

AGE 12+



QUICK START BATTLE



READ THIS FIRST!
Your D&D® Miniatures Battles Begin Here



START HERE

Battles rock the worlds of the DUNGEONS & DRAGONS® game, and the shadow of war spreads across the lands. Can you recruit a worthy band of warriors, wizards, and fantastic creatures, and lead them to victory? Whether your warband prowls the darkest dungeons or strikes deep into the heart of enemy strongholds, you are in command. You select your warriors. You give the orders. You take the battle to the competition and fight to win the day.

QUICK START BATTLE

This booklet gets you playing the **D&D Miniatures Game** quickly, teaching you the basics. When you're ready, the **Advanced Rules** booklet expands play and provides additional challenges for you and your friends.

GAME PLAY

In the game, you and your opponent take turns moving your creatures across a **battle map**, making attacks and using fantastic abilities. Outmaneuver and outfight your opponent's creatures to win the battle.

WINNING

Defeat your opponent's creatures and you win the game.

BATTLE BASICS

You and a friend are about to decide the outcome of the opening battle between two opposing forces. This first battle uses a single creature on each side so that you can get a feel for the rules. After you play this Quick Start battle a couple of times, turn to the **Advanced Rules** for expanded options and scenarios.

SETUP

For your first battle, you control a single champion: the **Wood Elf Ranger** or the **Orc Mauler**.

MINIATURES AND STAT CARDS

Find the **Wood Elf Ranger** and the **Orc Mauler** miniatures, and their corresponding **stat cards**. (The pictures on the stat cards will help you match them up with their miniatures.) Set aside the other miniatures and stat cards for now; you won't need them for the Quick Start battle. Each of you rolls the die (called a **d20** because it has 20 sides). The high roller selects which creature to command in this first battle.



Wood Elf Ranger



Orc Mauler



d20

BATTLE MAP

Next, find the battle maps included in this Starter Set. Unfold the one named **Broken Demongate** and place it on a flat surface between you and your opponent. The map features an area in the middle where your champions face off amid the ruins of an ancient place of evil.

Place the d20 and the **damage counters** where you both can reach them.

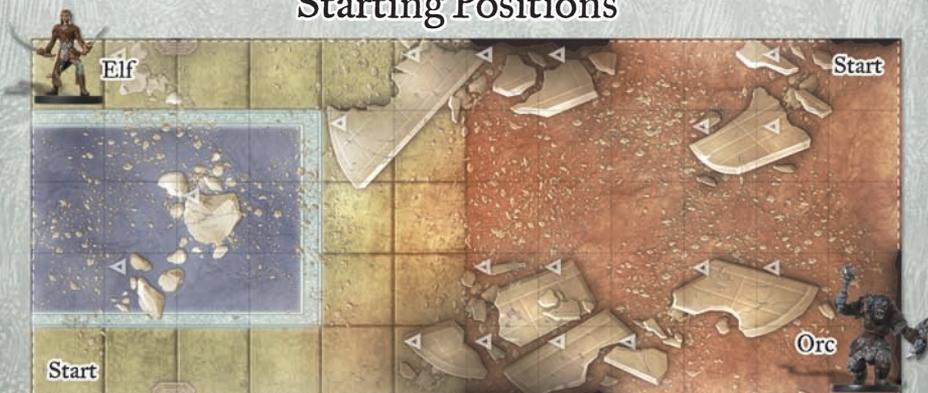
First Battle Area



STARTING POSITIONS

There are 4 possible starting positions, 2 on each side of the first battle area. Each player rolls the d20; the high roller places her creature in any one of these starting positions. The other player then places his creature in one of the 2 starting positions on the opposite side of the first battle area.

Starting Positions



Example: The Orc Mauler's player rolls a 17, and the Wood Elf Ranger's player rolls a 5. The Orc Mauler is placed in its starting position, then the Wood Elf Ranger sets up in a position on the opposite side of the map.

BATTLE SUMMARY

Here's a quick overview of the sequence of play. A game is played in **rounds**. During each round, you take the following steps.

