AGE 12+

DUNGEONS & DRAGONS

DUNGEON COMMAND

RULEBOOK



A DUNGEONS & DRAGONS™ MINIATURES SKIRMISH GAME

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GAME COMPONENTS

12 prepainted plastic miniatures
Rulebook
Storage tray
2 large double-sided battlefield tiles
2 small double-sided battlefield tiles
2 Commander cards

60 cards:
- 12 Creature cards (one for each miniature)
- 36 Order cards
- 12 **D&D Adventure System**™ cards

68 Die-Cut Pieces:
- 30 Damage tokens
- 6 Treasure Chest markers
- 12 Treasure tokens
- 4 Morale and Leadership markers
- 8 Creature identification tokens
- 8 Miniature identification tokens



INTRODUCTION

In the **Dungeon Command**™ game, you take on the role of a commander, sending a warband to battle the forces arrayed against you. You recruit troops and deploy them on the battlefield. You issue orders to those creatures, outfit them with spells and equipment, and direct their tactics to break the morale of your enemies and drive them from the field. Will your command ability carry the day against your opponent?

The **Dungeon Command** game is designed for two players, although more can play with a few adjustments (see "Multiplayer Games" on page 15.)

HOW TO WIN

The game ends when one warband's **Morale** has been reduced to 0 or below, or if a player ends his or her turn with no creatures on the battlefield. The commander of the warband with the highest remaining Morale is the winner.

MORALE

The measure of a warband's resolve and will to fight is its Morale score. When your troops are killed, or when they show weakness by cowering before their foes, your warband's overall Morale decreases. When it reaches 0, your warband breaks and your remaining creatures flee the battlefield.

YOUR FIRST GAME

Normally, you need 2 Faction Packs to play a full game (a complete warband for each player). However, each Dungeon Command Faction Pack includes everything you need to stage a quick battle against an opponent, so it's a great way to learn the game or introduce it to a friend. When playing the game with just one Faction Pack, follow the instructions under "Your First Game."

WHAT YOU NEED TO PLAY

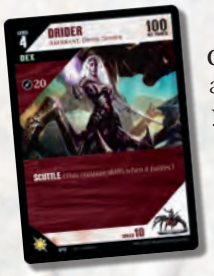
You need to bring a few things with you when you come to the table to play.

WARBAND

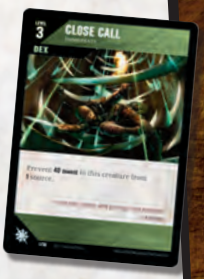
You can't fight a battle without troops. Here's what you need to create your warband.



MINIATURES: Your warband must contain at least 12 miniatures (you can have more than one of the same kind; see "Building Your Own Warbands" on page 15). Each Faction Pack contains a ready-built warband of 12 miniatures, along with Creature cards for each.



CREATURE CARDS: Each miniature has an associated **Creature card**, which lets you keep track of your creatures on the battlefield and lists their game statistics and abilities. Shuffle your Creature cards to form your **Creature deck**. See "Reading the Cards" on page 7.



ORDER CARDS: You use **Order cards** to give commands to your troops in battle. Shuffle your Order cards to form your **Order deck**. It must contain at least 30 Order cards and can have more than one of the same card (see "Building Your Own Warbands" on page 15). This Faction Pack contains 36 Order cards, enough to command your warband. See "Playing Order Cards" on page 11.

COMMANDER CARD: These large cards represent your role as commander in the battle. You choose which Commander card to use. See "Choose Your Commander" on page 6.



Adventure System Cards

Each **Dungeon Command** Faction Pack includes cards for the creatures inside to let you add them as possible adversaries or allies in the **D&D Adventure System** series of games (such as *Castle Ravenloft*®, *Wrath of Ashardalon*™, and *The Legend of Drizzt*™).

When you are playing the **Adventure System** games, some of these monsters might impose Conditions on your Heroes.

Dazed: You can only move or attack, not both. Discard this Condition at the end of your Hero Phase.

Immobilized: You cannot move. Discard this Condition at the end of your Hero Phase.

Poisoned: You take 1 damage at the start of your Hero Phase. Discard this Condition at the end of your Hero Phase if you roll 10+.

Slowed: Your Speed is 2. Discard this Condition at the end of your Hero Phase.

BATTLEFIELD TILES

Before you can start the battle, you need to create the battlefield. Each player brings 2 large battlefield tiles and 2 small battlefield tiles. Each tile is gridded with 1-inch squares and has two sides: One shows a dungeon environment, while the other is an outdoor setting.

Only one of the small tiles you bring can have a **Start area** printed on it. For rules about placing tiles, see "Create the Battlefield" below.



OTHER ITEMS

You'll need various tokens and other pieces to keep track of things during the battle. Make sure you have enough **Treasure Chest markers** to cover all the **Treasure squares** on the battlefield tiles you're bringing, as well as enough **Treasure tokens** for all those markers. See "Collecting Treasure" on page 14.

You'll also need some **Damage tokens** (to keep track of injuries to your creatures) and markers to record your warband's Morale and Leadership, as well as any other tokens to keep track of your creatures during play.

Set each of these components nearby so that each player can easily reach his or her miniatures, cards, and tokens.



YOUR FIRST GAME

For your first game, you'll each use half of the creatures and half of the Order cards in this Faction Pack.

Each card has a set symbol printed in the lower left corner, which shows what pack it was released in. One-half of the cards in a Faction Pack have a silver set symbol, while the other half have a gold set symbol. Separate the cards by set symbol color: Player 1 uses those with the gold symbol, and Player 2 uses those with the silver symbol. Each player should have 6 Creature cards and 18 Order cards.

Take the plastic miniatures that correspond to your Creature cards.

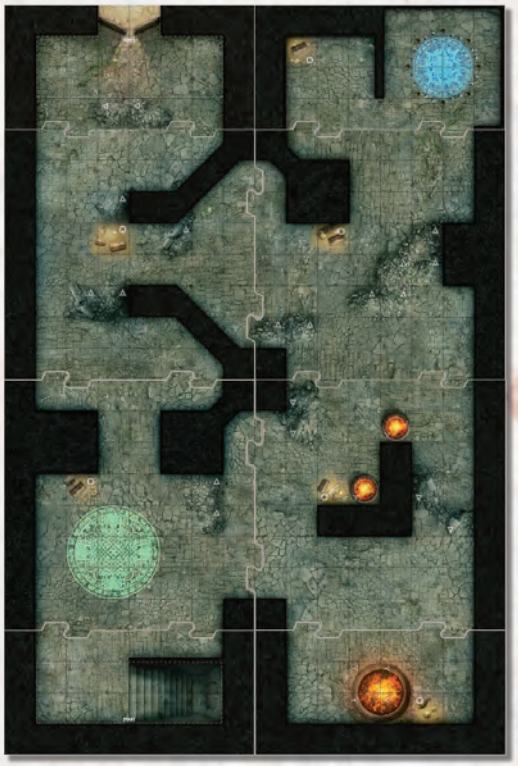
SETUP

Before you start battling against your opponents, follow these instructions for setting up the game.

