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EsotericOrderGamers

v1.1

July 2016



Game: **DUNGEON COMMAND**
Publisher: **Wizards of the Coast (2012)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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DUNGEONS & DRAGONS

DUNGEON COMMAND

SETUP

Create the **battlefield**: each player supplies 2 large battlefield tiles and 2 small tiles. Only one of the small tiles you supply can have a **start** area on it. Choose the **dungeon** or **outdoors** side of the tiles. Each player builds one half of the battlefield by connecting all his tiles so open edges are adjacent to other open edges. A wall cannot be placed against an open edge and you cannot connect tiles diagonally.

Then connect the 2 halves of the battlefield so that the 4 large tiles form a square. Place your small **Start** tile close to where you're sitting.

Each player chooses their **Commander card** and places it faceup on the table in front of them.

Shuffle your **Order and Command decks** separately and draw cards from each up to the numbers on your Commander card.

Mix up the **Treasure Chest markers** and place 1 on each **Treasure square** (marked with a circle) on the battlefield, number side facedown.

Organise **Damage tokens**, **Morale** and **Leadership markers**, and any other necessary tokens.

Determine randomly who chooses to deploy first or second. You may deploy total **Levels** of creatures *up to* your commander's starting **Leadership** score. You must deploy at least 1 creature. You can only deploy a creature if you have both its card and miniature. Place each miniature so that its base is completely within your Start area (if it doesn't fit, get as much of its base as possible in your Start area). Place each corresponding Creature card faceup in front of you.

Draw cards from your Creature deck back up to the number on your Commander card.

ORDER OF PLAY

The player who deployed creatures first is the **first player** and play continues in clockwise order. Each game **turn** is divided into 4 **phases** played in order.

1. REFRESH

1. Resolve start-of-turn effects

Any effects in play that take place at the beginning of your turn are resolved in any order you choose.

2. Untap all your tapped creatures

Untap any tapped creatures, turning their Creature cards vertical and readying them for action again. If an effect prevents any of your creatures from untapping, they skip this step.

3. Draw 1 Order card

Draw 1 **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.

2. ACTIVATE

Activate all of your creatures, one at a time in any order, declaring which one you are activating each time.

During a creature's activation, you can take any or all of the following actions with that creature in any order.

Move The creature can move a number of squares up to its **Speed**. Unless an effect specifies otherwise, a creature can move only once on its activation.

Play Order cards You can play 1 or more Order cards from your hand on the creature to have it take actions.

Use creature powers The creature can use 1 or more powers on its Creature card (or attached to it by Order cards), including making an attack.

Take other actions Other game effects may require a creature to take a special action.

3. DEPLOY

Increase your Leadership score by 1.

Deploy creatures on the battlefield: choose any of the Creature cards in your hand and place the corresponding miniature in your Start area, with its Creature card faceup in front of you.

You can deploy a creature only if the total level of all your deployed creatures is equal to or less than your Leadership score.

Do not count any Level increases due to attached cards or other effects. You do not have to deploy as many Levels of creatures as your Leadership allows.

4. CLEANUP

1. Resolve end-of-turn effects

Any effects in play that last until, or trigger at, the end of your turn, are resolved in any order you choose.

2. Untap all your tapped creatures

Untapped creatures are ready to use **immediate actions** when it is not your turn. If an effect prevents any of your creatures from untapping, they skip this step.

3. Draw back up to your creature hand

If you have fewer Creature cards in your hand than your commander's **Creature Hand** number, draw Creature cards up to 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.

ACTIONS

The following count as **actions**: a creature moves; a creature takes an action with an Order card; a creature uses a power on its Creature card (including an attack); or an effect is triggered by some other event.

When resolving an action, determine its **source**: a single effect from a creature, an Order card, a terrain square, or other feature. An effect's source counts only for that single instance.

If an action specifies a **target**, choose one (such as a creature or an Order card). Choose the targets for an Order card when you play it, and choose targets for a creature's power when you use it. Once you choose targets, you cannot change your mind. When the action resolves, check whether the target is legal (still in play, still in range, has the right keywords, etc).

Controlling and Owning Creatures

You can only activate and play Order cards on a creature you **control**. You usually **own** and control all the creatures in your warband. If you take control of an opponent's creature you become its controller but *not* its owner. Destroyed creatures are always discarded to their owner's graveyard.

Standard, Minor, and Immediate Actions

When you play an Order card on a creature, it takes an action. There are 3 kinds of actions:

Standard: Most actions, usually attacks. A creature you control can take a standard action only during your Activate phase and during that creature's activation. Taking a standard action taps the acting creature.

