DUNGEONS & DRAGONS® Miniatures Tournament Competitive Floor Rules & Penalty Guide

Introduction

The DDM Guild works together with the DCI, a worldwide organization dedicated to Organized Play, to organize tournaments for the **D&D Minatures™** Game. The rules and policies in this document ensure that tournaments are run consistently regardless of their location.

All players are treated equally and share responsibilities according to the Rules Enforcement Level (REL) of the tournament. Both players and officials should cooperate to achieve their common goal of running a proper DCI-sanctioned tournament. Players and officials must treat each other in a fair and respectful manner, following both the rules and the spirit in which those rules were created. They are responsible for following the most current version of the **D&D Minatures™** Game Battle Rules appropriate to the edition of the game being played. Two editions are currently supported, termed Original Edition and Revised Edition. The rulebooks and any additional applicable regulatory documents are available from www.ddmguild.com.

The philosophy of the DDM Guild and DCI is that a player should have an advantage due to better understanding of the rules of a game, greater awareness of the interactions in the current game state,

and superior tactical planning. Players are under no obligation to assist their opponents in playing the game. Players are required to maintain a legal game state at all times, even when it is not that players' turn. Regardless of anything else, DCI sanctioned game or not, players are expected to treat their opponents politely and with respect.

Tournament fact sheets for specific tournaments may define alternative or additional policies or procedures. If a contradiction exists between this document and a fact sheet, the information in the fact sheet takes precedence. Similarly, this document differs from, and takes precedence over, the standard DCI Universal Tournament Rules.

Languages: This document will be published in multiple languages. Every effort will be made to have an accurate document in each language; however, 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.

Updates. This document is periodically updated; please visit www.DDMGuild.com for the most current version.

Description of Responsibilities

Competitors, Judges, and organizers involved in DCI-sanctioned tournaments are responsible for knowing and following the most recently released version of the **Dungeons and Dragons® Miniatures** rules. This Floor Rules & Penalty Guide should be read and understood by all players wishing to compete in sanctioned events. All DCI members participating in DCI-sanctioned **D&D Minatures™** Game events must abide by these rules.

GENERAL CONSIDERATIONS

The following is expected of all attendees.

Gambling and Wagering: Players and tournament officials may not wager, ante, or bet on the outcome of any portion of a tournament. Players may not determine the outcome of a match by a random method, such as a coin toss or die roll.

Publishing Event Information: The DDM Guild, Wizards of the Coast , and the DCI reserve the right to publish event information such as the contents of a player's warband as well as transcripts or video reproductions of any DCI-sanctioned tournament at any time (including during the tournament). Tournament organizers also are allowed to publish this information. *This includes the right to publish penalty and suspension information.*

PLAYERS

The following is expected of the players.

Officials: Players must follow the rules interpretations and guidelines for play set forth by the DDM Guild, the Head Judge, and other tournament officials. Players shall abide by all rulings, including penalty rulings.

Sportsmanship: Players are expected to behave in a respectful and sporting manner at all times. Players who argue with or fail to follow the instructions of the Head Judge or other tournament officials are subject to the appropriate penalty provisions. Players are not permitted to waive penalties on behalf of their opponents. A Judge must ensure that appropriate penalties, if any, are imposed. A player may concede a match at any time. A player who refuses to play is assumed to concede. Players withdrawing from a tournament are expected to inform the scorekeeper before the pairings for the next round are posted.

Gifts and Bribes: Players may not accept a bribe or gift in exchange for a match outcome. Players are allowed to share prizes (such as with teammates) as long as such sharing does not occur as an exchange for a match outcome.

Prize Splitting: Players in the final (championship) match of the single-elimination portion of a tournament have the option not to play their match. If both players of the final match agree not to play, one must agree to drop from the event (in order for prizes to be awarded). The DCI ratings of the players will not be affected because no match will have been played. The dropping player receives the second-place prize, and the other finalist receives the first-place prize.

Tardiness. Players are expected to be seated when the round begins. Players arriving at their seat after the round begins may have tardiness penalties imposed; penalties are increased to match loss after five minutes. A player who does not take their seat for a round will be dropped from the tournament.

Electronic Devices: The head judge may request that electronic devices, such as cell phones, ipods, etc., must remain off for the tournament.

JUDGES

Judges have the responsibility to deliver fair, impartial rulings and to assist the Head Judge and other tournament officials in any area that is required to ensure a well-run tournament.

Attentiveness: Judges must take action to resolve any floor or game rule infraction they notice or that is brought to their attention. If a ruling takes longer than a minute in a time-sensitive game, a judge shall extend the game by an appropriate duration.

Appeal: If a player disagrees with a Judge's decision, he or she may appeal the ruling to the Head Judge. The Head Judge has the authority to overrule other Judges' decisions. Players may not appeal to the Head Judge before the Judge responding to the situation renders an initial decision. The Head Judge's decision is final.

SPECTATORS

Spectators includes the public, the press, as well as players or judges not involved in a match.

Communication: Spectators are expected to remain silent during matches and are not permitted to communicate with players in any way while matches are in progress.

Scouting: Players may request that a spectator not observe their matches. All such requests must be made through a Judge.

Violations: Spectators and members of the press who believe they have observed rules violations should inform a Judge, but must not comment or otherwise interfere with an ongoing match, which could be construed as cheating.

Tournament Play Formats and Rating Categories:

All DCI sanctioned tournament games are two player games.

STANDARD
The following formats can be sanctioned under Standard play rating category.

- 100-Point Assault
- 200-Point Assault
- 500-Point Assault
- 200-Point Arena
- 500-Point Arena

LIMITED
The following formats can be sanctioned under the Limited play rating category.

- 100-Point Sealed (Assault)
- 200-Point Sealed (Assault)
- 400-Point Sealed (Assault)
- 150-Point Sealed (Arena)
- 100-Point Booster Pack Draft (Assault)
- 200-Point Booster pack Draft (Assault)
- 200-Point Booster pack Draft (Arena)

VINTAGE

Rules: Tournaments may be played under either the Original Edition (sometimes called 1.0) or the Revised Edition (sometimes called 2.0 or current edition) **D&D Minatures™** Game rules. To avoid confusion: tournaments should be assumed to be played as Revised Edition, except where advertised otherwise.

Participation: For a tournament to be DCI-sanctioned, four players are required. If this minimum is not met, the tournament organizer shall report the tournament as "Did Not Occur".

REQUIRED LEGAL PLAY PIECES AND MAPS:
Players must have the following items to play:
- Legal models and the corresponding stat cards (for constructed events).
- A Battle Map.
- A 20-sided die (d20).
- Tokens, pen and paper, or other easily visible and verifiable system for recording damage, victory points, and other effects.

Miniatures and Cards: D&D Minatures™ models which have an official statistic card produced by either the Wizards of the Coast or published by the DDM Guild (examples in appendix A) are legal. Cards are available from http://www.ddmguild.com/. Some **Chainmail**™ and **Heroscape™** models may be proxied for **D&D Miniatures**™ miniatures, subject to the regulations set out in The DDM Miniature Equivalencies Table in this document. Players must have a printed copy of that model's specific official stat card. The stat card, and any related current game state information, is public information and is freely available for the opponent to examine during the game. If DDM Guild **Item Cards** are used, they must be clearly attached to a single figure at set up and are also freely available for inspection.

