



## D&D Miniatures EU Championships factsheet

The championship is organized on 17 – 18 October in Manchester, at the GAME'09 event (see [www.gamecon.co.uk](http://www.gamecon.co.uk) for details). The tournament features Standard and Limited. This document gives a rundown for all the D&D Miniatures events that are organized at GAME'09.

### European Standard Championship 2009 – Current edition

**Event Date:** The tournament will run on October 17 at [GAME'09](#) in Manchester, UK.

#### Format:

- 200 point Constructed Assault format, according to the most Current edition of the Dungeons and Dragons® Miniatures Game Battle Rules, published on [www.ddmguild.com](http://www.ddmguild.com).
- Players must bring pen, paper, battle map, miniatures, cards and counters as needed.
- Players that qualified through a National Championship can choose to receive a Bye for round 1 of the tournament.
- The number of Swiss rounds is determined by attendance. Maximum length of round: 60 minutes.
  - 8 – 16 players: 5 rounds
  - 16 – 32 players: 6 rounds
  - 32 – 64 players: 7 rounds

#### Tournament Logistics

- 32K, Competitive REL, subject to all DCI [Universal Tournament Rules](#) and DDM Guild Dungeons & Dragons® Minatures [Tournament Floor Rules & Penalty Guide](#).
- Warband registration from 9:00 – 9:30. Registration will proceed faster if you have your warband already filled in on the warband registration form.
- Tournament start: 10:00

#### Entry Fee

- Entry fees required are access to GAME'09 and a ticket to the event. See [www.gamecon.co.uk](http://www.gamecon.co.uk) for details.



## European Standard Championship 2009 – Original edition

**Event Date:** The tournament will run on October 17 at [GAME'09](#) in Manchester, UK.

### Format:

- 200 point Constructed Assault format, according to the Original edition of the Dungeons and Dragons® Miniatures Game Battle Rules, published on [www.ddmguild.com](http://www.ddmguild.com).
- Players must bring pen, paper, battle map, miniatures, cards and counters as needed.
- Players that qualified through a National Championship can choose to receive a Bye for round 1 of the tournament.
- The number of Swiss rounds is determined by attendance.
  - 8 – 16 players: 5 rounds
  - 16 – 32 players: 6 rounds
  - 32 – 64 players: 7 rounds

### Tournament Logistics

- 32K, Competitive REL, subject to all [DCI Universal Tournament Rules](#) and DDM Guild Dungeons & Dragons® Miniatures [Tournament Floor Rules & Penalty Guide](#).
- Warband registration from 9:00 – 10:00. Registration will proceed faster if you have your warband already filled in on the warband registration form.
- Tournament start: 10:30.

### Entry Fee

- Entry fees required are access to GAME'09 and a ticket to the event. See [www.gamecon.co.uk](http://www.gamecon.co.uk) for details.



## European Epic Arena Championship 2009 – Current edition

**Event Date:** The tournament will run on October 17 at [GAME'09](#) in Manchester, UK.

### Format:

- 500 point Constructed Arena format, according to the most Current edition of the Dungeons and Dragons® Miniatures Game Battle Rules, published on [www.ddmguild.com](http://www.ddmguild.com).
- Players must bring pen, paper, battle map, miniatures, cards and counters as needed.
- The number of Swiss rounds is determined by attendance. Maximum length of round: 40 minutes.
  - 4 – 8 players: 3 rounds
  - 8 – 16 players: 4 rounds
  - 16 – 32 players: 5 rounds

### Tournament Logistics

- 16K, subject to all DCI [Universal Tournament Rules](#) and DDM Guild Dungeons & Dragons® Miniatures [Tournament Floor Rules & Penalty Guide](#).
- Warband registration from 14:00 – 15:00. Registration will proceed faster if you have your warband already filled in on the warband registration form.
- Tournament start: 15:30.

### Entry Fee

- Entry fees required are access to GAME'09 and a ticket to the event. See [www.gamecon.co.uk](http://www.gamecon.co.uk) for details.



## European Epic Championship 2009 – Original edition

**Event Date:** The tournament will run on October 17 at [GAME'09](#) in Manchester, UK.

### Format:

- 500 point Constructed Assault format, according to the Original edition of the Dungeons and Dragons® Miniatures Game Battle Rules, published on [www.ddmguild.com](http://www.ddmguild.com).
- Players must bring pen, paper, battle map, miniatures, cards and counters as needed.
- The number of Swiss rounds is determined by attendance.
  - 4 – 8 players: 3 rounds
  - 8 – 16 players: 4 rounds
  - 16 – 32 players: 5 rounds

### Tournament Logistics

- 16K, subject to all [DCI Universal Tournament Rules](#) and DDM Guild Dungeons & Dragons® Miniatures [Tournament Floor Rules & Penalty Guide](#).
- Warband registration from 14:00 – 15:00. Please download your registration form.
- Tournament start: 15:30.

