

# *D&D Miniatures Game Comprehensive Rules Guide*

## **Introduction**

The **D&D Miniatures Game *Battle Rules*** contains all the rules you'll need to cover most situations, casual or competitive. You can download a copy of that rulebook from the D&D Miniatures website at <http://www.wizards.com/default.asp?x=dnd/minis>.

However, some situations call for more detailed and more precise rules. This document is intended to be the ultimate authority for the game; you usually won't need to refer to these rules except in specific cases or during competitive games.

This document includes a series of numbered rules followed by a glossary. Many of the numbered rules are divided into sub-rules. Each separate rule and sub-rule of the game has its own number. The glossary defines many of the words and phrases used in these rules and points to more detailed rules that cover each item, but does not contain rules.

The DDM Oracle team recognizes that no matter how detailed the rules (and these rules *are* detailed), situations will arise in which the interaction of specific rules text, creatures, powers, or effects requires a precise answer. If you have questions, you can get the answers from us at <http://www.ddmoracle.com>.

*In response to play issues and to keep these rules as current as possible, changes may have been made to this document since its publication. See the DDM Oracle website for the most up-to-date version of the official rules.*

## **Credits**

**D&D Miniatures Original Game Design:** Rob Heinsoo and Stephen Schubert

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Thanks to all the DDM Oracle project team members and the many others who have contributed to the **D&D Miniatures Game *Comprehensive Rules Guide***.

*These rules are current as of November 1, 2008.*

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### Glossary

## 0. Reading Rules

As much as possible, the rules text in this document has been written in a technically descriptive manner. The text is repetitive as required, and verbose to permit precise descriptions. Where possible, similar constructs are used in an attempt to alleviate the ambiguities introduced by using natural language. Here are a few of the standard constructs used in the rules text, and what they mean:

*can* — Indicates a choice that a player can make. Sometimes, no alternatives are given in a rule which states the player can do something; in that case, the alternatives are to do that thing, or not.

*can only* — Limits the choices a player can make. This is used when the game rules would normally allow the player to choose between one of several options, but a specific situation limits the player to choose a single option. (This is a restrictive statement).

*cannot* — Like “can only”, above, this limits the choices a player can make. This is used when the game rules would normally allow the player to choose between one of several options, but a specific situation prevents the player from choosing one of those options. (This is a restrictive statement).

*may* — Describes the potential existence of something, rather than describing player choice. For example: “A creature’s Speed may include an “F” before the Speed if the creature has Flight.”

*must* — Describes the absolute existence of something, rather than describing player choice. For example, “The text of a ranged attack must include a range.” If the text of a ranged attack does not include a range, the text is most likely in error.

*resolve* — To apply the appropriate game rules as they apply from initiation to completion of a game event, such as an attack or movement. The resolution of an event may be paused and interrupted as dictated within the rules, permitting some events to resolve completely within others.

*serially* — Describes a series of events where one event is resolved to its completion before resolving the next.

*if* — When a game rule checks whether something in the current game state is true, the rules text uses “if”.

*is/is not* — A statement often used as short-hand for a condition checking or assigning whether a creature is affected by a particular condition; for example, “this creature is Immobilized” and “target is not Helpless”.

*has/without* — A conditional statement often used as short-hand for a condition checking if a creature has a particular power; for example, “this creature has Flight” or “target creature without Reach X”.

*has ... to/has ... against* — A conditional statement testing game state from the perspective of the creature described. For example, such a statement may check if a creature “has line of sight to”, “has combat advantage against”, or “has cover” relative to a second creature. Such a statement does not necessarily connote reciprocity (that is, a “has ... to” condition might be true when checked from one creature to another, but might not be true when checked from the second creature to the first).

*within* — Similar to “has ... to”, this is commonly used as a shorthand specifically for testing line of sight, line of effect, or distance from one creature to another.

*normally* — Used in rules that allow some rules text to be ignored in certain circumstances, but otherwise use the normal game rules.

*has* — A game rule that adds a numeric bonus or penalty to a creature’s statistics reads that the creature “has” that bonus or penalty effect; for example, “this creature has +2 Attack”.

*gains/loses* — A game rule that adds or removes a power or effect on a creature reads that the creature “gains” or “loses” that power or effect; for example, “this creature gains Vulnerable 10 Poison” or “target creatures lose Flight”.

*when* — Used in timing statements as a conditional statement of when a power can be declared, or when an effect triggers or is resolved.

*whenever* — Used in conditional rules text where the application of that rule occurs once for each time the conditions become true. If the conditional text includes “first”, the application of the rule happens just once for that trigger; otherwise, it happens each time the trigger becomes true.

*while* — Used in conditional rules text where the application of that rule it applies at all times its conditions are true and is nullified (but not removed) when its conditions are not true.

# 1. The Game

## 100. General

100.1. These **D&D Miniatures** rules apply to any **D&D Miniatures** game with two or more players, including two-player games and multiplayer games.

100.1.a. A two-player game is a game which has exactly 2 players.

100.1.b. A multiplayer game is a game which has more than 2 players.

100.2. Each player must have his or her own warband and some way to clearly track the current round number, his or her victory points, and the states of each creature in his or her warband (see rule 201.3).

## 101. Warband Construction

101.1. A *warband* is a set of figures and a battle map, constructed using the base warband construction rules, plus those of the game's scenario. To construct a warband, a player chooses one of the four base factions and a battle map, then selects miniatures that match that faction.

101.2. In a 200-point, or standard, game, each warband must contain a full-size battle map and at least 1 and no more than 10 creatures with a total point cost of 200 or fewer points, no one of which can cost more than 150 points.

101.3. In a 100-point game, each warband must contain a half-size battle map and at least 1 and no more than 8 creatures with a total point cost of 100 or fewer points, no one of which can cost more than 75 points.

101.4. In a 50-point game, each warband must contain a half-size battle map and at least 1 and no more than 6 creatures with a total point cost of 50 or fewer points, no one of which can cost more than 35 points.

101.5. In a 500-point game, each warband must contain a full-size battle map and at least 1 and no more than 10 creatures with a total point cost of 500 or fewer points.

101.6. In a 1000-point game, each warband must contain a full-size battle map and at least 1 and no more than 10 creatures with a total point cost of 1000 or fewer points.

101.7. Most **D&D Miniatures** tournaments have special rules (not included here) and may limit the use of some creatures and battle maps, including barring all creatures from some older sets. See the most current **D&D Miniatures DCI® Floor Rules** for more information. They can be found at <http://www.wizards.com/default.asp?x=dc/doccenter/home>.

## 102. Game Set-Up

102.1. At the start of a game, each player reveals his or her warband (including battle map) to his or her opponent and declares the Champion rating of the highest champion in his or her warband.

102.2. All triggered powers and effects that trigger before set-up must be declared. Any activated powers available before set-up can be declared. These powers and effects are declared and then resolved in lowest champion order.

102.3. Each player rolls d20; if one player has a Champion rating higher than his or her opponent, that player rolls d20 twice and takes the higher of the two rolls.

102.3.a. If neither player's warband has a champion, neither player's warband is considered to have a higher Champion rating.

102.3.b. If one player's warband does not have a champion, the other player is considered to have a higher Champion rating.

102.4. The player with the highest roll chooses which player will select a battle map for the game. For the duration of set-up, the player chosen to select the battle map is *Player 1*; the other player is *Player 2*.

102.4.a. If the rolls are tied, the player whose warband contains the Champion with the higher Champion rating is considered to have the highest roll.

102.4.b. If the rolls are tied, and neither player's warband has a higher Champion rating, or neither player's warband has a champion, re-roll to determine the highest roll.

102.5. Player 1 chooses the battle map from his or her warband or the battle map from his or her opponent's warband.

102.6. Player 2 chooses a Start area (labeled either Start Area A or Start Area B; see section 10, "Battle Maps and Terrain") and puts the creatures from his or her warband into that Start area.

102.6.a. The player puts each creature from his or her warband in a legal position entirely within the chosen Start area.

102.6.b. Some battle maps have Start areas which are split into separate locations. The player can put a creature in any of the locations.

102.6.c. If there is not enough room within the chosen Start area to put all of the creatures from the player's warband, the chosen Start area must be filled as completely as possible. If necessary, the player must rearrange the creatures to fill the maximum possible number of squares within the chosen Start area. The remaining creatures are then put as near to the chosen Start area as possible (this will typically be adjacent to the chosen Start area).

102.7. Player 1 puts the creatures from his or her warband into the other Start Area following the same rules as above.

102.8. All triggered powers and effects that trigger after set-up must be declared. Any activated powers available after set-up can be declared. These powers and effects are declared and then resolved in lowest champion order.

### **103. Ending the Game**

103.1. A game ends immediately when a player wins.

103.1.a. If a game has a time limit, it ends after the current round in which the time limit is reached.

103.2. There are several ways to win the game.

103.2.a. A player still in the game wins the game if all of that player's opponents have lost the game.

103.2.b. A player wins the game if he or she has a number of victory points equal to or greater the scenario's point cost limit at the end of resolving an action if there are no unresolved actions, at the end of a creature's turn, or at the end of a round. If both players have met the victory conditions, use the tiebreaker rules for the scenario to determine the winner.

103.2.c. A player wins the game if he or she meets the requirements for all objectives in the game's scenario at the end of a creature's turn or at the end of a round. If both players have met the victory conditions, use the tiebreaker rules for the scenario to determine the winner.

103.3. There are several ways to lose the game.

103.3.a. A player can concede the game at any time. A player who concedes loses the game.

103.3.b. In a multiplayer game between teams, a team loses the game when all players on that team have lost.

103.3.c. If no creature has damaged an enemy creature, rolled an attack roll, or rolled a saving throw for 10 consecutive rounds, the game ends. The player with the highest number of victory points wins.

## 104. Scenarios

104.1. A *scenario* determines the point cost limit and other limitations for constructing a warband, victory conditions, and may add or alter other rules of the game. Players choose a scenario prior to warband construction.

104.2. A scenario's scoring conditions and victory conditions are state-based effects.

## 105. Assault

105.1. Assault is the default scenario for **D&D Miniatures** games. A game using the Assault scenario has two players.

105.2. Warband Construction

105.2.a. A game using the Assault scenario can be played with point cost limits of 1000 points, 500 points, 200 points (the default), 100 points, and 50 points.

105.2.b. Huge creatures are not legal in Assault games with point cost limits of fewer than 400 points. Larger than Huge creatures are not legal in Assault games.

105.2.c. A warband that is constructed with one or more creatures with the Good keyword cannot also be constructed with any creatures with the Evil keyword. A

warband that is constructed with one or more creatures with the Evil keyword cannot also be constructed with any creatures with the Good keyword.

### 105.3. Scoring Conditions

105.3.a. When a creature is eliminated, the opponent of that creature's owner scores victory points equal to the creature's point cost immediately after the creature is removed from play.

### 105.4. Victory Conditions

105.4.a. During the Score Victory Points step of the Round Sequence, each player scores 10 victory points if one or more of the creatures in his or her warband occupies a victory area corresponding to the start area that player set up in.

105.4.b. If the players' victory point totals are tied, the player with a creature whose distance from the center square or squares of the battle map is the shortest wins.

105.4.c. If the players have creatures equidistant to the center square or squares, the player whose closest figure has a higher point cost wins.

105.4.d. If the point cost of the creatures closest to the center square or squares is tied, the game continues as normal, except that the first player to score any victory points wins.

## 106. Bounty

106.1. The Bounty scenario has the same rules as the Assault scenario with the exceptions noted below.

### 106.2. Scoring Conditions

106.2.a. When a creature is eliminated, the opponent of the creature scores +5 victory points when scoring victory points for eliminating the creature.

## 107. Uncontested Victory

107.1. The Uncontested Victory scenario has the same rules as the Assault scenario with the exceptions noted below.

### 107.2. Scoring Conditions

107.2.a. During the Score Victory Points step of the Round Sequence, each player scores 5 victory points for each victory area that one or more of the creatures in his or her warband occupies and that no enemy creatures occupy.

## 108. Sealed-Booster

108.1. The Sealed-Booster scenario follows the same rules as the Assault scenario with the exceptions noted below.

### 108.2. Warband Construction

108.2.a. Each player opens two sealed boosters and constructs a warband with the figures he or she has in those boosters.

108.2.b. A game using the Sealed-Booster scenario is played with a point cost limit of 200 points.

108.2.c. When constructing a warband for a Sealed-Booster scenario, a player can ignore faction and alignment restrictions.

108.2.d. When constructing a warband for a Sealed-Booster scenario, a player can ignore the restrictions imposed on warband construction by the Unique power.

## 109. Core Rules and Exceptions

109.1. Whenever the text of a power or effect contradicts these rules, the text takes precedence, except when the rules text is a restrictive statement (see rule 109.2). The text overrides only the rule that applies to that specific situation.

109.1.a. A player can concede the game at any time (see rule 103.3a). This rule overrides all other rules.

109.2. The game is an exceptions-based game that permits rules text to override other rules. Some rules are designated as *restrictive statements*. All rules not designated as restrictive statements are *permissive statements*.

109.2.a. Whenever the text of a rule, power, or effect is a restrictive statement, that text takes precedent over permissive statements.

**Example:** *A creature is targeted by two effects: “Target creature can only take move actions on its turn.” and “Target creature can take a basic melee attack.” The affected creature cannot attack.*

109.2.b. Whenever the text of a rule, power, or effect cancels other rules, powers, or effects, that text takes precedent.

**Example:** *A creature is affected by two effects: “This creature can shift 1 square for free.” and “This creature cannot move.” The affected creature cannot move.*

109.2.c. Some card text explicitly contradicts restrictive statements in these rules; in these cases, the card text overrides the restrictive statements. The card text overrides only the rule that applies to that specific situation. However, card text never overrides restrictive statements in other card text or in the effects of conditions.

**Example:** *Given the rules text “A creature cannot move on its turn after making a charge.” and a power with rules text “As a free action, this creature can shift after taking an attack.”, the creature would be able to shift after charging.*

109.3. **If an instruction requires taking an impossible action, that instruction is ignored.**

109.4. If a player realizes that he or she can't legally take an action after starting to do so, the entire action is reversed and any costs already made are canceled. No powers trigger and no effects apply as a result of the undone action.

## 110. Numbers and Symbols

110.1. The **D&D Miniatures** game uses only integers.

110.1.a. You can't choose a fractional number, deal fractional damage, heal fractional damage, and so on. Whenever an effect requires you to divide a value, always round down to the nearest integer.

110.1.b. Whenever an effect requires you to divide damage or a creature's Hit Points, current hit points, or starting hit points, round down to the nearest multiple of 5.

110.1.c. When text refers to "up to" a number, you can choose an integer number from 0 up to and including that number.

110.1.d. Creature statistics may become less than zero.

***Example:** A creature with 10 Hit Points that takes 40 Damage has -30 Hit Points—a healing effect would have to remove a minimum of 35 damage to avoid that creature being eliminated.*

110.2. If anything needs to use a number that can't be determined, either as a result or in a calculation, it uses 0 instead.