Maps: The following Battle Maps produced by the Wizards of the Coast or the DDM Guild are legal for tournament play:

100-Point Play (All Formats), 200 and 500-Point Play (Arena)
2008 **D&D Minatures™** *Game Starter Set* Map**s:**
Crossroads, Monster Lair
2008 *Demonweb*™ Set Release Poster**:**
Spiderhaunt Vale, The High Road
2009 DDM Guild Sanctioned Map**:** Windswept Precipice,
2010 DDM Guild Sanctioned Map**:** Haunted Quarry,
2011 DDM Guild Sanctioned Map**:** Beholder Lair,
2012 DDM Guild Sanctioned Map**:** Dwarven Halls

200-Point Play (All Formats) 400 Point Play (Limited) and 500 Point Play (Constructed):
War Drums™ Starter Set Maps:
Field of Ruin, Dragon Shrine, Broken Demongate (corrected), Teleport Temple
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, Dragondown Grotto, Forest Cliff Lair
Fantastic Locations 5: Frostfell Rift™:
Hailstorm Tower, Frostfell Rift, Caves of Chaos
Fantastic Locations 6: City of Peril™:
Marketplace, Ratfang Sewers
2008 **D&D Minatures™** *Game Starter* Set Maps:
Dwarven Outpost, Flooded Ruins, Jungle Temple
Dragon™ Magazine:
Drow Outpost
D&D Icons™:
Blue Dragon Lair, Evermelt
DDM Guild Printed or Sanctioned Maps**:**
Temple of the Unseeing, Fallen Fortress

All maps must be the correct version (in the case of multiple versions published). Reprints or reissues of maps, or versions downloaded from the DDM Guild or the Wizards of the Coast, Inc., website, are legal for play as long as the conform to the correct map specifications. The Map Gazeteer available at http://www.ddmguild.com/ will be used as an arbiter of terrain and wall locations during tournaments where appropriate.

> **Note:** *When playing Revised Edition, ignore all Exit squares. They are terrain squares of the type depicted under the Exit wordage. When playing Original Edition using new maps with no exits, the start areas also function as exit areas beginning with the second round of play.*

Dice (and their use): Players must use a standard randomized twenty sided die (d20) for play. Players must generate numbers randomly, without bias in manipulation, during the course of play.
Cluster Dice: A d20 which has clusters of low numbers on one half, and clusters of higher numbers on the other, is not legal for play.
Size: Players should use standard dice (~3/4 inch or ~20mm), and may not use dice which are small (less than 1/2 inch/13mm) or inordinately large (more than 1 inch or 25mm) unless an exception is permitted by the judge (for example, for medical reasons).
Material: Exotic dice which are particularly dense (stone or metal) do not randomize well, and can, moreover, damage map surfaces, and are therefore also not legal for play.
Loaded Dice: Dice which are weighted or deformed to favor a given outcome are not legal.
Rolling Dice: Dice must be rolled to generate a random number. Dice cannot simply be dropped. Dice towers or the use of a glass or cup to roll a die is permitted.

Tournament Play Procedures

Players must register their warband, recording all models, cards 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.

Match Structure. Matches consist of one game per match. Match results are reported to the DCI in order to include them in the worldwide ratings.

Time Limits. Sixty minutes are recommended for each tournament round, or thirty-five minutes for 100 point games and for games played using the Arena Format.

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 Battle Rules. Players do not have to wait for timer to begin to complete set up. However, actual play may not begin until the round starts.

Tournament Play Procedures

Players must follow these procedures and points of 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 (have taken a turn) in one of three ways:

- Turn the stat card of each activated model 90 degrees.
- Place a token, counter or bead on stats cards of models that have activated.
- Turn the miniature of a model that has activated to face the opposite direction. The "direction" of a miniature should be clearly established prior to play.

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.

End-of-Match Procedure. The match ends when

- a player meets the scenario's victory condition (eg. scoring 200 points in a 200 point game).
- no creature takes damage **and** no player makes an attack roll or saving throw for 10 consecutive rounds, or
- the tournament round time limit is reached. The players are allowed to continue play to the end of the game round, if required, to achieve the victory condition.

Victory conditions are checked at the end of each creature's activation (turn) or at the end of each game round. Players are expected to meet the victory point requirements within the normal allotted time limit, and should play on pace to meet this goal. A player that consistently does not finish games within the time limit will often be monitored for slow play (see Appendix C, Penalties). If neither player meets a victory condition before the end of the match, use the following rules to determine the winner.

- The player that scored the most victory points is the winner.
- If each player has scored the same number of victory points, the player who controls the greatest number of miniatures in their respective victory areas is the winner.
- If the players have an equal number of figures in victory areas, the player with the higher costed miniatures in the victory area(s) 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.

Draws: Both parties are given zero (0) points. DCI reporter, the software used to track DDM tournaments, has no function for reporting a draw. Draws area recorded as a double match loss.

RULES FOR STANDARD TOURNAMENTS

During Standard Tournaments, players construct their warbands before the tournament starts.

Banned
The following miniature(s) are **banned** in all Revised Edition Standard tournaments:
- None

The following miniature(s) are **banned** in all Original Edition Standard tournaments
- None

Warband Construction - Assault
This format can be sanctioned under both Revised Edition and Original Edition rules. The rules for Assault warband construction can be found in the Battle Rules in the section 'Scenarios and Variants'.

Warband Constructed - Arena
This format can be sanctioned under Revised Edition rules. The rules for Arena warband construction can be found in the Battle Rules in the section 'Scenarios and Variants'.

RULES FOR LIMITED TOURNAMENTS
During Limited Tournaments, player construct their warbands using product from sealed boosters, distibuted by tournament officials.

Banned
The following miniature(s) are **banned** in all Revised Edition Limited tournaments:
- Beholder Ultimate Tyrant (*Legendary Evils*™ 6/40)

The following miniature(s) are **banned** in all Original Edition Limited tournaments
- None

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 below.

Recommended Sets for Limited Tournaments

Each **D&D Minatures™** 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 sealed booster or draft)
- *Dungeons of Dread™*
- *Against the Giants™* (excluding the Huge models)
- *Demonweb™*

150-Point Limited Play Sets (single sealed booster or draft)
- *Monster Manual: Dangerous Delves™ (arena format)*

200-Point Limited Play Sets (two sealed boosters or draft)
- *Unhallowed™*
- *Night Below™*
- *Desert of Desolation™*
- *Dungeons of Dread™*
- *Against the Giants™* (excluding the Huge models)
- *Demonweb™*
- *Monster Manual: Legendary Evils ™* (excluding the Huge models)
- *Monster Manual: Savage Encounters ™*

400-Point Epic Limited Play Sets (two sealed boosters only – no draft)
- *Against the Giants™*
- *Monster Manual: Legendary Evils ™* (excluding packages containing the Beholder Ultimate Tyrant)

RULES FOR SEALED TOURNAMENTS

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 in the tournament 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. Exception: When a given product has a semi-random distribution, such as the *Monster Manual: Dangerous Delves™* set, which includes one figure visible through a clear plastic bubble, the distribution of these should be randomized within each pod. (Each player is not required to receive a booster with the same visible miniature). Acceptable options for randomization include [1] random seating of players via the DCI software at tables where the product is pre-distributed, or [2] distribution of product within the pods and die roll to determine choice of boosters. In this case, players may choose only based on the visible figure; they may not handle the boosters.

Once all players receive their sealed product, they have 20 minutes to build and register their warbands from the product provided. If no stat cards are distributed with the set, the twenty minutes shall start after all players have appropriate stat cards distributed by the tournament organizer. Warbands are

constructed according to the rules in the Battle Rules. For Revised Edition, these rules can be found under 'Sealed Booster Games' in the section 'Scenarios and Variants'. For Original Editon, these rules can be found under 'Out of the Box Scenario' in the section 'Scenarios and Variants'. Players choose and register their Battlemap during warband registration. If players receive a Starter Set, they must use a legal Battlemap from the starter set instead of one brought to the event.

