

DUNGEONS & DRAGONS

MINIATURES GAME

SETUP SEQUENCE

1. Reveal warbands and potential battle maps.
2. Roll d20; player with highest Champion rating rolls twice and wins on ties. Highest roll chooses map or defers.
3. Player who did not choose map chooses side and places warband in start area.
4. Other player places warband in the other starting area.

ROUND SEQUENCE

- R0. Start of Round: R0-R5, each champion may use Champion power only once.
- R1. Declare powers/abilities that activate at start of a round. All champion powers occur simultaneously, so cannot use champion power to cancel.
- R2. Before Init: Declare before Init powers/abilities. Lowest champion rating 1st.
- R3. Initiative is rolled: the winner chooses initiative.
- R4. After Init: Declare after Init powers/abilities. Player moving 1st goes 1st.
- R5. Resolve automatic/required effects on creatures. Player moving 1st goes 1st.
- R6. Turn Sequence: Activate 2 creatures/turn until all activated. (1st player act 1)
- R7. End of Round: Check for victory area points. Check end of round triggers. Check victory conditions. Effects lasting until end of round now end.

ACTIVATION SEQUENCE

Resolve "Beginning of Turn" Effects:

- F1. Effects that end at the beginning of a creature's turn end.
- F2. Determine Control. (Confusion, etc)
- F3. Apply Damage triggered by creature activate. Use Damage Sequence, skip D2.
- F4. Resolve other Beginning of turn/when creature activates events.

Declare Actions:

- A1. Actions: 1 ea:(Attack>Move>Minor) or Free. Any order. May substitute lesser.
- A2. Mark as Used: Attack/power w/ check/box is 'used' and ready for recharge.

Declare target(s):

- T0. Opportunity Attacks triggered by \rightarrow , \star attacks occur. If attack destroys, renders inactive, etc., the sequence ends.
- T1. Designate Target(s): Attacker designates legal target. \rightarrow need LOS. \star need LOS to target square. **Multiple Targets:** \downarrow , \rightarrow : resolved serially, attacker chooses order. \leftarrow , \star : all targets declared first, then attacks resolved.
- T2. Effects on targeting: Powers/Abilities that trigger on targeting can be used once per turn per creature using power/ability.
- T3. Redirect targeting: Powers that can modify or nullify a target can be used.

ATTACK SEQUENCE

- B1. Apply Attack Modifiers: Powers/Abilities (?), Charge (+1), Combat Advantage (+2), Helpless (\downarrow :auto crit, others: +4), Cover (-2 on AC,DEF(Ref) attacks)
- B2. Attack Roll: 1=Miss. 20=Critical Hit. Hit if Roll+Modifiers >= AC,DEF
- B3. Check Trigger: Attack Roll - Resolve effects triggered by an attack.
- B4. Check Trigger: Critical - Resolve effects triggered on a critical.
- B5. Check Trigger: Hit - Resolve effects triggered on a hit.
- B6. On Hit: Use Damage Sequence. Apply AND effects serially as on card.
- B7. Perform followup(s), if applicable.
- B8. Check Trigger: Miss - Damage resulting from a miss applied, use Damage Sequence, skip D2. No bonus damage on a miss.

DAMAGE SEQUENCE

- D1. Determine damage dealt - Choose damage type if applicable. Critical Hit: Double all damage except ongoing listed in the attack text.
- D2. If damage results from successful attack, add any power/ability bonus damage.
- D3. Apply damage reduction (resist/etc): Apply effects that halve damage serially.
- D4. If the applicable damage still positive, apply extra damage due to vulnerability.
- D5. Damage is applied: Subtract from current HP.
- D6. Check Trigger: Effects upon On Damaged.
- D7. Check Trigger: Effects upon On Bloodied effect.
- D8. Check Trigger: Effects upon On Destroyed effect.
- D9. Destroyed creatures (HP=0) are removed from game.

MOVE ACTION

- Move # of squares up to speed, ending in legal square (no creatures, walls, etc)
- Can always move 1 legal square, regardless of terrain/effects that slow speed.
- Can move through allies, not enemies. See Terrain for other limitations.
- **Burrow:** Ignore all terrain, except pits. No Opportunity Attacks.
- **Flight:** Ignore all terrain, except walls. Opp. Attacks from 1st square & from fliers
- **Phasing:** Ignore all terrain, except pits. Opportunity attacks.
- **Shift:** Move 1 square (must be clear unless creature can shift 2). No Opp. Attacks.