110.3. To compare the highest values of a characteristic or statistic, compare the highest value for creatures in play in one group of figures to the highest value for creatures in play in the other group of figures.

110.3.a. If one group does not have a creature with the given characteristic or statistic, the other group is considered to have the higher value.

110.3.b. If neither group has a creature with the given characteristic or statistic, neither group is considered to have the higher value.

110.4. To compare the lowest values of a characteristic or statistic, compare the lowest value for creatures in play in one group of figures to the lowest value for creatures in play in the other group of figures.

110.4.a. If one group does not have a creature with the given characteristic or statistic, that group is considered to have the lower value.

110.4.b. If neither group has a creature with the given characteristic or statistic, neither group is considered to have the lower value.

110.5. The attack type symbols are {basic}{M}, {M}, {R}, {C}, and {A}.

110.5.a. {basic}{M} attacks count as melee attacks.

110.5.b. If a power has an attack type symbol, it fulfills the trigger for conditions that read "before *attack type*" or "before attack", even if the power does not require an attack roll.

## 2. Parts of the Game

### 200. General

200.1. When a rule or text on a creature's stat card refers to a "creature", it means a D&D Miniatures miniature and the D&D Miniatures side of its corresponding stat card.

200.1.a. The reverse side of a creature's stat card, typically containing **Dungeons & Dragons** role-playing game statistics, is not used in the **D&D Miniatures** game.

200.1.b. A creature's owner is the player who started the game with it in his or her warband or, for creatures that didn't start the game in a player's warband, the player who brought the creature into the game.

200.2. Use the DDM Oracle creature reference when determining a stat card's wording. A stat card's DDM Oracle text can be found using the DDM Oracle database at <http://www.ddmoracle.com>.

200.3. A *player* is one of the people in the game. The *acting player* is the player who controls the creature currently taking an action, or who acts temporarily as the result of an effect. The other players are *non-acting players*.

200.4. A *creature* is an individual creature that is in play. A creature has a *figure*, which represents the creature on the battle map, and a *stat card*, which provides characteristics of the creature.

200.5. An *effect* can be one of two things. First, it can be an activated or triggered effect affecting a creature or the game. Second, it can be text on a stat card that explains what the effect does.

200.5.a. The controller of an activated effect is the player who activated the effect. The controller of a triggered effect is the player who controlled the effect's source when the effect triggered.

200.6. A *token* is a marker used to represent an effect on the battle map or on a creature.

200.6.a. A token's owner and a token's controller are both the player who controlled the effect that put it into play.

200.7. The *game state* is information about the game itself; this includes the current round number, each player's victory points, all creatures' state, and so on.

### 201. Characteristics and Statistics

201.1. A creature's characteristics are the values and rules text found on its stat card. A creature's statistics are its Name, Alignment, factions, Cost, Level, Armor Class, Defense, Speed, Hit Points, powers listed in its Attack Actions, Abilities, Special Powers, and Champion Powers sections, Keywords, and Champion Rating. Creatures may have some or all of these characteristics. Any other information about a creature isn't a characteristic. For example, characteristics don't include the current hit point total of a creature, number of Champion powers uses it has remaining, its owner or controller, and so on.

201.2. A creature's statistics are alignment, faction, level, armor class, defense, speed, hit points, keywords, champion rating, and uses remaining for each of its limited use powers.

201.2.a. Each copy of a creature in play has a starting value and a current value for each of its statistics. A creature begins the game with values for each of its statistics equal to the values of the corresponding characteristics.

201.2.b. Effects can change the values of a creature's statistics, but cannot change the values of its characteristics.

201.3. A creature's current statistics, powers, effects, and conditions are collectively known as that creature's *state*.

## 202. Stat Card

202.1. At the top of a creature's stat card is its cost and name, as well as an indication of its alignment.

### 202.2. Statistics Box

202.2.a. The statistics box runs along the left side of a creature's stat card. It contains several characteristics of the creature.

### 202.3. Text Box

202.3.a. The text box takes up most of a creature's stat card, below the creature's name and to the right of the stat card's statistics box. It contains rules text defining the creature's powers.

202.3.b. The text box may also contain italicized flavor text, which has no game function.

### 202.4. Artwork

202.4.a. The illustration printed on a creature's stat card has no game significance. For example, a creature doesn't have a ranged attack unless stated in its rules text, even if it's depicted as carrying a bow.

202.4.b. The sculpt of a creature's figure has no game significance. For example, a creature doesn't have a ranged attack unless stated in its rules text, even if the figure's sculpt is carrying a bow.

### 202.5. Information Below the Text Box

202.5.a. Each stat card features text printed below the text box that has no effect on game play.

202.5.b. Legal text (the fine print at the bottom of the stat card) lists the trademark and copyright information.

202.5.c. Collector information lists the creature's order in the set it appeared in and the total number of creatures in the set.

202.5.d. The set icon indicates which D&D Miniatures set a creature is from. A creature's set icon is printed in the footer of its stat card and on the base of its figure.

202.5.e. A creature's rarity is represented by a symbol printed in the footer of its stat card and on the base of its figure. A star symbol indicates the creature is rare. A diamond symbol indicates the creature is uncommon. A circle symbol indicates the creature is common.

202.5.f. Stat cards for some sets are released in public beta form prior to final release. The word "Beta" appears near the copyright information on beta stat cards. Beta stat cards are not legal for **DCI**-sanctioned games.

**Note:** *The Desert of Desolation beta stat cards can be distinguished instead by having "© 2008 Wizards" in the copyright, while the final stat cards have "© Wizards 02/08".*

### 203. Name

203.1. The Name of a creature is printed at the top of its stat card and on the base of its figure.

203.2. Two creatures with the same Name and Cost have *identical names*.

203.2.a. A creature's Name may be written as "[name], [title]". Two creatures have identical names if the name portions of their Names are the same.

203.3. Text that refers to "this creature" to identify a creature pertains to that particular creature and not any other creatures, even if they share its name.

### 204. Alignment

204.1. The Alignment of a creature is printed in the keywords line of its abilities on its stat card and on its figure's base (figures from *Harbinger* through *Desert of Desolation* do not have Alignment printed on the figure's bases). It is also represented by the color of the background behind the creature's cost and statistics on its stat card. Good creatures have a white background and Evil creatures have a black background. Creatures that have no alignment have a gray background.

204.1.a. A creature that is neither Good nor Evil has no alignment characteristic.

204.1.b. A Good creature has the Good keyword. An Evil creature has the Evil keyword.

### 205. Faction

205.1. The faction(s) a creature belongs to are represented by color bars and icons between the creature's statistics on its stat card and on the base of its figure (figures from *Harbinger* through *Desert of Desolation* do not have Faction printed on the figure's bases). The factions are: red ('B' on a figure's base) for Borderlands, blue ('C' on a figure's base) for Civilization, purple ('U' on a figure's base) for Underdark, and green ('W' on a figure's base) for Wild.

205.2. A creature with multiple factions is considered to belong to each of those factions.

## 206. Cost

206.1. A creature's Cost is printed in the upper-left corner of the creature's stat card and on the base of its figure.

206.1.a. A creature's Cost does not change, even if an effect allows the creature to be added to a warband for less than its Cost, causes the creature to be worth more or fewer victory points when eliminated, and so on.

## 207. Level

207.1. A creature has a Level printed in its statistics block on the left of its stat card.

## 208. Armor Class

208.1. A creature has its Armor Class (usually abbreviated as "AC" in rules text) printed in its statistics block on the left of its stat card. Some attacks target a creature's current armor class to determine whether the attack is a hit or a miss.

## 209. Defense

209.1. A creature has its Defense (sometimes abbreviated as "DEF" in rules text) printed in its statistics block on the left of its stat card. Some attacks target a creature's current defense to determine whether the attack is a hit or a miss.

209.2. A creature has three defenses, which all have the same value as listed in its Defense characteristic: Fortitude (often abbreviated as "Fort"), Reflex (often abbreviated as "Ref"), and Will. Attacks which target defense include which specific defense statistic is targeted by that attack.

209.3. Some effects apply bonuses or penalties to a creature's defense; these effects apply to all three current defense statistics unless the effect restricts the bonus or penalty to a specific statistic.

## 210. Speed

210.1. A creature has its Speed printed in its statistics block on the left of its stat card. A creature can move a number of squares up to its current speed using a move action.

210.2. When a creature has the Flight power, the numeric value for its Speed is preceded by an 'F'; for example, a creature might have a Speed of "F6".

## 211. Hit Points

211.1. A creature has its Hit Points (often abbreviated as "HP" in card text) printed in its statistics block on the left of its stat card.

211.2. At the start of a game, each creature has starting hit points and current hit points statistics equal to its Hit Points and a temporary hit points equal to 0.

211.2.a. If an effect resolved during set-up grants a bonus or penalty to a creature's Hit Points, its Hit Points is considered to be the value after applying the bonus or penalty.

211.3. Some effects grant a creature *temporary hit points*. At the start of a game, each creature has a temporary hit points statistic equal to 0.

211.3.a. Temporary hit points from identical effects do not stack.

## 212. Attack Actions

212.1. A creature may have any number of powers listed in the first section of the text block, titled “Attack Actions”. All powers in the Attack Actions section are activated powers that can be used as attack actions.

212.1.a. A power in the Attack Actions section is written as “[uses] [attack type] [name]: ([range], [area], [targets], [effect type])+[attack bonus] vs [target statistic]; [damage] (additional effects) AND Followup:+[attack bonus] vs [target statistic]; [damage] (additional effects); RECHARGE [condition].”

212.2. There are four types of attack power: melee ({M}), ranged ({R}), close ({C}), and area ({A}).

212.2.a. A creature may have a melee attack power designated as its basic attack; it is designated by the basic attack symbol ({basic}{M}).

212.2.b. A basic attack is a melee attack power.

212.3. A creature has an Attack statistic not listed on its stat card; the Attack statistic is added to the attack roll for all attacks made by the creature. A creature’s Attack statistic is 0 at the start of the game. Some bonuses or penalties to the Attack statistic apply only to melee, ranged, close, or area attacks.

212.4. A creature has a Damage statistic not listed on its stat card; the Damage statistic is added as bonus damage when applying damage on an attack that is a hit. A creature’s Attack statistic is 0 at the start of the game. Some bonuses or penalties to the Damage statistic apply only to damage resulting from melee, ranged, close, or area attacks.

## 213. Keywords

213.1. A creature has one or more keywords listed on the first line of the second section of the text block, titled “Abilities”. Keywords are separated by the bullet symbol (•). A creature’s Alignment, if any, is also listed in the keywords line.

213.2. A creature without either the Construct or Undead keyword is *living*.

## 214. Abilities

214.1. A creature may have any number of powers listed in the second section of the text block, titled “Abilities”. The first line of the Abilities section lists a creature’s keywords and subsequent lines define zero or more powers. Unless otherwise specified by the power, all powers in the Abilities section are static powers that target the creature itself.

214.1.a. A power in the Abilities block is written as “[name]: ([effect type]) [trigger OR timing, requirements]: [effect] [duration]”.

## 215. Special Powers

215.1. A creature may have any number of powers listed in the third section of the text block, under the title “Special Powers”.

215.1.a. A power in the Special Powers block is written as “[uses] [attack type] [name]: ([effect type]) [trigger OR timing, requirements]. [targets]. [effect] [duration]; RECHARGE when [condition]”.

## 216. Champion Rating

216.1. A creature may have a numeric Champion Rating listed in the third section of the text block, under the title “Champion X”.

216.1.a. A creature with a Champion Rating is a *champion*.

216.2. A champion has a Champion Power Uses characteristic not listed on its stat card; that statistic is the number of uses of the powers listed in the Champion X block of its stat card the creature has remaining. At the start of the game, its current value is set to the creature’s Champion Rating.

## 217. Champion Powers

217.1. A champion has one or more powers listed in the third section of the text block, under the title “Champion X”. All powers in the Champion X block are activated powers, except Warband Building.

217.1.a. A power in the Champion X block is written as “[use cost] [timing, requirements]. [targets]. [effect] [duration]”.

217.2. A champion may have one or more Warband Building effects listed in the third section of the text block, under the title “Champion X”. Warband Building powers are static powers that allow you to ignore one or more restrictive rules while constructing your warband.

## 218. Size

218.1. A creature’s size is determined by the size of the base of the its figure. A creature whose figure’s base is 1 inch across is *medium*. A creature whose figure’s base is 2 inches across is *large*. A creature whose base is 3 inches across is *huge*. A creature whose figure’s base is less than 1 inch across is either *small* or *tiny*.

**Note:** *Large figures from Harbinger through Underdark have a base that is less than 2 inches across but still greater than 1 inch across. To determine their size, they count as if their base was exactly 2 inches across.*

218.1.a. Small and tiny figures still occupy a space that is 1x1 square.

218.1.b. A *big creature* is any creature whose size is large or bigger.

218.1.c. A creature is bigger than another creature if its figure’s base is larger than the other creature’s. A creature is smaller than another creature if its figure’s base is smaller than the other creature’s.

## 3. Round Sequence

### **300. General**

300.1. A round consists of a number of steps in this order: Start of Round, Initiative Roll, Activate Figures, Score Victory Points, Check Victory Conditions, End of Round. Each of these steps takes place every round, even if nothing happens during the step. Several of these steps are further broken down into steps, which proceed in order.

300.2. When a step in the round sequence begins, any effects scheduled to last “until” that step expire. Then, all triggered powers and effects that trigger “before” that step must be declared. Any activated powers available “before” that step can be declared. These powers and effects are declared and then resolved in lowest champion order.

300.3. When a step in the round sequence ends, all triggered powers and effects that trigger “after” that step must be declared. Any activated powers available “after” that step can be declared. These powers and effects are declared and then resolved in lowest champion order. Then, any effects scheduled to last “until end of” that step expire.

300.4. If a power can be declared “at any time”, it can be declared in any step in the Round Sequence or its sub-sequences when declaring effects which trigger before or after the step.

### **301. Start of Round Step**

301.1. The players increment the current round number. If the current round is the first round of the game, the current round number is 1.

301.2. The players use counters on each creature’s stat card, turn each figure, or otherwise indicate that each creature has not yet activated this round.

301.3. A champion can use each of its champion powers no more than once during this step and the Initiative Roll Step.

### **302. Initiative Roll Step**

302.1. All triggered powers and effects that trigger before the initiative roll or at the start of a round must be declared. Any activated power available before the initiative roll or at the start of a round can be declared. These powers and effects are declared and then resolved in lowest champion order.

302.2. Each player rolls d20; if one player’s warband has an active champion with a higher Champion rating than his or her opponent’s warband, that player rolls d20 twice and takes the higher of the two rolls; see rule 110.3.

302.3. The player with the highest roll chooses which player is Player 1 until the end of the current round. The other player is Player 2 until the end of the current round.

302.4. All triggered powers and effects that trigger after the initiative roll must be declared. Any activated powers available after the initiative roll can be declared. Player 1 declares and resolves his or her creatures’ effects first, then Player 2 declares and resolves his or her creatures’ effects. Each effect is declared and resolved serially.