CREATE THE BATTLEFIELD

Warbands fight on the **battlefield**, which is represented by the tiles each player brings. The first step in setting up the game is to create the battlefield.

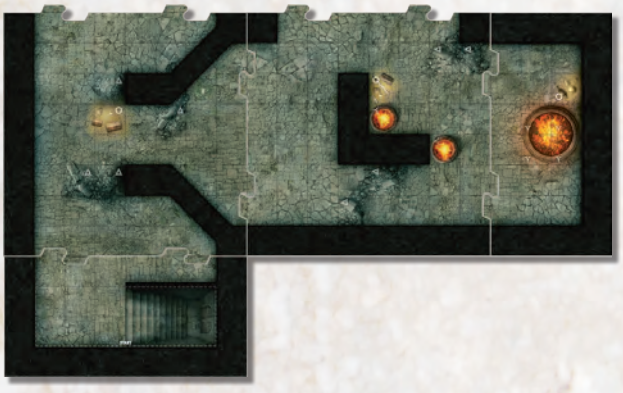
First, decide whether you will be fighting the battle in the dungeon or outdoors, then choose the appropriate side of your tiles. Next, each player builds one half of the battlefield by connecting all his or her tiles.



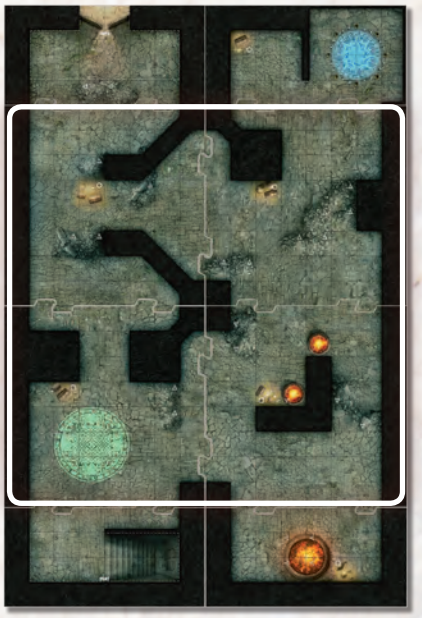
RULES FOR CONNECTING TILES

A tile usually has one or more wall edges as well as open edges that have no walls. You must place tiles so that open edges are adjacent to other open edges. A wall can never be placed against an open edge. See the example below.

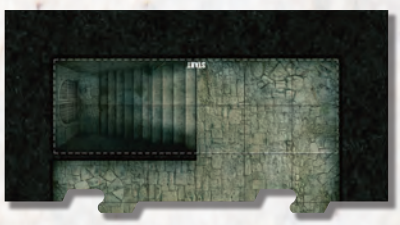
Tile edges have interlocking tabs to help you connect them. You can never connect tiles diagonally.



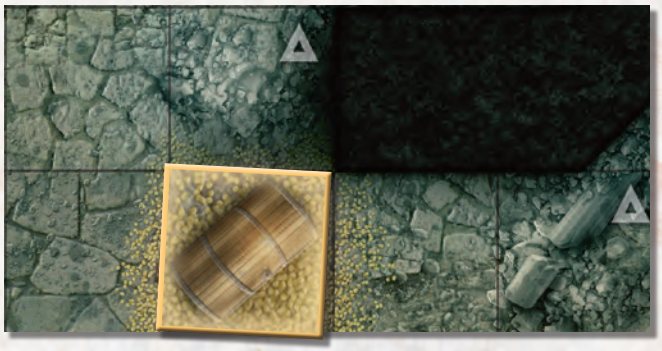
Next, connect the two halves of the battlefield so that the 4 large tiles form a square.



When placing the small tile printed with your Start area, make sure it is as close as possible to where you're sitting at the table.



Once all tiles are placed, mix up the Treasure Chest markers and place one on each Treasure square on the battlefield, with the number side facing down. Treasure squares are marked with circles [○].













TERRAIN ON THE BATTLEFIELD

The battlefield tiles include various types of terrain that can affect the battle. Many types of terrain are labeled with special icons. Here is a quick reference. (See also "Moving" on page 9 and "Line of Sight and Cover" on page 13 for more about interacting with terrain.)

- **Difficult Terrain:** (△) This terrain slows down creatures moving through it.
- **Hazardous Terrain:** (⅄) Hazardous terrain counts as difficult terrain (see above) and also harms creatures that enter or end their turns there.
- **Obstacle:** (□) Obstacles count as difficult terrain (see above). Creatures cannot draw line of sight through obstacles, and obstacles grant cover from ranged attacks.
- **Walls:** Indoor walls are marked with solid black squares or a thick black line between squares. Outdoor walls are represented by stone slopes with a mesa on top that is unreachable. Creatures cannot enter or move through walls, they cannot draw line of sight through walls.
- **Magic Circles:** Some tiles have magic circles, which are shown by squares with colored markings on the battlefield. Different tiles have slightly different-looking magic circles. Some Order Cards refer to Magic Circles for their effects.

YOUR FIRST GAME

This Faction Pack contains 2 large tiles and 2 small tiles. For your first game, you each choose and place 1 large tile and 1 small tile.

To set up the battlefield, connect the tiles as shown below. (Use the dungeon side for your first game.) Treat the open edges of the large tiles as walls.

Only 1 of the 2 small tiles in this Faction Pack has a Start area printed on it. Player 1 uses the small tile with the Start area, and Player 2 uses the other small tile.

Next, find the 2 Treasure Chest markers that have the number "3" printed on them and place these on the Treasure squares on the large tiles. (Ignore the Treasure square on Player 2's starting tile.)



CHOOSE YOUR COMMANDER

Your Commander card represents the character you are playing: the commander who sends troops into battle and issues orders to them. Every Faction pack contains 2 different Commander cards. Each commander has different statistics and leader powers.

Decide which Commander card you want to play with, then place it face-up on the table in front of you.