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

THE STACK

When an action would take place, each player (including you) may **respond** to it with further actions (almost always an **immediate action**).

Each action resolves in order, using the **stack**: 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 on top of the stack. When no more players respond, the action on 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 on top of the stack resolves. If no actions remain on the stack, the player taking his turn continues play.

You cannot respond to part of an action, only to an entire action.

When you **resolve** an action, its effect takes place. Follow the instructions for that action, then place that card in its owner's discard pile (unless its text instructs otherwise). If the action is from a Creature card, the creature remains in play afterward (although the action might tap it).

Resolving an action on the stack may make another action on the stack impossible to resolve. In this case, the second action does nothing when it would resolve and it is removed from the stack.

Some Order cards contain several distinct actions to 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.

MOVING

A creature can move a number of squares up to its **Speed**. The action is complete once the creature stops moving—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 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. A creature cannot move diagonally around the corner of a dungeon wall. A creature can always move fewer squares than specified by an action or effect (including special movement modes).

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). A creature cannot move through squares occupied by enemy creatures (those in an opponent's warband).

The number of squares a creature occupies form its **space**. Whenever a large creature enters a square, each of the squares in its space enters a square, and all the squares in its space must be legal.

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

Enemy Creatures and Movement

A creature must stop moving as soon as it enters a square adjacent to an enemy creature.

A creature that starts moving while adjacent to an enemy has a Speed of 1 for that movement. Effects referring to the creature's Speed treat it as 1 for that movement. A creature that attacks and destroys an adjacent enemy before moving can move freely.

Special Movement

Even if a creature ignores terrain while moving, it is affected normally by terrain in squares it occupies after its movement is complete. The creature must still end its movement in a legal square.

Flying lets a creature enter squares that contain enemies and move past them without stopping. It also ignores difficult and hazardous terrain and obstacles. Walls still block its movement.

Burrow lets a creature enter squares that contain enemies and move past them without stopping. It 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.

Shift lets a creature ignore 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.

Slide allows you to move another creature regardless of who controls it. 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.

PLAYING ORDER CARDS

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 played card, and the creature's **Level** must be equal to or higher than the card's level. An Order card that specifies **Any** can be played by any creature of its level, without regard to abilities.

If your Order card deck runs out, don't reshuffle the discards; you can only play the cards in your hand.

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

Requires: Specifies that the acting creature has a particular keyword.

Affinity: Lets the acting creature ignore the usual restrictions on abilities and level.

Attach: To attach a card, slide it underneath the target's Creature card so that the text at the bottom of the card is visible. The attached card adds text to the target creature and remains with it until the creature is destroyed or an effect removes the card. An attached Order card, when removed, 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.

To assist, tap each assisting creature and add its level to the acting creature's level. They must tap even if the acting creature is using a minor action. Each assisting creature must have the ability specified by the card.

USING CREATURE POWERS

You can use the **power** of a creature you control when you activate that creature; this is an action.

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 1 attack power. All creatures can make a melee attack, and some can also make a ranged attack. Making an attack as a standard action taps the creature.

Traits: Innate powers, such as *flying* or *scuttle*, are always in effect.


Triggered Powers: 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.

ATTACKING


To **attack**, tap the activating creature and declare a **target** (an allied or enemy creature). Players can **respond** to this like any other action.


Melee Attacks

All creatures can make **melee attacks**. The target must be adjacent and not on the other side of a wall.

The acting creature deals its **Melee Damage**  to the target creature. Order cards and other effects may modify damage.

Ranged Attacks

A creature can make a **ranged attack** only if it has a **Ranged Damage**  entry. The target must be within LOS and a number of squares equal to the range. A creature cannot make a ranged attack if it is adjacent to an enemy creature.

The acting creature deals its **Ranged Damage**  to the target creature. Order cards and other effects may modify the damage or range.

Unless the card's text states otherwise, a creature has to have a Ranged Damage entry to use an Order card that lets it make a ranged attack.

Line of Sight and Cover

To determine if an attacking creature (or any other source) has **line of sight** (LOS) to a target, draw a straight line from 1 corner of any square in its space to any corner of at least 1 square in the target creature's space.

If that line does not cross a wall, or a square occupied by another enemy creature or an obstacle, the attacking creature has LOS. Allied creatures and tokens or markers on the battlefield do not block LOS.

Cover

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 LOS 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 or suffers any other effects from that attack.

Cowering

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.

Damaging and Destroying Creatures

When a creature takes **damage**, place a **damage token** on it for each 10 points of damage.