General Considerations for Limited Events.
Players who have an abnormal number of cards or miniatures in their booster packs, or unmatched miniatures in the booster they receive must inform the Head Judge, who may replace the deck or booster pack at his or her discretion (consultation with the tournament organizer). The Head Judge makes the final decision.

Neither the DDM Guild, the Wizards of the Coast, nor the tournament organizer guarantees any specific distribution of card rarities or frequency in a particular booster pack or starter. Once a player in a Limited tournament has received sealed product, he or she may not withdraw from the event prior to the first match. Violation of this rule results in the offending participant receiving a loss for the match on the official tournament record (the opponent receives a win for the match) and being dropped from the tournament.

RULES FOR BOOSTER PACK DRAFT TOURNAMENTS

Players are seated randomly in drafting circles, called pods, of roughly equal size. Pods may not normally contain less than three or more than five players, and tournament officials must maximize the number of four person pods if sets 1-17 are used. 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. If sets after 17 are used, 5 is the optimal number for pod size.

A tournament official then typically distributes two (2) new booster packs to each player in a 200-point tournament, or 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. Exception: When a given product has a semi-random distribution, such as the *Monster Manual: Dangerous Delves™* set, with one figure visible through a clear plastic bubble, the distribution of these should be randomized within each pod. Options include [1] random seating of players via the DCI software at tables where the product is predistributed, or [2] distribution of product within the pods and die roll to determine choice of boosters. In this case, players may choose only based on the visible figure; they may not handle the boosters.

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 I n a clockwise direction for the first booster pack group (beginning with the first active player) and 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 .

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.

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.

ALTERNATIVE DRAFT FORMAT: BLINDED DRAFT
This is a rapid drafting procedure, and drafting can be done in any size pod. When randomized boosters include a visible and 5 figures, for example, pods of 5 can be used.

All players seated in the drafting circle open one booster, removing only the deck of stat cards (or obtaining appropriate cards for their figures). They have 30 seconds to select one card from their booster, and then all players pass their deck to the right around the circle. The players have 30 more seconds to select a card from the new deck passed to them; the draft continues until all figures have been drafted. Miniatures matching the cards are distributed, and the process is repeated for additional boosters. If more than a single round of drafting is performed, players place all their miniatures in a drafted pile in front of them, leaving a single card visible on top. The player may choose the card. Once a new round starts, players may not check through their previously drafted pile.

Drafting Rules
Players may not communicate with others during a draft. In normal 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 normal draft, players must display all stat cards they drafted stat side face up in view of all players. During quick draft, players may maintain a stack of cards with only the back of the top card showing.

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 constructing a draft warband, players use normal 'Assault' or 'Arena' warband building procedure, with one exception. Players may select two, rather than one, faction components. For exampe: Example(s): Borderlands & Civilization, or Underdark & The Wild, or Borderlands & The Wild. Each miniature registered in the warband must be from at least one of these 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 both).

Appendix A—Example Stat cards

Each miniature must be accompanied by its correct stat card, and item card if one is assigned. These cards are available from the DDM Guild website on the following location:

- Revised Edition: www.ddmguild.com/rules
- Original Edition: www.ddmguild.com/rules/original.php

For Revised Edition, the DDM Guild is in the process of converting the WotC stat cards to DDM Guild. Cards are also disambiguated in that process. Players may still use the WotC stat card, but the rules text on the card should be interpreted as that of the latest released DDM Guild version (if applicable).

RAKSHASA BARON
Level 14 ✦ Rakshasa • Arcane • Mastermind — CR 3

AC 28 / FORT 23 / REF 23 / WILL 27

ATTACK ACTIONS
- Claw: +21 vs. AC; 15 damage.
- Mind Twist: (range 20) +19 vs. Will; 20 damage AND Dazed.
- ❏ Thundering Phantom: (radius 1 within 10) +17 vs. Will; 20 psychic damage OR Stunned (opponent's choice)

POWERS
- ❏ Desperate Displacement: *Use when this creature first becomes bloodied*: This creature gains Conceal 11 until it is damaged by an attack.

CHAMPION POWERS ❏ ❏ ❏
- ❖ *Use when an Evil ally makes an attack*: That ally has combat advantage against target for that attack.
- ❖ *Use at start of this creature's turn*: Recharge 1 power with a recharge condition of an ally.

SPEED 7 / HP 85 / BLOOD 40

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PAST LICH'S TOOL
Level 7+ ✦ Arcane • Underdark

POWERS
- ❏ Channel Sorrow: Whenever this creature would take damage, you may choose to have an adjacent living ally take that damage, instead. ↻ *as an attack action*.

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RAKSHASA BARON — 75

LEVEL 14 / AC 28 / DEF 23 / SPEED 7 / HP 85

ATTACK ACTIONS
- Claw: +21 vs AC; 15 Damage
- Mind Twist: (range 20) +19 vs DEF (Will); 20 Damage AND Staggered
- ❏ Thundering Phantom: (range 10, radius 1) +17 vs DEF (Will); 20 psychic Damage OR Stunned (opponent's choice)

ABILITIES
Evil • Rakshasa • Arcane • Mastermind
+4 DEF (Will)

SPECIAL POWERS
Desperate Displacement: When first Bloodied, this creature gains Conceal 11 until an attack damages it.

CHAMPION 3
- Use when an Evil ally attacks. That ally has combat advantage against its target.
- Use during this champion's turn. Recharge an ally's rechargeable power.

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For Original Edition there are three layouts of the stat cards. Examples are provided below. The first layout is used from Harbinger through Giants of Legend. The second layout is used from Aberrations through Desert of Desolation. The third layout will be used by the DDM Guild to create stats for Dungeons of Dread and onwards. Each model has its own card, there are no overlapping released cards.

Bronze Wyrmling — 24 POINTS
LG

ddmguild.com

LVL: 6 / SPD: F8
AC: 17 / HP: 45

MELEE ATTACK: +7/+2/+2 (5)
RANGED ATTACK: —
TYPE: Small Dragon

SPECIAL ABILITIES: Flight. Breath Weapon
❏ (Replaces attacks: line; 5 electricity damage; DC 14); **Breath Weapon** ❏ (Replaces attacks: cone; living creatures immediately move as though routing, then the effect ends; DC 14); **Immune Electricity**

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CLERIC OF DOL ARRAH — 45 POINTS
COMMANDER 7
LG

LEVEL (SAVE) 8 / SPEED 6 / AC 20 / HP 55

MELEE ATTACK
+11/+6 (10 magic)

TYPE
Humanoid (Human)

COMMANDER EFFECT
Followers whose names contain Fighter or Soldier gain Fearless.