All Commander cards share the following elements.

NAME: The name of your commander.

LEADER POWER: Commanders usually have an ongoing effect on the battle. This text describes any special rules.

STARTING ORDER HAND: Draw this many Order cards at the start of the battle.

CREATURE HAND: Draw this many Creature cards at the start of the battle. This number is also the maximum number of Creature cards you can have in your hand (see "Phase 4. Cleanup" on page 14).

STARTING MORALE: Your commander sets the starting Morale value for your warband. Place a marker on the highlighted number on the Morale track.

STARTING LEADERSHIP: Leadership measures your ability to command, representing the maximum total Levels of creatures you can control. Each commander has a starting Leadership value; place a marker on the highlighted number on the Leadership track. Your Leadership score increases as the game goes on. (See "Phase 3. Deploy" on page 14.)



YOUR FIRST GAME

For your first game, you each take one Commander card. Reduce the commander's starting Morale by 3. You still use the printed starting Leadership number, and you use the commander's printed power as normal. Player 1 uses the gold tracking markers and Player 2 uses the silver tracking markers.

DEPLOY YOUR STARTING CREATURES

Before the battle can start, you need to set up your warband. Each player starts by **deploying** starting creatures (placing them on the battlefield). To determine who deploys first, roll dice or use some other random method. The winner chooses whether to deploy first or second.

You can deploy total Levels of creatures up to your commander's starting Leadership score. You don't have to deploy that many Levels of creatures, but you cannot exceed that number. **You must deploy at least one creature.** You can deploy a creature's miniature only if you have its Creature card in your hand; likewise, you can play a Creature card only if you have the miniature available.

> *Example:* Valnar Trueblade has a starting Leadership score of 7. If you're playing with Valnar as your commander, you can deploy up to 7 Levels worth of creatures to start the game. For example, you could deploy 1 Dwarf Cleric and 1 Half-Orc Thug (both Level 3) plus 1 Elf Archer (Level 1).

Place each creature's miniature so that its base is completely within your Start area. If you can't fit all your creatures for some reason, place as many there as you can and place the others so that as much of each one's base as possible is within your Start area. Place each corresponding Creature card face up in front of you to show that the creature is in play.

Once you have deployed your starting creatures, draw cards from your Creature deck up to the number listed on your Commander card. Now you're ready to start playing.



YOUR FIRST GAME

Because only 1 of the small tiles has a Start area printed on it, Player 2 uses the other small tile. That tile has limited space due to terrain, so Player 2 can deploy his or her creatures in any clear space on it.

READING THE CARDS

ALL CARDS

NAME: Each card has a unique name that identifies it in the game.

RULES TEXT: This area describes any powers that the creature has, or the actions the Order card allows the creature to take.

SET SYMBOL: This indicates what set the card belongs to, such as the *Heart of Cormyr*™ or *Sting of Lolth*™ set.

CREATURE CARDS

LEVEL: A creature's Level helps to determine what Order cards you can play on it. It is also important for Leadership (how many Levels you can have deployed) and Morale (the amount you lose if the creature is destroyed).

KEYWORDS: All creatures have one or more keywords, which some Order cards and effects refer to. For example, an Order card might be usable only by a creature with the Humanoid keyword.

HIT POINTS: This number represents the total damage a creature can take before it is destroyed.

ABILITIES: Every creature specializes in one or more Abilities (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma), which determine what Order cards you can play on it.

RANGED DAMAGE/DISTANCE: Some creatures can make ranged attacks. If a creature has a ranged attack, its card has a number here, followed by a distance in squares. A creature's ranged attack deals the ranged damage shown on its card to a creature within the stated distance.

MELEE DAMAGE: All creatures can make melee attacks. A creature's melee attack deals the melee damage shown on its card to an adjacent creature.

SPEED: This number is the distance in squares that the creature can move.

ORDER CARDS

LEVEL & ABILITIES: An Order card's Level and Ability entries limit what creatures can use that card. You can play an Order card on a creature only if it has the matching Ability and its Level equals or exceeds the Level of the Order card.

ACTION TYPE: There are three kinds of actions: standard, minor, and immediate.

ATTACH TEXT: Some Order cards have a special effect that you **attach** to a creature by sliding the card underneath that Creature card. This "attach text" grants the creature an additional power or imposes a hindrance until the Order card is removed.





SEQUENCE OF PLAY

The **Dungeon Command** game is played over a series of **turns**. The player who deployed creatures first is the first player. Once that player has completed his or her turn, the next player to the left takes his or her turn. Play continues in this fashion until the game ends.

A turn is divided into four **phases**, which you must take in the following order.

1. **REFRESH:** Resolve start-of-turn effects, untap your creatures to ready them for action, and draw 1 Order card.
2. **ACTIVATE:** Activate your creatures, one at a time, in any order you choose.
3. **DEPLOY:** Increase Leadership by 1 and place new creatures on the battlefield.
4. **CLEANUP:** Resolve end-of-turn effects, draw back up to your Creature hand size, and untap your creatures to allow them to respond to enemy actions.

DUNGEON COMMAND is an exception-based game. What that means is that the game has a set of general rules, described in this book, but specific effects can override those rules. Rules text on a Creature or Order card, or terrain effects on the battlefield, always trump the general rules.

PHASE 1. REFRESH

During this phase, you prepare to command your creatures for the turn. Follow these steps in order.

1. **Resolve start-of-turn effects.** If any effects are in play that take place at the beginning of your turn, you handle those now. For example, if the Deep Wound card is attached to one of your creatures, that creature takes 10 damage now.

   If you have multiple start-of-turn effects in play, you resolve them in any order you choose.
2. **Untap all your tapped creatures.** Certain actions and effects cause creatures to become **tapped** (see the "Tapping" sidebar); **untapping** them readies them for action again.

   If an effect prevents any of your creatures from untapping, those creatures skip this step.
3. **Draw 1 Order card.** Take the top Order card from your Order deck and place it in your hand. There is no limit to the number of Order cards you can hold.

Once you have completed all these steps, you move on to the Activate phase.

PHASE 2. ACTIVATE

During this phase, you **activate** all of your creatures, one at a time. Declare which creature you are activating each time you do so.

During a creature's activation, you can take any or all of the following actions with that creature in any order. You make any required choices for your creatures unless an effect specifies otherwise.