ATTACK ACTION

- \downarrow **Melee:** Targets 1+ creatures in reach (default 1). \oplus **Basic** attack is melee.
- \rightarrow **Ranged:** Targets 1+ creatures within range (range in parentheses)
- nearest: Nearest target in line of sight (LOS).
 - range X: Any target up to X squares away in LOS.
 - sight: Any target in LOS.
- \leftarrow **Close:** Targets all creatures in area from attacker. (area & range in parentheses)
- blast X: Within X by X square adjacent to attacker and in line of effect (LOE).
 - burst X: Within X squares of attacker and in LOE.
 - cone: Within a small/large cone-shaped area and in LOE.
 - line X: Choose origin point from attacker's square. End point is corner of target square farthest from origin. Affects all squares that a line drawn between origin/end enters (edge/corner does not count) within range X and in LOE.
- \star **Area:** Targets all creatures in area at a distance. (range and area in parentheses)
- radius X: Within X squares of origin and in LOE to it.
 - nearest: Nearest target must be in the area and in LOE.
 - range X: Origin square up to X squares away and within LOS.
 - sight: Origin square any square within LOS.

Charge: Attack action. Need LOS. Attacker moves speed & makes \oplus basic attack w/ +1 bonus. Must end in nearest space adjacent to enemy and at least 2 squares away from start position. Do not have to move in straight line or shortest path.

Combat Advantage: Get +2 attack bonus. Attacker has when: invisible (but needs LOS to target), flanking, or target affected by certain conditions.

Opportunity Attack: Free \oplus basic attack against adjacent enemy when enemy: Moves (not shift,push,pull,slide,teleport,place) out of square, Makes \rightarrow or \star attack, or as specified on a card. Only 1 per turn per attacker.

COVER

- **Cover:** -2 penalty on AC or DEF(Ref) attacks. Cover does not stack with itself.
 - **Clear Lines:** Draw lines (Line of Effect) between attacker and target squares. Line clear if does not cross (edge / corner is ok) LOE blocking or cover square.
- \downarrow : Choose 1 square from both attacker and defender spaces. No cover if all lines clear between all four corners of both squares.
- \rightarrow : Choose 1 corner of attacker. No cover if all lines clear from corner to all corners of all target's squares. Enemy creatures provide cover.
- \leftarrow , \star (**Burst / Radius**): As \downarrow , use effect's origin as attacker's square.
- \leftarrow , \star (**Cone / Line**): As \rightarrow , use a corner of the effect's origin.

GLOSSARY

Full Glossary - See Back Side

- **Bloodied:** Creature at half HP or less.
- **Champion X:** Can use powers X times per game. Same power doesn't stack. Each champion can only use one champion power per creature turn.
- **Conceal X:** On non-critical hit, attacker rolls again: X or higher to hit.
- **Flanking:** Two active allies on opposite sides of an enemy.
- **Invisible:** Conceal 11. +2 attack. Enemies: No LOS. No \rightarrow or Opp. Attack
- **Insubstantial:** From attacks only, take half damage except on critical hits.
- **Line of Effect (LOE):** As LOS, but see Terrain for blocking.
- **Line of Sight (LOS):** Have between squares if you can trace 1+ unblocked line.
- **Power Stacking:** Powers modifying same stat stack, except from same power.
- **Pull/Push:** Each square pulled/pushed must take the target closer/farther to/ from effector. Target need not be moved entire amount.
- **Resist [X] All:** Reduce damage taken by X. All types still apply for vulnerability.
- **Teleport:** Move to legal square within distance & LOS, even if Immobilized.

CONDITIONS

- **Duration:** Last until end of affected creature's next turn unless otherwise stated.
 - **Saving Throw:** At end of turn for each "save ends" effect, roll d20: (1-9=no change, 10-19=effect ends, 20=all save ends effects end)
- Dazed/Staggered:** Only 1 Action. No Opp. Attacks. No Immediate actions. Cannot flank. Grants combat advantage. Acts only on own turn. No Champion Rating for Init.
- Stunned:** As Dazed & No actions. No Powers. Inactive.
- Helpless:** As Stunned & \downarrow attacks against auto crit., others +4 bonus. No Flight. Dazed,Staggered,Stunned,Helpless do not stack with each other, they are hierarchical.
- Blinded:** No LOS. Cannot flank. Grants CA. \downarrow Attack targets gain Conceal 11.
- Confused:** As Dazed & No Powers. Only \oplus attack. Start of its turn, roll d20: (1-5=dominated, 6-15=no action, 16-20=owner controls)
- Dominated:** As Dazed & No Powers. Only \oplus attack. Opponent controls.
- Enervated:** Attacks deal half damage.
- Immobilized:** No self move. Speed is 0.
- Ongoing X DAMAGE:** Deal damage on creature activation. Same type does not stack, use highest. All ongoing damage has (save ends).
- Slowed:** Speed is 2.
- Weakened:** See Enervated.