### **303. Activate Figures Step**

303.1. Player 1 performs a Turn Sequence with one creature. Then, Player 2 and Player 1 alternate serially performing Turn Sequences for each of two creatures that have not yet activated in the current round.

303.1.a. If a player has no remaining creatures that have not yet activated in the current round, that player's subsequent Turn Sequences are skipped.

303.2. If there are no creatures that have not yet activated in the current round, the round moves to the Score Victory Area Points step.

### **304. Score Victory Area Points Step**

304.1. Each player scores victory points per the rules of the current scenario (see rule 104).

304.2. All triggered powers and effects that trigger in the Score Victory Area Points step must be declared. Any activated powers available in the Score Victory Area Points step can be declared. These powers and effects are declared and then resolved in lowest champion order.

304.2.a. Each player can only score bonus victory points from identical effects once in this step, regardless of how many creatures he or she controls with that effect, unless the effect states otherwise.

### **305. End of Round Step**

305.1. All triggered powers and effects that trigger at the end of the round must be declared. Any activated powers available at the end of the round can be declared. These powers and effects are declared and then resolved in lowest champion order.

## **4. Turn Sequence**

### **400. General**

400.1. A turn consists of a number of steps in this order: Declare Activating Figure, Start of Turn, Actions, and End of Turn. Each of these steps takes place every turn, even if nothing happens during the step. Several of these steps are further broken down into steps, which proceed in order.

400.2. When a step in the turn sequence or any sub-sequence begins, any effects scheduled to last "until" that step expire. Then, all triggered powers and effects that trigger "before" that step must be declared. Any activated powers available "before" that step can be declared. These powers and effects are then resolved in simultaneous effects order; see rule 801.2.

400.3. When a step in the turn sequence or any sub-sequence ends, all triggered powers and effects that trigger "after" that step must be declared. Any activated powers available "after" that step can be declared. These powers and effects are then resolved in simultaneous effects order; see rule 801.2. Then, any effects scheduled to last "until end of" that step expire.

#### **401. Declare Acting Creature Step**

401.1. The player declares which creature is activating and marks the creature's stat card with a counter, turns the creature's figure, or otherwise visibly marks that the creature has activated in the current round.

401.1.a. A creature that has been declared as activated is considered *activated* until the after the End of Round step for the current round.

#### **402. Start of Turn Step**

402.1. All triggered powers and effects that trigger when a creature activates must be declared. Any activated powers available when a creature activates can be declared. These powers and effects are then resolved in simultaneous effects order.

402.1.a. The acting player must resolve control effects before any other effects, then resolve damage effects, and finally, all other effects.

#### **403. Actions Step**

403.1. The controller of the activating creature can declare the use of up to 1 move action, 1 attack action, and 1 minor action on the creature's turn in any order. Each of these actions is resolved serially using the Action Sequence.

403.1.a. Instead of declaring a move action, the controller of the activating creature can declare the use of a minor action. This substituted action takes the place of, but does not count as, a move action.

403.1.b. Instead of declaring an attack action, the controller of the activating creature can declare the use of a move action or a minor action. This substituted action takes the place of, but does not count as, an attack action.

#### **404. End of Turn Step**

404.1. All triggered powers and effects that trigger at the end of or after a creature's turn must be declared. Any activated powers available the end of or after a creature's turn can be declared. These powers and effects are then resolved in simultaneous effects order.

#### **405. Action Sequence**

405.1. The action sequence consists of a number of steps in this order: Declare Action, Start of Action, Resolve Action, End of Action. Each of these steps takes place every action, even if nothing happens during the step. Several of these steps are further broken down into steps, which proceed in order.

#### **406. Declare Action Step**

406.1. The creature's controller declares the action the creature will perform.

406.2. If the action is a limited use power, the creature's owner marks off one use on the creature's stat card.

406.2.a. A limited use power is available to be recharged immediately after being marked as used.

#### **407. Start of Action Step**

407.1. All triggered powers and effects that trigger before the action must be declared. Any activated powers available before the action can be declared. These powers and effects are then resolved in simultaneous effects order.

#### **408. Resolve Action Step**

408.1. The declared action is resolved until it is completed.

408.1.a. If any actions are generated as a result of the action, it is not considered completed until it and all actions generated as a result of it are completed.

#### **409. End of Action Step**

409.1. All triggered powers and effects that trigger after the action must be declared. Any activated powers available after the action can be declared. These powers and effects are then resolved in simultaneous effects order.

#### **410. Replaces Turn Actions**

410.1. **If a creature uses replaces turn power, that creature cannot take any further actions in the current turn, even if an effect would grant it further move actions or attack actions.**

#### **411. Minor Actions**

411.1. As a minor action, the activating creature can activate any power which activates as a minor action.

#### **412. Move Actions**

412.1. As a move action, the activating creature can move, shift, squeeze, mount, dismount, or use a *replaces move power*.

412.1.a. A creature with a current speed of 0 cannot move on its own, but is still subject to push effects, pull effects, and place effects.

##### 412.2. Move

412.2.a. A creature that moves for its move action can move a number of squares up to its current speed. The controlling player declares each square of movement, resolving any effects caused by the movement before declaring the next step of movement.

412.2.b. Instead of moving up to its current speed, a creature can move exactly 1 square in any direction regardless of non-wall terrain or other effects that limit its movement, except if the creature has a current speed of 0.

##### 412.3. Shift

412.3.a. A creature that shifts moves into a clear space or a space containing terrain it can move normally through adjacent to its current position.

412.3.b. A shift does not provoke opportunity attacks from enemies adjacent to its starting position.

412.3.c. If a creature can shift more than 1 square in a single action, it can shift into a square that slows terrain at the normal increased cost.

#### 412.4. Squeeze

412.4.a. A creature that squeezes moves up to half its current speed. Only Huge creatures can squeeze. When a squeeze is declared, the creature provokes opportunity attacks from adjacent enemies. The controlling player declares each square of movement, resolving any effects caused by the movement before declaring the next step of movement.

412.4.b. During its squeeze movement, the creature is treated as occupying a space that is 2 squares by 2 squares instead of its normal space, grants combat advantage to enemies, and has -5 Attack. At the end of its movement, it must occupy a legal position that contains the last space it occupied while squeezing.

412.4.c. If a creature uses two subsequent actions in the same turn to squeeze, it is treated as occupying a space that is 2 squares by 2 square instead of its normal space between the two actions.

#### 412.5. Mount

412.5.a. A creature adjacent to a legal mount can mount that creature. The creature's owner removes the rider from the battle map and puts it on the mount's stat card or otherwise indicates that it is riding that mount. The riding creature is known as the *rider*; the creature the rider is mounted on is known as its *mount*.

412.5.b. A rider and its mount each gain the Mounted keyword.

412.5.c. A rider is considered in play, to be occupying the same space as its mount occupies, and is not considered eliminated.

412.5.d. A rider has a speed of 0. When a rider's mount moves, the rider moves such that it remains in its mount's space, even if an effect on the rider would normally disallow the movement. If a rider's mount has the Flight power, the rider is considered to have Flight while the mount moves.

412.5.e. Some effects cause a rider to become *forcibly dismounted*. The rider's figure is put on the battle map in a space adjacent to but not occupying the mount's space. The rider and its mount each lose the Mounted keyword, the rider is no longer considered to be riding the mount, and the rider cannot move on the current turn.

412.5.f. A rider is still subject to push, pull, place, and slide effects. If a rider is the target of a push, pull, place, or slide effect, it is forcibly dismounted before that effect is resolved.

412.5.g. If a rider's mount is eliminated, the rider is forcibly dismounted and the rider is put in a space entirely within the space the mount occupied prior to becoming eliminated.

412.5.h. If a rider and its mount become controlled by different players, the rider is forcibly dismounted after resolving the control effect.

#### 412.6. Dismount

412.6.a. A rider can dismount. The controller of the rider puts its figure into a space adjacent to but not occupying the mount's space that it could shift into from a square in the mount's space; this counts as a shift.

412.6.b. The rider and its mount each lose the Mounted keyword, the rider is no longer considered to be riding the mount, and the rider cannot move on the current turn.

#### 412.7. Replaces Move Power

412.7.a. A creature that uses a replaces move power does not count as having moved in the current round unless the creature moves into a space different than its position at the start of the round as part of that action or another action.

412.7.b. A creature with a current speed of 0 cannot use a replaces move action if that power grants movement to the creature.

### 413. Attack Actions

413.1. As an attack action, the activating creature can attack, charge, or use a *replaces attack power*.

#### 413.2. Attack

413.2.a. A creature chooses one of its attack actions and follows the Attack Sequence for that attack action.

#### 413.3. Charge

413.3.a. When making a charge, choose an enemy in line of sight from the acting creature that it can move adjacent to by moving up to its current speed. The acting creature moves adjacent to that enemy, then targets that enemy with a basic attack and resolves the attack against that enemy with a +1 Attack bonus.

413.3.b. During the movement of a charge, a creature must move to a space at least 2 squares from its starting position. The destination space must be the nearest adjacent space to the target **that contains no walls**. If the nearest space adjacent to an enemy is not a legal position for the acting creature, it cannot charge that enemy. If more than one space is the nearest space, the creature's controller can choose which space to end the creature's movement in.

413.3.c. When counting distance for determining the nearest space adjacent to the target, count around corners of walls, but ignore the extra cost for terrain that has an additional cost for movement into or out of that squares containing that terrain.

413.3.d. If the target creature becomes a non-legal target before the basic attack action is started, the acting creature must still move to the destination space, but cannot take the basic attack that is part of the charge.

413.3.e. A creature cannot move on its turn after making a charge.

413.3.f. If a mount makes a charge and has an effect which grants its rider an attack during the charge, the rider's attack can only target the target of the mount's charge and is the rider considered charging until after that attack.

#### 413.4. Replaces Attack Power

413.4.a. A creature that uses a replaces attack action does not count as having made an attack in the current round unless the creature makes an attack as part of that action or another action.

### 414. Free Actions

414.1. A *free action* is a move action, attack action, or minor action that a creature can take under certain circumstances.

414.1.a. A free action does not count against the normal limit of 1 move action, 1 attack action, and 1 minor action a creature can take on its turn.

414.1.b. If the effect that grants the free action does not restrict the action to the creature's turn, the action can be taken on another creature's turn.

### 415. Immediate Actions

415.1. An *immediate action* is a free action that is declared in response to defined conditions, which must be true for the immediate action to be legal. Immediate actions must be declared before resolving the condition that allowed them to trigger, although they sometimes resolve after that condition.

415.1.a. A creature generally cannot take more than 1 immediate action on a given creature's turn, except that immediate actions caused by a triggered effect with a condition of "when this creature is destroyed" are resolved even if the creature has already taken an immediate action on that turn.

415.2. An immediate action is resolved using the Action Sequence; see rule 405, "Action Sequence". Immediate actions are generally resolved in the step where the condition is true.

415.2.a. Immediate actions with a condition of "when creature activates" are resolved in the Declare Activating Creature step of the Turn Sequence.

415.2.b. Immediate actions with a condition of "when creature is destroyed" are resolved prior to removing the target creature from the battle map.

415.2.c. Immediate actions with a condition of "when attack hits" are resolved prior to the Damage Sequence step of the Attack Sequence.

415.3. Declaring the use of a power that grants an immediate action is optional, except triggered powers with a trigger condition of “when this creature is destroyed”, which are not optional.

## 5. Movement

### 500. General

500.1. A creature can move in any direction on the battle map.

500.2. A creature can move through a square occupied by an ally. A creature generally cannot move through a space occupied by an enemy; except that a creature can move through a space occupied by a Helpless enemy.

500.3. A creature that moves provokes *opportunity attacks* from all enemies adjacent to squares it moves out of, unless the movement states that it does not provoke opportunity attacks.

500.4. A creature’s *starting position* is the space it occupies at the start of an effect or action in which it moves.

500.5. A creature’s *ending position* is the space it occupies at the end of an effect or action in which it moves.

500.6. A creature’s *current position* is the space it occupies at the moment it is checked; it may be the same as its starting position or ending position.

### 501. Legal Position

501.1. A creature cannot end its movement in a space that is not a legal position for that creature. A *legal position* is a space that contains no walls or squares occupied by other creatures. Other terrain or effects may also cause a square to not be a legal position.

501.2. If a square contains a diagonal wall, but the center of the square is not covered by wall, that square can be part of a legal position unless it is not a legal position for another reason.

501.3. If a creature ends movement on its turn in a space that is not a legal position, its owner places it in the last legal position it occupied. If the last legal position a creature occupied is no longer a legal position, its owner places it in the nearest legal position of his or her choice.

501.4. If a creature ends movement on another creature’s turn in a space that is not a legal position, its owner places it in the nearest legal position of his or her choice.

### 502. Walls

502.1. A creature cannot move through a wall and it cannot move diagonally across the corner of a wall, except when a square contains a diagonal wall and the center of that square is not covered by wall. A creature can move diagonally past the open corner of a square that contains a diagonal wall.

## 6. Attacks

## 600. General

600.1. There are four types of attack: melee, ranged, close, and area. Each has its own rules for determining the targets of the attack action, for determining cover and other modifiers for the attack roll modifiers, and other rules.

600.2. If an attack requires the attacking creature to move a number of squares prior to making the attack, the creature's ending position must be at least that many squares from its starting position.

600.2.a. If the attack does not grant movement as part of the action, use the position the creature started its turn in as the starting position.

## 601. Attack Sequence

601.1. The Attack Sequence consists of a number of steps in this order: Start of Attack, Designate Targets, Resolve Attack, End of Attack.

601.1.a. To resolve melee attack actions and ranged attack actions that allow multiple attacks, resolve each attack serially in independent instances of the Attack Sequence.

601.1.b. To resolve close attack actions and area attack actions, resolve each attack using separate instances of the Resolve Attack step within a single instance of an Attack Sequence.

## 602. Start of Attack Step

602.1. If the attack action provokes opportunity attacks, they are declared and resolved. The opponent of the acting creature's controller can declare and resolve the opportunity attacks in any order.

602.2. All triggered powers and effects that trigger before the attack must be declared. Any activated powers available before the attack can be declared. These powers and effects are then resolved in simultaneous effects order.

## 603. Designate Targets Step

603.1. The controller of the acting creature declares one or more targets for the attack.

603.1.a. If the creature uses a melee attack action or a ranged attack action, a single target enemy is declared as the target.

603.1.b. If the creature uses a close attack action or an area attack action, the area of the attack action is declared following the area designation for the attack action. Each creature in the area of the attack is designated as a target for the attack action.

603.1.c. If the attack action indicates a specific number of targets greater than 1, up to that number of enemies can be chosen as the targets for the attack.

603.1.d. You cannot choose the same creature as a target for a given attack action more than once in the Declare Targets step of the Attack Action sequence, unless the attack action specifically allows it in its target restrictions text.

