



## The Information Sheet

### When

August 15-18th, 2013, in Indianapolis.

### Events

NMN1350001	<i>Sellsword</i> Miniatures League Play <b>Daily</b> (August 15th-18th 9am-close)
NMN1351055	<b>DDM</b> 200 point Constructed Tournament (Assault Format) August 15th @ 10am
NMN1351056	<i>Sellsword</i> Minis Learner's Tournament (60 points) August 15th @ 2pm
NMN1348736	<b>DDM</b> Arena Tournament (5 Fig/200 point) August 16th @ 9am
NMN1349999	<i>Sellsword</i> Minis Constructed Tournament (121 points) August 16th @ 2pm
NMN1350000	<i>Sellsword</i> Minis Dungeon Run (Sealed Warbands) August 16th @ 7pm
NMN1350834	<b>DDM</b> North American Constructed Championships (Assault Format)* August 17th @ 9am
NMN1344961	<b>DDM</b> Guild Community Event (Sealed**) August 17th @ 8pm
NMN1348737	<b>DDM</b> Gladiator Battle Royale August 18th @ 10am (2 figures, 200 points)

### \*Championship Format & Tournament Logistics

Tournaments will be 200-point Assault format using the Current version of the Revised Edition **Dungeons & Dragons® Miniatures** Battle Rules.

Swiss rounds. Maximum length of 60 minutes per round, 6 rounds planned; may vary based on attendance. All players may participate in all Swiss rounds; top 8 players Swiss players enter a playoff bracket. All DCI Universal Tournament Rules and **Dungeons & Dragons® Miniatures** Tournament Competitive Floor Rules & Penalty Guide rules are in effect for this event.

Available at: <http://www.ddmguild.com/downloads/DdmFloorRules.pdf>

Also refer to the most current edition of the **Dungeons & Dragons® Miniatures** Game Battle Rules.

Available at: <http://ddmguild.com/downloads/revise/BattleRules-Beta.pdf>

Players should bring pen, paper, miniatures, counters and appropriate stat cards.  
Players must attend Gen Con to participate, and hold a valid ticket to the event.

**Players will be provided maps during play.**

### \*\*Community Draft Information

This will be a Draft tournament. Each round is 45 minutes long.

**Dungeons & Dragons® Miniatures** Battle Rules. Low key and friendly.

Players shall bring two unopened boosters or a copy of Dungeon Command to the Draft,

All players may participate in all Swiss rounds; top 8 players Swiss players  
with an appropriate set of cards. You can drop off at the HQ table early.

Each player shall bring a prize to contribute to the community prize table.

Players should use their own judgement. It should be a prize they would want to win.

Maps will be supplied to all players.