TERRAIN

- **Black Rock:** Creature within critical hits on 19 or 20 on \downarrow attacks.
- **Clear:** A square with no wall, statue, or difficult terrain.
- **Dangerous \star :** As Difficult Terrain & grants +5 \downarrow damage to attacker within. If in at end of turn, roll d20 (1-5=take 10 damage, 6-20=no effect)
- **Difficult Δ :** Costs 2 squares to move into.
- **Forest \blacktriangle (LOS:Block* - LOE:No Block):** As Difficult Terrain. *Block LOS if passing through 2 edges. Provides **cover against \rightarrow attacks.**
- **Market Stalls:** As Forest except for effects referring to forest terrain.
- **Pits:** Only flying creature can enter pit. When attack effect (push, pull, slide, place) moves target into, acting creature makes another attack (large creatures get +1 AC/DEF bonus for each square not in pit), on success the target is dazed.
- **Sacred Circle:** +2 Attack Bonus.
- **Secret Doors:** May move through. **Unoccupied=Blocking. Occupied=Clear.**
- **Slippery \sim :** Creature within pushed 1 square when damaged by \downarrow attack.
- **Smoke (LOS:Block - LOE:No Block):** A creature within & creature that is not adjacent to that creature are invisible to each other.
- **Spike Stones \blacktriangle :** As Difficult Terrain & creatures take 5 points of Damage if movement slowed by the spike stones.
- **Statue (LOS:No Block - LOE:No Block):** Costs 2 squares to move into. Cannot end move in. Provides **cover against \rightarrow attacks.**
- **Teleporter:** As Clear & creature within can move to any other unoccupied teleporter square once per round. Counts as activating a power.
- **Walls / Blocking (LOS:Block - LOE:Block):** Block movement. Cannot move diagonally past corner. Count around for range of effect.
- **Web \star :** As Forest except any creature entering is immobilized (save ends).

MOUNTS

- **Mount & Rider:** occupy mount's entire space, are adjacent, do not provide cover for each other., activate separately.
- **Move:** Mount only, ignore rider movement limits. Opp Attacks target only one.
- **Mount Eliminated:** rider placed in mount's space.
- **Mounting:** Move action that provokes Opp. Attacks, adjacent creature mounts.
- **Riding:** Speed is 0. Move action: can dismount as shift to adjacent square.
- **Forced Dismounts:** Occurs when rider is invalid or forced move (pull,push,etc).

SCENARIOS AND VICTORY

- **Assault:** First to 200 VP. VP for each eliminated creature's cost and 10 VP for 1+ creatures in 1+ victory areas at end of each round.
- **Bounty:** As Assault, plus each enemy eliminated gives +5 VP.
- **Uncontested:** As Assault, except 5 VP for each victory area held without enemy.

+XDEF (NAME): If an attack specifies a Defense (Fort, Ref, or Will), a creature with this ability gets a +X bonus to the named Defense. For example, a creature with +4 DEF (Fort) gets a +4 bonus to Defense against attacks and special powers that target DEF (Fort).

AC: (Creature Statistic) Armor Class. A number representing a creature's ability to avoid being hit by an attack. See page 13.

ACID: A kind of damage.

ACTION: The acting creature is the creature that is currently moving, attacking, or producing an effect. The acting player is the player whose warband that creature belongs to. Usually the acting creature is the creature that is taking its turn, but in some cases (such as opportunity attacks), creatures act out of turn.

ACTIVATE: When you activate one of your creatures, that creature takes its turn for the round. See Activate Creatures, page 19.

ACTIVE: An active creature is not inactive (see that entry).

ADJACENT: Occupying a square next to this space (including diagonally). Squares separated by a wall are not adjacent unless only a corner is between them. A creature is considered to be adjacent to its own space.

ALLY/ALLIED CREATURE: Allies are other creatures in the same warband or in teammates' warbands. A creature is not its own ally.

AREA: A type of attack. Area attacks typically affect multiple distant creatures in a group of squares. Using an A attack provides opportunity attacks.

ATTACK: A number representing a creature's ability to hit with an attack in combat. See page 13.

ATTACK/ATTACK ROLL: An attempt to use an option specified in the Attack Actions section of the creature's stat card. Doing so usually requires an attack action, but an attack can be triggered by other effects, such as another creature's move. See page 22.

BASIC ATTACK: The first option listed in the Attack Actions section of a creature's stat card. A creature uses its basic attack when charging or making opportunity attacks. A creature with no Attack Actions entry on its card has no basic attack.

BATTLE MAP: An illustrated battle area, gridded with 1-inch squares, with specified start areas and victory areas for two opposing warbands.

BLINDSIGHT [range]: A creature with Blindsight ignores Conceal and can see invisible creatures within the stated range. If no range is given, the range is unlimited. A creature behind terrain that blocks both line of effect and line of sight still counts as visible.

BLOODED: A creature at or below half its starting HP total is Bloodied.

BODYGUARD: The Bodyguard special power is optional and may be declared against all types of attacks. In some cases, a creature using Bodyguard may be subjected to the same attack action twice. If a creature uses Bodyguard against an attack with a follow-up it is also subject to the follow-up attack.

BURROW: This creature can move underground instead of on the surface. If it chooses to burrow, it uses that mode for all its movement that turn, using its Speed rating. See Burrow, page 20.