603.2. All triggered powers and effects that trigger when a creature is targeted by an attack must be declared. Any activated powers available when a creature is targeted by an attack can be declared. These powers and effects are then resolved in simultaneous effects order.

603.2.a. The player that controls the acting creature must choose to resolve redirect effects after all other effects.

603.2.b. After all redirect effects are resolved, if the target is not a legal target for the attack, treat the new target as occupying the same space as the original target for the remainder of the Attack Sequence.

603.3. If the attack action targets more than one creature, the player that controls the acting creature resolves each attack in any order, except that he or she must resolve attacks targeting his or her own creatures before resolving attacks targeting his or her opponent's creatures.

#### 604. Resolve Attack Step

604.1. The player that controls the acting creature checks for combat advantage, cover, and modifiers to the attack roll from effects that apply to the attack.

604.1.a. If an effect applies to "an attack", the effect is applied to any one attack roll made by the creature during the attack action, even when an attack action allows multiple attack rolls. If an effect applies to "an attack action", the effect is applied to all attack rolls made for the attack action.

604.1.b. When resolving a followup attack, the same modifiers that applied to the original attack roll apply to the followup attack's attack roll.

604.2. All triggered powers and effects that trigger before an attack roll must be declared. Any activated powers available before an attack roll can be declared. These powers and effects are then resolved in simultaneous effects order.

604.3. The player that controls the acting creature rolls d20. The result of this roll is the *unmodified attack roll* or *natural roll*.

604.3.a. Some effects allow a player to treat an attack roll as a particular value. The controlling player does not roll d20; instead, the unmodified attack roll is set to that number.

604.3.b. Some effects allow a player to treat an attack roll as an automatic hit. The controlling player does not roll d20; instead, the unmodified attack roll is set to 20.

604.4. The player that controls the acting creature adds the modifiers to the attack roll to derive the *modified attack roll*. If the attack action targets armor class, the *target value* is the target creature's current armor class. If the attack action targets defense, the target value is the target creature's current defense of that type.

604.4.a. If the modified attack roll is equal to or greater than the target value, the attack is a hit; otherwise, the attack is a miss.

604.4.b. If the unmodified attack roll is a 20, the attack is an *automatic hit* and a *critical hit*. An automatic hit is also a hit. A critical hit is also a hit.

604.4.c. If the unmodified attack roll is a 1, the attack is a miss.

604.5. All triggered powers and effects that trigger after an attack roll must be declared. Any activated powers available after an attack roll can be declared. These powers and effects are then resolved in simultaneous effects order.

604.6. If the attack is a critical hit, all triggered powers and effects that trigger on a critical hit must be declared. Any activated powers available on a critical hit can be declared. These powers and effects are then resolved in simultaneous effects order.

604.7. If the attack is a hit, all triggered powers and effects that trigger on a hit must be declared. Any activated powers available on a hit can be declared. These powers and effects are then resolved in simultaneous effects order.

604.7.a. An attack's damage is an effect which triggers on a hit, but must be resolved after all other effects triggered by that event. If an attack has multiple damage effects separated by "AND" text, the effects must be resolved in the order in the attack's text.

604.7.b. If the attack action includes a followup attack, resolve the followup attack against the same creature as the original attack after resolving all damage effects resulting from the hit.

604.8. If the attack is a miss, all triggered powers and effects that trigger on a miss must be declared. Any activated powers available on a miss can be declared. These powers and effects are then resolved in simultaneous effects order.

## **605. End of Attack Step**

605.1. All triggered powers and effects that trigger after an attack must be declared. Any activated powers available after an attack can be declared. These powers and effects are then resolved in simultaneous effects order.

## **606. Melee Attacks**

606.1. A melee attack may have one or more target restrictions. An enemy adjacent to the acting creature must be chosen as the target of the attack action.

## **607. Ranged Attacks**

607.1. Ranged attacks have a range and may have one or more target restrictions. The range determines how to choose targets affected by the attack action.

607.2. A range of *nearest* indicates that the nearest enemy within line of sight of the acting creature must be chosen as the target of the attack action. If more than one creature is the nearest creature, the acting player can choose which enemy to consider the nearest.

607.3. A range of *range X* indicates that any enemy up to that number of squares distant from the acting creature's space and within line of sight of the acting creature must be chosen as the target of the attack action.

607.4. A range of *sight* indicates that any enemy within line of sight of the acting creature can be chosen as the target of the attack action.

607.4.a. If the attack action allows you to choose more than one target, up to that number of targets can be chosen. You cannot choose the same creature as a target more than once.

## 608. Close Attacks

608.1. Close attacks have an area designation and may have one or more target restrictions.

608.2. The area designation determines how to choose targets affected by the attack action. All creatures occupying squares in the area must be chosen as targets of the attack action.

608.3. An area of *burst X* indicates that all creatures except the acting creature up to that number of squares distant from the acting creature's space and within line of effect of the acting creature are in the attack action's area.

608.4. An area of *small cone* indicates that all creatures inside a small cone template are in the attack action's area.

608.4.a. To determine the area of the attack action, place one of the three origin points of the small cone template on a corner of a square in the acting creature's space such that the acting creature is not inside the area of the cone.

608.4.b. All creatures occupying squares inside the area defined by the small cone template and in line of effect from the origin point are in the area of the attack action.

608.5. An area of *large cone* indicates that all creatures inside a large cone template are in the attack action's area.

608.5.a. To determine the area of the attack action, place one of the three origin points of the large cone template on a corner of a square in the acting creature's space such that the acting creature is not inside the area of the cone.

608.5.b. All creatures occupying squares inside the area defined by the large cone template and in line of effect from the origin point are in the area of the attack action.

608.6. An area of *line X* indicates that all creatures in squares touched by a line and no more than that number of squares distant from the origin point of the line are in the attack action's area.

608.6.a. Choose an *origin point* on the edge of the acting creature's space, then choose any square on the battle map. The *target point* is the corner of that square that is the most distant from the origin point. The attack action's line is the line between the origin point and the target point.

608.6.b. The origin point and target point cannot be chosen such that the attack action's line is drawn through the acting creature.

608.6.c. All creatures occupying squares touched by the attack action's line within line of effect of and up to X squares distant from the origin point are in the area of the attack action.

608.6.d. If a line touches a square only on a corner or on an edge, any creature occupying that square is not in the area of the attack action, unless it is in the area of the attack action by virtue of another square.

608.7. An area of *blast X* indicates that creatures occupying squares in an X by X area are in the attack action's area.

608.7.a. Choose an origin square in the acting creature's space, then choose an X by X area adjacent to that square. All creatures occupying squares in that area within line of effect of the origin square must be chosen as targets of the attack action.

608.7.b. The target area cannot be chosen such that the acting creature is inside the area.

## 609. Area Attacks

609.1. Area attacks have a range and may have an area designation and one or more target restrictions.

609.2. The range of an area attack determines how to choose an origin square for the attack action.

609.2.a. A range of *within X* indicates that any square within line of sight of the acting creature and up to that number of squares distant from the acting creature's space must be chosen as the origin square of this attack action.

609.2.b. A range of *within sight* or *sight* indicates that any square within line of sight of the acting creature can be chosen as origin square of this attack action.

609.3. The area designation determines how to choose targets affected by the attack action. All creatures occupying squares in the area must be chosen as targets of the attack action.

609.3.a. If no area is given for an area attack, all creatures occupying the origin square are in the area of the attack action.

609.3.b. An area of *radius X* indicates that all creatures up to that number of squares distant and in line of effect from the origin square are in the area of the attack action.

609.4. An attack action's target restriction is a limitation or restriction on the targets of the attack action.

609.4.a. A target restriction of *nearest* indicates that the nearest enemy within line of sight of the acting creature must be included in the area of the attack. If more than one creature is the nearest creature, the acting player can choose which enemy to consider the nearest.

## 610. Combat Advantage

610.1. A creature has +2 Attack on attack rolls against an enemy that grants it *combat advantage*. A creature grants another creature combat advantage when any number of conditions are true.

610.1.a. A creature grants combat advantage to any creature that flanks it.

610.1.b. A creature grants combat advantage to any creature invisible to it and that has line of sight to it.

610.1.c. A creature grants combat advantage to all creatures when an effect says that the creature grants combat advantage.

## 611. Cover

611.1. A creature has a -2 penalty on attack rolls that target AC or Defense (Reflex) against a target creature that has *cover* against the attack. An creature has cover if any *checked line* from the origin of the attack is not *clear*.

611.1.a. A checked line that touches a wall is not clear.

611.1.b. Do not consider checked lines that are inside wall portions of a square containing diagonal terrain that either the creature or the target occupy.

611.1.c. A rider does not provide cover for its mount. A mount does not provide cover for its rider.

611.2. To determine cover for a melee attack (also called *melee cover*), choose an origin square in the attacking creature's space; choose a square in the target creature's space. Check each line drawn from the corners of the origin square to the corresponding corners in the target square; if any of the lines is not clear, the target creature has cover against the attack.

611.3. To determine cover for a ranged attack (also called *ranged cover*), choose one corner of a square in the attacking creature's space as the origin point. Check each line drawn from the origin point to every corner of every square in the target creature's space; if any of the lines is not clear, the target creature has cover against the attack.

611.3.a. When checking for cover against a ranged attack, a checked line that enters forest, market stall, or statue terrain is not clear.

611.3.b. When checking for cover against a ranged attack, a checked line that enters a square in the space of an enemy other than the target is not clear.

611.4. To determine cover for a close attack with the burst X area designation, choose an origin square in the attacking creature's space; choose a square in the target creature's space. Check each line drawn from the corner of the origin square to the corresponding corner in the target square; if any of the lines is not clear, the target creature has cover against the attack.

611.5. To determine cover for a close attack with the small cone, large cone, or line X area designations, the origin point is the origin point of the attack. Check each line drawn

from the origin point to every corner of every square in the target creature's space; if any of the lines is not clear, the target creature has cover against the attack.

611.6. To determine cover for an area attack with the radius X area designation, the origin square is the origin square of the attack. Check each line drawn from the corners of the origin square to the corresponding corners in the target square; if any of the lines is not clear, the target creature has cover against the attack.

## 612. Opportunity Attacks

612.1. An opportunity attack is a basic attack resolved as an free action. Certain game rules, actions, or effects allow enemy creatures to take opportunity attacks against a creature; this is called *provoking opportunity attacks*.

612.1.a. A creature cannot take more than 1 opportunity attack on a given creature's turn.

612.1.b. Taking a ranged attack action or an area attack action provokes opportunity attacks.

612.1.c. Moving out of a square provokes opportunity attacks.

612.1.d. Taking any action that reads "provokes opportunity attacks" provokes opportunity attacks.

## 613. Flanking

613.1. A creature is flanking an enemy creature when it is adjacent to that enemy and a line drawn between the center of any square in the creature's space and the center of any square in the space of any active ally also adjacent to that enemy goes through opposite edges or opposite corners of that enemy's space.

613.1.a. A creature grants combat advantage to all creatures that flank it.

# 7. Powers

## 700. General

700.1. A *power* is a characteristic of a creature defining something a creature does or can do. Powers generate effects. A creature's powers are defined in the Attack Actions, Abilities, Special Powers, and Champion Powers blocks of its stat card. Powers can also be granted to creatures by effects or rules.

700.2. Activated powers and triggered powers generate effects when they resolve. Static powers generate continuous effects.

## 701. Costs

701.1. A *cost* is an action or payment necessary to declare the use of a power, to prevent the use of a power, to trigger an effect, or to nullify an effect.

701.2. A player can't pay a cost unless he or she has the necessary resources to pay it fully.

**Example:** A player with 5 victory points can't pay a cost of 10 victory points. A player controlling a creature that has used all of its Champion powers cannot declare the use of a Champion power.

## 702. Powers

702.1. A *power* is rules text in the text box on a creature's stat card that is not flavor text and is not a keyword. The result of following the rules text is an *effect*. A power often affects the creature it is on; a power may also affect other creatures and/or game state. Some powers have a specific *power type* given in the rules text.

702.2. There are three general categories of powers: activated, triggered, and static. *Activated powers* are those that are used when a player declares he or she uses it. *Triggered powers* happen automatically under specific circumstances. *Static powers* happen continuously.

702.3. Powers can be beneficial or detrimental.

**Example:** “[Target creature] cannot take attack actions other than basic attacks”.

702.4. A power exists independently of its source once activated or triggered. Destruction or removal of the source after that time won't affect the power unless the power explicitly states it does.

702.5. A creature may have multiple powers. A creature may also have multiple instances of the same power. Each instance functions independently; however, see section 706. “Adding and Removing Powers”.

702.6. A power's name is generally listed in the power's text; if a power does not have a name listed in the power's text, its name is the entire text of the power except the power's duration. Two powers have *identical names* if their names are the same.

702.7. Text that refers to “this power” to identify a power pertains to that particular instance of that power, or to effects generated by that particular instance of the power and not any other powers or effects, even if they share its name.

## 703. Activated Powers

703.1. An activated power begins with the phrase “use when”, “use at”, “use before”, or “use after”; or is a limited use power, replace action power, or is listed in the Attack Actions or Champion X blocks of a creature's stat card. An activated power can be used only when the specified condition is true (in the case of an activated power with a condition), during the specified trigger event (in the case of an activated power with a trigger event), or in the Declare Action step of the Action Sequence (in the case of a replaces action power).

703.1.a. An activated power may read “Replaces turn, [condition]: [effect]”. Such a power is a *replaces turn power* (see rule 410, “Replaces Turn Action”).

703.1.b. An activated power may read “Replaces attack action, [condition]: [effect]”. Such a power is a *replaces attack power* (see rule 413.5., “Replaces Attack Action Power”).

703.1.c. An activated power may read “Replaces move action, [condition]: [effect]”. Such a power is a *replaces move power* (see rule 412.5., “Replaces Move Action Power”).

703.1.d. An activated power may read “Minor action, [condition]: [effect]”. Such a power is a *minor action* (see section 411. “Minor Actions”).

703.1.e. An activated power may read “Immediate, [condition]; [effect]”. Such a power is an *immediate action power* (see rule 415. “Immediate Actions”).

703.1.f. An activated power may have a condition that reads “after [condition]”. Such a power can be activated only in the reaction phase when the condition becomes true; see section 801. “Resolving Effects”.

703.2. Activated powers cannot be used by an inactive creature.

703.3. Use of an activated power can only be declared by a creature’s owner unless the power explicitly says otherwise.

703.3.a. If a creature is controlled by a player other than that creature’s owner, its controller can declare the use of that creature’s basic attack when it would normally be allowed to declare a basic attack action.

703.4. An activated power may read “Use when... if [condition], [effect].” The power checks for the stated condition to be true when the trigger event occurs. If it is, the power triggers. When the power resolves, the power re-checks the condition. If the condition is not true at either of these times, the effects of the power are nullified.

703.5. An activated power may begin with one or more checkbox symbols (☐). Such a power is a *limited use power*. When declaring the use of a limited use power, the owner of the source creature pays the cost of the power and marks off one use of the power on the source creature’s stat card.

