungeons & Dragons Miniatures Game Starter Set Maps:

Dwarven Outpost
Flooded Ruins
Jungle Temple

Dragon Magazine:

Drow Outpost

D&D Icons:

Blue Dragon Lair
Evermelt

*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: Ignore all Exit squares on older maps. They are terrain squares of the type depicted under the Exit wordage.

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 Game** 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 Battle Map.
- 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 GAME TOURNAMENT MECHANICS

811. Match Structure

Dungeons & Dragons Miniatures Game 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 Battle Map used in the warband, before the start of the first tournament round. Players may not change their warband or choice of Battle Map during the tournament.

814. Pregame Procedures and Who Plays First

Before play begins, players determine who will play first, set up first and whose map will be used as described in the **Dungeons & Dragons Miniatures Game Battle Rules**.

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. Failure to do this properly is considered an infraction under the penalty guidelines.

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, effects, abilities used must be clearly tracked on the stat card 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 and must be of a size that is easily checked by your opponent), pen and paper, or legibly marked directly on the stat card itself.

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 consecutive 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 Map is the winner.
3. If more than one model is equally close to the center, the player that controls the highest-costed miniature closest to the center of the Battle Map 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.

820. RULES FOR STANDARD TOURNAMENTS

821. Warband Construction

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

Additionally, Standard warbands:

- may not contain more points than the limit specified by the format category (they may contain less)
- must only contain miniatures from the current legal block plus the current legal All-Star set.
- may not contain more than ten (10) models except as specified by special abilities in the 200-point game, eight (8) in a 100-point game.
- may not contain huge models
- may not contain a model that costs more than 75 points in 100-point tournaments or more than 150 points in 200-point tournaments
- may not contain any Epic versions of models or their stats. These are only usable in Epic tournaments.
- may not contain multiples of unique models.

The following miniature(s) are **banned** in all constructed tournaments:

- At this time there are no banned D&D Miniatures in Standard tournaments.

822. Standard Rotation Schedule

- April 15, 2008: Standard format debuts with *Night Below*, *Desert of Desolation*, and *Dungeons of Dread*.
- June 1, 2008: *Unhallowed* rotates into Standard (using updated stats published online in May).
- July 4, 2008: *Against the Giants* rotates into Standard.
- August 1, 2008: All-Star set rotates into Standard (using updated stats published online in July).
- November 7, 2008: *Demonweb* rotates into Standard.
- March 6, 2009: The yet-to-be-named set 18 rotates into Standard

823. Standard Scenarios

Assault Scenario

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. 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 Bounty Scenario

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.
- 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. 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.

Uncontested Victory

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 and +10 points in a 200-point game.
- 2) *Occupy any victory area(s):* At the end of each round, if a player has a model on one or more uncontested victory areas that player is awarded five victory points for each area. 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.

830. RULES FOR VINTAGE TOURNAMENTS

831. Warband Construction

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

Additionally, Vintage warbands:

- may not contain more points than the limit specified by the format category (they may contain less)
- may not contain more than ten models except as specified by abilities
- may not contain huge models
- may not contain a model that costs more than 75 points in 100-point tournaments or more than 150 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(s) are **banned** in Vintage tournaments:

- At this time there are no banned D&D Miniatures in Vintage tournaments.

832. Vintage Scenarios

Assault Scenario

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. 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 Bounty Scenario

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.
- 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. 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.

Uncontested Victory

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 and +10 points in a 200-point game.
- 2) *Occupy any victory area(s):* At the end of each round, if a player has a model on one or more uncontested victory areas that player is awarded five victory points for each area. 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.

840. 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 850 and 860 respectively.

841. 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 (single Booster Draft)

- *Dungeons of Dread*TM
- *Against the Giants*TM (excluding the Huge models)
- *Demonweb*TM

200-Point Limited Play Sets (two sealed boosters or draft)

- *Unhallowed*TM
- *Night Below*TM
- *Desert of Desolation*TM
- *Dungeons of Dread*TM
- *Against the Giants*TM (excluding the Huge models)
- *Demonweb*TM

842. Limited Tournament Scenario

All Limited tournaments are played using the Assault scenario.

843. 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 ten models regardless of point cost. This can only be broken by using miniatures that allow Minions or such extra figures and can only be used if the player has them within their provided boosters.
- 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. If a model can belong to two factions, it counts as both. For example, a model that is Civilization and Underdark is affected by anything that affects Civilization or Underdark models. Models that could belong to any faction count as having no faction and are not subject to faction-specific effects.

850. Rules for Sealed Tournaments

851. Tournament Setup

Once players are seated, tournament officials provide each player with

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

Each player must receive the same product. For example, if a player receives a *Dungeons of Dread* and a *Against the Giants* booster, all players must receive an *Dungeons of Dread* and a *Against the Giants* booster.

852. 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 Battlemat during warband registration. If players receive a Starter Set, they must use a Battlemat in the Starter Set instead of one brought to the event.

860. Rules for Booster Pack Draft Tournaments

861. 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 (2) new booster packs to each player in a 200-point tournament and one (1) in a 100-point tournament. Each player must receive the same product. For example, if one player receives a *Dungeons of Dread* and a *Against the Giants* booster, all players must receive a *Dungeons of Dread* and a *Against the Giants* booster.

862. 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).

In the case of a ‘Double Dump’ two booster pack draft, players draft in a clockwise direction then reverse it with the 4th player taking the fourth and fifth pick and picks then move back in a counter clockwise direction. The first player then picks the 8th and 9th pick and picks then change to a clockwise direction again. The fourth player then takes the 12th and 13th pick with picks moving back in a counter clockwise direction and the 1st player finishes the draft with the 16th miniature (*see 864 for an example but use two boosters instead of one*).

863. Table Preparation

Each active player lays out the stat cards of their booster pack(s) face up on the table, with the stat cards facing him or her and the models set aside from the drafting area. In the case of using two booster or one starter and one booster, the ‘active’ player opens and lays out all cards from both pieces of product (Double Dump). Players are given 30 seconds to review the cards before drafting begins. At the end of the 30-second review, the active player drafts the first stat card. Then each player in turn has 10 seconds to review and draft from the remaining stat cards. If a player fails to select a card in that time, the pod judge issues that player the highest-costed, undrafted stat card.

864. 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 in a single booster draft. They are numbered 1-2-3-4 in clockwise order. The draft runs in this pattern:

<i>Player 1 opens 1st Booster Pack</i>	<i>Player 2 opens 2nd Booster Pack</i>	<i>Player 3 opens 3rd Booster Pack</i>	<i>Player 4 opens 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

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.

865. 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 two faction components: Example(s): Borderlands and Civilization or Underdark and The Wild or Borderlands and The Wild. All miniatures used in the warband must contain miniatures from only one or two factions. For example, if a player chooses Borderlands and Civilization as their faction components, all miniatures in that player's warband must be Borderlands and Civilization or a combination of both.

Evil and Good designated models can not be used together in the same warband.

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.

Standard: A format within constructed that uses a restricted choice of sets from which a player's warband can be built.

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.

Vintage: A format within constructed that uses all available miniatures released for the current D&D Miniatures game.

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