SPECIAL ABILITIES
Aura of Protection from Evil (This creature and adjacent allies get +2 AC against evil creatures)

SPELLS
2nd—*deific vengeance* ❏ ❏ ❏ (range 6; 10 damage, or 20 damage to Undead; DC 14)
3rd—augmented *cure serious wounds* ❏ ❏ (touch; heal 30 hp)
4th—*dismissal* ❏ (range 6; destroy target Outsider or target summoned creature with 50 or fewer hp; DC 20)

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ABOLETH SLIME MAGE — 67 POINTS
COMMANDER 4
LE

LVL: 10 / MELEE ATTACK
AC: 19 / +12/+12 (15 magic)
SPD: F4 / RANGED ATTACK
HP: 75 / -

TYPE: Large Aberration
COMMANDER EFFECT: Enemies take 5 acid damage when they activate
SPECIAL ABILITIES: Blindsight; Flight; Melee Reach 2; Resist 10 Acid; Slime Aura (while adjacent, creatures have -2 attack)
SPELLS: 3rd - *oppressive will* ❏ ❏ (swift; adjacent creature skips its next turn; can cast while adjacent to enemy); 4th - *empowered acid arrow* ❏ ❏ (sight; 20 acid damage, ignore spell resistance)

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Appendix B— Permissible Miniatures for Legal Play

Besides miniatures released in 'standard' **D&D Miniatures**™ boosters, players may use other miniatures, if they conform to the rules of one (or more) of the following categories. In the event that the legality of a miniature is not made absolutely clear by these guidelines, the Head Judge shall determine the legality of the miniature.

B1. Legal Promotional Miniatures or Miniatures included in other Wizards of the Coast Products:
Any miniature released by Wizards of the Coast is legal if:
- The sculpt and the base size of that miniature matches that of a miniature within an already released set.
- The player has the appropriate stat card for the corresponding identical miniature from the previously released and legal set.

Similarly, any miniature released in a Wizards product (for example, the Aramil figure from the **Dungeons & Dragons**® *Basic Game*) is legal if it conforms to these two criteria. Should limited release figures be produced by the DDM Guild , these figures are also legal when accompanied by the appropriate stat card.

B2. Permissible Conversions
Conversions (customization of models) are allowed in DDM Guild DCI-sanctioned tournaments, but must adhere to the following rules:

- The basic model (the model being converted) must be a legal, DDM Guild- approved **D&D Minatures™** model. These include all miniatures approved at www.ddmguild.com, as well as a certain promotional miniatures, **Heroscape™** equivalents, and **Chainmail™** equivalents (See Appendix B3 and B4 of this document for a list of legal **Heroscape™** and **Chainmail™** figures).
- Certain **Heroscape™** miniatures are legal for play if they are remounted on appropriately sized bases. (See Appendix B3 for a list of legal **Heroscape™** figures, and clarification on legal bases for these figures.)
- Basic models should remain easily identifiable. A player must be able to tell what each model is with a brief glance at the battlemap.
- Additional equipment (including weaponry) may not be added to a model if that equipment is not represented on the model's official stat card (or, at the judges discretion, on an item that model has). For example, a player may not add a crossbow to a model that doesn't have a ranged attack, as it could be construed as misleading to an opponent.
- The text listing of a creature on the base of the model must not conflict with the sculpt of the figure, as this can, in some cases, lead to confusion during a tournament.

B3. Legal Equivalents List
Heroscape™ miniatures may be used as "equivalent to" a DDM sculpt under some circumstances. **Heroscape™** miniatures have either too large (1.25"/ 3.2cm, medium creatures) or oddly shaped bases (oblong torus-shaped on large creatures),and are illegal for use 'as purchased,' but may be rebased onto standard 1"/2.5cm (medium) or 2"/5cm (large) round bases. Table 1 at the end of this document lists **Heroscape™** , **Chainmail** and other miniatures which are legal for play when properly based. Creatures should be mounted on a medium base, unless noted as a large. Note: They are not legal for play when mounted on another creature's base bearing the name of that miniature (creating an identity conflict).

Appendix C—Tournament Violations and Penalty Guidelines

The DDM Guild supports an approach of penalty and remedy, particularly where error has occurred. This may include reconstruction of correct game state, addition of play time, or other actions deemed appropriate.

The DDM Guild similarly supports escalation of penalties where recurring instances of an error occurs. Two levels of enforcement will be applied. Regular tournaments will represent the standard of rules enforcement for all DCI tournaments. Competitive tournaments represent a higher level of play, and stricter adherence is expected (and greater penalties assessed).

The following penalties can be applied by a judge in a guild-sanctioned event:

CAUTION: A verbal redress of the problem, possibly with adjustment of game state. Cautions are tracked within an individual tournament.

WARNING: The lowest level of penalty that is tracked by DCI. The second and higher incidence of a **CAUTION** can be escalated to **WARNING**.

WARNING with VICTORY POINT AWARD: The first, or a subsequent **WARNING** issued in game can be accompanied by awarding points to the penalized player's opponent. The typical penalty is 5% of the warband construction limit for a tournament (or one round of victory points). In exceptional circumstances, this can be escalated to the cost of a miniature.

MATCH: The penalized player loses the match, but is still permitted play within the tournament. The second and subsequent **WARNING** can be elevated to a **MATCH** penalty.

DISQUALIFICATION/**EJECTION**: The player loses the current match and is withdrawn from the tournament. The second and subsequent **MATCH** loss in a tournament can be elevated to **DISQUALIFICATION**.

The penalties are applied by the Head Judge, on the recommendation of a tournament official.

PENALTY CATEGORIES:

Cheating
Cheating will not be tolerated. The Head Judge reviews all cheating allegations, and if he or she determines that a player has cheated, the player will be subject to **DISQUALIFICATION**. All disqualifications are subject to DCI review and further penalties may be assessed. Cheating includes, but is not limited to, the following intentional activities:
- Receiving or giving outside assistance
- Collusion to alter the results of a game or match
- Misrepresenting cards or rules
- Stalling the length of a turn to take advantage of a time limit
- Misrepresenting public game information (point totals, statistics of cards in play, etc.)

- Giving false or misleading information to a Judge or tournament official

Cheating is usually subject to penalty; where appropriate, tournament officials can apply a remedy (ie., not allowing the public access to the play area, in the case of an outside assistance penalty).

Unsporting Conduct

Unsporting conduct is unacceptable and will not be tolerated at any time. Judges, players, spectators, and tournament officials must behave in a polite, respectable, and sporting manner. Minor, and in some cases Major unsporting conduct includes, but is not limited to,

- Using profanity,
- Arguing with or act belligerently toward tournament officials, players or spectators,
- Harassing spectators, tournament officials, or opponents
- Failure to follow the instructions of a tournament official.
- Tardiness (late for tournament round start)
- Throwing dice or miniatures.

All incidents of unsporting conduct are subject to penalty and to further review by DDM Guild or the DCI. Minor unsporting conduct is penalized by a **WARNING**, and may be escalated. When the penalty is awarded during competitive game play, a **WARNING with VICTORY POINT AWARD** should be applied.

Major unsporting conduct is always penalized by **WARNING with VICTORY POINT AWARD**, and in competitive environments the Penalty award may be doubled. Remedies are administered on an ad hoc basis. For example, if a player is late to a round, time may be added to the end of the match, at the judge's discretion.

The following types of unsporting conduct considered to be egregious and subject to penalty by **DISQUALIFICATION**. (first instance).

- Randomly determining a winner
- Wagering
- Aggressive behavior
- Theft of tournament material

Slow Play

Players acknowledge that every effort should be made to achieve the victory condition within the tournament time limit. Thus, play must proceed in a timely fashion regardless of the complexity of the play situation. Playing too slowly, although unintentional, is not acceptable. The judge will be the final arbiter of slow play.

In contrast, outright stalling is cheating, and should be penalized according to the cheating guidelines.

Examples of Slow Play include, but are not limited to:

- Repeatedly taking extended periods to consider play.
- Engaging in other activities that show noticeable impact on play.
- (eg., taking excessive notes, repeatedly adjusting figures).
- Repeatedly counting out distances and not moving.
- Tardiness (late for play)

Slow play penalties begin with a **CAUTION** in regular play, and a **WARNING** in competitive play.