BURST [X]: A burst does not affect the attacker, but will affect other creatures in its space, or within range of the effect. For large and bigger creatures, a burst emanates from the creature's space, not simply a single square. All adjacent squares are considered to be one square away. Use any square in a creature's space to determine if a target has cover against a burst attack.

CAN'T ATTACK: If a creature can't be attacked, it cannot be declared as a target for any attack. If a dose or area attack would have the creature in the area of effect, it is not included as a target. Attacks can still be redirected to the creature, and in those cases the attack functions as normal.

CHAMPION POWERS: Once a champion power is used, the effect is no longer tied directly to the champion unless otherwise stated. An activated power is not cancelled if the champion that used the power is rendered inactive or destroyed.

CHARGE: A creature can take an attack action to charge an enemy, getting a +1 bonus to its attack roll, under certain conditions. See Charge Attacks, page 28.

CLAW RAKE: This is an optional follow up attack. It is declared immediately after an initial attack action is resolved.

CLOSE: C A type of attack. Close attacks typically affect nearby opponents within an area originating from the acting creature, such as a burst or cone. Using a C attack does not provoke opportunity attacks.

COLD: A kind of damage.

COMBAT ADVANTAGE: An attacker with combat advantage against a target gets +2 Attack against it. Various tactical situations can give a creature combat advantage. See Combat Advantage, page 28.

CONCEAL X: When an enemy makes a M or a R attack against this creature and gets a result that would be a hit (but not a critical), the attacker must roll 1d20. If the result of the second roll equals or exceeds X, the attack hits; otherwise, it automatically misses. If several effects grant Conceal to a creature, only the highest rating applies. Creature w/ Conceal still hit automatically by critical hits.

CONE: A roughly triangle-shaped area for some C attacks (see Attack Types on page 26). There are two cone templates provided in this rulebook, representing two cone sizes (small and large). You can photocopy these and cut them out. Each cone template has three possible origin points (shown by arrows pointing out). When using a cone, place the template so that one of the origin points is at a corner of a square in the acting creature's space. The squares in the cone template must align with the squares on the battle map. Creatures in the cone's area are affected by the attack, so long as there is line of effect to them from the origin point. Cones cannot be placed in a way that affects the attacker; they must be placed adjacent to the attacker.

CONFUSED (Condition): A Confused creature acts randomly. At the start of its turn (during P2 before other "at the beginning of turn" effects), roll 1d20 and consult the table below. d20 Roll Result 1-5 Acts as if Dominated 6-15 Takes no action 16-20 Controlled by its player.

COVER: Attacks against AC or DEF (Ref) take a -2 penalty against targets with cover. Enemy creatures and various types of terrain provide cover. See cover, page 29.

CRITICAL HIT: A natural 20 on an attack roll is an automatic hit that deals double damage. Some creatures are immune to critical hits, but a natural 20 still hits them automatically. See page 25.

DAMAGE: A number representing the amount of damage dealt by an attack. Damage: Most attacks deal damage. Damage sometimes has a type associated with it, such as fire, which follows the Damage number. If an effect such as a special power or ability grants increased damage without a specified type, the

extra damage is of the same type as the original damage. If the creature already deals more than one type of damage, the creature's controller can choose which type of damage is increased. **DOUBLE DAMAGE:** When an attack or special power deals double damage, double all Damage numbers in its text. Ongoing damage is not doubled. Apply any resistance after the damage has been totaled. **HALF DAMAGE:** When dividing damage in half, round down to the next lowest multiple of 5. For example, half of 15 points of damage is 5; half of 5 points of damage is 0.

DAMAGED: A creature whose HP total is below its starting total is damaged. **DAZED:** (Condition) See page 33.

DEF/DEFENSE: (Creature Statistic) Some attacks target a creature's Defense instead of AC. A few attacks specify a kind of Defense (Fort, Ref, or Will); some creatures have bonuses to specific Defenses. See page 13.

DESTROY/DESTROYED: A creature is destroyed when its HP total drops to 0 or lower. Certain effects can also destroy a creature outright. Remove destroyed creatures from the battle map.

EFFECT: This general term refers to the results of attacks, special powers, abilities, Champion powers, and any other game effect generated by a creature or terrain.

DOMINATED (Condition): The affected creature cannot use special powers, take immediate actions, or make opportunity attacks. When the Dominated creature is activated by its player, the opponent gains control of it and takes actions as if it were part of his or her own warband. On the Dominated creature's turn, the only attack actions it can take are basic attacks.

ELIMINATED: Creatures that have been destroyed or otherwise removed from the battle map are eliminated. They score victory points for the player whose creatures eliminated them. If a player eliminates his or her own creatures, opponents split the victory points for them. If an effect (but not a scenario condition) somehow returns a specific eliminated creature to play, players who scored victory points for its elimination lose those points.

ENRAGED: (Condition) See page 33.

ENEMY/ENEMY CREATURE: A creature in an opponent's warband. **EPIC:** Some very powerful creatures have two different stat cards, one playable in standard 200-point battles, and one that reflects its true might. This more powerful version of a creature is called epic and can be played only in battles that allow such creatures.

