



2009 Dungeons & Dragons® Miniatures Limited Championship

The **2009 Dungeons & Dragons® Miniatures Limited Championship** will be held at D&D Experience in Fort Wayne, Indiana, offering \$5000 in cash prizes!

TOURNAMENT DATE AND LOCATION

January 30th – February 1st, 2009

The tournament starts at 6:00 PM on Friday, January 30.

D&D Experience
Grand Wayne Convention Center
120 W Jefferson Blvd
Fort Wayne, IN 46802

INVITATIONS AND ELIGIBILITY

The 2009 Dungeons & Dragons® Miniatures Championship is open to all players in good standing with the **DCI™**

ENTRY FEE

The entry fee for the 2009 Dungeons & Dragons® Miniatures Championship is \$30.00 (Limited to 100 players).

FORMAT

- Swiss rounds - Sealed Pack Limited, Top 8 Single Elimination - Booster Draft.
- 200-point warbands, Assault format
- 2 *Demonweb™* Boosters will be used in the Swiss rounds and the Top 8 Booster Draft
- Warband lists are required
- Check www.thedci.com for Limited-format rules

Note: For all Limited (Sealed Pack and Booster Draft) play at DDXP (Including the D&D Minis Championship), the "Unholy Blight" ability on the *Demonweb* figure "Draegloth Favored One" is changed to "radius 2 within sight." This does not affect any constructed formats.

TOURNAMENT LENGTH

- 9 Swiss rounds - 60 minutes per round
- Players will build new warbands before rounds 1, 4, and 7.
- Rounds 1-3 will be played on Friday (starting at 6:00 PM)
- Rounds 4-9 will be played on Saturday (starting at 9:00 AM)

- The Top 8 Booster Draft will be played on Sunday (starting at 9:00 AM)

BATTLE MAPS

Battle Maps for each round will be provided on-site.

- Round 1: Dwarven Outpost
- Round 2: Jungle Temple
- Round 3: Flooded Ruins
- Round 4: Dwarven Outpost
- Round 5: Jungle Temple
- Round 6: Flooded Ruins
- Round 7: Dwarven Outpost
- Round 8: Jungle Temple
- Round 9: Flooded Ruins
- Top 8: For each match up in the Top 8, the higher seeded player will either:
 - Choose which of the above 3 battle maps will be used in the match-up – OR –
 - Give the choice of the above 3 battles maps to his or her opponent.

ADVANCEMENT

- All players may participate in all 9 Swiss rounds.
- The top 8 players after the final Swiss round will advance to the top 8 single-elimination finals on Sunday February 1, 2009

TOP 8

- Top 8 matches will have no time limit. However, players are expected to play at a reasonable pace and finish their matches within 75 minutes.
- Where necessary, the standings after the Swiss rounds will still be used to determine final order in the standings.

PRIZES

- First place
 - \$2000 USD
 - Exclusive hand-painted miniature available only at the Championship
- Second place
 - \$1000 USD
- Third-Fourth place
 - \$500 USD
- Fifth-Eighth place
 - \$250 USD
- Ninth-Sixteenth place
 - **D&D Miniatures** product

All cash prizes are paid by check approximately four weeks after the Championship.

NOTES

- 32K, Competitive REL
- All Universal Tournament Rules and **D&D® Miniatures** Floor Rules are in effect for this event unless specifically overruled by information in this Format Document
- Players must bring pen, paper, map sheets, and appropriate counters

MORE INFORMATION

Players who have further questions about D&D Experience or the 2009 Dungeons & Dragons® Miniatures Championship should visit www.baldmangames.com/ddxp/

Players who have general questions about the **D&D Miniatures** game, **Wizards of the Coast, Inc.®**, or the **DCI™** players' organization, should call Wizards of the Coast at (800) 324-6496, or send email to custserv@wizards.com.