- **Move.** The creature can move a number of squares up to its Speed. Unless an effect specifies otherwise, a creature can move just once on its activation. See "Moving" on page 9.
- **Play Order cards.** You can play one or more Order cards from your hand on the creature to have it take actions. See "Playing Order Cards" on page 11.
- **Use creature powers.** The creature can use one or more powers printed on its Creature card (or attached to it by Order cards), including making an attack.
- **Take other actions.** Other game effects, such as collecting treasure (see page 14), might require a creature to take a special action.

RESOLVING ACTIONS

Only certain things count as **actions** in the **Dungeon Command** game.

- A creature moves.
- A creature uses a power on its Creature card (this includes making an attack).
- A creature takes an action with an Order card.
- An effect is **triggered** by some other event.

EFFECTS, SOURCES, AND TARGETS

When resolving an action, you need to determine its **source**. Each source is a single **effect** from a creature, an Order card, a terrain square, or other game feature. An effect's source counts only for that single instance; for example, if you use the same creature's power on one turn and again on your next turn, those are two separate effects with two separate sources.

Many actions specify a **target**, which requires you to choose something (such as a creature or an Order card). You choose the targets for an Order card when you play it, and you choose targets for a creature's power when you use it. Once you choose targets, you cannot change your mind later. When the action resolves, it checks whether the target is **legal** (it's still in play, is still in range, has the right keywords, and so on).

TAPPING

Many effects require you to **tap** a creature. Tapping means that it has exerted itself in some way, and a tapped creature cannot take more actions that require it to tap. Tapped creatures **untap** at the start of their controller's turn and again during their controller's Cleanup phase (unless some other effect prevents this).

Creature cards are normally oriented vertically, with the card's name at the top. When you tap a creature, you turn its Creature card sideways as shown here. To untap a creature, return the card to its normal orientation.

Some Order cards and creature powers have the ↻ symbol, which means you must tap the creature to use that effect. Unless the rule text says otherwise, these effects are immediate actions.



THE STACK

When an action would take place, it doesn't happen right away. Each player, including you, gets a chance to **respond** to it with further actions. In almost all cases, a response is an immediate action. (See "Standard, Minor, and Immediate Actions" on page 12.)

Each action resolves in order, using a concept called the **stack**. Imagine the stack as a pile of actions, each waiting its turn to be resolved. Whenever a creature takes an action, or an effect is triggered, that action goes on top of the stack. If any player responds to that action, the responding action goes onto the stack on top of what was already waiting there. When no more players respond, the action on the top of the stack resolves.

After any action resolves, all players get another chance to respond with new actions. Any new action goes on top of the stack, and players can respond to that action as normal. If no one does, the next action waiting on the stack resolves. If no actions remain on the stack, the player taking his or her turn continues play.

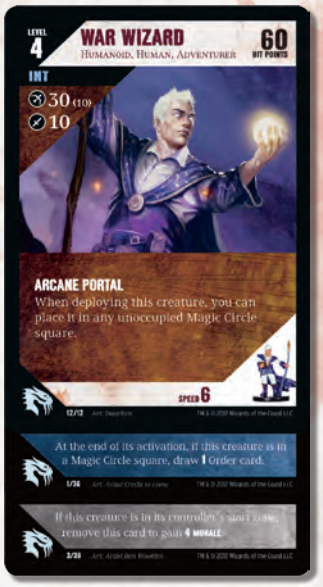
When you resolve an action, its effect takes place. Follow the instructions for that action; this usually means referring to rules text printed on a Creature or Order card. Once all of an Order card's actions have been resolved, place that card in its owner's discard pile (unless the card's text instructs you to do otherwise). If the action is from a Creature card, the creature remains in play afterward (although the action might tap it).

Sometimes resolving an action on the stack makes another action on the stack impossible to resolve. For example, an effect moves or destroys the target of a second effect below it on the stack. In this case, the second action does nothing when it would resolve—it is simply removed from the stack.

> ***Example:*** Jennifer plays the Killing Strike card on her Dragon Knight, tapping it to make a melee attack against an enemy Drider for 100 damage! Killing Strike goes on the stack. Chris doesn't want to lose his Drider, so he responds to this action by playing the Uncanny Dodge card, letting him tap the Drider and discard an Order card to prevent all damage from one source. Uncanny Dodge goes onto the stack above Killing Strike and resolves first: Chris discards a card, taps the Drider, and chooses to prevent the damage from Killing Strike. Then he discards Uncanny Dodge. When Killing Strike resolves, the Drider avoids taking damage from it, and the Order card is discarded with no effect.

COMPLETE ACTIONS: You cannot respond to part of an action, only to an entire action. For example, you can respond either before a creature moves or after it has finished moving, but not in the middle of its movement.

MULTIPLE ACTIONS ON CARDS: Some Order cards contain several distinct actions, which must be performed in order. When you play a card with multiple actions on it, they go on the stack in the reverse order they appear on the card. Players can respond to each action separately.



For example, the Shadowy Ambush card contains two actions: Shift 2 squares; then, Make a melee attack that deals 50 damage. When you play this card on a creature, the attack goes on the stack first, and the shift goes on top. When the card's actions resolve, the creature will take them in the correct order.

MOVING

A creature can move a number of squares up to its Speed, entering squares one at a time. The action is complete once the creature stops moving on its activation—you can't respond only to part of its movement. This movement does not tap the creature.

A creature moves just once on its activation, and it can move even if it took an action that tapped it this turn. It cannot move, tap, and then resume moving on the same activation.

Each new square a creature enters must be adjacent to the last, including diagonally adjacent. However, a creature cannot move diagonally around the corner of a dungeon wall (see "Terrain and Movement" below).

A creature can always move fewer squares than specified by an action or effect (including special movement modes).



The Drider moves 7 squares to reach the Human Ranger and attack it. On its activation, the Drow Blademaster moves 3 squares to attack the Ranger.

Each square a creature moves into must be a **legal** square. A legal square cannot be more than half covered by a wall. A creature can move through squares occupied by **allied** creatures (those in their warband or a teammate's warband). However, a creature cannot move through squares occupied by **enemy** creatures (those in an opponent's warband). All the squares of a larger creature's space must enter legal squares.



A creature can never end its movement in a square containing another creature, whether enemy or allied—not even using special movement (see below).

SPACE: Most creatures **occupy** (take up) just 1 square on the battlefield, but some are bigger. The number of squares a creature occupies form its **space**. For example, a Drider is a Large creature that occupies 4 squares. Whenever it enters a square, each of the squares in its space enters a square. All the squares in its space must be legal.