703.5.a. A limited use power may have a recharge condition that reads “RECHARGE when [condition]”. Such an activated power is a *rechargeable power*. If the condition becomes true at any time, the owner of the power’s source creature restores one use of the power on the source creature’s stat card. A rechargeable power can be recharged starting immediately after a use of it is checked off.

703.6. All Champion powers are activated powers. When declaring the use of a Champion power, the owner of the source creature pays the cost of the power and marks off the appropriate number of uses of Champion powers on the source creature’s stat card.

703.6.a. A champion can only use each of its Champion powers once per creature’s turn.

## 704. Triggered Powers

704.1. A triggered power begins with the word “whenever”, or “at”. The phrase containing one of these words is the *trigger condition* for that power’s effects.

704.2. A triggered power's effects automatically apply each time the power's trigger condition is true.

704.3. A triggered power may read "Whenever ... if [condition], [effect]." The power checks for the stated condition to be true when the trigger event occurs. If it is, the power triggers. When the power resolves, the power re-checks the condition. If the condition is not true at either of these times, the power does nothing.

704.4. An effect may create a *delayed triggered power* that can do something at a later time. A delayed triggered power will contain "when", "whenever", "at", "before", or "after", although that word won't usually begin the power.

704.4.a. A delayed triggered power will trigger only once, at the next time its trigger event occurs, unless it has a stated duration, such as "until end of this turn".

704.4.b. A delayed triggered power that refers to a particular creature still affects that creature even if the creature changes statistics.

704.4.c. A delayed triggered power that refers to a particular creature is nullified if that creature is eliminated before the power resolves.

704.4.d. The source of a delayed triggered power created by a creature is that creature. The source of a delayed triggered power created by another power is the same as the source of that other power. The controller of a delayed triggered power is the same as the controller of the creature or power that created it, even if that player no longer controls its source.

## 705. Static Powers

705.1. A static power does something continuously rather than being activated or triggered. The power isn't played, it just "exists". Effects generated by such powers apply only while the source creature is in play, unless the power explicitly states otherwise.

705.2. All effects generated by a static power listed in the Special Powers section of a creature's stat card are nullified while that creature is inactive.

705.3. A static power may read "[effect] while [condition]". The condition is checked at all times; if it is true, all effects generated by the power apply; otherwise, all effects generated by the power are nullified.

## 706. Adding and Removing Powers

706.1. An effect can add powers to or remove powers from creatures. An effect that adds a power states that the creature "gains" or "has" that power. An effect that removes a power states that the creature "loses" that power.

706.2. A effect generated by a power has the same name as the power that generated it.

706.2.a. If two or more identical effects apply a bonus or penalty to the same numeric statistic, only one effect applies.

706.2.b. If two or more effects cause a creature to gain a power it already has, the creature has only one of the powers. The creature's owner chooses which power the creature has.

**Example:** *A creature has the Resist 5 Fire power and an effect causes it to gain Resist 10 Fire. The creature has Resist 10 Fire, not Resist 15 Fire.*

706.2.c. If an effect causes a creature to gain a power and another causes the creature to lose that power, the effect that causes the creature to lose the power takes precedence over the effect that causes the creature to gain the power.

**Example:** *An effect causes a creature to gain Flight and another effect causes it to lose Flight. The creature does not have Flight.*

706.3. **Effects that remove a power remove all instances of it. If a one-time effect would remove a power from a creature that does not have that power, that effect is nullified.**

**Example:** *If a creature has Flight on its stat card and gains Flight through another power, it has two instances of the Flight power. A single effect that reads "Target creature loses Flight" removes both instances.*

## 707. Standard Powers

707.1. Most powers describe exactly what they do in the stat card's rules text. Some are common or would require too much space to define on the card. In these cases, only the name of the power is shown on the card; sometimes reminder text summarizes the game rule, but in all cases, the rules in this document supersede those on the card.

### 707.2. Blindsight X

707.2.a. Blindsight X is a static power. A creature with Blindsight X ignores Conceal, ignored Smoke terrain, and can see invisible creatures up to that number of squares distant, and ignores Smoke terrain within the stated range. If X is not given, the range of the power's effect is unlimited.

707.2.b. A creature considered invisible due only to terrain that blocks both line of sight and line of effect is still considered invisible to a creature with Blindsight X.

### 707.3. Burrow

707.3.a. Burrow is an activated power that can be used before the creature with Burrow moves as part of any action. That creature does not provoke opportunity attacks for moving out of a square and ignores all terrain except pit terrain until the end of its movement.

### 707.4. Conceal X

707.4.a. Conceal X is a triggered power that triggers whenever the creature is hit by a melee or ranged attack, if that hit is not a critical hit. The attacking creature's controller rolls d20; if the roll is lower than X, the attack becomes a miss.

707.4.b. If a creature has more than one Conceal X power, only the Conceal X with the highest value is triggered.

#### 707.5. Flight

707.5.a. Flight is an activated power that can be used before the creature with Flight moves. That creature does not provoke opportunity attacks from creatures without the Flight power for moving out of a square, except when moving out of its starting position. That creature can move through enemy creatures without Flight, ignores the increased cost of movement caused by terrain, and can move through squares with pit terrain.

#### 707.6. Hide

707.6.a. Hide is a static power. When checking for cover from a creature to a target creature, if the target is an enemy of the checking creature, is not adjacent to the checking creature, and has ranged cover (see rule 611.3) other than from another creature, that target is invisible to the checking creature.

#### 707.7. Immune TYPE

707.7.a. Immune TYPE is a static power. When resolving an effect with the given power type against a target creature with the Immune TYPE power, the effect is nullified. When resolving damage effects against a creature with the Immune TYPE power, damage of the given type is reduced to 0 (see rule 806.5).

707.7.b. A creature that has Immune Helpless has Immune Stunned. A creature that has Immune Stunned has Immune Staggered. A creature that has Immune Staggered has Immune Dazed.

#### 707.8. Insubstantial

707.8.a. Insubstantial is a static power. A creature with the Insubstantial power takes half damage when resolving damage effects resulting from attacks against it (see rule 806.5).

#### 707.9. Phasing

707.9.a. Phasing is a static power. A creature with the Phasing power can move through walls as if the battle map grid extended through the wall. A creature with the Phasing power ignores the increased cost of movement caused by difficult terrain.

#### 707.10. Reach X

707.10.a. Reach X is a static power. A creature with the Reach X power can choose an enemy up to that number of squares distant from its space as the target of a melee attack, instead of an adjacent creature.

#### 707.11. Resist X TYPE

707.11.a. Resist X TYPE is a static power. When resolving damage effects against a creature with the Resist X TYPE power, damage of the given type is reduced by that number (see rule 806.5).

707.11.b. A creature with Resist X All reduces damage from all damage effects by that number (see rule 806.5).

#### 707.12. Scout

707.12.a. Scout is an activated power that can be declared during its owner's set-up. When used, the creature's owner puts the creature's figure on the battle map occupying a victory area that no other creature occupies instead of in his or her Start Area during his or her set-up.

707.12.b. If a creature with the Scout power is put on the battle map after set-up, the creature is put on the battle map using the rules that allow it to be put on the battle map at that time.

#### 707.13. Unique

707.13.a. Unique is a static power. A warband cannot be constructed with two creatures with identical names and the Unique power.

#### 707.14. Vulnerable X TYPE

707.14.a. Vulnerable X TYPE is a static power. When resolving damage effects against a creature with the Vulnerable X TYPE power, damage of the given type is increased by that number (see rule 806.6).

#### 707.15. Wandering Monster

707.15.a. Wandering Monster is a triggered power that triggers during its owner's set-up. During that set-up, the creature's owner puts the creature's figure on the battle map occupying a random victory area instead of in his or her Start Area.

707.15.b. If a creature with the Wandering Monster power is put on the battle map after set-up, the creature is put on the battle map using the rules that allow it to be put on the battle map at that time.

## 8. Effects

### 800. General

800.1. When rules text is followed or a power is used, it may create one or more *one-time effects* or *continuous effects*. Static powers may create one or more continuous effects. *State-based effects* are not created by powers; they are generated only by rules text. Some effects are also *damage effects*, *forced-movement effects*, *healing effects*, *immediate effects*, *marking effects*, *place effects*, *push effects*, *pull effects*, or *slide effects*.

800.2. An effect may grant powers to other creatures or to the creatures it's on; it does so when the words "has", "have", "gains", or "gain" are used in its rules text. An effect may remove powers from other creatures or to the creatures it's on; it does so when the words "loses" or "lose" are used in its rules text.

800.3. An effect lasts as long as stated by the effect's text. If no duration is listed and the effect affects one or more target creatures, it lasts until the next End of Turn step for each target. If no duration is listed and the effect affects game state, it lasts until the end of the game.

800.4. An effect or rules text may cause an effect to not apply; such an effect is *nullified*. A one-time effect that is nullified is still removed after it would have resolved. A continuous effect or a state-based effect that is nullified is not removed and may no longer be nullified the next time it is checked.

800.4.a. A continuous effect generated by a power listed in the Special Powers block of a creature's stat card is nullified while the source creature is inactive.

800.5. An effect generated by a power with a power type (see rule 702.1) has the same type as the power that generated it.

## 801. Declaring and Resolving Effects

801.1. A *trigger event* is a step or specific events which occur during a game. An *event* encompasses a trigger event and all effects declared and resolved in response to that trigger event.

801.2. All effects that occur during the same event are called *simultaneous effects*. Simultaneous effects are resolved in a specific order, called *phases*. These phases are the *interrupt phase* and the *reaction phase*. There are three orders in which effects in each phase can be resolved; *simultaneous effects order*, *lowest champion order*, and *highest champion order*.

801.2.a. All effects whose timing includes "before" or "when" are declared and resolve in the interrupt phase. All effects whose timing includes "after" are declared and resolve in the reaction phase.

801.3. To resolve an event, the acting player announces the start of the event, then all interrupt phase effects are declared and resolved. Next, the step or trigger event is resolved, then all reaction phase effects are declared and resolved. Finally, the event ends.

801.3.a. All simultaneous effects resolve during their phase. Each effect in a phase, including all effects generated during the resolution of those effects, must be fully resolved before resolving effects in the next phase.

801.3.b. In each phase, the acting player must choose to resolve effects that allow or force a re-roll first, then to resolve immediate effects, and finally, to resolve any other effects.

801.3.c. When resolving each effect, the controller of that effect determines any choices that must be made to resolve the effect. When resolving an effect that affects more than one player's creatures, that effect's controller must choose to affect the creature that generated the effect first, if it is affected by the effect; then that creature's allies, if any are affected by the effect; and finally that creature's enemies, if any are affected by the effect.

801.4. An effect whose targets are all eliminated at the time it is resolved is nullified.

801.5. Some steps are defined as resolving effects in *simultaneous effects order*. In such cases, the player that controls the acting creature chooses the order in which simultaneous effects resolve.

801.5.a. If a trigger event or step does not define an order to resolve simultaneous effects in, they resolve in simultaneous effects order.

801.6. Some steps are defined as resolving effects in *lowest champion order*. In such cases, if one player controls an active champion with a lower Champion rating than his or her opponent (see rule 110.3), that player declares and resolves his or her creatures' effects first, then the other player declares and resolves his or her creatures' effects. Each effect is declared, then resolved fully before declaring and resolving the next.

801.6.a. If neither player controls an active champion with a lower Champion rating than his or her opponent, each player rolls d20. The player with the lowest roll declares and resolves effects from his or her creatures, then the other player declares and resolves effects from his or her creatures. If this roll is tied, re-roll to determine the lowest roll.

801.7. Some steps are defined as resolving effects in *highest champion order*. In such cases, if one player controls an active champion with a higher Champion rating than his or her opponent (see rule 110.3), that player declares and resolves his or her creatures' effects first, then the other player declares and resolves his or her creatures' effects. Each effect is declared, then resolved fully before declaring and resolving the next.

801.7.a. If neither player controls an active champion with a higher Champion rating than his or her opponent, each player rolls d20. The player with the highest roll declares and resolves effects from his or her creatures, then the other player declares and resolves effects from his or her creatures. If this roll is tied, re-roll to determine the highest roll.

## 802. One-Time Effects

802.1. A *one-time effect* does something just once and doesn't have a duration. Examples include damage dealing, Attack bonuses to a single attack, and adding victory points to or removing victory points from a player's total.

802.2. Some one-time effects instruct a player to do something later in the game (usually at a specific time) rather than when they resolve. This kind of effect actually creates a new power that waits to be triggered (see section 704. "Triggered Powers").

802.3. If an effect allows or forces a re-roll, the result of the roll is indeterminate until the re-roll is resolved.

**Example:** An effect reads "When an attack roll hits, re-roll that attack roll." Even if the original roll was a 20, the attack roll would not trigger effects that trigger on a hit unless the re-roll was also a hit.

## 803. Continuous Effects

803.1. A *continuous effect* modifies statistics of creatures, modifies control of creatures, or affects the rules of the game, for a fixed or indefinite period. A continuous effect may be generated by the resolution of a power or by a static power of a creature.

803.2. A continuous effect generated by the resolution of a power lasts as long as stated by the power that created it (such as "until end of this turn"). If no duration is listed, it lasts until the end of the game.

803.3. A continuous effect applies at any given moment to whatever its text indicates.

803.4. Some continuous effects affect game rules rather than creatures. For example, an effect may cause a player to not gain victory points even if he or she has a creature in an appropriate victory area.

803.5. A continuous effect that reads as a bonus or penalty to a numeric statistic applies to the affected creature's current value.

**Example:** A bonus or penalty which reads "This creature has +X Attack" applies to all attack rolls by the creature. A bonus or penalty which reads "This creature has +X DEF" applies to all current defenses of the creature. Specific bonuses or penalties are also possible; for example, an effect which reads "This creature has +X {M} Attack" applies to all melee attack rolls by the creature.

## 804. State-Based Effects

804.1. *State-based effects* are a special category of effect that apply only to those conditions listed below. Powers that watch for a specified game state are triggered powers, not state-based effects (see section 704. "Triggered Powers").

804.2. State-based effects are always active and are not controlled by any player.

804.3. State-based effects are checked for their trigger events or conditions continuously.

804.4. The state-based effects are as follows:

804.4.a. Whenever creature has 0 or fewer current hit points, that creature is eliminated. The creature is removed from the battle map and is no longer in play. The opponent of the creature's owner gains victory points equal to the creature's cost.

804.4.b. Whenever one or more players meet the victory conditions for the game's scenario, the game ends.

804.4.c. While a creature's current hit points is lower than its starting hit points, that creature is *damaged*.

804.4.d. While a creature's current hit points is equal to or lower than half its starting hit points, that creature is *bloodied*.

804.4.e. Whenever a creature has one or more effects with a duration of save ends on it at the end of its turn, its owner rolls d20 for each effect. On a 10-19, the effect ends. On a 20, all effects with a duration of save ends on that creature end. This roll is called a *saving throw*.

