

D&D Miniatures Game Comprehensive Rules

Frequently-Asked Questions

What are these?

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.

Some of the rules are shown in red. What's with that?

During development of the *Comprehensive Rules*, it became clear that in order to have a thorough understanding of the rules, some rules had to be written that were more than mere interpretations of existing rules, rulings, and inference. They are new rules that we have added to the game.

We have marked those rules in red, so they're clearly delineated. It's possible that these rules may be changed after future official errata, rules updates, and so on are posted. We will make change lists available in the event that happens.

Wait, is that official?

Technically, no. However, in order to have a competition-level game, we have to close as many gaps as possible, so all players and judges have a consistent set of rules to interpret from. As such, these rules—including the red rules—will be those the judges use during most D&D Miniatures events (they debuted for the 2008 D&D Miniatures Championships and other GenCon 2008 events).

We recommend that you adopt these rules in your competitive games at other events; if we're all playing the same game, we all benefit.

What about the blue rules, are those official?

Similar to the red rules, blue rules represent changes that go beyond mere interpretation. However, unlike red rules, blue rules have been provided to us by Wizards of the Coast staff, and are likely to be official in the near term through an update to the official **D&D Miniatures Game** *Errata and Clarifications* document.

Why aren't they official? Doesn't Wizards care about this game?

On the contrary, Wizards of the Coast staff have been an invaluable resource in determining intent and filling in the gaps. The rules were written with continuous consultation by them.

In addition, we believe that despite the amount of testing that's gone into the rules over the past seven months, using the final document publicly for even a month will put hundreds (if not thousands) of very demanding eyeballs on the text, a volume that our small team simply can't match.

How do the official sequences map to these rules?

The official sequences presented in the **D&D Miniatures Game *Errata and Clarifications*** contained a mixture of steps, trigger events, and rules. Although each rule represented in the sequences exist in these rules, they are categorized as steps, rules text, and trigger events more explicitly.

The following tables show a map between the original sequence steps and the rules text in the *Comprehensive Rules*.

Round Sequence

R0. Beginning of Round	Rule 301.
R1. (untitled)	Rule 301 (and see 300.2).
R2. Before Initiative	Rule 302.1.
R3. Initiative	Rule 302.2.
R4. After Initiative	Rule 302.4.
R5. (untitled)	Rule 301 (and see 300.3).
R6. Turn Sequence	See Turn Sequence steps.
R7. End of Round	Rules 304. and 305.

Turn Sequence

F1. Ending Effects	Rule 402 (and see rule 400.2).
F2. Determine Control	Rule 402.1a.
F3. Apply Damage	Rule 402.1a.
F4. Other Effects	Rule 402.1a.

Action Sequence

A1. Action Declared	Rule 406.1.
A2. Limited Powers Marked	Rule 406.2.

Attack Sequence

T0. Opportunity Attacks	Rule 602.1.
T1. Designate Target(s)	Rule 603.
T2. Effects on Targeting	Rule 603.2.
T3. Redirect Targeting	Rule 603.2a.
B1. Apply Attack Modifiers	Rule 604.4.
B2. Attack Roll	Rule 604.3.

B3. Check Trigger: Attack Roll	Rule 604.5.
B4. Check Trigger: Critical	Rule 604.6.
B5. Check Trigger: Hit	Rule 604.7.
B6. Apply Damage Due to a Hit	Rule 604.7a.
B7. Resolve Followup	Rule 604.7b.
B8. Check Trigger: Miss	Rule 604.8.

Damage Sequence

D1. Determine Damage	Rule 806.3.
D2. Bonus Damage	Rule 806.4.
D3. Damage Reduction	Rule 806.5.
D4. Damage Increase	Rule 806.6.
D5. Damage Applied	Rule 806.7.
D6. "On Damaged"	Rule 806.11.
D7. "On Bloodied"	Rule 806.10.
D8. "On Destroyed"	Rule 806.9.
D9. Remove Destroyed Creature	Rule 804.4a.

The Comprehensive Rules mention referring to oracle card text on the DDM Oracle web site. What are those?

Just like the rules themselves have casual and competitive versions, so do the cards. The Oracle card text specifies exactly what trigger event powers can be declared in, what kinds of powers and effects are generated, and so on. In addition, the Oracle text is updated with all official errata as it's published.

Can I help with the Oracle text?

Developing this card text is in progress by members of the GenCon judging staff. While DCI rules don't prevent it, in order to eliminate the appearance of unfairness, we can't allow any other people to participate in this process until after the 2008 D&D Miniatures Championships.

How often will Oracle text be updated? How soon after new sets arrive will Oracle text be posted?

It is our intent to post Oracle text for each set on the release date for each set.

I found an error in the rules or oracle text! Can I exploit it?

We'd love to pretend that we've eliminated all "gotcha!" moments from the game, but the fact of the matter is that even Magic, with its decade old, 1,000-page long Comprehensive Rules and Oracle, regularly has exploitable loopholes that are "discovered" and subsequently ruled on at major events.

You'll find that most judges rule by a "most reasonable" measure rather than a "most weaselly" measure when presented with a loophole during an event.

If you find something you think is a loophole or error, ask us prior to a tournament, and we'll provide the answer.

Credits

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