CONTROLLING AND OWNING CREATURES

You can activate and play Order cards on a creature only if you control it. Usually you control all the creatures in your warband; you are also their owner. Some game effects, though, might let you take control of an opponent's creature. In that case, you are its controller but not its owner. Creatures that are destroyed are always discarded to their owner's graveyards.

ENEMY CREATURES AND MOVEMENT

Creatures prevent enemies from easily getting past them. A creature must stop moving as soon as it enters a square adjacent to an enemy creature.

A creature that starts moving while it is adjacent to an enemy creature has a Speed of 1 for that movement instead of its printed Speed. Effects that refer to a creature's Speed treat it as 1 for that movement.

However, a creature can choose to attack before moving (see "Attacking" on page 13). If the adjacent enemy creature is destroyed first, the creature can move freely.

TERRAIN AND MOVEMENT

Battlefield terrain can affect creatures' ability to move about.



WALLS: Indoor walls separate areas of the dungeon; outdoor walls are cliffs and other high formations. Creatures cannot enter or move through walls, and they cannot draw line of sight through walls (see "Line of Sight and Cover" on page 13).



DIFFICULT TERRAIN: Difficult terrain slows creatures down, and can include rubble, shallow water, undergrowth, and the like. Entering a square of difficult terrain "costs" 1 extra square of movement; for example, moving through 2 squares of difficult terrain counts as moving 4 squares. If a creature occupies multiple squares, its whole space is considered to enter difficult terrain simultaneously. (Thus, the creature pays just 1 extra square for each square it moves, not for each square its space enters.)



HAZARDOUS TERRAIN: Creatures that enter this terrain are exposed to harmful conditions, such as pools of lava, spiked pits, and wickedly thorned brambles. Hazardous terrain counts as difficult terrain (see above). The first time a creature enters hazardous terrain during an activation, it is dealt 10 damage.

At the end of your turn, each of your creatures in hazardous terrain is dealt 10 damage.



OBSTACLE: This terrain represents thick woods, furniture, and other effects that interfere with both vision and movement. Obstacles count as difficult terrain, and creatures cannot draw line of sight through obstacles. Creatures in an obstacle space have cover from ranged attacks. (see "Line of Sight and Cover" on page 13).

SPECIAL MOVEMENT

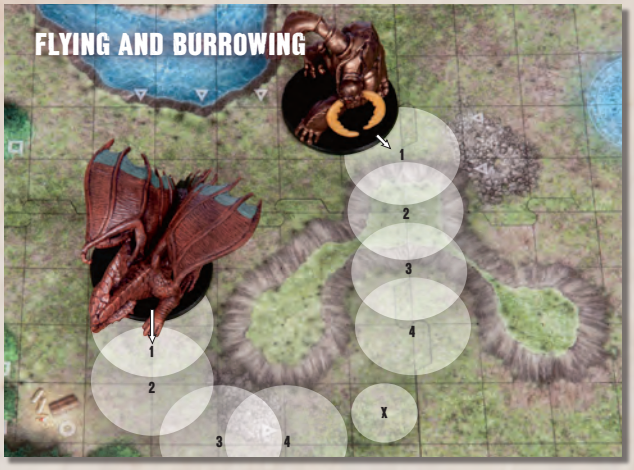
Some creatures have special forms of movement that affect how they interact with terrain and with other creatures. As well, effects from Order cards might grant special movement to creatures.

Even if a creature ignores terrain while moving, it is affected normally by terrain in squares it occupies after its movement is complete. For example, it still takes 10 damage if it ends its movement in hazardous terrain (as well as 10 more damage at the end of its controller's turn). The creature must still end its movement in a legal square.

FLYING: Creatures such as the Copper Dragon are able to fly over the battlefield when they move. In game terms, the Flying power lets a creature freely enter squares that contain enemy creatures and move past such creatures without stopping first. The creature also ignores difficult and hazardous terrain and obstacles. Walls still block its movement.

BURROW: The Umber Hulk and other underground creatures are able to tunnel through the earth, moving under obstacles on the surface. In game terms, the Burrow power lets a creature freely enter squares that contain enemy creatures and move past such creatures without stopping first. The creature also ignores all terrain, even walls, while moving.

A creature with Flying or Burrow that moves through a square occupied by or adjacent to an enemy creature ignores actions by that enemy that would normally affect a creature moving adjacent to it. However, if it starts its movement adjacent to an enemy creature, it still has a Speed of 1 for that movement.



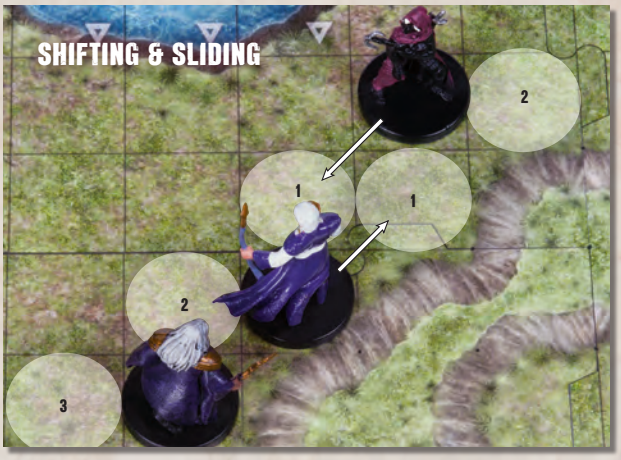
The Umber Hulk and the Copper Dragon are both trying to move adjacent to the space marked with an X. They can both do so by moving 4 squares. The Umber Hulk burrows under the mesa, while the Copper Dragon flies around it. Both of them ignore any difficult terrain (▲) while moving.

SHIFT: When a creature shifts, it ignores the requirement to stop when entering a square adjacent to an enemy creature. If it starts its movement adjacent to an enemy, it can move up to the number of squares stated by the effect (however, its Speed is still 1 for the purpose of effects that state "shift its Speed"). It is still affected by terrain while moving.

Some creatures have innate powers that let them shift while moving (such as Scuttle), but most creatures shift by having Order cards played on them.

SLIDE: Order cards can let you slide other creatures. Sliding a creature lets you move it regardless of who controls that creature.

A sliding creature doesn't have to stop when entering a square adjacent to or occupied by an enemy and can slide the full stated distance even if it starts adjacent to an enemy. It is still affected by terrain while moving.



If the Drow Assassin shifts, it can move to the other side of the Dwarf Cleric without stopping. However, if the Dwarf Cleric slides the War Wizard to the other side of the Drow Assassin first, the Assassin's Speed would be 1. Both shifting and sliding ignore the normal rule that a creature has to stop when it moves adjacent to an enemy creature.