EVIL (Alignment): The stat card of a creature with the Evil alignment has a black border and Evil appears as a keyword under Abilities.

FIRE: A kind of damage.

FLANKING/FLANKED: Two active allies that are on opposite sides of an enemy are flanking that enemy. They get combat advantage against the flanked creature. See Flanking, page 29.

FLIGHT: This creature can fly over the battle map instead of moving on the surface. The Speed entry on its stat card has an "F" prefix. See Flight, page 20.

FOLLOWUPS: Followup attacks automatically occur after the related attack power hits a target and is resolved. The target of the Followup is always the same creature that was hit by the primary attack, and the attack cannot be redirected to a different target (even through use of Bodyguard or other effects that change an attack's target). Limited Followup: Some special powers (such as the Mezzoloth's Skewering Times) act as Followups to specified attacks but have limited use, indicated by check boxes. These do not automatically occur after the primary attack; the creature's controller decides whether or not to use that special power after the primary attack hits and is resolved.

FORCED MOVEMENT: When an attack or a special power causes a creature to move, the creature is obligated to use the most expedient means of movement. For example, a creature could not choose not to fly to prevent a Harry's Lure from functioning, nor could a creature with Burrow decide not to use burrow in response to Fear if that movement mode could place it further from the Beholder.

GAINS: The effect gives a creature a new ability or special power, or imposes a condition on it.

GOOD: (Alignment) The stat card of a creature with the Good alignment has a white border, and Good appears as a keyword under Abilities.

HEAL X HP: This effect removes X damage from a damaged creature. It can't raise a creature's HP total above its starting amount. Some heal effects remove damage only from certain creatures.

HELPLESS: (Condition) A number of situations and effects can render a creature Helpless. See page 33. Other creatures can move through a Helpless creature's space but cannot end their movement there.

HIDE: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy. This overrides previous card text. The Hide special ability uses the ranged rules for determining cover. The ranged rules are always used, even when determining whether a creature that does not have a ranged attack can trace line of sight to a creature with Hide. You cannot choose a suboptimal corner for determining if a creature has cover.

HP/HIT POINTS: (Creature Statistic) A creature's stat card has an HP rating, representing its hit points (written "HP" in effect descriptions). A creature whose HP total drops to 0 is destroyed. A creature whose HP total is below its normal starting number is damaged; when the total drops to half the starting number, it is Bloodied.

HUGE: A huge creature occupies a space 3 squares long and 3 squares wide. **IMMEDIATE:** Certain special powers or other effects interrupt the current action. Resolve an immediate effect before resolving the triggering condition or current action. A creature can only use one immediate action during a creature's turn.

IMMOBILIZED: (Condition) See page 33.

IMMUNE EFFECT: The creature is not affected by the stated attack or damage type, special power, or condition. Creatures with multiple immunities list them all in one entry, separated by commas; for example, a creature immune to cold- and fire-based effects would have the ability Immune Cold, Fire. If a creature with an immunity is subject to multiple effects, it is immune only to the stated type of damage or effect; additional effects still apply to it normally. For example, if a creature with Immune Cold is hit by an attack that deals 25 cold Damage and also imposes the Stunned condition, the creature is still Stunned even though it takes no damage. A creature that is immune to a special condition is also immune to all derived lesser conditions. For example, a creature with Immune Stun also has Immune Dazed, but does not have Immune Helpless.

IN A SQUARE: A creature is in a square if any part of its space occupies that square.

IN TERRAIN: A creature is in a kind of terrain if any part of its space occupies a space that contains that terrain.

INACTIVE: An inactive creature is unable to take actions or use powers, whether on its own turn or on another creature's turns. It makes saving throws normally.

INCREASED CHAMPION RATINGS: Some creatures have the ability to increase the Champion rating of an allied champion. Choose one allied champion for each turn. When the boosting creature has not been eliminated, the chosen ally's Champion rating is increased for all purposes and it gains a additional use of a Champion Power. If the boosting creature is destroyed, the champion loses one use of a Champion Power if any remain.

INFEIST: Only one creature with infest can end its turn in a particular space.

INSUBSTANTIAL: Insubstantial creatures take half damage from all attacks except critical hits. Applies only to damage from attacks.

INVISIBLE: Other creatures do not have line of sight to this creature. Enemies cannot choose it as the target of a R attack. This advantage grants Conceal 11 against attackers that can't see it and gains Combat Advantage against defenders in line of sight that can't see it. An enemy can't make opportunity attacks against an invisible creature.

KEYWORD: The first line of the Abilities section on a creature's stat card lists one or more keywords, such as its alignment or combat role. These identify the creature for the purpose of determining whether it is affected by certain abilities or special powers. All keywords are separated by dots (•).

LARGE: A Large creature occupies a space 2 squares long and 2 squares wide.

