

D&D Miniatures Game Comprehensive Rules

Rules Updates

Comprehensive Rules Guide Update 11/9

412.5. Eliminated the Riding condition and moved those rules into the Mount action section, where they are applied directly to the rider and mount.

412.5b. Added that both the rider and its mount gain the Mounted keyword. ▲

412.5f. Added that a forcibly dismounted rider loses the Mounted keyword and is no longer considered riding its mount. ▲

412.6a. Removed reference to the Riding condition; changed to rider.

412.6b. Added that a rider loses the Mounted keyword and is no longer considered riding its mount after using a Dismount action. ▲

413.3. Changed “wall terrain” to “walls”.

500.2. Fixed erroneous use of “square” instead of “space”.

608.7. Added new rule covering blast X attacks. ▲

611.1a. Changed “enters wall terrain is not clear” to “touches a wall is not clear”.

811. Rewrote the section on place effects to make them consistent with pull, push, slide, and teleport effects and to make their exact effect and resolution more clear.

812. Rewrote the section on pull effects to make them consistent with place, push, slide, and teleport effects and to make their exact effect and resolution more clear.

813. Rewrote the section on push effects to make them consistent with place, pull, slide, and teleport effects and to make their exact effect and resolution more clear.

815. Rewrote the section on slide effects to make them consistent with place, pull, push, and teleport effects and to make their exact effect and resolution more clear.

816. Rewrote the section on teleport effects to make them consistent with place, pull, push, and slide effects and to make their exact effect and resolution more clear.

901.1. Added the new Blinded condition. ▲

901.1. Changed Dazed to more closely mirror the RPG rules; a Dazed creature can now only take 1 action on its turn. ▲

901.2. Changed Staggered to be an alias for Dazed. ▲

902.1. Changed Stunned to more closely mirror the RPG rules; a Stunned creature is now Dazed, not just affected in the same way as Dazed. ▲

905.1. Changed Dominated to more closely mirror the RPG rules; a Dominated creature is now Dazed and controlled by the owner of the creature that caused it to become Dominated. ▲

906.1. Rewrote the Helpless rules to mirror the other conditions better.

906.3. Removed the duplicate rule that creatures can move through Helpless enemies' squares (that's a movement rule, not really a Helpless rule).

907.2. Combined the two exceptions rules into one rule, and added that an Immobilized creature is still subject to slide and teleport effects. ▲

907.3. Added that an Immobilized creature stops moving if it becomes Immobilized during its movement. ▲

909.1. Rewrote this rule slightly to clarify how Slowed and effects which increase or decrease a creature's Speed interact.

909.3. Added that a Slowed creature stops moving if it becomes Slowed during its movement and has already moved 2 or more squares. ▲

1002.1a. Changed "that touches wall terrain" to "touches a wall".

1002.1b. Removed duplicate rule on smoke terrain.

1002.1c. Removed duplicate rule on forest and market stall terrain corners.

1002.4. Rolled the rule on a figure being invisible to another into the the rule defining a creature having line of sight to another (rule 1002.3).

1003.1a. Changed "that touches wall terrain" to "touches a wall".

1004.1. Slight rewrite to make it more clear how walls make a square not clear terrain.

1005.1. Rewrote this rule to make thin lines more clear and to make the rules on how to find walls on a map a bit more clear.

1005.1a. Added rule defining walls as extending between grid intersections, or half-way points on segments between grid intersections.

1005.1b. Changed “wall squares” to “wall segments”.

1005.3. Added forward reference to diagonal wall terrain.

1009.2. Changed “diagonal terrain” to “diagonal wall terrain”.

1009.2. Added rule that allows diagonal wall terrain to override the “squares containing walls are non-clear terrain” rule if the center is clear and nothing else causes the square to be non-clear.

1016.3. Rewrote this rule to work better with walls as boundaries.

Glossary, *clear terrain*: Changed instance of “wall terrain” to “walls”.

Glossary, *Rider [condition]*: Removed this outdated glossary entry.

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103.2b. Added “at the end of resolving an action if there are no unresolved actions” as a time to check for victory conditions. ▲

205.1. Fixed the faction symbol abbreviations noted on each figure’s base.

210.3. Moved restrictive rules for creature’s with a current speed of 0 to the Movement section (210.3. is now 412.1a. and 210.3b. is now 412.8b).

211.1. Removed the extraneous definition of healing effects from this section.

211.3. Rewrote the section on temporary hit points, moving the rule on how to apply damage into the damage effects section instead and adding that a creature starts the game with 0 temporary hit points.

212.1a. Moved the Followup text in the Attack Action template to reflect the latest Oracle card text style guide.

212.3. Added the default starting Attack value of 0 to the description of the Attack statistic.

212.4. Added the default starting Damage value of 0 to the description of the Damage statistic.

300.1. Removed reference to vestigial “Select Player Order” step in the Round Sequence.

403.1a. Added this rule to make the substituted actions rules more easily understood and simplify a number of the exceptions created by the old rule. The end result is the same, but the rules getting there are cleaner.