PLAYING ORDER CARDS

You draw an Order card at the start of each of your turns. If your deck of Order cards runs out, don't reshuffle the discard pile. You can play only whatever cards remain in your hand.

You play Order cards from your hand to command your creatures to make special attacks, cast spells, perform maneuvers, and do other interesting things. When you play an Order card on a creature you control, it becomes the **acting creature** for that card and takes the specified action or actions.

The acting creature must have the **Ability** specified by the card being played, and the acting creature's **Level** must be equal to or higher than the card's Level. For example, the Killing Strike card requires 5 Strength to play, so the acting creature must be at least Level 5 and have Strength printed on its card. Thus, you could play this card on a Dragon Knight but not on a Dwarven Defender.

An Order card that specifies **Any** can be played by any creature of its Level, without regard to Abilities.

You can play any number of Order cards on a creature, as long as it meets the requirements for playing those cards.

REQUIRES: Some Order cards specify a particular keyword on the acting creature, indicated by the word "Requires." For example, Level Up can be played only on creatures with the **Humanoid** keyword.

AFFINITY: Order cards with the word "Affinity" let the acting creature ignore the usual restrictions on Abilities and Level. For example, Faerie Fire (which normally requires Level 2 and Intelligence) can be played on a creature of any Level with the Drow keyword, whether or not that creature has the Intelligence ability.

ATTACH: Many Order cards have a special effect that you **attach** to a target creature. To attach a card, slide it underneath the target's Creature card so that the attach text (shaded rules text printed at the bottom of the card) is visible.

The attached card adds rules text to the target creature and remains with it until the creature is destroyed or an effect removes the card. Some cards allow a creature to remove them by taking a specified action, and other game effects might remove an attached card. When you remove an attached Order card, it goes to its owner's discard pile.

A creature can have more than one card attached to it, including multiple copies of the same card. Their effects are cumulative.

ASSISTING CREATURES

When you play an Order card, any number of creatures you control adjacent to the acting creature can **assist** it. Assisting lets a creature take an action even if its Level is not high enough.

To assist, tap each assisting creature and add its Level to the Level of the acting creature. (Assisting creatures must tap even if the acting creature is using a minor action.) Each assisting creature must have the Ability specified by the card.

Example: Pete controls a Human Ranger (Level 2; Strength, Dexterity) a Dwarf Cleric (Level 3; Strength, Constitution, Wisdom) and a Dwarven Defender (Level 2; Strength, Constitution) who are all adjacent to one another. The Human Ranger is adjacent to an enemy Drider, and Pete wants to play Killing Strike (a Level 5 Strength card) with the Ranger as the acting creature. To do this, he taps the Ranger and the Dwarf Cleric to assist the action. Adding their Levels together gives a total of 5, enough to play the Killing Strike card.











STANDARD, MINOR, AND IMMEDIATE ACTIONS

When you play an Order card on a creature, it takes an action. There are three kinds of actions: standard, minor, and immediate.

STANDARD: Most actions are standard, often an attack of some sort. A creature you control can take a standard action only during your Activate phase and only during that creature's activation. Taking a standard action taps the acting creature.

MINOR: These represent quick actions, such as drawing a hidden blade, drinking a potion, or setting up for an attack. A creature you control can take minor actions at any time during its activation, whether it's untapped or tapped.

There's no limit to the number of minor actions a creature can take during its activation.

IMMEDIATE: Immediate actions are usually responses to other actions. They can be played on any player's turn. Taking an immediate action taps the acting creature.

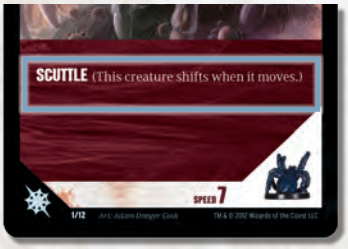
USING CREATURE POWERS

Many creatures have powers. A creature's powers are printed on its card's rules text. You can use the power of a creature you control when you activate that creature. Using a creature's power is an action.

Using creatures' powers is much like playing Order cards. Unless otherwise stated, a power with the ↻ symbol can be used only as an immediate action. Using any power with the ↻ symbol taps the acting creature.

ATTACK POWERS: Every creature has at least one **attack power** (possibly two), even though this is not spelled out in its card's rules text. All creatures can make a **melee attack**. Some creatures can also make a **ranged attack**. Making a melee or ranged attack as a standard action taps the creature. See "Attacking" on page 13 for more information.





TRAITS: Some creatures have innate powers, such as Flying or Scuttle, that are always in effect. These **traits** appear first in a Creature card's rules text.



TRIGGERED POWERS: Certain creature powers can be used only when some other event occurs in the game—they are **triggered**. When the specified event occurs, the creature takes the specified action, which goes on the stack as normal.

Other game effects might also be triggered, such as the damage dealt by hazardous terrain when a creature enters its square.

ATTACKING

The most basic way to harm enemies and defeat your opponent is by having your creatures **attack**. When a creature attacks, it deals damage to—and might destroy—other creatures. Each creature has a Melee Damage number (and sometimes a Ranged Damage number) printed on its card. To make such an attack, tap the activating creature and declare which creature is the target of that attack. Players can respond to this like any other action. When the attack resolves, it deals its damage to the target.

A creature can attack allied creatures as well as enemies.

MELEE ATTACKS

All creatures can make melee attacks. A melee attack must target a creature adjacent to the attacking creature. The target cannot be on the other side of a wall.

The acting creature deals its Melee Damage ⨁ to the target creature. Order cards and other game effects might change a melee attack's damage.

RANGED ATTACKS

Some creatures can make ranged attacks. A creature can make a ranged attack only if it has a Ranged Damage ⨁ entry on its card.

A ranged attack must target a creature within a number of squares equal to the distance specified by its Ranged Damage entry. The acting creature deals its Ranged Damage to the target creature. Order cards and other game effects might change a ranged attack's damage or range. Unless the card's rules text states otherwise, a creature has to have a Ranged Damage entry to use an Order card that lets it make a ranged attack.

A creature cannot make a ranged attack if it is adjacent to an enemy creature.

In addition, a creature must have **line of sight** (see below) to the target to make a ranged attack against it.

DISTANCES AND COUNTING

Some game effects, such as ranged attacks, creatures' powers, and some Order cards, specify a distance in squares (the distance to a target or the range of an effect). Whenever you need to determine distance, follow these rules.