When the total damage equals or exceeds its **Hit Points**, the creature is destroyed. Discard its Creature card into its owner's graveyard.

If the creature had any cards attached to it, they are discarded to their owners' discard piles.

The creature's owner reduces his warband's morale total by an amount equal to the destroyed creature's 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.

DISTANCES AND COUNTING

Whenever you need to determine distance, the acting creature must have LOS to the target unless otherwise specified.

Count the most direct route along adjacent squares (they can be diagonally adjacent), up to and including the target square and not counting 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.

When a range in squares is specified, count around walls, never through them. If an effect states that it does not require LOS, count through walls instead of around them.

COLLECTING TREASURE

Whenever a creature you control enters a square containing a **Treasure Chest marker**, flip that marker to reveal the number on it. Immediately place that many **Treasure tokens** on that square and then set aside the marker.

Whenever a creature you control is on a square containing 1 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 a token, set it aside.

TERRAIN

Difficult Terrain: (▲) Rubble, shallow water, undergrowth, etc.

Entering a square of difficult terrain costs 1 extra square of movement. If a creature occupies multiple squares, its whole space is considered to enter difficult terrain simultaneously (it pays 1 extra square for each square it moves, not for each square its space enters).

Hazardous Terrain: (▲) Pools of lava, spiked pits, thorned brambles, etc.

Counts as difficult terrain. 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: (■) Thick woods, furniture, and other effects that interfere with both vision and movement.

Count as difficult terrain, and LOS cannot be drawn through obstacles. Creatures in an obstacle space have **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, or draw LOS through them.

Magic Circles: Tiles with magic circles are shown by squares with different colored markings on the battlefield. Some Order Cards refer to magic circles for their effects.

ENDING THE GAME

The game ends immediately when any player's morale reaches 0 or below or any player ends his turn with no creatures on the battlefield.

The player with the highest morale is the winner.

You cannot win if you caused the game to end because you had no creatures on the battlefield.

On a tie, the player with the most total levels of creatures on the battlefield wins. On a further tie, the game is a draw.

MULTIPLAYER GAMES

Each player must bring miniatures, tiles, and cards to the table as described in the standard rules.

Free-for-All

Each player constructs part of the battlefield as described in the standard rules. Then connect the battlefield segments so that the large tiles form a rectangle.

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 as normal.

Team Game

Set up the battlefield as in the free-for-all rules.

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. (Even if a player on a team is reduced to morale 0, his team might still win the game.) If you ended your turn with no creatures on the battlefield, your team cannot win.

BUILDING YOUR OWN WARBANDS

You can build a warband by combining Order cards, Creature cards, miniatures, and a Commander from multiple faction packs.

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 have all of the necessary tiles, markers, and tokens to create your portion of the battlefield and support your warband.

DUNGEONS & DRAGONS

DUNGEON COMMAND

ORDER OF PLAY

1. REFRESH

1. Resolve start-of-turn effects
2. Untap all your tapped creatures
3. Draw 1 Order card

2. ACTIVATE

Activate your creatures one at a time. A creature may take any or all of the following actions, in any order:

Move squares up to **Speed**. A creature can move only once, but this does not tap the creature and it can move even if it took an action that tapped it this turn.

Play **1 or more Order cards** from your hand on the creature to have it take actions.

Use **1 or more creature powers** on its Creature card (or on attached Order cards), including **attacking**.

Take other actions

3. DEPLOY

Increase your Leadership score by 1.

Deploy a creature in your Start area. You can deploy a creature only if the total level of all your deployed creatures is equal to or less than your Leadership.

4. CLEANUP

1. Resolve end-of-turn effects
2. Untap all your tapped creatures
Untapped creatures may use **immediate actions** on your opponent's turn.
3. Draw back up to your creature hand
If you have fewer Creature cards in your hand than your **Creature Hand** number, draw up to that number.

4. Check for game end

ACTIONS

Standard: Your creature can take a standard action only during your Activate phase during its activation. Taps the acting creature.

Minor: Your creature can take any number of minor actions at any time during its activation, whether untapped or tapped.

Immediate: Responses to other actions that can be played on any player's turn. Taps the acting creature.

When an action would take place, each player (including you) may **respond** to it with further actions (almost always an **immediate action**).

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When an action would take place, each player (including you) may **respond** to it with further actions (almost always an **immediate action**).

MOVING

Creatures may move diagonally (but not around the corner of a wall). Each entered square must be legal (not more than half covered by a wall).

Creatures can move through squares occupied by allies, but not those occupied by enemies. They can never stop moving in a square containing another creature.

