

DUNGEONS & DRAGONS® CHAINMAIL® DCI™ FLOOR RULES
2002–2003 Tournament Season
Effective September 1, 2002

Introduction

The **Chainmail** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Chainmail** miniatures game rules. Players, spectators, and tournament officials must follow these documents when involved with DCI-sanctioned **Chainmail** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions in the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

800. GENERAL Chainmail TOURNAMENT RULES

801. Format and Ratings Categories

The DCI sanctions the Constructed format.

802. Authorized Models

All **Chainmail** models, including promotional models released by Wizards of the Coast, Inc., are legal for tournament play.

Model-Use Policy

- All base models must be Wizards of the Coast® **Chainmail** models.
- Base models must be easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.

Conversions

Conversions (customization of models) are allowed in all Wizards of the Coast **Chainmail** leagues and DCI-sanctioned tournaments but must adhere to the following rules:

- The base model (the model that's being converted) must be a **Dungeons & Dragons Chainmail** 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 placed on 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.

803. Stat Card Interpretations

Stat card interpretations are based on the English version of the **Chainmail** miniatures game produced by Wizards of the Coast.

804. New Releases

All **Chainmail** models are legal for tournament play on the release date of the guidebook in which their rules for use appear.

805. Necessary Tournament Materials

A player must bring the following items to participate:

- The warband and terrain the player intends to use
- A 20-sided die. (d20)
- Tokens for tracking damage and other effects

810. Chainmail TOURNAMENT MECHANICS

811. Match Structure

Chainmail matches consist of one game per match. Match results are reported to the DCI in order to include them in the worldwide ratings and rankings.

812. Match Time Limits

Sixty minutes are recommended for each round of Constructed tournaments.

814. Pregame Procedures and Who Plays First

Before play begins, players determine who will play first. This may be done any time during the pregame procedure.

1. Players determine which scenario they will play.
2. Players randomly determine other factors based on scenario (if necessary).
3. Players both make scouting checks and determine who will be the scouting player.
4. The scouting player places a piece of terrain (as required by the scenario).
5. The nonscouting player places a piece of terrain (as required by the scenario).
6. Players alternate placing terrain until all terrain is placed (as required by the scenario).
7. The scouting player determines which player deploys models first.
8. Players alternate deploying models based on the sizes of their warbands.

815. Mulligan Rule

There is no mulligan rule in the **Chainmail** miniatures game.

817. Determining a Match Winner

For Swiss tournaments using more than one game per match, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match ends in a draw.

818. Dice Rolling

No dice may be rolled on the battlefield. All dice must be rolled in a location completely separate from the battlefield; the DCI recommends that a box be used and that the dice are thrown toward the back of the box.

819. Axiomatic Movement

If a model is forced to move an exact distance, then regardless of the actual physical distance moved, the model is said to have moved that exact distance.

820. Knocked Down

A model should not be moved if its status changes to “knocked down”; instead, a counter is placed on the base of the model to note that its status has changed.

821. Point of Origin

Before moving a model, a player must place a marker on the battlefield to note that model’s starting location.

822. Model Cards

All model stat cards must be made available to all players and judges on request.

823. Damage Counters

Model damage must be tracked using damage counters or dice. These counters or dice must be distinct from other types of counters or dice used in the game. They may not be placed on a model’s stat card, and they must be in plain view.

824. Under Command

If you put a model under command, spend the command point(s) before you begin to move the model.

825. Command Point Tracking

Players must track the number of command points they currently have using a score pad or similar tracking device.

850. RULES FOR CONSTRUCTED TOURNAMENTS

851. Warband-Size Limits

The point total of a Constructed warband must not exceed 50 points unless otherwise specified in the guidebook. At no time can a warband exceed twelve models, regardless of point cost.