1. **Make an Initiative Check:** Roll the d20. High roller chooses who moves first.
2. **First Player:** Move your creature (called "activating").
3. **Second Player:** Move your creature.
4. **End of Round:** After all creatures have moved, start a new round at step 1.

WHO GOES FIRST?

A battle is played in **rounds**. At the start of each round, both players roll the d20 to see who goes first. This is called making an **initiative check**. The player with the highest result decides who goes first in the round. If the results are tied, roll again.

Example: The Orc Mauler's player rolls a 15, while the Wood Elf Ranger's player rolls a 17. The controller of the Wood Elf Ranger decides who goes first this round. He wants to see what his opponent is going to do, so he decides that the Orc Mauler goes first.



I got the highest initiative this round, so I decide that the Orc Mauler goes first!

THE ROUND

A round begins with an initiative check (see above). Each round, you **move** (or "activate") your creatures. Each creature can be moved only once in a round. When both players have moved their creatures, the round ends.

MOVE A CREATURE

When you move a creature, it takes its **turn**. On its turn, a creature can do one of these things:

- Move up to double its Speed; or
- Move its Speed and then attack; or
- Attack and then move its Speed; or
- Not move any distance and make all its attacks (if it has more than one).

Melee Attack: Add this number to the d20 roll when attacking an enemy next to the creature. If it doesn't move, the Wood Elf Ranger can make 2 attacks (the second attack uses the second number).

Level (Save): Add this number to the d20 roll when making a morale save to avoid running away.

Speed: How many squares the creature can move.

Special Abilities: The Wood Elf Ranger has 2 special abilities that increase the damage it deals to the Orc Mauler. It adds a total of 10 to the damage dealt.



Damage: If the attack hits, deal the listed damage. If the Wood Elf Ranger hits with its second attack, use the second damage number.

AC: The creature's Armor Class. The total of the enemy's d20 roll and Melee Attack number must be at least as high as this number to hit.

HP: The creature's hit points. A creature is destroyed when its HP total drops to 0.



Moving

A creature can move up to its Speed and attack. If the creature doesn't attack, it can move up to twice its Speed.

Diagonal Movement: When moving along a diagonal path, the first diagonal counts as 1 square, the second diagonal counts as 2 squares, the third diagonal counts as 1 square, and so on. Every even-numbered diagonal counts as 2 squares, even if you make nondiagonal movement in between.

Enemies: A creature can't move through squares occupied by an enemy (a creature controlled by the opponent). If a creature moves out of a square that's next to an enemy, the enemy can make a free attack against the moving creature (an **attack of opportunity**).

Battle Map Features: Walls block movement. It costs double to move into a square containing difficult terrain (squares with this symbol: Δ).

FIRST ROUND MOVES

Example: The Wood Elf Ranger won the initiative and decided to let the Orc Mauler go first. The Orc Mauler has Speed 6. Since it isn't next to the Wood Elf Ranger (and so can't attack it) after moving 6 squares, it decides to move double speed (a total of 12 squares). After the Orc Mauler moves, the Wood Elf Ranger moves and attacks, since it has Speed 6 and can move next to the Orc Mauler. Both opening moves are shown below.

First Round Movement



ATTACKING

A creature can **attack** an enemy next to it. Look at the creatures' stat cards and follow these steps.

Step 1. Roll the d20 and add the attacking creature's Melee Attack number.

Step 2. If the total is at least as high as the target's AC, the attack **hits**.

Step 3. If the attack hits, subtract the **damage** dealt by the attacking creature from the target's HP. Use the damage counters provided in this Starter Set to keep track.

FIRST ROUND ATTACKS

Example: The Wood Elf Ranger attacks the Orc Mauler. Its player rolls the d20 and adds its Melee Attack number. He has to get a result of 18 or better (the Orc Mauler's AC) to hit. He rolls a 17 and adds the bonus (+10) for a result of 27—more than enough! The Wood Elf Ranger deals 20 points of damage to the Orc Mauler: 10 points with its Melee Attack, +5 from its Hunter +5 ability because the Orc Mauler is the only enemy next to it, and +5 more from its Orc Foe ability because its enemy is an Orc.

