

# DUNGEONS DRAGONS® MINIATURES GAME

## *Legendary Evils* Release Event Fact Sheet

### Event Dates

- August-September 2009 at locations across the US and worldwide

### Format

- 2 *Legendary Evils* boosters per player, 400-point Sealed Assault format
- Item stat cards may be used to fill out warbands to 400 points.

### Tournament Length

- Swiss rounds – Maximum length of 60 minutes per round, number of rounds based on attendance
- All players may participate in all Swiss rounds.

### Tournament Logistics

- 16K, Casual REL
- All DCI Universal Tournament Rules and DDM Guild Dungeons & Dragons® Miniatures Tournament Competitive Floor Rules & Penalty Guide rules are in effect for this event.
  - ⇒ Available at: <http://www.ddmguild.com/downloads/DdmFloorRules.pdf>
- Also refer to the most current edition of the Dungeons & Dragons® Miniatures Game Battle Rules.
  - ⇒ Available at: <http://www.ddmguild.com/rules/index.php>
- Players must bring pen, paper, battle map, and appropriate counters. Players must bring complete print-outs of *Legendary Evils* stat cards and item stat cards. (Tournament organizers may provide print-outs.)
  - ⇒ Available beginning Friday, August 14, 2009 at: <http://www.ddmguild.com/rules/index.php>
- **Tournament organizers:** Place boosters on tables randomly (avoid having two boosters with the same visible figure showing in the same seat). Seat players randomly, using DCI Reporter Tournament Software. Allow 20 minutes for players to build warbands. Play N+1 rounds (number of rounds may be reduced to N at TO's option—announce at start of tournament) with no cut to top 4 or top 8.



### Entry Fee and Prize Schedule

- Entry fee and prize schedule vary by location. Check with your local event organizer for details.



**Information:** Players who have general questions about the D&D® Miniatures game should contact the DDM Guild at [ddm.guild@gmail.com](mailto:ddm.guild@gmail.com). Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2009 DDM Guild and Wizards of the Coast.