804.4.f. While a creature is invisible to another creature, that creature grants it combat advantage, cannot target it with ranged attacks, cannot trace line of sight to it, cannot take opportunity attacks against it, and it gains Conceal 11 when resolving melee attacks by that creature against it.

## 805. Control Effects

805.1. A *control effect* causes a creature to be controlled by a player other than its owner. A creature controlled by a player other than its owner is considered to be part of that player's warband while it's controlled by that player.

805.1.a. A control effect does not change a creature's owner.

## 806. Damage Effects

806.1. A *damage effect* causes damage to a creature. Damage effects subtract from the target's current hit points statistic, and can take the current hit points statistic below 0.

806.2. If the calculated damage is 0 or fewer at any time while calculating the damage to apply from the effect, the effect is nullified and no damage is applied to the target.

806.3. The controller of the acting creature determines the base damage. The base damage is the damage given in the text of the effect, doubled if the effect is the result of a critical hit.

806.3.a. If an effect has a choice of damage types, the player that controls the acting creature decides which type of damage the effect will do.

806.4. If the effect is the result of a hit, add bonus damage from effects that increase damage on a hit, including bonus damage from effects which give the acting creature "+X Damage", except those which have a name starting with "Vulnerable".

806.5. The controller of the acting creature applies any effects which reduce the damage. Effects which subtract from the damage are applied first in any order, then effects which halve damage are applied in any order.

806.6. The controller of the acting creature applies any effects which increase calculated damage and have a name starting with "Vulnerable" in any order.

806.7. The owner of target creature subtracts the calculated damage from the target creature's current hit points to derive its new current hit points.

806.7.a. If the target creature has temporary hit points greater than 0, the damage is first subtracted from the temporary hit points. If the damage would take the creature's temporary hit points below 0, any excess is then applied to the creature's current hit points.

806.8. All triggered powers and effects that trigger when the damage is applied must be declared. Any activated powers available when the damage is applied can be declared. A creature can use an activated power only once during this step. These powers and effects are declared and resolved in simultaneous effects order.

806.8.a. The acting player must choose to resolve effects which trigger on damaged first, then to resolve effects which trigger on bloodied, and finally, to resolve effects which trigger on destroyed.

806.9. If the target creature's current hit points is 0 or fewer, the creature is *destroyed*. A creature that is destroyed is also eliminated.

## 807. Forced-Movement Effects

807.1. An effect which requires an enemy to move in a specific manner is a *forced-movement effect*.

**Example:** *An effect which reads: “Choose 1 enemy; choose a space that enemy can reach using a single move action. That enemy must move to that space before it can take any attack actions.”*

807.2. A creature affected by a forced-movement effect must use the most expedient means of movement during the movement required by the effect.

## 808. Healing Effects

808.1. A *healing effect* removes damage from a creature; generally, a healing effect’s text is written as “heals X HP”. A healing effect increases the target’s current hit points by that number.

808.1.a. A healing effect that would increase the target’s current hit points above the creature’s starting hit points instead increases the target’s hit points to its starting hit points.

808.1.b. A healing effect affecting a target that is not damaged is nullified.

808.1.c. A healing effect never restores temporary hit points.

## 809. Immediate Effects

809.1. Each effect generated by an immediate action is an *immediate effect*.

809.2. **If an immediate effect grants a creature an action, that action is an immediate action unless the effect says otherwise.**

## 810. Marking Effects

810.1. A *marking effect* targets a creature and typically allows the source creature to affect the marked creature with other powers during subsequent actions.

## 811. Place Effects

811.1. A *place effect* puts a creature in a legal position other than its current position on the battle map.

811.1.a. A place effect denotes how to determine a destination space. If it is not possible to place a creature where the effect requires, the effect is nullified.

811.2. The change in position caused by a place effect is not movement, ignores the additional costs for moving into terrain, and does not provoke opportunity attacks.

## 812. Pull Effects

812.1. A *pull effect* puts a creature in a legal position closer to the acting creature than its starting position. Each space the creature enters while resolving the pull effect must be closer to the acting creature than the previous space occupied by the creature and cannot be occupied by another creature, a statue, or a wall.

812.1.a. A pull effect denotes how many squares the affected creature is pulled. If it is not possible to legally pull a creature as many squares as the effect requires, the effect pulls the creature as far as possible, then is nullified.

812.2. The change in position caused by a pull effect is not movement, ignores the additional costs for moving into terrain, and does not provoke opportunity attacks.

### 813. Push Effects

813.1. A *push effect* puts a creature in a space further away from the acting creature than its starting position. Each space the creature enters while resolving the push effect must be further away from the acting creature than the previous space occupied by the creature and cannot be occupied by another creature, a statue, or a wall.

813.1.a. A push effect denotes how many squares the affected creature is pushed. If it is not possible to legally push a creature as many squares as the effect requires, the effect pushes the creature as far as possible, then is nullified.

813.2. The change in position caused by a push effect is not movement, ignores the additional costs for moving into terrain, and does not provoke opportunity attacks.

### 814. Recharge Effects

814.1. A *recharge effect* recharges a limited use power.

814.2. A recharge effect cannot recharge a power that is not a rechargeable power, unless the effect specifically names that power.

**Example:** A power which reads: “☐ Extra Damage: Use after an attack hits; +10 Damage to that attack.” A power which reads “Recharge 1 rechargeable power.” cannot recharge that power. A power which reads “Recharge 1 use of Extra Damage” can recharge that power.

**Example:** A power which reads: “☐ Extra Damage: Use after an attack hits; +10 Damage to that attack. RECHARGE when this creature takes damage.” A power which reads “Recharge 1 rechargeable power.” can recharge that power.

### 815. Slide Effects

815.1. A *slide effect* puts a creature in a space other than its starting position. Each space the creature enters while resolving the slide effect cannot be occupied by another creature, a statue, or a wall.

815.1.a. A slide effect must denote how many squares the affected creature is slid. If it is not possible to legally slide a creature as many squares as the effect requires, the effect slides the creature as far as possible, then is nullified.

815.2. The change in position caused by a slide effect is not movement, ignores the additional costs for moving into terrain, and does not provoke opportunity attacks.

### 816. Teleport Effects

816.1. A *teleport effect* puts a creature in a space other than its starting position within line of sight of its starting position.

816.1.a. A teleport effect may specify a range. The range is the furthest number of squares distant from its starting position a creature can be put by the effect; if no range is provided, the creature can be put in any square within line of sight of its starting position. If it is not possible to legally teleport a creature to any legal position within the range of the effect, the effect is nullified.

816.1.b. A teleport effect may specify additional restrictions on the destination space; if it is not possible to place a creature in any legal position which meets the additional restrictions within the range of the effect, the effect is nullified.

816.2. The change in position caused by a teleport effect is not movement, ignores the additional costs for moving into terrain, and does not provoke opportunity attacks.

## 9. Conditions

### 900. General

900.1. Some powers or effects add a condition to or remove a condition from a creature. A *condition* is one of a number of effects whose rules text is defined in game rules. An effect that adds a condition will state that the creature “is” that condition. An effect that removes a condition will state that the creature “loses” that condition.

900.2. If a condition has no duration listed in its rules text, it lasts until the affected creature’s next end of turn.

### 901. Blinded Condition

901.1. A Blinded creature cannot trace line of sight to any square or creature; cannot flank; and grants combat advantage to its enemies. When a Blinded creature takes a {M} attack, the target is considered to have Conceal 11 for that attack.

### 902. Confused Condition

902.1. A Confused creature is Dazed, can only choose basic attacks when taking an attack action, and cannot use activated powers.

902.2. When a Confused creature activates, the creature’s owner rolls d20. On a 1-5, the creature is Dominated until the end of its turn. On a 6-15, the creature is controlled by its owner but cannot take any actions on that turn. On a 16-20, the creature is controlled by its owner on that turn.

### 903. Dazed Condition

903.1. A Dazed creature can take only 1 move action, 1 attack action, or 1 minor action on its turn; cannot take actions on another creature’s turn; cannot take immediate actions; cannot take opportunity attacks; is considered to have no Champion rating when determining the warband with the highest Champion rating for initiative rolls; cannot flank; and grants combat advantage to its enemies.

903.2. Some rules text refers to the Staggered condition. Staggered is another name for Dazed.

#### **904. Dominated Condition**

904.1. A Dominated creature is Dazed, can only choose basic attacks when taking an attack action, and cannot use activated powers.

904.2. The owner of the creature that caused a creature to become Dominated condition controls it on its turn.

#### **905. Enervated Condition**

905.1. An Enervated creature's attacks deal half damage (see rule 806.5).

905.2. Some rules text refers to the Weakened condition. Weakened is another name for Enervated.

#### **906. Helpless Condition**

906.1. A Helpless creature is Stunned and loses Flight; melee attacks which target the creature are automatic hits and critical hits; and ranged, area, and close attacks which target the creature have +4 Attack against it.

906.2. When a Helpless condition ends, if the affected creature has Stunned with the same duration, that condition is also ended.

#### **907. Immobilized Condition**

907.1. An Immobilized creature's current speed is 0 and cannot be increased above 0.

907.2. An Immobilized creature is still subject to push, pull, place, slide, and teleport effects. An Immobilized creature with the Mounted Rider condition still moves with its mount.

907.3. The effect produced by Immobilized is applied after any effects which apply bonuses or penalties to a creature's current speed and after the effect produced by Slowed.

907.4. If a creature becomes Immobilized while moving, it stops moving.

#### **908. Ongoing X TYPE Damage Condition**

908.1. A creature with the Ongoing X TYPE Damage condition takes that amount of Damage of the given type at the start of each of its turns with a duration of save ends. If a creature has two or more identical ongoing X TYPE Damage effects, all effects except the effect with the highest damage are nullified.

#### **909. Slowed Condition**

909.1. A Slowed creature's current speed is 2 and cannot be increased above 2.

909.2. If a Slowed creature's current speed is less than 2 before applying this effect, this condition's effect is nullified.

909.3. If a creature becomes Slowed while moving, it stops moving if it has already moved 2 or more squares during that movement.

## 910. Stunned Condition

910.1. A Stunned creature is Dazed, cannot take actions, and is inactive.

910.2. When a Stunned condition ends, if the affected creature has Dazed with the same duration, that condition is also ended.

## 10. Battle Maps and Terrain

### 1000. Battle Maps

1000.1. A *battle map* is an illustrated battle area gridded with 1-inch squares, containing start areas and victory areas for 2 players. Each square on the battle map may have one or more types of *terrain*.

1000.2. The *center squares* of a battle map are determined by locating the point at the exact center of the battle map. All squares adjacent to that point are the center squares.

1000.3. A battle map has two start areas, labeled Start Area A and Start Area B.

1000.4. A battle map has one or more victory areas; each is labeled Victory Area A, Victory Area B, or Victory Area A&B. Scenarios in which players score victory points for occupying victory areas do so by occupying victory areas as appropriate for the side of the map their warband set up on.

*Example: If a player set up in Start Area A, the player would score victory points in an assault scenario if one of his or her creature's occupied Victory Area A or Victory Area A&B.*

1000.5. A square may contain multiple terrain types.

1000.6. A square can gain or lose terrain types through effects. If an effect adds a terrain type to a square and a second effect removes the same terrain type from that square, the effect which removes the terrain type takes precedence.

1000.7. A big creature counts as occupying each type of terrain in squares its space occupies.

1000.8. A creature *occupies* a square if that square is any square in the creature's space. A creature occupies a space if any square in that space contains any square in the creature's space.

### 1001. Counting Distance

1001.1. To count distance from a square to another square, start counting from 1 with any non-wall square adjacent to the starting square, even a square that is around a wall. After the first square, count squares to the target square in any direction on the battle map. The distance from the starting square to the destination square is the shortest distance that can be counted.

1001.1.a. The distance from one creature's space to another creature's space is the shortest distance from each square in the starting creature's space to each square in the target creature's space.

1001.1.b. The distance from a point to a square is the shortest distance from any square that point is a corner of to the target square.

1001.2. You cannot count distance through a wall and you cannot count diagonally across the corner of a wall, except that you can start counting with a non-wall square diagonally across the corner of a wall.

1001.3. A creature is *adjacent* to all creatures and squares that are 1 square distant from its space, to all creatures that occupy squares in its space, and to all squares in its space. A square is adjacent to all creatures and squares that are 1 square distant from it and to itself.

1001.4. If a square contains a diagonal wall, but the center of the square is not covered by wall, you can count diagonally past the open corner of the wall.

1001.5. Other than walls, ignore the effects of terrain when counting distance from one square to another.

1001.6. If an effect has a player count to the nearest figure, space, or square and multiple figures, spaces, or squares are equally distant, the acting player chooses which one is considered nearest.

## 1002. Line of Sight

1002.1. An origin point has line of sight to a target point if the line drawn from the origin point to the target point (the *checked line*) is not blocked.

1002.1.a. A checked line that touches a wall is blocked.

1002.1.b. A checked line that touches smoke terrain is blocked.

1002.1.c. A checked line that passes through two edges or a corner of a square containing forest or market stall terrain is blocked, unless the checked line originates from a point that is a corner of the originating square.

1002.2. A creature has line of sight to a target square if any checked line drawn from any point in the starting creature's space to any point in the target square is not blocked.

1002.3. A creature has line of sight to a target creature if any checked line drawn from any point in the starting creature's space to any point in the target creature's space is not blocked.

1002.4. If a creature cannot trace line of sight to a target creature, the target creature is considered invisible to that creature.

## 1003. Line of Effect

1003.1. An origin point has line of effect to a target point if the line drawn from the origin point to the target point (the *checked line*) is not blocked.

1003.1.a. A checked line that touches a wall is blocked.

1003.2. A point has line of effect to a target square if any checked line drawn from the origin point to any point in the target square is not blocked.

1003.3. A point has line of effect to a target creature if any checked line drawn from the origin point to any point in the target creature's space is not blocked.

1003.4. A creature has line of effect to a target square if any checked line drawn from any point in the starting creature's space to any point in the target square is not blocked.

1003.5. A creature has line of effect to a target creature if any checked line drawn from any point in the starting creature's space to any point in the target creature's space is not blocked.

#### **1004. Clear Terrain**

1004.1. A square on a battle map which does not contain walls and is not difficult terrain or statue terrain is clear terrain.

#### **1005. Walls**

1005.1. Areas of a battle map bordered by a thick line, groups of adjacent squares that do not have gridlines, or are a gridline with a thick line are walls. Unlike most terrain, walls do not affect an entire square—a wall is the area defined by wall edges on the map.

1005.1.a. Walls extend between points on grid intersections or between points on grid segments halfway between grid intersections.

1005.1.b. Adjacent (even diagonally) wall segments are considered a single wall.

1005.2. Line of sight and line of effect cannot be traced through a wall.

1005.3. A space containing a wall is not a legal position, except if the space contains only diagonal wall terrain that is a legal position (see 1009.2).

1005.4. A creature cannot move or make an attack through a wall.

1005.5. A creature cannot move or be pushed, pulled, or slid diagonally past a corner or end of a wall, unless the creature moves or is pushed, pulled, or slid past the open corner of a diagonal wall. A creature must move around the corner or end of a wall.