DAMAGE

Successful attacks deal damage, which can have additional results.

Reduced to Half Hit Points: When a creature's hit points (HP) drop to half its starting total or lower, it must make a **morale save** or run away. Roll the d20 and add the creature's Level (Save) number; a total of 20 or better succeeds. If the result is less than 20, the creature runs away from the battle. For this first battle, a failed morale save means victory for the other creature.

Reduced to 0 Hit Points: When a creature's hit points drop to 0, it's destroyed. Remove it from the battle map.

THE REST OF THE BATTLE

Example: The second round starts with another initiative check. The roll for the Wood Elf Ranger is a 3, and the Orc Mauler's is a 12. The Orc Mauler decides to go first.

The Orc Mauler attacks the Wood Elf Ranger. Its controller rolls an 10, for a result of 21 (10 + 11). Since the Wood Elf Ranger's AC is just 16, that's a hit, which deals 15 points of damage.

Now it's the Wood Elf Ranger's turn. Since it's already next to an enemy, it doesn't have to move, so it can make both of its attacks against the Orc Mauler. The first roll is a 3, for a result of 13 (3 + 10). That's a miss, because the Orc Mauler has an AC of 18. The second roll is an 18, for a total of 27 (18 + 9). That's a hit! The Wood Elf Ranger deals another 15 points of damage to the Orc Mauler (5 for the Melee Attack, +10 for the special abilities), reducing its hit points to 25.

Now the Orc Mauler must make a morale save or run away, since its HP total has been reduced to less than half the starting amount of 55. The Orc Mauler's player rolls the d20 and adds its Level (Save) number. The roll is a 5 for a result of 11 (5 + 6). Because this is less than 20, the morale save fails, and the Orc Mauler runs away.

With its opponent hurt and fleeing, the Wood Elf Ranger controls the battle map and wins the first battle.

THE ADVANCED GAME

Once you've got the hang of how to roll the d20 and use the stat cards, you're ready to play the full **D&D Miniatures Game**. The Advanced Rules booklet contains all the expanded rules.

In the advanced game, you build a warband of one or more creatures and fight across the full length of one of the battle maps. The basics of play are the same, but each creature you add to your warband provides additional strengths that can help give you an edge in the battle. Mix in ranged attacks, spells, and special abilities, and prepare your warband for whatever your opponent brings to the battle . . . you hope!

ANATOMY OF A STAT CARD

Melee Attack: Add to the die roll when attacking adjacent enemies. Roll the enemy's AC or better to hit. On a hit, deal the damage listed in parentheses. Multiple Melee Attack numbers allow multiple attacks.

Level (Save): Add to saves.

Ranged Attack: (If Any) Like Melee Attack, but for attacks against distant enemies. Range is unlimited unless otherwise specified.

Speed: Movement in squares.

AC: Armor Class. Enemies must roll this number or higher on attack rolls to hit this creature.

HP: Hit points. A creature is destroyed when its hit points drop to 0.

Spells: (If Any) See the glossary in the Advanced Rules booklet for spell descriptions.

Faction Symbol or Symbols

Name

Commander Rating: (Commanders Only) Add to morale saves.

Cost: More powerful creatures have higher point costs.

Type: What sort of creature it is. Some types have special abilities.

Commander Effect: (Commanders Only) Grants a benefit to followers within 6 squares.

Sketch

Special Abilities: (If Any) Special strengths and weaknesses. If marked with a box, use that special ability only once per box. See the glossary in the Advanced Rules booklet for descriptions.

Set Icon/Collector Number

Rarity Symbol: ● = common, ◆ = uncommon, ★ = rare.

Collector Number

Set Icon

Faction

Cost

Name

Copyright Notice

Notice

Rarity Symbol

Use the other side of the card for D&D® roleplaying, not for miniatures battles.

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