### Entry Fee

- Entry fees required are access to GAME'09 and a ticket to the event. See [www.gamecon.co.uk](http://www.gamecon.co.uk) for details.



## D&D Miniatures Community Draft – Current edition

**Event Date:** The tournament will run on October 17 at [GAME'09](#) in Manchester, UK.

### Format:

- 200 point Limited Assault format, according to the most Current edition of the Dungeons and Dragons® Miniatures Game Battle Rules, published on [www.ddmguild.com](http://www.ddmguild.com).
- Used draft procedure: 'Double Dump' Booster Pack Draft.
- Players must bring pen, paper, battle map, counters as needed.
- Players have 20 minutes to build their warband after drafting.
- The number of Swiss rounds is determined by time. Maximum length of round: 50 minutes. Minimum of 2 rounds are played.

### Tournament Logistics

- Non-rated, Casual REL, subject to all DCI [Universal Tournament Rules](#) and DDM Guild Dungeons & Dragons® Miniatures [Tournament Floor Rules & Penalty Guide](#).
- Registration from 17:00 – 19:00. Boosters are handed over during registration and current statcards are added (if necessary). Boosters from the same set(s) are given back before the draft.
- Tournament start: 21:00.

### Entry Fee

- Entry fees required are access to GAME'09. Entry for the event is free. See [www.gamecon.co.uk](http://www.gamecon.co.uk) for details.
- Each player is **required** to bring two unopened D&D Miniatures boosters, from sets that have stats for the Current edition of the Dungeons & Dragons® Miniatures Game.
- Each player is expected to bring a printed copy of the statcards for the set(s) their boosters belong to.

### Prizes

- Players are expected to bring a prize to the prize table. Examples of prizes can be: repaints, miniatures, maps, DDM Guild gear, games, local delicacies, etc, etc.

# DUNGEONS & DRAGONS<sup>®</sup> MINIATURES GAME

## European Limited Championship 2009 – Current edition

**Event Date:** The tournament will run on October 18 at [GAME'09](#) in Manchester, UK.

### Format:

- 200 point Limited Sealed Assault format, according to the most Current edition of the Dungeons and Dragons® Miniatures Game Battle Rules, published on [www.ddmguild.com](http://www.ddmguild.com).
- Each player receives 2 boosters Angelfire. Cards will be supplied.
- Players must bring pen, paper, battle map, and counters as needed.
- The number of Swiss rounds is determined by attendance and time restraints. Maximum length of round: 60 minutes. The number of rounds played will be:
  - 8 – 16 players: max. 5 rounds
  - 16 – 32 players: max. 6 rounds
  - 32 – 64 players: max. 7 rounds

### Tournament Logistics

- 32K, Competitive REL, subject to all DCI [Universal Tournament Rules](#) and DDM Guild Dungeons & Dragons® Miniatures [Tournament Floor Rules & Penalty Guide](#).
- Registration from 9:00 – 9:30.
- Tournament start: 10:00
- 2 boosters Angelfire and cards will be supplied. Players can bring their own cards, if they prefer that.

### Entry Fee

- Entry fees required are access to GAME'09 and a ticket to the event. See [www.gamecon.co.uk](http://www.gamecon.co.uk) for details.

# DUNGEONS & DRAGONS<sup>®</sup> MINIATURES GAME

## European Limited Championship 2009 – Original edition

**Event Date:** The tournament will run on October 17 at [GAME'09](#) in Manchester, UK.

### Format:

- 200 point Limited Sealed Assault format, according to the Original edition of the Dungeons and Dragons® Miniatures Game Battle Rules, published on [www.ddmguild.com](http://www.ddmguild.com).
- Players must bring pen, paper, battle map, and counters as needed.
- The number of Swiss rounds is determined by attendance and time restraints. Maximum length of round: 60 minutes. The number of rounds played will be:
  - 8 – 16 players: max. 5 rounds
  - 16 – 32 players: max. 6 rounds
  - 32 – 64 players: max. 7 rounds

### Tournament Logistics

- 32K, Competitive REL, subject to all [DCI Universal Tournament Rules](#) and DDM Guild Dungeons & Dragons® Miniatures [Tournament Floor Rules & Penalty Guide](#).
- Registration from 9:00 – 10:00.
- Tournament start: 10:30.

### Entry Fee

- Entry fees required are access to GAME'09 and a ticket to the event. See [www.gamecon.co.uk](http://www.gamecon.co.uk) for details.