- The acting creature must have line of sight to the target unless otherwise specified (see "Line of Sight and Cover").
- Count the most direct route along adjacent squares (they can be diagonally adjacent), up to and including the target square. Don't count the acting creature's square. (A creature that occupies more than 1 square can start counting from any of those squares.) Difficult terrain does not affect distance.
- Some effects specify a range in squares (such as "within 2 squares"). When determining this distance, always count around walls, never through them. If an effect states that it does not require line of sight, you count through walls instead of around them.

LINE OF SIGHT AND COVER

Terrain and other creatures can affect ranged attacks, either by blocking line of sight or allowing a creature to avoid an attack.

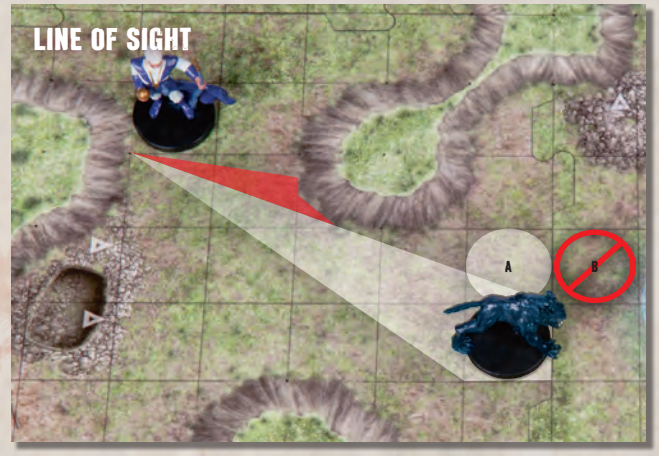
LINE OF SIGHT: To determine if an attacking creature (or any other source) has line of sight to a target creature, draw a straight line from 1 corner of any square in the attacking creature's space to any corner of at least 1 square in the target creature's space. (You can use a ruler or a piece of string.) If that line does not cross a wall, or a square occupied by another enemy creature or an obstacle, the attacking creature has line of sight to the target.

Allied creatures and tokens or markers on the battlefield do not block line of sight.

COVER: Terrain that does not block line of sight might still provide some protection from ranged attacks. If you can draw a straight line from 1 corner of any square in the attacking creature's space to all 4 corners of at least 1 square in the target creature's space without crossing a wall, or a square occupied by another enemy creature or an obstacle, the attacker has a clear shot at the enemy. Otherwise, the enemy has cover from the attack.

A creature in an obstacle square has cover against ranged attacks even if you can draw line of sight to it. However, if a Large figure is only partially in an obstacle and you have a clear shot to at least 1 square in its space, it does not have cover against that attack.

As an immediate action, a creature with cover can tap to **dodge** any ranged attack made against it. A creature that dodges a ranged attack takes no damage from the attack, and it does not suffer any other effects of that attack.



The War Wizard has line of sight and a clear shot at the Shadow Mastiff.

If the Mastiff were on square A, the War Wizard would have line of sight to it, but no clear shot because of the wall. The Mastiff would have cover from the War Wizard's ranged attack and would be able to tap to dodge it.

If the Mastiff were on square B, the War Wizard would not have line of sight to it. It would be blocked by the edge of the wall.

DAMAGING AND DESTROYING CREATURES

Creatures suffer wounds and other ill effects during the course of a battle, whether from combat or from other game effects, and might be destroyed. Destroying your creatures not only weakens your forces, but also diminishes their resolve to keep fighting for you, represented by a loss of Morale.

Each creature has a Hit Points number, representing its ability to withstand damage. Whenever a creature takes damage, place a damage token on that creature for each 10 points of damage it took.

When the total damage on a creature equals or exceeds its Hit Points, that creature is **destroyed**. Discard its Creature card into its owner's **graveyard**. If that creature had any cards attached to it, they are discarded into their owners' discard piles. The owner of the creature reduces his or her warband's Morale total by an amount equal to the destroyed creature's printed Level. Ignore any Level changes from attached cards or other effects.

When any player's Morale is reduced to 0 or below, the game ends immediately.

COWERING

Any sign of weakness in a warband can weaken the resolve of its warriors. Nevertheless, sometimes a creature chooses to save itself and live to fight another day—at the cost of demoralizing its comrades-in-arms.

Whenever a creature would take damage from any source, its controller can choose to have that creature cower. Cowering does not tap the creature. When a creature cowers, it prevents all the damage and does not suffer any other effects from that source.

For each 10 points of damage that creature would take, the warband of the cowering creature's controller loses 1 Morale. The Morale reduction is determined by the total damage that would be taken, even if it exceeds the creature's Hit Points. You cannot split the damage between Hit Points and Morale—if your warband's Morale is too low to absorb the full loss, the creature cannot cower.

COLLECTING TREASURE

Collecting treasure is a quick way to bolster the morale of your troops. The tiles you placed to create the battlefield include Treasure squares. Each Treasure square starts the game with a Treasure Chest marker on it. During play, creatures can attempt to collect treasure by moving onto Treasure squares.

REVEALING: Whenever a creature you control enters a square containing a Treasure Chest marker, turn that marker over to reveal the number printed on it. Each marker has a number from 1 to 3. You immediately place that many Treasure tokens on that square. Set aside the Treasure Chest marker; it is no longer needed.

COLLECTING: Whenever a creature you control is on a square containing one or more Treasure tokens (including the creature that just revealed the treasure), it can take a standard action to collect 1 Treasure token. (Remember, you cannot take a standard action in the middle of a creature's movement.) Tap the creature and increase your warband's Morale by 1. Once you gain the Morale from that Treasure token, set the token aside—it is no longer needed.

PHASE 3. DEPLOY

During this phase, you can send reinforcements onto the battlefield to aid your warband. Doing so requires strong command ability, represented by your Leadership.

At the start of your Deploy phase, increase your Leadership score by 1. This represents your ability to summon reinforcements as the battle progresses.

DEPLOYING CREATURES

You deploy creatures on the battlefield just as you did to start the battle (see "Deploy Your Starting Creatures" in page 6). Choose any of the Creature cards in your hand and place the corresponding miniature in your Start area, placing the Creature card face up in front of you.

You can deploy a creature only if the total Levels of all your deployed creatures are equal to or less than your Leadership score. Don't count any Level increases due to attached cards or other effects.

> *Example:* Tom has a Leadership score of 12 and has three creatures already deployed, of Level 4, 4, and 3 (a total of 11). He can deploy only a single creature of Level 1, bringing the total Levels of his creatures to 12 (equal to his Leadership score).