LARGER SPACES AND DISTANCE: To determine the distance between two large spaces, choose one square in the first space and count to the square in the same position in the second space.

LEVEL: (Creature Stat) A creature's level is sometimes important for determining whether it is affected by certain abilities or special powers. See page 13.

LIGHTNING: A kind of damage.

LINEX: An area for some kinds of C attacks (see Attack Types on page 26). The attack affects creatures in a line up to the indicated number of squares away.

LINE OF EFFECT (LOE): Line of effect is nearly always the same as line of sight (see below). A few special powers or terrain types might block line of effect: they prevent attacking a space, but they do not block line of sight to that space.

LINE OF SIGHT (LOS): Two creatures have line of sight to each other unless walls (or similar blocking terrain) are in the way. If you can trace even a single line between two creatures that doesn't touch a wall, they have line of sight to each other. See the diagram on page 25. Certain situations, such as being invisible or in smoke, also prevent line of sight.

LIVING: All creatures are living, except for those with the Construct and Undead keywords.

MEDIUM: A Medium creature occupies 1 square.

MELEE: MA type of attack. Melee attacks typically target adjacent opponents. Using a MA attack does not provoke opportunity attacks.

MINOR ACTION: A creature can take 1 minor action during its turn in addition to 1 attack action and 1 move action. A minor action cannot be taken during another action. You can replace an attack or a move action with another minor action.

MOBILITY DEPENDENT ATTACK: Some attacks require the creature to move a certain number of squares to use that attack. These require that each square in the creature's space, after movement, is at least [X] squares distant from their starting location. Charge attacks, Archer's Mobility, and Earthcast are two examples of a mobility dependent attack.

MOVE: During its turn, a creature can take a move action to move up to its Speed. It can replace its attack action with a move action, allowing it to move up to twice its Speed. Sometimes special powers require a move action to use. See Moving, page 19.

MOVE ACTION: Taking a move action instead of an attack action does not count as taking an attack action.

MOVES NORMALLY: If an ability or special power permits a creature to move normally in a type of terrain, it pays no extra movement cost for entering squares containing that terrain and ignores any damage associated with moving through the terrain. It is still subject to other effects of the terrain, such as the Dazed effect. See page 25.

MULTIPLE ROLLS ATTACK MECHANICS: Some creatures have an attack option which requires them to make multiple attack rolls against a single creature, with the number of hits determining the final damage applied. In this case, make all rolls at the same time. If any of the rolls are critical hits, the attack is considered a critical hit.

NEAREST: Some attacks and special powers can target only the nearest enemy or ally to the acting creature. (Decide whether the power will affect an enemy or an ally before determining which is nearest). A C or A attack or special power that targets the nearest creature must include the nearest target in its area. A power or attack that targets more than one creature must include the nearest creature as one of its targets. An attack that specifies the nearest target can only target the nearest enemy in line of sight unless otherwise specified. An ability or special power can target either the closest enemy in line of sight or the closest ally in line of sight.

NECROTIC: A kind of damage.

OBJECT: Objects are not living creatures, cannot score victory points for occupying victory areas, and are immune to attacks that target DEF (Will).

ONGOING X DAMAGE: (Condition) This condition deals damage to a creature each time it activates. For example, ongoing X fire Damage deals X fire damage on each of the affected creature's turns. A creature can be affected by different types of ongoing damage, but ongoing damage of the same type doesn't stack with itself—only the highest value applies. All ongoing damage has (save ends).

OPPORTN: A player you are playing a battle against.

OPPORTUNITY ATTACK: A single, immediate basic attack a creature makes against an adjacent enemy that moves. Making a R or A Attack also provokes opportunity attacks from enemies. See Opportunity Attacks, page 31. An opportunity attack is optional.

PHASING: This creature ignores difficult terrain and can move through walls, or through blocking terrain, and through enemies. It must end its movement in a final position, regardless of its Phasing ability.

PLACE: Some effects target a creature to another square on the battle map. Such effects use the word "place." Placing a creature in a square is not

movement and does not provoke opportunity attacks. A creature subject to an automatic place effect must be placed into a destination space in which it could legally end its movement. The creature's destination space must be a legal position.

POWER KEYWORDS: Some abilities have keywords in parentheses.

Creatures immune to effects including that keyword are not affected by those abilities. For example, the Awesomeness Presence special power of the Angel of Retribution (Against the Giants' 40/60) contains the Fear keyword, so creatures that have Immune Fear are not affected by that power.

PSYCHIC: A kind of damage. **PULL/PUSH:** Certain attacks or special powers push other creatures away from or pull them toward the acting creature. The pushed or pulled creature cannot move into or through a space occupied by any other creature or statue, or through walls. Pushed or pulled creatures do not provoke opportunity attacks. They ignore any movement costs of terrain.

PULL: A creature pulled toward the acting creature must move into a square that is closer to the acting creature. Some pull effects pull a creature more than one square. Each square pulled must take the creature pulled closer to the pulling creature. A target does not need to be pulled the entire amount but must be pulled at least one square to trigger "pull-triggered" effects. Under some circumstances it may be impossible to pull a particular creature. In those cases, the pull does not happen and effects triggered off being pulled cannot occur.