Remedy: In almost all slow play cases, the judge may apply one extra round of game play after time ends. The remedy is used when necessary for an outcome; players and judges acknowledge that awarding an extra round may slow down an entire tournament.

Warband Errors

All players acknowledge that warbands should be constructed according to the appropriate tournament rules, and that all miniatures within a warband shall be place appropriately at the beginning of a match. Warband errors will often require a play remedy, and remedies are therefore listed on a case by case basis.

Warband Errors include, but are not limited to:
- Calculation Error (the warband is worth more than the victory point level
    Penalty: **WARNING**. Remedy: Discard the lowest costed creature that restores the warband to legal status.
- Failure to place a miniature.
    Penalty: **WARNING with VICTORY POINT AWARD**. Remedy: Place miniature in a start area, but do not activate it this turn. Lost Miniature: As per Failure to place, but no remedy.
- Illegal Warband:
    Penalty: **WARNING with VICTORY POINT AWARD**. Remedy: remove the illegal miniature from the warband for the remainder of the tournament, no penalty applied in further games.
- Illegal Item. An item has been incorrectly assigned to a figure:
    Penalty: **CAUTION**. Remedy: remove the item from the game,

Die Error

All players acknowledge that dice rolls should generate random results, as outlined above.
Dice Errors include, but are not limited to:
- Using an illegal die.
    Penalty: **CAUTION**. Remedy: Replace the die.
- Rolling too many dice.
    Penalty: **CAUTION**. Remedy: Ignore all die rolls and reroll the correct number.
- Cocked die. Penalty: None; reroll the die.
    The judge is the final arbiter of whether a die is cocked or not. Repeatedly calling a judge to gauge a die which is not cocked may be enforced as Unsporting Conduct. .

These assume unintentional or uniformed use. Purposeful infraction of these rules is considered cheating.

Game Play and Procedural Errors

Players acknowledge that both players are responsible for knowing the rules and for maintaining a legal game state at all times. Incidental errors in game play are associated with cautions, and may be escalated to warnings. If the game rules are purposely misrepresented, it is penalized as per Cheating.

- Incorrect Representation of Game State (Caught Immediately or Simple Remedy).
    If no die rolls have been yet implemented to change game state, or game state specific to the representation, this is penalized with a **CAUTION**. Remedy: Reset prior game state.
- Incorrect Representation of Game State (No Remedy, or only Partial Remedy).
    If die rolls have been made, or irreversible decisions implemented, this shall be implemented as a **WARNING with VICTORY POINT AWARD**. Remedy: A partial remedy can be applied in some situations; this is game state specific. Often, none can be applied.
- Rule Violation (Simple Remedy)
    Forgetting to activate a figure, or apply an ongoing effect, may, in some cases, be a situation with a simple remedy. This is penalized with a **CAUTION**.
- Rule Violation (No Remedy)
    Performing an action with a creature that it was not legally able to perform – and which changes game state and is irreversible. This is penalized by a **WARNING with VICTORY POINT AWARD.**
- Failure to Maintain Legal Game State (Simple Remedy)
    Forgetting to activate a figure, or to apply an ongoing effect, may, in some cases, be a simple remedy (ie., record the ongoing damage, activate the creature; if in a prior turn, treat the creature as activated but having taken no action). This is penalized by **CAUTION**. Typically, both players are responsible for maintaining the legal games state.
- Communication Error (Remedy inherent)
    Players who fail to conform to a tournament officials instruction due to communication error, or who fail to communicate with each other are penalized with a **WARNING** or a **WARNING with VICTORY POINT AWARD**, at the Judge's discretion. Players who fail to follow the directions purposefully, or who mislead their opponent, should be penalized as Unsporting Conduct or Cheating.
- Outside Assistance (Discretionary Penalty)
    A player who is inadvertently instructed by a spectator is subject to **WARNING**. If a player is purposefully instructed, they are penalized as per Cheating.
- Limited Play/Draft Violation
    Players who commit an error during limited play are subject to a **CAUTION** during regular play, and a **WARNING** during competitive play.

Appendix D—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.

Corporate Employee: Any person, including temporary and contract workers, whose place of employment is a Wizards of the Coast or Hasbro office.

Additionally, the following people are ineligible to play in DCI-sanctioned tournaments: Play testers, reviewers and other business partners with significant knowledge of a set may not play in Prerelease tournaments for that set.

Other business contacts may present a conflict of interest by participating in DCI-sanctioned tournaments. Anyone with questions about their tournament eligibility should contact the DDM Guild Organized Play.

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.

Enhanced-K Tournament: In events for games that use Elo ratings (see appendix D), organizers may pick from a specified list of K-values to increase or limit the effect of match results on player ratings. Tournaments must meet certain criteria in order to receive an enhanced K-value.

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

K-Value: The maximum number of points a player's rating may go up or down based on the results of a single match within an event that uses the Elo ratings system (see appendix D).

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 **D&D Minatures™**, 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.

Scorekeeper: The scorekeeper is a tournament official whose responsibilities include receiving and recording all match/game results, constructing player seatings, ensuring accurate entry of match/game results, withdrawing players from the event, and so on. Tournament officials, such as the Head Judge or tournament organizer, may also be the scorekeeper for 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 Official: Any person who is empowered to maintain the tournament. This includes, but is not limited to, the tournament organizer, scorekeeper, other tournament staff, Head Judge, and all other Judges (certified and non-certified). See section 10.

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

Tournament Round Begins: The time posted and/or announced by the Head Judge or tournament organizer for all players to be seated and ready for match play.

Vintage: A reserved format for future use within DCI sanctioned play.

Table 1 Equivalencies

The **DDM Guild** uses a list of 'equivalent' figures which permits miniature acquired from other **Wizards of the Coast™** products to be used in DDM matches.
The table is as follows

DDM Miniature Equivalencies Table

Instructions: Use the card from the corresponding released set & no. with the miniature listed in the first row.

Chainmail Equivalencies

Chainmail Name	D&D Miniature Name	Corresponding released set and no.
Harbinger:		
Azer Trooper	Azer Raider	Harbinger 32
Centaur Trooper	Centaur	Harbinger 17
Crazed Minotaur	Minotaur	Harbinger 70
Crested Felldrake	Crested Felldrake	Harbinger 19
Dire Boar	Dire Boar	Harbinger 34
Displacer Beast	Displacer Beast	Harbinger 41
Drow Archer	Drow Archer	Harbinger 60
Drow Soldier	Drow Fighter	Harbinger 62
Dwarf People's Guard	Dwarf Axefighter	Harbinger 3
Ghoul	Ghoul	Harbinger 63
Gnoll Trooper	Gnoll	Harbinger 64
Goblin Scout	Goblin Sneak	Harbinger 42
Grey Elf Wizard	Elf Pyromancer	Harbinger 22
Half-Orc Assassin	Half-Orc Assassin	Harbinger 65
Half-Orc Fighter	Half-Orc Fighter	Harbinger 43
Hell Hound	Hell Hound	Harbinger 44
Human Conscript	Human Commoner	Harbinger 8
Human Paladin	Sword of Heironeous	Harbinger 12
Human Swiftwing Disciple	Sun Soul Initiate	Harbinger 11
Human Warrior	Man-at-Arms	Harbinger 10
Hyena	Hyena	Harbinger 67
Kuo-Toa Trooper	Kuo-Toa	Harbinger 68
Orc Berserker	Orc Berserker	Harbinger 73
Orc Gangfighter	Orc Spearfighter	Harbinger 74
Orc Trooper	Orc Warrior	Harbinger 75
Owlbear	Owlbear	Harbinger 54
Skeletal War Dog	Wolf Skeleton	Harbinger 57
Tiefling Fighter	Tiefling Captain	Harbinger 76
Werewolf Trooper	Werewolf	Harbinger 79
Wood Elf Ranger	Elf Ranger	Harbinger 23
Wood Elf Scout	Elf Archer	Harbinger 21
Wood Elf Skirmisher	Wood Elf Skirmisher	Harbinger 31
Zombie Troglodyte	Troglodyte Zombie	Harbinger 56
Dragoneye:		
Abyssal Maw	Abyssal Maw	Dragoneye 43
Drow Warrior	Drow Warrior	Dragoneye 49
Drow Wizard	Drow Wizard	Dragoneye 50
Dwarf Cleric	Cleric of Moradin	Dragoneye 1
Dwarf Zealot	Dwarf Barbarian	Dragoneye 18
Goblin Trooper	Goblin Warrior	Dragoneye 32
Gray Elf Warrior	Elf Spearguard	Dragoneye 19
Grimlock Trooper	Grimlock	Dragoneye 42
Half-Dragon Mage	Silver Sorcerer	Dragoneye 24
Half-Elf Sorcerer	Half-Elf Sorcerer	Dragoneye 20
Human Death Cleric	Cleric of Nerull	Dragoneye 30
Ogre Delver	Ogre Ravager	Dragoneye 56
Orc Druid	Orc Druid	Dragoneye 57
Salamander Trooper	Salamander	Dragoneye 37
Stonechild	Stonechild	Dragoneye 9
Very Young Brass Dragon	Brass Dragon	Dragoneye 14
Very Young Red Dragon	Large Red Dragon	Dragoneye 55
Hobgoblin Fighter	Urthok the Vicious	Dragoneye 39