You do not have to deploy as many Levels of creatures as your Leadership allows, but you cannot exceed that number.

PHASE 4. CLEANUP

During this phase, you finish up your turn by following these steps in order.

1. **RESOLVE END-OF-TURN EFFECTS.** If any effects are in play that last until, or trigger at, the end of your turn, you handle those now. For example, if any of your creatures is in a square of hazardous terrain at the end of your turn, that creature takes 10 damage now.

   If you have multiple end-of-turn effects in play, you resolve them in any order you choose.

2. **UNTAP ALL YOUR TAPPED CREATURES.** Now they are ready to use immediate actions when it is not your turn.

   If an effect prevents any of your creatures from untapping, those creatures skip this step.

3. **DRAW BACK UP TO YOUR CREATURE HAND.** If you currently have fewer Creature cards in your hand than your commander's Creature Hand number, draw Creature cards until you reach that number. (If your Creature deck runs out of cards, do not reshuffle the graveyard pile.)

4. **CHECK FOR GAME END.** If you have no creatures in play at the end of your turn, the game ends immediately.

Once you have completed your turn, if the game has not ended, play proceeds to the player to your left.

ENDING THE GAME

The game ends immediately when any player's Morale reaches 0 or below. Also, if any player ends his or her turn with no creatures on the battlefield, the game ends at that point.

The player with the highest Morale is the winner. (However, you cannot win if you caused the game to end because you had no creatures on the battlefield.) If several players are tied for Morale, then the winner is the player with the most total Levels of creatures on the battlefield. If there is still a tie, the game ends in a draw.



ADVANCED PLAY

Once you've mastered the basics of the **Dungeon Command** game, it's time to take a look at other ways of playing, as well as customizing the game to suit your tastes. Below are a few options to help you expand the way you play.

MULTIPLAYER GAMES

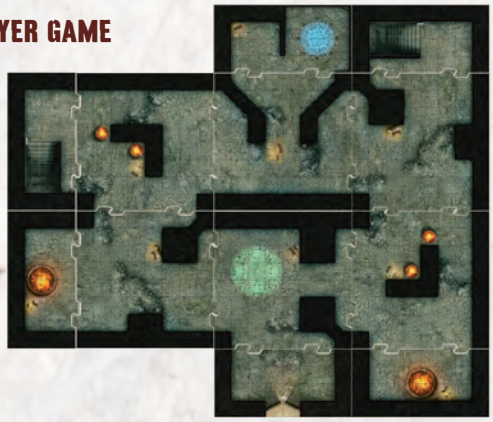
You can play **Dungeon Command** with more than two people. If you have an even number of players, you can choose teams, with each having the same number of players. Alternatively, you can play a free-for-all game.

To play a multiplayer game, each player needs to bring miniatures, tiles, and cards to the table as described in the standard rules.

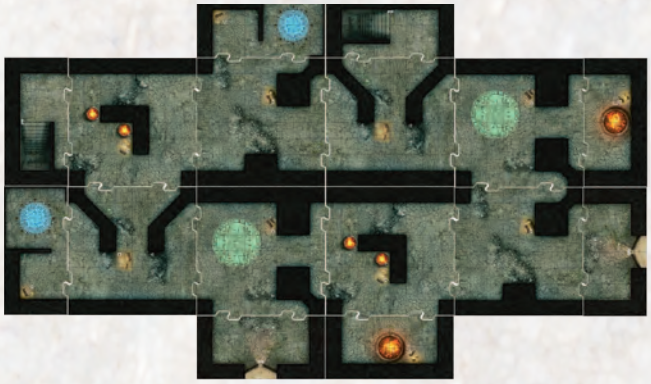
FREE-FOR-ALL

To set up a free-for-all game, each player constructs part of the battlefield with his or her tiles, as described in the standard rules. Then, connect the battlefield segments so that the large tiles form a rectangle. Two possible configurations are shown here.

3-PLAYER GAME



4-PLAYER GAME



To play, follow the standard rules described in this book. The game ends when one warband's Morale is reduced to 0, or when one player ends his or her turn with no creatures in play. Determine the winner in the normal way.

TEAM GAME

To play a team game, set up the battlefield as in the free-for-all rules. Game play follows the standard rules, with the following changes.

- Assign each player to a team. There can be multiple teams, but each team must have the same number of players.
- The other players on your team are your allies, not your opponents. The creatures controlled by your teammates are allied creatures for the creatures in your warband.
- When the game ends, add up the Morale for all players on each team. The team with the highest Morale total is the winner. (In this way, even if a player on a team is reduced to Morale 0, his or her team might still win the game.) Just as in the standard game, if you ended your turn with no creatures on the battlefield, your team cannot win.

BUILDING YOUR OWN WARBANDS

Each **Dungeon Command** Faction Pack includes everything you need to play, but you can also build a warband of your own design by combining Order cards, Creature cards, miniatures, and a Commander from multiple Faction Packs. Custom warbands let you explore the interaction of various cards, regardless of what faction they might belong to.

When you build a custom warband, follow these rules.

- Your warband must include at least 12 creatures, each with an associated miniature and Creature card. You can have more than 1 of a given creature, but no more than 4 of a kind.
- Your Order deck must contain at least 30 cards. You can have more than 1 of a given Order card, but no more than 4 of a kind.
- You must have exactly 1 Commander card.
- You must bring all of the necessary tiles, markers, and tokens to create your portion of the battlefield and support your warband.

RULES QUICK REFERENCE

SETUP

1. Create the battlefield by connecting tiles. Place Treasure Chest markers number side down on all Treasure squares.
2. Choose a Commander card, and place it in front of you.
3. Shuffle your Creature deck and Order deck, drawing a number of cards from each as indicated on your Commander card.
4. Deploy your starting creatures and draw back up to your Creature hand size. Each player deploys all his or her creatures before the next player begins.
5. Take turns in order, starting with the player who deployed first and proceeding to the left.

SEQUENCE OF PLAY

1. **REFRESH:** Resolve start-of-turn effects, untap your creatures, and draw 1 Order card.
2. **ACTIVATE:** Activate your creatures, one at a time, in any order you choose.
3. **DEPLOY:** Increase Leadership by 1 and place new creatures on the battlefield.
4. **CLEANUP:** Resolve end-of-turn effects, draw back up to your Creature hand size, and untap your creatures.

ENDING THE GAME

The game ends when any player's Morale reaches 0 or below, or if any player ends his or her turn with no creatures on the battlefield. The player with the highest Morale is the winner.

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