1005.6. When determining the range of an effect or the distance from one square or creature to another square or creature, count around walls.

#### **1006. Difficult Terrain**

1006.1. Each square of difficult terrain on a battle map is marked with the {difficult terrain} symbol.

1006.2. Each square of difficult terrain costs 2 squares to move into.

1006.3. Big creatures ignore the increased cost of movement to move into a square with difficult terrain that is already in the creature's space. The creature still counts as being in difficult terrain.

1006.4. Some types of terrain, such as dangerous terrain or forest terrain, count as difficult terrain in addition to having their own effects and rules.

1006.5. A creature which ignores difficult terrain does not pay the extra cost for moving into the square.

1006.6. A creature which ignores difficult terrain is not affected by additional effects from terrain that counts as difficult terrain that trigger on the creature moving.

1006.7. A creature which has an effect allowing it to “move normally” through terrain which counts as difficult terrain may ignore the movement cost penalty associated with that terrain.

### **1007. Blood Rock Terrain**

1007.1. Blood rock terrain is identified by a text label on the battle map inside a dotted line surrounding the squares considered blood rock terrain.

1007.2. When a creature occupying blood rock terrain rolls a natural 19 or natural 20 on a melee attack’s attack roll, that attack is an automatic hit and a critical hit.

### **1008. Dangerous Terrain**

1008.1. Dangerous terrain is considered difficult terrain.

1008.2. A creature occupying dangerous terrain has +5 {M} Damage.

1008.3. If a creature occupies dangerous terrain at the end of its turn, the creature’s controller rolls d20. On a 1-5, the creature takes 10 Damage.

### **1009. Diagonal Wall Terrain**

1009.1. Each square that contains a diagonal wall is diagonal wall terrain.

1009.2. If the center of diagonal wall terrain is not a wall, a creature can occupy that square and that square is considered clear terrain unless other terrain in the non-wall portion of the square causes it to not be considered clear terrain.

1009.3. The non-wall portion of diagonal wall terrain does not block line of sight unless other terrain in the non-wall portion of the square blocks line of sight. The non-wall portion of diagonal wall terrain does not block line of effect unless other terrain in the non-wall portion of the square blocks line of effect.

### **1010. Forest Terrain**

1010.1. Each square of forest terrain on a battle map is marked with the {forest terrain} symbol or forest artwork.

1010.2. Forest terrain is considered difficult terrain.

1010.3. Forest terrain provides cover against ranged attacks.

1010.4. If a line passes through two edges or a corner of the same forest terrain square, the square blocks line of sight.

1010.5. When drawing line of sight, a corner where the line of sight originates is considered only one edge of a forest square.

## 1011. Healing Font Terrain

1011.1. Each square of healing font terrain on a battle map is identified by a text label containing the words “healing font” and artwork denoting where the healing font terrain is.

1011.2. As a replaces attack action, a creature that begins its turn in a space adjacent to healing font terrain can heal a number of hit points on that turn as indicated on the battle map. If no amount is indicated on the map, the effect heals 20 HP.

## 1012. Market Stall Terrain

1012.1. Each square of market stall terrain on a battle map is marked with the {market stall terrain} symbol.

1012.2. Market stall terrain is considered difficult terrain.

1012.3. Market stall terrain provides cover against ranged attacks.

1012.4. If a line passes through two edges or a corner of the same market stall terrain square, the square blocks line of sight.

1012.5. When drawing line of sight, a corner where the line of sight originates is considered only one edge of a market stall square.

## 1013. Pit Terrain

1013.1. Pit terrain is identified by a text label containing the word “pit” on the battle map or by pit artwork.

1013.2. A creature cannot move into a space containing pit terrain except during resolution of a push effect or a pull effect. A creature cannot be placed in a square containing pit terrain.

1013.3. A creature that ends its turn in a space containing pit terrain is eliminated.

1013.4. If a creature occupies pit terrain after a push, pull, or place effect is resolved, the acting creature makes a Followup attack against the target. If the attack hits, the target creature is Dazed and placed in the nearest legal position by its controller. A big creature has a +1 cumulative bonus to its AC or Defense as appropriate to the followup attack for each square in its space that is not pit terrain.

1013.4.a. Use the same attack value and target statistic of the attack or power that caused the creature to enter the pit terrain for the followup attack.

1013.4.b. If a creature occupies pit terrain after an effect is resolved that does not involve an attack roll, the creature is placed in the nearest legal position by its controller.

## 1014. River Terrain

1014.1. River terrain is identified by a text label describing river terrain. Determine river terrain by looking at the artwork. Any square whose center is covered by river artwork is river terrain.

1014.2. River terrain is considered difficult terrain for any creature without the Aquatic keyword.

### **1015. Sacred Circle Terrain**

1015.1. Sacred circle terrain is identified by a text label on the battle map inside a dotted line surrounding the squares considered sacred circle terrain.

1015.2. A creature occupying sacred circle terrain has +2 Attack.

### **1016. Secret Door Terrain**

1016.1. Secret door terrain is identified by a text label on the battle map near a dotted line surrounding the squares considered secret door terrain.

1016.2. Creatures can move through secret door terrain, and secret door terrain is a legal position for creatures.

1016.3. Whenever a square of secret door terrain is not occupied by a creature, that square's edges count as wall edges.

### **1017. Slippery Terrain**

1017.1. Each square of slippery terrain on a battle map is marked with the {slippery terrain} symbol.

1017.2. A creature that takes damage from a melee attack while occupying slippery terrain is pushed exactly 1 square by the attacking creature; this is a push effect resolved when the creature is damaged.

1017.3. If the push effect causes the target to enter a pit square, treat the attack which caused the push as cause of the push.

### **1018. Smoke Terrain**

1018.1. Each square of smoke terrain on a battle map is marked with the smoke artwork.

1018.2. Line of sight between two squares or creatures is blocked if the only lines that can be drawn between the two squares or the two creature's spaces enters smoke terrain.

1018.3. A creature occupying smoke terrain is invisible to all nonadjacent creatures. A creature whose space contains non-smoke terrain is visible to creatures that can draw line of sight to any non-smoke terrain square in the creature's space.

1018.4. Nonadjacent creatures are invisible to a creature occupying smoke terrain. A creature whose space contains non-smoke terrain has line of sight to a creature that it can draw line of sight to from any non-smoke terrain square in the creature's space.

### **1019. Spike Stones Terrain**

1019.1. Each square of spike stones terrain on a battle map is marked with the {spike stones terrain} symbol.

1019.2. Spike stones terrain is considered difficult terrain.

1019.3. A creature that moves into spike stones terrain and is slowed by the terrain takes 5 damage.

1019.3.a. A big creature takes only 5 damage from moving into spike stones terrain, even if the movement causes the creature to enter multiple spike stones squares simultaneously.

## **1020. Statue Terrain**

1020.1. Each square of statue terrain on a battle map is marked with the {statue terrain} symbol or statue artwork.

1020.2. Statue terrain square costs 2 squares to move into.

1020.3. Statue terrain provides cover against ranged attacks.

1020.4. A creature cannot end movement in a space containing statue terrain. A push effect or pull effect cannot move a creature into a space containing statue terrain. A place effect cannot put a creature into a space containing statue terrain.

## **1021. Teleporter Terrain**

1021.1. On its turn, a creature that moves into a space containing teleporter terrain or that begins its turn in a space containing teleporter terrain can be placed in any unoccupied space containing teleporter terrain as an immediate action.

1021.2. A creature cannot use teleporter terrain more than once per round.

## Glossary

*Abilities [characteristic]* — The set of powers listed in the Abilities section of the text box on a creature's stat card, except those that are keywords (see rule 214).

*AC [statistic]* — See *Armor Class*.

*acid* — A type of damage.

*acting creature* — The creature that is currently taking an action.

*acting player* — The owner of the creature currently taking a turn (see rule 200.3).

*activated* — A creature that has taken a turn in the current round (see rule 401.1a).

*activated power* — A power that must be chosen to be used; some activated powers have limitations on when they can be used (see rule 703).

*activating creature* — The creature that is currently taking its turn.

*active* — A creature that is not inactive.

*adjacent* — A creature is adjacent to a space if any square in its space is adjacent to any square in the space.

*after* — Rules text in an effect or action's timing indicating that the effect or action resolves after the timing event.

*alignment* — A creature's position on the moral compass. A creature may be Good, Evil, or have no alignment characteristic (see rule 204).

*ally* — A creature other than the acting creature controlled by the acting creature's controller.

*area* — The squares affected by an attack or effect.

*area attack* — A type of attack that targets one or more creatures in a defined area (see rule 604).

*Armor Class [statistic]* — Some attacks target a creature's armor class (see rule 208).

*Assault [scenario]* — A scenario that rewards control of victory areas (see rule 105).

*at any time* — Rules text in a timing clause indicating that an effect or power may be declared during any step during a round.

*attack* — An attack action causes one or more attacks to be resolved (see rule 413).

*attack action [action]* — An action that generally attempts to cause damage to another creature (see rule 413).

*Attack Actions [statistic]* — The set of powers listed in the Attack Actions section of the text box on a creature's stat card (see rule 212).

*attack power* — A power a creature can use as an attack action (see rule 413).

*attack roll* — A d20 roll to determine whether an attack successfully damages or otherwise affects a target creature (see rule 608.3).

*Attack Sequence* — The series of steps taken in an attack (see rule 605).

*automatic hit* — A kind of hit by an attack; an automatic hit generally hits the target creature regardless of the attack roll.

*battle map* — An illustrated battle area, gridded with 1-inch squares, containing start areas and victory areas for two opposing warbands (see rule 1000).

*before* — Rules text in an effect or action's timing indicating that the effect or action resolves prior to the timing event.

*big creature* — A large or larger creature.

*Blindsight X [power]* — A standard power (see rule 707.2).

*blood rock* — A type of terrain (see rule 1007).

*bloodied* — A creature whose current hit points is equal to or less than half its starting hit points is bloodied (see rule 211.4).

*bonus* — An effect which generally helps the affected creature or its allies.

*Borderlands [faction]* — One of four factions a creature can be (see rule 100.3). Creatures in this faction live in the perilous areas between the safety of civilization and the savage wilderness.

*Bounty [scenario]* — A scenario that rewards eliminating enemies (see rule 106).

*Burrow [power]* — A standard power (see rule 707.3).

*burst X* — An area of an attack which targets creatures within X squares of the acting creature (see rule 603.3).

*can* — Rules text indicating that the rules text can be followed or not followed, depending on a player's choice.

*cannot* — Rules text restricting a player's choice; "cannot" rules text trumps all other rules text.

*can only* — Rules text restricting a player's choice to a single choice in some circumstances; "can only" rules text trumps all other rules text.

*champion* — A creature with a champion rating (see rule 216.1).

*champion powers [statistic]* — The set of powers listed in the Champion X section of the text box on a creature's stat card (see rule 217).

*Champion rating [statistic]* — A statistic used to determine which player (if any) rolls twice to determine initiative order (see rule 216).

*characteristic* — A stat card has numerous characteristics which define the statistics, powers, and other state of a creature (see rule 201.1).

*charge* — A type of attack action that combines movement and an attack under certain circumstances (see rule 413.3).

*checked line* — Each line drawn to determine line of sight or line of effect between two creatures or squares (see rules 802.1 and 802.2).

*Civilization [faction]* — One of four factions a creature can be (see rule 100.3). Creatures in this faction inhabit "points of light" in the darkness of a dangerous world.

*clear line* — A checked line between two points on the battle map not blocked by walls (see rules 1002.1 and 1003.1).

*clear terrain* — A square on a battle map which does not have walls, difficult terrain, or terrain that is considered difficult terrain (see rule 1004).

*close attack* — A type of attack that targets one or more creatures in a defined area (see rule 603).

*cold* — A type of damage.

*collector information* — The set icon, collector number, and total number of figures in the creature's set shown on a creature's stat card (see rule 202.5c).

*combat advantage* — A state-based effect which grants some creatures advantages over others (see rule 610).

*Conceal X [power]* — A standard power (see rule 707.4).

*condition* — Effects can cause a creature gain a particular state known as a condition (see rule 900).

*considered to* — Rules text indicating that a creature, effect, or power checks triggers a though it was the clause, though it does not actually confer that clause onto the creature, effect, or power.

*Confused [condition]* — A condition (see rule 905).

*continuous effect* — An effect that applies for a fixed or indefinite period (see rule 803).

*control effect* — An effect that changes control of a creature for a specific duration (see rule 805).

*controller* — A player who decides an action or effect's variable values, or who decides the actions a creature takes.

*cost* — An action or payment necessary to take another action or stop another action or effect from taking place (see rule 701).

*counting distance* — The rules that apply when counting distance from one location to another (see rule 1001).

*cover* — Some terrain provides cover for some kinds of attacks, making it more difficult for the attacking creature to succeed on those attacks (see rule 611).

*creature* — An individual creature that is in play (see rule 200.4).

*critical hit* — A kind of hit by an attack; generally, a critical hit doubles part or all of its damage and is also an automatic hit.

*current* — The value of each of a creature's statistics in its state is the current value for that statistic (see 201.2a).

*current position* — A creature's current position is the space it occupies when its position is checked.

*current round* — The number of the round the game is at (see rule 301.1).

*damage effect* — An effect which causes damage to a creature (see rule 806).

*damaged* — A creature whose current hit points is less than its starting hit points is damaged (see rule 211.3).

*dangerous terrain* — A type of terrain (see rule 1008).

*Dazed [condition]* — A condition (see rule 901).

*declare* — A player announces the use of an activated power, or that the trigger condition for a triggered or state-based effect has been met.

*DEF [statistic]* — See Defense.

*Defense [statistic]* — Some attacks target one of a creature's three defense statistics (see rule 209).

*delayed trigger power* — A triggered power generated by an effect that triggers at a later time (see rule 704.4).

*destroyed* — A creature that is removed from play due to taking damage equal to or greater than its starting hit points or has been affected by an effect which destroys it.

*diagonal wall* — A square in which part of the terrain is clear (allowing a creature to "move past" it) or is wall (blocking line of sight and line of effect).

*diagonal wall terrain [terrain]* — A type of terrain (see rule 1009).

*difficult terrain [terrain]* — A type of terrain (see rule 1006). In most circumstances, moving into a square of difficult terrain costs 2 squares instead of 1 square.

*dismount* — A move action which removes a rider from its mount (see rule 412.6).

*distance* — The number of squares between two creatures or squares (see rule 1001).

*duration* — The time at which an effect ends; a duration can be a specific time or a trigger condition.

*during* — Rules text in an effect or action's timing indicating that the effect or action resolves simultaneously with the timing event.

*effect* — The result of a game rule, scenario condition, or power (see rule 800).

*eliminated* — A creature that has been removed from play is eliminated.

*ending position* — The space occupied by a creature at the end of movement.

*enemy* — A creature controlled by the acting creature's opponent.