Archfiends:

Abyssal Eviscerator	Abyssal Eviscerator	Archfiends 44
Gnoll Archer	Gnoll Archer	Archfiends 52
Hill Giant	Hill Giant	Archfiends 53
Human Templar	Human Dragonslayer	Archfiends 4
Orc Champion	Orc Champion	Archfiends 55

Giants of Legend:

Dwarf Fighter	Dwarven Sergeant	Giants of Legend 2
Ettercap	Ettercap	Giants of Legend 47
Gnoll Warrior	Gnoll Sergeant	Giants of Legend 50
Human Shadow Priest	Lareth the Beautiful	Giants of Legend 52

Deathknell:

Dwarf Ranger	Dwarf Caver	Deathknell 4
Dire Badger	Celestial Dire Badger	Deathknell 13
Skeletal Dwarf Soldier	Skeletal Dwarf	Deathknell 40
Ettin	Ettin Skirmisher	Deathknell 52

Angelfire:

Abyssal Skulker	Abyssal Skulker	Angelfire 51
Werebear Trooper	Werebear	Angelfire 13

Underdark:

Skeletal Equiceph	Skeletal Equiceph	Underdark 39
Troglodyte Warrior	Troglodyte Captain	Underdark 40

Wardrums:

Dwarf Hammer Priest	Warpriest of Moradin	Wardrums 14

War of the Dragon Queen:

Gnoll Ranger	Demonic Gnoll Archer	War of the Dragon Queen 45
Hobgoblin Adept	Hobgoblin Talon of Tiamat	War of the Dragon Queen 36
War Ape	War Ape	War of the Dragon Queen 22

Blood War:

Demonic Gnoll Adept	Demonic Gnoll Priestess	Blood War 46
Hammerer	Hammerer	Blood War 7
Howler	Howler	Blood War 54

Unhallowed:

Bugbear Trooper	Bugbear Gang Leader	Unhallowed 48
Human Glaiver	Phalanx Soldier	Unhallowed 7
Ice Paraelemental	Large Ice Elemental	Unhallowed 29

Night Below:

Otyugh	Lifeleech Otyugh	Night Below 44

Demonweb:

Ogre Trooper	Ogre Pulverizer	Demonweb 30

Basic Boxed Sets

Boxed set figure	D&D Miniature Name	Corresponding released set and no.
Black Dragon on cover ©Wizards 2004		
Aramil, Adventurer (D&DB1)	Aramil, Adventurer	Giants of Legend 9
Eberk, Adventurer (D&DB2)	Eberk, Adventurer	Giants of Legend 10
Regdar, Adventurer (D&DB3)	Regdar, Adventurer	Giants of Legend 12
Lidda, Adventurer (D&DB4)	Lidda, Adventurer	Giants of Legend 19
Dire Rat (D&DB5)	Dire Rat	Giants of Legend 30
Kobold Skirmishers (2) (D&DB6)	Kobold Skirmisher	Dragoneye 35
Kobold Warrior (2) (D&DB7)	Kobold Warrior	Harbinger 48
Warrior Skeleton (2) (D&DB8)	Warrior Skeleton	Archfiends 43
Wolf Skeleton (D&DB9)	Wolf Skeleton	Harbinger 57
Black Dragon (D&DB10)	Black Dragon	Dragoneye 44
Orc Warrior (2) (D&DB11)	Orc Warrior	Harbinger 75
Troglodyte (D&DB12)	Troglodyte	Dragoneye 60
Blue Dragon on cover ©Wizards 2006		
Blue Dragon	Large Blue Dragon	Deathknell 38
Young Minotaur	Young Minotaur	Archfiends 59
Harpy	Harpy	Dragoneye 53
Gargoyle	Gargoyle	Dragoneye 52
Goblin Warrior	Goblin Warrior	Dragoneye 32
Goblin Archer	Goblin Sneak	Harbinger 42
Lanin, Elf Wizard	Evermeet Wizard	Archfiends 15
Dothal, Dwarf Cleric	Cleric of Moradin	Dragoneye 1
Regdar, Human Fighter	Regdar, Adventurer	Giants of Legend 12
(note: the pose is definitively from Giants of Legend figure, while the name on the base comes from the Harbinger figure)		
Carn, Human Rogue	Greycloak Ranger	Archfiends 16
Orc Mauler	Orc Mauler	War Drums 55 (War Drums Starter Set)
Skeleton	Warrior Skeleton	Archfiends 43

Adventure System Board Games:

Boxed set figure	D&D Miniature Name	Corresponding released set and no.
Ravenloft Board Game		
Arjhan, Dragonborn Fighter	DDM Guild card release:	Orphan Swords 1
Alissa, Human Ranger	DDM Guild card release:	Orphan Swords 2
Immeril, Eladrin Wizard	Eladrin Pyromancer	Against the Giants 45
Kat, Human Rogue	Sharn Cutthroat	Aberrations 20
Thorgrim, Dwarf Cleric	DDM Guild card release:	Orphan Swords 7
Monsters (solid white plastic)		
Flesh Golem	Berserk Flesh Golem	Night Below 46
Gargoyle (3)	Earth Element Gargoyle	Blood War 48
Gravestorm, Dracolich	Dracolich	War of the Dragon Queen 31
Skeleton (3)	Warrior Skeleton	Archfiends 43
Zombie (3)	Terror Wight	War Drums 41
Zombie Dragon	Zombie White Dragon	Deathknell 60
Monsters (clear blue plastic)		
Wraith (3)	Lurking Wraith	Against the Giants 51
Blazing Skeleton (3)	Blazing Skeleton	Against the Giants 48
Monsters (solid gray plastic)		
Count Strahd, Vampire	Vampire Vizier	Dungeons of Dread 28
Howling Hag	Howling Hag	Dungeons of Dread 18
Klak, Kobold Sorcerer	Kobold Sorcerer	Aberrations 38
Werewolf	Werewolf	Giants of Legend 60
Monsters (solid brown plastic)		
Ghoul (3)	Gravetouched Ghoul	Unhallowed 53
Kobold Skirmisher (3)	Kobold Skirmisher	Dragoneye 35
Rat Swarm (3)	Rat Swarm	Savage Encounters 28
Spider (3)	Deathjump Spider	Dungeons of Dread 54
Wolf (3)	Worg	Harbinger 80