PUSH: A creature pushed away from the acting creature must move into a square that is farther from the acting creature. Some push effects push a creature more than one square. Each square pushed must take the creature pushed further from the pushing creature. A target does not need to be pushed the entire amount but must be pushed at least one square to trigger "push-triggered" effects. Under some circumstances it may be impossible to push a creature. In those cases, the push does not happen and effects triggered off being pushed cannot occur.

RADIUS X: An area for some kinds of A attacks (see Attack Types, page 26). This attack affects all creatures within X squares and in line of effect to the origin square. The origin square must be within line of sight of the acting creature and within range (filmed).

RANGE X: This effect targets an enemy or ally within X squares and within line of sight of the acting creature.

RANGED R A Type of attack: Ranged attacks typically target one or more opponents at a distance. Using a R attack provokes opportunity attacks.

REACH X: This creature can make melee attacks against enemies that are up to X squares away. Adjacent squares are always 1 square away; determine cover for a nonadjacent creature normally. This ability does not allow a creature to flank or to make opportunity attacks against enemies that are not adjacent. Nor does it allow a charging creature to stop before it is adjacent to the enemy it is charging. Creature using Reach to attack at a distance does not create a flanking situation.

REDIRECT: Some creatures' special powers (such as the Bugbear Strangler's Body Shield) let them redirect a specified attack or power, changing the original target to a specified new target. You must decide whether to redirect an attack after the initial target has been declared but before the attack roll is made.

REPLACES: Some special powers use expressions such as "replaces attack action" or "replaces move action." Using such a power takes the place of the stated action on that creature's turn. For example, a creature using a special power that replaces attack action can't take another attack action on its turn.

REROLL: Sometimes an ability or special power allows you to make a die roll again. You cannot, however, reroll dice associated with a scenario setup or with a creature or object controlled by neither player. Whenever you reroll, you must abide by the result of the second roll.

REROLL ATTACK: This original roll is not considered a hit or miss; it is indeterminate and dependent upon the result of the reroll. No specific number is considered to have been rolled for triggering effects.

RESIST [X] ALL: When a creature with Resist [X] All takes Damage, reduce the Damage taken by X. This damage still counts as all the energy types it originally did for the purpose of vulnerability. For example, if a creature with Resist 20 All and Vulnerable 5 fire takes 20 Damage and 5 fire, the total Damage assigned to the creature is 25. If the creature would have taken only 20 fire Damage, all the damage would be resisted and vulnerable would not come into effect.

RESIST X DAMAGE: If this creature takes damage of the stated type, reduce the damage taken by X.

ROUND: A battle is played in rounds. During a round, each player takes turns activating creatures. See page 17.

ROUNDING: Round fractions down, unless otherwise indicated.

SCOUT: Instead of placing this creature in your start area at the start of the battle, you can place it in any victory area that does not already contain a creature. Two Scout creatures can't set up in the same victory area. If this creature enters the battle map after the first turn, it enters like any other creature.

SAVE: Many conditions and ongoing effects allow a creature to make a saving throw to end the effect. This is written (save ends) on a stat card. See Saving Throw, page 33.

SELF: An ability or special power that specifies "self" affects only the acting creature.

SHIFT: A creature can also use a move action to shift. A creature that shifts moves into a clear adjacent square. A creature cannot shift into a square containing terrain that slows movement, unless it can shift more than 1 square or ignores the effects of such terrain. Shifting does not provoke opportunity attacks. See Shift, page 20.

SIGHT: This effect targets a creature to which acting creature has line of sight. **SIMULTANEOUS EFFECTS:** If several effects happen at the same time, resolve them one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use these rules: player's choice. If several effects apply to one player's creature or creatures, that player determines the order and resolves effects one creature at a time; player whose creature is taking a turn; if the effects apply to creatures controlled by more than one player, the player whose creature is taking a turn goes first. He or she handles all the effects on his or her creatures, one creature at a time. Next, the player to the left handles effects on his or her creatures, and so on.

SIZE: Size categories for creatures are: Tiny, Small, Medium, Large, and Huge.

SPEED: This effect works like push/pull (see that entry, above), except that the movement of the affected creature can be in any direction.

SLOWED: (Condition) A Slowed creature's Speed is reduced to 2 (if greater than 2). A creature whose original Speed is less than 2 continues to move at that Speed. See page 33.

SMALL: A Small creature has a base less than 1 inch across but occupies 1 square.

SPEED: The square or squares a creature occupies. **SPEED:** (Creature Statistic) The number of squares a creature can move. See Moving, page 19.