403.1b. Added this rule to make the substituted actions rules more easily understood and simplify a number of the exceptions created by the old rule. The end result is the same, but the rules getting there are cleaner.

412.2b. Removed redundant “Immobilized or...”. Immobilized causes a current speed of 0, so the “current speed of 0” rule is enough.

412.7. Removed “Minor Action” as an action that can be taken for a move action (see the new rule 403.1a. instead).

413.4. Removed “Minor Action” as an action that can be taken for an attack action (see the new rule 403.1b. instead).

413.5. Removed “Move Action” as an action that can be taken for an attack action (see the new rule 403.1b. instead).

600.2. Changed “X” designation to natural language. (“X” should be reserved for templating.)

603.3. Added a rule for determining the order attacks are resolved in when an effect or action generates multiple attacks. ▲

604.3. Removed duplicate rules for when an attack roll is an unmodified 1 or unmodified 20.

604.3a. We now spell out that the acting player does not need to roll d20 when an effect setting an attack roll to a particular value affects the attack roll prior to the roll.

604.3a. We now spell out that the acting player does not need to roll d20 when an effect causes the attack roll to be an automatic hit prior to the roll.

607.3. Changed “X” designation to natural language. (“X” should be reserved for templating.)

608.3. Changed “X” designation to natural language. (“X” should be reserved for templating.)

608.6. Changed “X” designation to natural language. (“X” should be reserved for templating.)

609.2a. Changed “X” designation to natural language. (“X” should be reserved for templating.)

609.3b. Changed “X” designation to natural language. (“X” should be reserved for templating.)

701.2. This is now an official rule, so removed its red-rule status. (7/29 Errata)

703.6a. Added restriction on using Champion powers no more than once per creature’s turn. ▲

707.2a. Cleaned up language specifying how to count for the Blindsight X power.

707.8. Insubstantial is meant to only provide half damage against damage from attacks (and does in the Battle Rules); updated this rule to work that way. ▲

707.10. Changed “X” designation to natural language. (“X” should be reserved for templating.)

707.11a. Changed “X” designation to natural language. (“X” should be reserved for templating.)

707.11b. Changed “X” designation to natural language. (“X” should be reserved for templating.)

707.14. Changed “X” designation to natural language. (“X” should be reserved for templating.)

804.4. Moved the definition of the state-based effects damaged and bloodied into the state-based effects section (804.4c. and 804.4d.) and out of the Hit Points card text explanation (211).

806.7a. Moved the rule for applying damage effects to a creature with temporary hit points into the damage effects section, where it’s more appropriate.

808.1. Revised the healing effect rules to clarify what occurs when a healing effect targets an undamaged creature or a creature with less damage than the healing effect.

816.1. Changed “X” designation to natural language. (“X” should be reserved for templating.)

816.2a. Added that teleport effects may impose restrictions beyond distance.

902.1. With the rewrite of substituting actions (see rule 403.1), the language allowing substituting a move action here is no longer necessary.

905.2. A Confused creature is *considered* Dominated, but is not *actually* Dominated. Changed this rule to match the 7/29 Errata.

902.1. With the rewrite of substituting actions (see rule 403.1), the language allowing substituting a move action here is no longer necessary.

909.1. Changed “X” designation to natural language. (“X” should be reserved for templating.)

1011.2. Revised healing font text to make it slightly more clear.

1021.1. Using teleporter terrain counts as activating a power (which means Stunned, Confused, and Dominated creatures cannot use teleporter terrain). ▲

1021.2. Removed the redundant rule which stated a creature cannot use teleporter terrain more than once per round.

Glossary: Fixed numerous incorrect pointers to rules throughout this section.

Glossary, *inactive*: Removed vestigial “except the pass action”. Creatures aren’t required to take actions at all, so inactive creatures can’t take any actions.

Glossary, *pass action*: Removed this entry containing a definition from a long-removed rule.

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102.2. Matched the language here to that in 801.6 — effects are declared and resolved serially when done in lowest champion order.

102.8. Matched the language here to that in 801.6 — effects are declared and resolved serially when done in lowest champion order.

107.2a. Removed “corresponding to the start area”. The Battle Rules do not require you to occupy your own victory area, just “a victory area”.

110.1b. Added damage to the list of values that rounds to the nearest multiple of 5.

201.1a. Removed this rule, which could cause confusion. Card text never refers to characteristics, only to statistics.

201.2b. Removed this rule, which could cause confusion. Card text never refers to characteristics, only to statistics.

213.2. Added definition of living to the keywords rules.

217.2. Added description of warband building powers.

218.1. Fixed definition of a huge creature.

300.2. Matched the language here to that in 801.6 — effects are declared and resolved serially when done in lowest champion order.