Wrath of Ashardalon Board Game Boxed Set

Heskan, Dragonborn Wizard	Dragonborn Elementalist	Lords of Madness 12
Keyleth, Elf Paladin	Divine Crusader of Corellon	Angelfire 16
Quinn, Human Cleric	Human Cleric of Bahamut	Desert of Desolation 5
Tarak, Half-orc Rogue	(DDM Guild card release: Orphan Swords 6)	
Vistra, Dwarf Fighter	Dwarf Shieldmaiden	Dungeons of Dread 33
Monsters (solid dark red plastic)		
Ashardalon	Huge Red Dragon	Giants of Legend 71
Human Cultist (3)	Blood of Vol Cultist	Blood War 29
Legion Devil (3)	Legion Devil Legionnaire	Savage Encounters 24
Rage Drake	Rage Drake	Desert of Desolation 53
Snake (3)	Fiendish Snake	Blood War 50
Monsters (solid dark gray plastic)		
Duergar Guard (3)	Duergar Warrior	Archfiends 32
Orc Archer (3)	Orc Archer (Orc Strongbow)	Lords of Madness 36
Orc Smasher (3)	Orc Mauler	War Drums 55
Monsters (solid light gray plastic)		
Bellax, Gauth	Gauth	Archfiends 34
Kraash, Orc Storm Shaman	Orc Wolf Shaman	Angelfire 58
Margrath, Duergar Captain	Duergar Cleric of Asmodeus	Legendary Evil 12
Meerak, Kobold Dragonlord	Meepo, Dragonlord	War of the Dragon Queen 6
Monsters (solid brown plastic)		
Cave Bear (3)	Cave Bear	Against the Giants 31
Gibbering Mouther (3)	Gibbering Mouther	Aberrations 50
Grell (3)	Grell	Deathknell 35
Kobold Dragonshield (3)	Kobold Champion	Aberrations 37
Otyugh	Otyugh	Giants of Legend 27

The Legend of Drizz't Board Game Boxed Set

Athrogate, Dwarf Battlerager	Dwarf Battlerager	Unhallowed 16
Bruenor Battlehammer, Dwarf Fighter	Bruenor Battlehammer	Desert of Desolation 10
Catti-Brie, Human Archer	DDM Guild card release:	Orphan Swords 3
Drizz't Drow Ranger	Drizz't Drow Ranger	Archfiends 14
Guenhwyvar	Guenhwyvar	Underdark 17
Regis, Halfling Rogue	DDM Guild card release:	Orphan Swords 5
Wulfgar, Human Barbarian	Wulfgar	Night Below 25
Monsters (solid dark red plastic)		
Errtu, Balor	Balor	Legendary Evil 4
		(DDMguild card is "Unbound Balor")
Monsters (solid light gray plastic)		
Artemis Entreri, Human Assassin	Artemis Entreri	Underdark 32
Jarlaxle Baenre, Drow Mercenary	DDM Guild card release:	Orphan Swords 4
Methil, El-Viddenvelp, Mind Flayer	Mind Flayer Telepath	Aberrations 39
Yochlol, Handmaiden of Lolth	Yochlol Tempter	Legendary Evil 40
Yvonnel Baenre, Matron Mother	Drow Arachnomancer	Underdark 46
Monsters (solid green plastic)		
Feral Troll (2)	Feral Troll	Desert of Desolation 49
Goblin Archer (3)	Graypeak Goblin Archer	Unhallowed 40
Goblin Champion	Irontooth	Legendary Evil 28
Goblin Cutter (3)	Goblin Cutter	Legendary Evil 23
Hunting Drake (3)	Bloodseeker Drake	Dangerous Delves 9
Monsters (solid purple plastic)		
Dinin Do'Urden, Drider	Drider Fanglord	Savage Encounters 12
Drow Duelist (3)	Drow Blademaster	Desert of Desolation 46
Drow Wizard	Drow Wand Mage	Dungeons of Dread 50
Shimmergloom, Shadow Dragon	Adult Purple Dragon	Savage Encounters 2
Spider Swarm (3)	Demonweb Swarm	Desert of Desolation 41
Monsters (clear blue plastic)		
Hypnotic Spirit (3)	Cursed Spirit	Archfiends 49
Water Elemental (3)	Medium Water Elemental	Dragoneye 36

Heroscape

Heroscape Name	D&D Miniature Name	Corresponding released set and no.
Master Set 3, Dungeons and Dragons		
Deepwyrm Drow (1/10)	Drow Spiderguard	Dungeons of Dread 13
Deepwyrm Drow (2/10)	Spiderbound Drow Warrior	Demonweb 22
Deepwyrm Drow (3/10)	Drow Enforcer	Night Below 51
Pelloth (4/10)	Drow Wand Mage	Dungeons of Dread 50
Feral Troll (5/10) (Large)	Feral Troll	Desert of Desolation 49
Othkurik (6/10) (Large)	Large Black Dragon	Unhallowed 55
Ana Karithon (7/10)	Cleric of Sune	Night Below 15
Erevan Sunshadow (8/10)	Eladrin Pyromancer	Against the Giants 45
Tandros Kreel (9/10)	Human Fighter	Dungeons of Dread 35
Darak Amdershard (10/10)	Dwarf Warsword	Against the Giants 17
D1 Champions of the Forgotten Realms		
Fen Hydra (1/20) (Large)	Fen Hydra	Dungeons of Dread 55
Sahaugin Raider (2/20)	Sahaugin Ranger	Aberrations 42
Phantom Knight (3/20)	Ragnara, Psychic Warrior	Archfiends 21
Phantom Knight (4/20)	Stalwart Paladin	Dragoneye 8
Phantom Knight (5/20)	Dark Traveler	Deathknell 16
Wyvern (6/20) (Large)	Wyvern	Aberrations 25
Air Elemental (7/20)	Medium Air Elemental	Dragoneye 23
Water Elemental (8/20)	Medium Water Elemental	Dragoneye 36
Earth Elemental (9/20)	Medium Earth Elemental	Archfiends 6
Fire Elemental (10/20)	Medium Fire Elemental	Archfiends 54
Ice Elemental (11/20) (Large)	Large Ice Elemental	Unhallowed 29
Greenscale Warrior (12/20)	Dark Talon Champion	Unhallowed 51
Greenscale Warrior (13/20)	Lizardfolk Raider	Against the Giants 37
Greenscale Warrior (14/20)	Lizardfolk	Harbinger 35
Drow Chainfighter (15/20)	Drow Arcane Guard	Underdark 47
Torin (16/20) (Large)	Cyclops Hewer	Demonweb 41
Morgrimm Forgehammer (17/20)	Dwarf Warlord	Dungeons of Dread 58
Brandis Skyhunter (18/20)	Lyrander Skyfire Captain	Unhallowed 20
Sharwin Wildborn (19/20)	Elf Warmage	Bloodwar 5
Estivara (20/20)	Drow Arachnomancer	Underdark 46
D2 Warriors of Eberron		
Iron Golem (1/20) (Large)	Iron Golem	Underdark 25
White Wyrmling (2/20)	Small White Dragon	Dragoneye 59
Red Wyrmling (3/20)	Red Wyrmling	Giants of Legend 58
Blue Wyrmling (4/20)	Blue Wyrmling	Dragoneye 29
Black Wyrmling (5/20)	Small Black Dragon	War of the Dragon Queen 53
Werewolf Lord (6/20) (Large)	Werewolf Lord	Unhallowed 60
Warforged Soldiers (7/20)	Warforged Fighter	Giants of Legend 6
Warforged Soldiers (8/20)	Warforged Captain	War Drums 12
Warforged Soldiers (9/20)	Warforged Battle Champion	Demonweb 45
Mind Flayer Mastermind (10/20)	Shadow Flayer	Demonweb 21
Ogre Warhulk (11/20) (Large)	Brutal Ogre Warhulk	Demonweb 39
Goblin Cutters (12/20)	Goblin Runner	Against the Giants 21
Goblin Cutters (13/20)	Goblin Picador	Dungeons of Dread 34
Goblin Cutters (14/20)	Lolthbound Goblin	Demonweb 13
Goblin Cutters (15/20)	Goblin Blackblade	War Drums 30
Shurrak (16/20) (Large)	Fire Giant Raider	Against the Giants 19
Mika Connour (17/20)	Shadowdancer	Bloodwar 22
Heirloom (18/20)	Warforged Wizard	Deathknell 11
Rhogar Dragonspine (19/20)	Dragonborn Myrmidon	Against the Giants 16
Kurrok the Elementalist (20/20)	Red Hand Sorcerer	Blood War 43