STACKING: In general, effects are cumulative (stack) with each other. However, some exceptions exist. No ongoing effect stacks with itself; nor does a bonus or penalty provided by the same effect. It's okay for multiple effects of the same grant +2 Attack to a creature, but it can't get +4 Attack from two uses of the same effect. A creature that gains an ability already has gains only the more powerful version (for example, if it already has Resist 5 Fire and gains Resist 10 Fire, it has Resist 10 Fire, not Resist 15 Fire).

SPENDING VICTORY POINTS: Some special powers and champion effects require you to spend Victory Points. If you do not have enough Victory Points to pay the cost, you are not able to use the special power or champion effect.

SQUEEZE: A huge creature has the option to squeeze.

SQUEEZE MOVE: Huge creature only; treat this creature as Large (2-square-by-2-square base) and move it up to half its Speed. At the end of this move, it expands back into its normal size and must occupy a legal position (including the space in which it ended the squeeze action). While squeezing, the creature grants combat advantage to all enemies and has -5 Attack (if it is able to attack while moving). It provokes opportunity attacks from enemies that are adjacent to it at the start of the squeeze. If a creature uses two subsequent actions to squeeze, it does not need to expand back into its normal size between the two actions. There are no additional restrictions on when a huge creature can squeeze; a Huge creature can squeeze to maneuver around walls, pits, or even enemy creatures.

STAGGERED (Condition): A staggered creature cannot take attack actions other than making a [b] attack. This means that a Staggered creature cannot use its attack action for anything except making a basic attack or swapping for a move action, and it cannot use a "replaces turn" action or special power. **STUNNED (Condition):** As Dazed, AND the Stunned creature can take no actions. A stunned creature is inactive. A stunned creature cannot take attack, move, minor, fire, or immediate actions. Abilities that do not require actions can be used, but no special powers or champion effects can be used. Note that the Dazed, Staggered, Stunned, and Helpless conditions do not stack with each other; they are hierarchical. Apply the most severe of these (last on the list) to the target at any given time. (A staggered creature is also dazed, and so on). Ongoing effects which require a saving throw also use the most severe condition, but are not hierarchical with temporary effects.

THUNDER: A kind of damage.

TINY: A Tiny creature has a base less than 1 inch across but occupies 1 square. **TELEPORT:** A creature with the ability to teleport can move instantaneously from one part of the battle map to another within line of sight, ignoring intervening terrain. Such movement does not provoke opportunity attacks. To teleport the creature, place it in a legal position within the stated distance and in line of sight. The creature doesn't need line of effect, and can teleport even when Immobilized.

TEMPORARY HIT POINTS: Some effects grant temporary hit points, which are tracked separately from regular hit points. Subtract damage from a creature's temporary hit points before its normal HP total. Gaining temporary hit points is not the same as healing (so, for example, a Bloodied creature with temporary hit points that raise its total HP above half its starting number is still Bloodied). An undamaged creature can have temporary hit points in addition to its starting HP total. Temporary hit points from the same source (such as a given special power) do not stack. Lost temporary hit points cannot be regained through a heal effect.

TIEMORSENE: Treat as Blindspot against non-flying creatures.

TURN: This word refers to both a player's turn and a creature's turn. On each player's turn, a player activates creatures. A creature that is being activated is taking its turn, comprising an attack action and a move action.

UNIQUE: You can have only one Unique creature of a given name in your warband. Different versions of the same Unique creature (one with the same name but different titles, such as Pat, Human Fighter and Pat, Human Champion) all count as that creature. Each of your opponents and teammates can have their own copy of a Unique creature.

VICTORY AREA: Each battle map contains victory areas, each labeled for the player who scores victory points for occupying it. Creatures with certain abilities, such as Wandering Monster, can set up in victory areas instead of in starting areas.

VICTORY POINTS/VP: You score victory points for eliminating enemies and for occupying victory areas (see Scenarios and variants, page 39). Special scenarios might award victory points for other situations. Victory points will appear as "VP" on stat cards.

VULNERABLE DAMAGE: If this creature takes damage of the stated type, increase the damage taken by X.

WANDERING MONSTER: Instead of placing this creature in your start area at the start of the battle, place it in a random victory area. If this creature enters the battle map after the first turn, it enters like any other creature. A creature must be placed in the victory area to fill as many squares as possible. If there is no room to place the creature in the victory area, it must be placed in the closest legal space available to the victory area.

WARBAND BUILDING: (Champion power) Adding this creature to your warband allows you to break one or more of the usual warband construction rules. Usually, this ability allows you to ignore faction restrictions. Warband building allows a warband to contain both Good and Evil creatures. For example, the Champion of Eilistraee's "All nonchampion Medium Drow creatures are legal in your warband" allows the Drow Spideguard (D of Dread, 13/60) to be included in the warband. This does not change a creature's alignment or faction; in the prior example, the Drow Spideguard remains an Evil Borderlands/Underdark creature.

WEAKENED (Condition): The Weakened condition is the same as Enraged.

WOUND: A kind of damage.

YOUR TURN: Your turn is the same as the controlling player's turn.

DDM Reference v1.5 by RangerRob