*Energized [condition]* — A condition (see rule 907).

*Evil [alignment]* — One of two alignments a creature may be. See *alignment*.

*faction* — Creatures belong to one or more factions. Scenarios may have restrictions on constructing a warband based on creature factions (see rule 205).

*figure* — A creature's representation on the battle map (see rule 200.4).

*fire* — A type of damage.

*flank* — Two creatures flank an enemy when they occupy opposite sides or corners of the enemy's space (see rule 613).

*Flight [power]* — A standard power (see rule 707.5).

*followup attack* — An attack allowed when some attacks hit (see 608.7b).

*forced-movement effect* — An effect which imposes restrictions on what move actions a creature can take on choices a creature can take when taking a move action.

*forcibly dismounted* — When an effect causes a rider to become dismounted other than through taking an action to do so (see rule 910.8).

*forest [terrain]* — A type of terrain (see rule 1009).

*Fort* — See *Fortitude*.

*Fortitude [statistic]* — One of three Defense characteristics of a creature. See *Defense*.

*free action [action]* — An free action is an action that a creature can take at any time, even on another creature's turn (see rule 414).

*full-sized battle map* — A battle map which covers one side of a poster-size map.

*gains* — Rules text indicating an effect that adds a power to a creature. (see rule 706).

*game state* — The current round, which creature is currently taking a turn, the scenario chosen for the game, and other information about the game itself.

*Good [alignment]* — One of two alignments a creature may be. See *alignment*.

*half-sized battle map* — A battle map which covers one-half of one side of a poster-size map.

*has* — See *gains*.

*healing effect* — An effect which removes damage from a creature (see rule 808).

*healing font [terrain]* — A type of terrain (see rule 1011).

*Helpless [condition]* — A condition (see rule 904).

*Hide [power]* — A standard power (see rule 707.6).

*highest champion order* — One order in which effects resolving in the same step of a sequence are declared and resolved (see rule 801.6).

*hit* — An attack whose modified roll equals or exceeds the attack's target characteristic or is a hit due to an effect.

*Hit Points [statistic]* — A measure of how close to being eliminated a creature is (see rule 211).

*huge* — A creature whose figure's base is 3 inches across is huge (see rule 218).

*identical names* — Two creatures have identical names if they have the same Name (see rule 203.2).

*illegal action* — An action that can't currently be taken (see rule 109.3).

*immediate action [action]* — An immediate action is an action that a creature can take at any time, even on another creature's turn (see rule 415).

*immediate effect* — An effect generated by any immediate action (see rule 809).

*Immobilized [statistic]* — A condition (see rule 908).

*Immune TYPE [power]* — A standard power (see rule 707.7).

*in play* — A creature that is on the battle map is in play; some effects allow a creature to remain in play even when off the battle map.

*inactive* — An inactive creature cannot take actions except the pass action.

*initiative roll* — A d20 roll to determine which player chooses the order in which players take turns activating creatures in a round.

*Insubstantial [power]* — A standard power (see rule 707.8).

*interrupt phase* — Effects which take effect before a particular trigger resolve in this phase during resolution of simultaneous effects (see rule 801).

*invisible* — A creature cannot trace line of sight to a creature that is invisible to it; other benefits are conferred, as well (see rule 804.4d).

*Keyword [statistic]* — An identifier for determining whether a creature is affected by certain effects (see rule 213).

*large* — A creature whose figure's base is 2 inches across is large (see rule 218).

*large cone* — An area of an attack that targets creatures near the acting creature (see rule 603.5).

*legal position* — A legal position is a space a creature can occupy (see rule 501).

*Level [statistic]* — An indication of how powerful a creature is (see rule 207).

*lightning* — A type of damage.

*limited use power* — A power that can be used a limited number of times, denoted on a stat card by one or more checkboxes before the text of the power (see rule 703.5).

*line of effect* — Many actions require one creature or square to have line of sight to another (see rule 1003).

*line of sight* — Many actions require one creature or square to have line of sight to another (see rule 1002).

*living* — Some creatures are considered living, and others are not (see rule 213.2).

*location* — One or more contiguous squares on a battle map that share a terrain type.

*lowest champion order* — One order in which effects resolving in the same step of a sequence are declared and resolved (see rule 801.5).

*loses* — Rules text indicating an effect that removes a power from a creature if that creature has the power. (see rule 706).

*marked creature* — A creature that has been targeted with a marking effect. Typically, the effect which marks a creature allows the source creature to perform actions on a marked creature later.

*market stall [terrain]* — A type of terrain (see rule 1012).

*marking effect* — An effect which marks a creature; typically other effects on the source creature can target the marked creature.

*may* — Rules text indicating that indicated rule could be true or not true for reasons outside a player's control.

*medium* — A creature whose figure's base is 1 inches across is medium (see rule 218).

*melee attack* — A type of attack that targets one or more creatures adjacent to the acting creature (see rule 601).

*melee cover* — Walls or other terrain making a ranged attack on a creature more difficult (see rule 611.2).

*minor action [action]* — A kind of action that can be taken on a creature's turn (see rule 411).

*miss* — An attack whose modified roll does not equal or exceed the attack's target characteristic or is a miss due to an effect.

*modified roll* — A d20 roll's value after bonuses and penalties have been applied to it.

*mount* — A creature with the Mount keyword or a move action which puts a rider on a mount (see rule 412.5).

*move action [action]* — An action that generally moves a creature from one space to another (see rule 412).

*multi-player game* — A game that begins with more than 2 players.

*Name [statistic]* — A characteristic identifying a creature, power, or effect.

*nearest* — Some attacks require the nearest enemy in line of sight to be targeted by the attack (see rules 602.1 and 602.4a).

*necrotic* — A type of damage.

*non-acting player* — All players that are not currently the acting player (see rule 200.3).

*occupy* — The square or space a creature's figure is in on the battle map.

*one-time effect* — An effect that does something just once (see rule 802).

*Ongoing X DAMAGE [condition]* — A condition (see rule 909).

*opponent* — All other players are a player's opponents.

*opportunity attack* — A free basic attack action granted to creatures under some circumstances (see rule 612).

*origin point* — A single point from which an effect or checked line emanates.

*origin square* — A square from which an effect or checked line emanates.

*pass action [action]* — An action in which the acting creature does nothing.

*penalty* — An effect which generally harms the affected creature or its allies.

*Phasing [power]* — A standard power (see rule 707.9).

*pit [terrain]* — A type of terrain (see rule 1013).

*place effect* — An effect which puts a creature in a new space on the battle map (see rule 715).

*player* — One of the people in the game (see rule 811).

*poison* — A type of damage.

*power* — Rules text on a creature's stat card representing something that creature can do (see rule 702).

*provokes opportunity attacks* — An action that grants adjacent enemies opportunity attacks (see rule 612).

*pull effect* — An effect which moves a creature closer to the acting creature (see rule 716).

*push effect* — An effect which moves a creature further away from the acting creature (see rule 813).

*radiant* — A type of damage.

*radius X* — An area of an attack which targets creatures within X squares of a target square (see rule 604.3b).

*range X* — A range for an attack that targets a creature or square within X squares of the acting creature (see rule 602.).

*ranged attack* — A type of attack that targets one or more creatures at a distance (see rule 602).

*ranged cover* — Walls or other terrain making a ranged attack on a creature more difficult (see rule 611.3).

*rarity* — How common a creature is found in booster packs; rarities include common, uncommon, and rare.

*Reach X [power]* — A standard power (see rule 707.10).

*reaction phase* — Effects which take affect after a particular trigger resolve in this phase during resolution of simultaneous effects (see rule 801).

*rechargeable power* — A rechargeable power is a limited use power that can regain uses under certain circumstances (see rule 703.5b).

*recharge effect* — An effect which recharges a limited use power (see rule 814).

*Ref* — See *Reflex*.

*Reflex [statistic]* — One of three Defense characteristics of a creature. See *Defense*.

*removed from play* — See *eliminated*.

*replaces attack action [action]* — An action which takes place of a normal attack action during a creature's turn (see rule 413.5).

*replaces move action [action]* — An action which takes place of a normal move action during a creature's turn (see rule 412.7).

*replaces turn action [action]* — An action which takes place of all normal actions during a creature's turn (see rule 410).

*Resist X TYPE [power]* — A standard power (see rule 707.11).

*rider* — A creature currently riding a mount (see rule 412.5).

*river [terrain]* — A type of terrain (see rule 1014).

*round* — A game is played in a series of rounds. Each round consists of each player activating one or more creatures and resolving the effects of those creature's actions and other effects.

*Round Sequence* — The series of steps taken during a round (see section 3, "Round Sequence").

*sacred circle* — A type of terrain (see rule 1015).

*saving throw* — A d20 roll to determine whether a creature removes an effect with a duration of save ends (see rule 804.4c).

*scenario* — A scenario is a particular set of warband construction restrictions and victory conditions a game is played under.

*scoring conditions* — The conditions defined by the game's scenario under which a player scores victory points (see rule 104).

*Scout [power]* — A standard power (see rule 707.12).

*Sealed-Booster [scenario]* — A scenario wherein warbands are constructed from sealed boosters (see rule 108).

*secret door [terrain]* — A type of terrain (see rule 1016).

*sequence* — A series of steps and sequences specified by rules text.

*set icon* — An icon on a stat card and on a figure's base indicating which expansion the creature is from.

*set-up* — The steps during which the players choose a battle map and put figures onto the battle map prior to starting the first round of the game (see 101).

*shift* — A type of move action that allows movement without provoking opportunity attacks (see rule 412.3).

*sight* — A range for an attack that targets any creature or square the acting creature has line of sight to (see rule 604.2b).

*simultaneous effects* — Any effects which are declared in or trigger at the same timing event (see rule 801).

*simultaneous effects order* — One order in which effects resolving in the same step of a sequence are declared and resolved (see rule 801.4).

*slide effect* — An effect which causes a creature to move in any direction (see rule 815).

*slippery terrain [terrain]* — A type of terrain (see rule 1017).

*Slowed [condition]* — A condition (see rule 910).

*small* — A creature whose figure's base is less than 1 inches across may be small (see rule 218).

*small cone* — An area of an attack that targets creatures near the acting creature (see rule 603.4).

*smoke [terrain]* — A type of terrain (see rule 1018).

*space* — The square or squares a creature occupies.

*Special Powers [statistic]* — The set of powers listed in the Special Powers section of the text box on a creature's stat card (see rule 215).

*Speed [statistic]* — The maximum number of squares a creature can move with a single move action (see rule 210).

*spike stones [terrain]* — A type of terrain (see rule 1019).

*square* — A single 1 inch square on the battle map.

*squeeze* — A move action that allows a Huge creature to move through narrow areas (see rule 412.4).

*Staggered [condition]* — A condition (see rule 902).

*start area* — A designated location on a battle map where a warband's creatures can be set up at the start of a battle.

*starting position* — The space occupied by a creature at the start of its movement or at the start of its turn.

*stat card* — A stat card contains the characteristics of a creature (see rule 200.4).

*state* — Information about the game as a whole or about a specific creature.

*state-based effect* — A state-based effect one of a specific set of effects that checks for trigger conditions continuously (see rule 804).

*static power* — A power that creates a continuous effect (see rule 705).

*statistic* — A creature begins with statistics that match its stat card's characteristics (see rule 201.2).

*statistics box* — The portion of a creature's stat card that defines many of the creature's characteristics (see rule 202.2).

*statue [terrain]* — A type of terrain (see rule 1020).

*step* — A discrete step within a sequence used when handling rules text.

*Stunned [condition]* — A condition (see rule 903).

*target* — A creature affected by an effect or attack.

*target square* — A square in the area of an area or close attack.

*teleport effect* — An effect which puts a creature in another space (see rule 816).

*teleporter [terrain]* — A type of terrain (see rule 1020).

*temporary hit points* — Some effects grant a creature temporary hit points, which are tracked separately from a creature's current hit points (see rule 211.7).

*text box* — The portion of a creature's stat card that defines the creature's keywords, attack powers, Champion powers, and other powers (see rule 202.3).

*this creature* — Rules text indicating that the following rules apply to the creature the rules text is on.

*thunder* — A type of damage.

*tiny* — A creature whose figure's base is less than 1 inches across may be tiny (see rule 218).

*token* — A marker used to represent an effect on the battle map or a creature (see rule 200.6).

*trigger* — A specific condition under which a power can or is automatically declared, or under which an effect begins or ends.

*triggered power* — A power that takes place automatically under certain circumstances (see rule 704).

*Turn Sequence* — The series of steps taken in a creature's turn (see section 4, "Turn Sequence").

*Uncontested Victory [scenario]* — A scenario which rewards absolute control of victory areas (see rule 107).

*Underdark [faction]* — One of four factions a creature can be (see rule 100.3). Creatures in this faction live in the lightless world beneath the surface.

*two-player game* — A game that begins with exactly 2 players.

*Unique [power]* — A standard power (see rule 707.13).

*unmodified roll* — A d20 roll prior to applying any bonuses or penalties to it.

*until* — Rules text indicating that an effect does something until the given condition is true.

*until end of* — Rules text indicating that an effect does something until the end of the given step of a sequence.

*up to X* — An integer variable from 0 to X, chosen by the controller of an effect or power (see rule 110.1c).

*victory area* — A designated location on a battle map where a creature may score bonus victory points for its owner, depending on the current game's scenario.

*victory condition* — A condition which, if true, indicates that one player has won and all his or her opponents have lost the game. Victory conditions are state-based effects.

*victory points* — Each player tracks victory points for eliminating an opponent's creature or by fulfilling other scoring conditions of a scenario.

*Vulnerable X TYPE [power]* — A standard power (see rule 707.14).

*wall [terrain]* — A type of terrain (see rule 1005).

*Wandering Monster [power]* — A standard power (see rule 707.15).

*warband* — A group of creatures, a battle map, and any other components required by a scenario used by a player in a game (see rule 100.3).

*warband building* — A champion power that allows you to ignore one or more warband construction rules when building a warband containing that champion (see rule 217.2).

*Weakened [condition]* — See *Enervated*.

*when* — Rules text indicating that a power can be activated when the given condition is true.

*whenever* — Rules text indicating that an effect is a triggered effect; it triggers whenever the given condition is true.

*while* — Rules text indicating that a continuous effect applies only when the given condition is true.

*Wild [faction]* — One of four factions a creature can be (see rule 100.3). Creatures in this faction live alongside savage creatures, ferocious beasts, and barbarous or primal humanoids.

*Will [statistic]* — One of three Defense characteristics of a creature. See *Defense*.

*within line of effect* — A target is within line of effect of a creature or square if the creature or square has line of effect to that target.

*within line of sight* — A target is within line of sight of a creature or square if the creature or square has line of sight to that target.

*within Reach* — If a creature has the Reach X power, a target creature is within Reach if that creature is up to X

squares from it and within line of effect. If a creature does not have the Reach X power, a target creature is within Reach if that creature is adjacent to it and within line of effect.

*within X squares* — A target up to X squares from the origin using the counting distance rules (see rule 1001).