300.3. Matched the language here to that in 801.6 — effects are declared and resolved serially when done in lowest champion order.

301.3. Rewrote this to make it clearer that you can use each champion power only once, either in the Start of Round or Initiative Roll steps, but not in both.

302. Matched the language here to that in 801.6 — effects are declared and resolved serially when done in lowest champion order.

304.2. Matched the language here to that in 801.6 — effects are declared and resolved serially when done in lowest champion order.

305. Matched the language here to that in 801.6 — effects are declared and resolved serially when done in lowest champion order.

412.3a. Added that a creature can shift into a square containing terrain that it can move normally through. (7/29 Errata) ▲

412.3c. Added that a creature able to shift more than 1 square in a single action can shift into terrain that slows its movement at the normal increased cost. (7/29 Errata) ▲

412.4c. Added the ability for a creature to remain squeezed between two serial move actions on the same turn. (7/29 Errata) ▲

413.3f. Clarified that the rider is considered charging when its mount takes a charge action. (7/29 Errata) ▲

413.5a. This is now an official rule, so removed its blue-rule status. (7/29 Errata)

413.5b. This is now an official rule, so remove its blue-rule status. (7/29 Errata)

502.1. Removed “...and the center of that square is not covered by a wall.” You’re supposed to be able to move past open corners in all cases.

603.1b. Fixed typo to say “If the creature uses a close attack action or an area attack action” instead of “If the creature uses a close attack action or a ranged attack action.”

607.2. Added a clarification to allow a player to choose between equally distant creatures to count as the nearest. (7/29 Errata)

608.4a. Added a restriction on placing the template so it cannot include the acting creature. (7/29 Errata) ▲

608.5a. Added a restriction on placing the template so it cannot include the acting creature. (7/29 Errata) ▲

609.4a. Added a clarification to allow a player to choose between equally distant creatures to count as the nearest. (7/29 Errata)

613.1. Fixed flanking to require drawing through opposite corners or edges of the enemy's space, not any square in that space.

707.2a. A creature with Blindsight X can also ignore Smoke terrain within X squares. (7/29 Errata)

707.2b. Added that a creature with Blindsight X still can't see creatures invisible due to blocking terrain. (7/29 Errata)

707.11b. Added definition of Resist X All to the Resist X TYPE standard power.

806.8. Rolled "when reduced to 0 HP or below", "when destroyed", "when (first) bloodied", and "when damaged" triggers into a single trigger event. ▲

816. Added section on teleport effects. (7/29 Errata) ▲

900.2. Clarified the default duration of effects slightly.

902.1. Clarified that a Staggered creature has the effects of Dazed, but that those effects are from being Staggered. (That is, a Staggered creature that is Immune Dazed still has those effects.)

902.2. Added that a Staggered creature is considered to be Dazed.

902.3. Rewrote this to be a bit more clear how the affected conditions are ended.

903.1. Clarified that a Stunned creature has the effects of Staggered, but that those effects are from being Stunned. (That is, a Stunned creature that is Immune Dazed still has those effects.)

903.2. Added that a Stunned creature is considered to be Dazed and Staggered.

903.3. Rewrote this to be a bit more clear how the affected conditions are ended.

903.1. Clarified that a Helpless creature has the effects of Stunned, but that those effects are from being Helpless. (That is, a Helpless creature that is Immune Dazed still has those effects.)

903.2. Added that a Helpless creature is considered to be Dazed, Staggered, and Stunned.

903.3. Rewrote this to be a bit more clear how the affected conditions are ended.

905.2. Reversed the table for the effect of Confused on a creature during its turn, so that good is high, bad is low, so that **Elminster of Shadowdale's** re-roll all d20 rolls doesn't become a beneficial effect. (7/29 Errata) ▲

906.1. Added a bit of clarification that a Dominated creature can substitute a move action for its attack action.

907.2. Weakened being another name for Enervated is now official, so removed its blue-rule status. (7/29 Errata)

1001.6. Added a general rule to handle counting to the "nearest" of something. (7/29 Errata)

1002.4. Added that when a creature cannot trace line of sight to a target creature, that target creature is considered invisible to that creature. (7/29 Errata) ▲

1004.1. Added statue terrain to the list of terrains that makes a square not considered clear. (7/29 Errata) ▲

1008.2. Changed the Damage boost from raw Damage to {M} damage only. (7/29 Errata)

1008.3. Made 1-5 the bad roll for Dangerous Terrain instead of 16-20. (7/29 Errata) ▲

1016.3. Fixed typo: "clear terrain when a creature occupies the square".

Glossary, ally: Added that an ally is a creature other than the acting creature.

Glossary, living: Added this new entry.

Glossary, teleport effect: Added this new entry. (7/29 Errata)

Glossary, warband building: Added this entry to point to the new rule on defining warband building champion powers.

Credits

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