A creature must stop moving when it enters a square adjacent to an enemy. A creature that starts moving while adjacent to an enemy has a Speed of 1.

Flying May enter squares that contain enemies and move past them without stopping. Ignores difficult and hazardous terrain and obstacles (not walls).

Burrow As *flying*, but ignores all terrain, even walls.

A creature with *flying* or *burrow* that moves through a square occupied by or adjacent to an enemy ignores enemy actions that would normally affect a creature moving adjacent to it. It still has a Speed of 1 if it starts moving when adjacent to an enemy.

Shift Does not need to stop when entering a square adjacent to an enemy. If starting a move adjacent to an enemy, can move a number of squares stated by the effect (Speed is still 1 for effects that state "*shift its Speed*"). Affected by terrain as normal.

Slide Move another creature regardless of who controls it. The creature doesn't have to stop when entering a square adjacent to or occupied by an enemy and can slide the full distance even if it starts adjacent to an enemy. Affected by terrain as normal.

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PLAYING ORDER CARDS

You can play any number of valid Order cards on a creature. The acting creature:



- must have the specified **Ability**
- **Level** must be equal to or higher than card level.

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When you play an Order card, any number of your creatures adjacent to the acting creature can **assist** it. Tap each assisting creature (even if the acting creature is using a minor action) and **add its level to the acting creature's level**. Each assisting creature must have the ability specified by the card.


USING CREATURE POWERS


Using the **power** of your activated creature is an action.

A  power can be used only as an immediate action. **Using any  power taps the acting creature.**

ATTACKING

To **attack**, tap the activating creature and declare a **target**. Players can **respond** like any other action.

Melee Attacks Target must be adjacent and not on the other side of a wall. Deals **Melee Damage** .

Ranged Attacks Target must be within LOS and in range. Cannot make a ranged attack if adjacent to an enemy. Deals **Ranged Damage** .

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

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ATTACKING

To **attack**, tap the activating creature and declare a **target**. Players can **respond** like any other action.

Melee Attacks Target must be adjacent and not on the other side of a wall. Deals **Melee Damage** .

Ranged Attacks Target must be within LOS and in range. Cannot make a ranged attack if adjacent to an enemy. Deals **Ranged Damage** .

Line of Sight and Cover

To determine LOS, draw a straight line from 1 corner of any square in the attacker's space to any corner of at least 1 square in the target's space.

If that line does not cross a wall, or a square occupied by another enemy creature or an obstacle, you have LOS. Allied creatures and tokens or markers on the battlefield do not block LOS.

Cover

If you can draw a straight line from 1 corner of any square in the attacker's space to all 4 corners of at least 1 square in the target's space without crossing a wall, or a square occupied by another enemy creature or an obstacle, the attacker has a clear shot.

Otherwise, the enemy has **cover** from the attack.

A creature in an obstacle square has cover against ranged attacks even if you can draw LOS to it. 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.

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 or suffers any other effects from that attack.

Cowering

Whenever your creature would take damage from any source, you can choose to have it **cower**. This does not tap the creature.

Cowering prevents all the damage and effects from that source.

For each 10 points of damage the creature would take, your warband loses 1 morale.

Damaging and Destroying Creatures

When the total damage on a creature equals or exceeds its **Hit Points**, it is destroyed.

The creature's owner reduces his warband's morale by an amount equal to the destroyed creature's level.

COLLECTING TREASURE

Whenever your creature enters a square containing a **Treasure Chest marker**, flip that marker to reveal the number and immediately place that many **Treasure tokens** on that square.

Whenever your creature is on a square containing 1 or more Treasure tokens, it can take a standard action to collect 1 Treasure token. **Tap the creature and increase your warband's morale by 1.**

TERRAIN

Difficult (▲) Each square costs 1 extra square of movement.

Hazardous (▲) Difficult terrain. The first time a creature enters hazardous terrain during an activation, it takes 10 damage. At the end of your turn, each of your creatures in hazardous terrain takes 10 damage.

Obstacle (■) Difficult terrain. LOS cannot be drawn through obstacles. Creatures in an obstacle space have **cover** from ranged attacks.

Walls Cannot enter, move through, or LOS through.

ENDING THE GAME

The game ends immediately when any player's morale reaches 0 or below or any player ends his turn with no creatures on the battlefield.

The player with the highest morale is the winner.

You cannot win if you caused the game to end because you had no creatures on the battlefield.

On a tie, the player with the most total levels of creatures on the battlefield wins. On a further tie, the game is a draw.

DUNGEON COMMAND

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DUNGEON COMMAND