D3 Moltenclaw's Invasion

Horned Skull Brutes (1/18)	Bugbear Gang Leader	Unhallowed 48
Horned Skull Brutes (2/18)	Bugbear Footpad	Giants of Legend 42
Horned Skull Brutes (3/18)	Blood Ghost Berserker	War Drums 44
Death Chasers of Thesk (4/18)	Orc Eye of Gruumsh	Dangerous Delves 31
Death Chasers of Thesk (5/18)	Orc Raider	Archfiends 56
Death Chasers of Thesk (6/18)	Orc Mauler	War Drums 55
Ogre Pulverizer (7/18) (Large)	Ogre Pulverizer	Demonweb 30
Mezzodemon Warmongers (8/18)	Mezzoloth	Bloodwar 41
Mezzodemon Warmongers (9/18)	Mezzodemon	Demonweb 4
Death Knights of Valkrill (10/18)	Death Knight	Dungeons of Dread 7
Death Knights of Valkrill (11/18)	Death Knight	Deathknell 33
Frost Giant of Morh (12/18) (Large)	Frost Giant	Giants of Legend 48
Ice Troll Berserker (13/18) (Large)	Ice Troll	Aberrations 53
Master of the Hunt (14/18) (Large)	DDM Guild card release:	Master of the Hunt
Evar Scarcarver (15/18)	DDM Guild card release:	Frostrager Barbarian
Eltahale (16/18)	DDM Guild card release:	Tuhli, Goliath Defender
Siege (17/18)	DDM Guild card release:	Warforged Juggernaut
Moltenclaw (18/18) (Large)	Large Red Dragon	Dragoneye 55

Dungeon Command Sets

Dungeon Command Name	D&D Miniature Name	Corresponding released set and no.
Heart of Cormyr:		
Copper Dragon (Large)	Capricious Copper Dragon	Desert of Desolation 23
Dragon Knight	Purple Dragon Knight	Dragoneye 7
Dwarf Cleric	Thorgrim, Dwarf Cleric	Ravenloft Boxed Set (above)
Dwarven Defender (2)	Dwarven Defender	Dragoneye 2
Earth Guardian	Earth Archon Rumbler	Legendary Evil 14
Elf Archer (2)	Elf Warrior	Aberrations 16
Halfling Sneak	Halfling Sneak	Underdark 19
Half-Orc Thug	Tarak, Half-Orc Thug	Wrath of Ashardalon Boxed Set (above)
Human Ranger	Alissa, Human Ranger	Ravenloft Boxed Set (above)
War Wizard	(DDM Guild card release: Spear of Cormyr)	
Sting of Lolth:		
Demonweb Spider (2)	Deathjump Spider	Dungeons of Dread 54
Drider (Large)	Drider	Desert of Desolation 45
Drow Assassin	Drow Assassin	Demonweb 20
Drow Blademaster	Drow Blademaster	Desert of Desolation 46
Drow House Guard (2)	Drow Spiderguard	Dungeons of Dread 13
Drow Priestess	Drow Arachnomancer	Underdark 46
Drow Wizard	DDM Guild card release:	Drow Web Mage
Giant Spider (Large)	Large Monstrous Spider	Dragoneye 54
Shadow Mastiff	Shadow Mastiff	Desert of Desolation 36
Umber Hulk (Large)	Umber Hulk Delver	Desert of Desolation 57
Tyranny of Goblins:		
Bugbear Berserker	Blood Ghost Berserker	War Drums 44
Feral Troll	Feral Troll	Desert of Desolation 49
Goblin Archer	Graypeak Goblin Archer	Unhallowed 40
Goblin Champion	Irontooth	Legendary Evil 28
Goblin Cutter (2)	Goblin Cutter	Legendary Evil 23
Goblin Wolf Rider	Goblin Wolfrider	Savage Encounters 17
Hobgoblin Soldier (2)	DDM Guild card release:	Vanguard of Bane
Hobgoblin Sorcerer	Red Hand War Sorcerer	Blood War 43
Horned Devil (Large)	Horned Devil	Blood War 34
Wolf	Worg	Harbinger 80

Curse of Undeath:

Disciple of Kyuss	DDM Guild card release:	Disciple of Kyuss
Dracolich	Fettered Dracolich	Lords of Madness 17
Gravehound	Gravehound	Archfiends 41
Hypnotic Spirit	Cursed Spirit	Archfiends 49
Lich Necromancer	DDM Guild card release:	Nanamat, Ancient Lich
Skeletal Lancer	Skeletal Courser	Night Below 41
Skeletal Tomb Guardian	Skeletal Tomb Guardian	Dungeons of Dread 52
Vampire Stalker	Vampire Guildmaster	Savage Encounters 38
Warrior Skeleton (2)	DDM Guild card release:	Warcleave Skeleton
Zombie (2)	Terror Wight	War Drums 41

D&D Collector's Sets

Collector's set figure	*D&D Miniature Name*	*Corresponding released set and no.*
Beholder Collector's Set:		
(All of these have different paints from the originals, although for the Beholder Eye Tyrant it is only the eye color)		
Beholder Eye of Frost (1/4)	DDM Guild card release:	Eye of Frost
Eye of Shadow (2/4)	DDM Guild card release:	Eye of Shadow)
Beholder Eye Tyrant (3/4)	Beholder Eye Tyrant	Dangerous Delves 5
	or DDM Guild card release:	Beholder Eye Tyrant
Ghost Beholder (4/4)	DDM Guild card release:	Ghost Beholder
Dragon Collector's Set:		
Young Black Dragon (1/5)	Black Dragon Lurker	Demonweb 24
	or DDM Guild card release:	Onyx, Glistening Death
Young Blue Dragon (2/5)	Large Blue Dragon	Deathknell 38
	or DDM Guild card release:	Azurion, Dune Scourge
Young Green Dragon (3/5)	DDM Guild card release:	Hemlock, Master of Secrets
Young Red Dragon (4/5)	Large Red Dragon	Dragoneye 55
	or DDM Guild card release:	Blaze, Sulfurborn Wyrm
Young White Dragon (5/5)	DDM Guild card release:	Coldsnap, Ruin of Frostkeel