



90+ Min.



Ages 14+



2 Players

**DUNGEONS & DRAGONS®**

# ONSLAUGHT

**PREVIEW  
RULEBOOK**

**WIZKIDS™**

# GAME OVERVIEW

*Dungeons & Dragons: Onslaught* is a competitive skirmish game in which each player controls an adventuring party from one of the powerful factions of the Forgotten Realms. Parties delve into dungeons, battle rival adventurers, and confront fearsome monsters on a quest for treasure and glory!

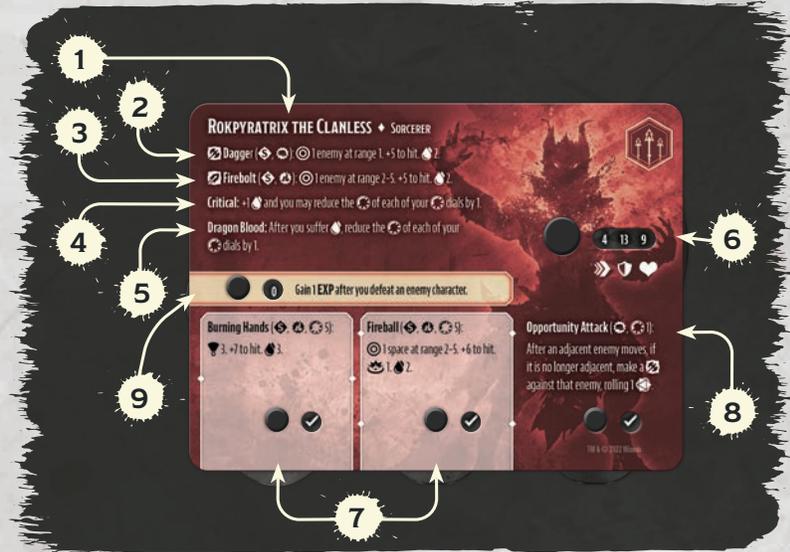
This preview kit offers a glimpse into the mechanics of the game through a quick-start ruleset and an introductory scenario.

# CHARACTERS

Character cards contain all of the information a player needs to control that character in battle. They are comprised of the following information:

- 1. Name:** Only one character with this name can be included in a player's party.
- 2. Melee Basic Attack:** A character can use a standard action (⚔) to make a melee basic attack (⚔) against an enemy character or monster in an adjacent space.
- 3. Ranged Basic Attack:** A character can use a standard action (⚔) to make a ranged basic attack (⚔) against an enemy character or monster in range.
- 4. Critical Effect:** When a character makes an attack or uses an ability that involves a die (🎲) roll, if the result is a "20" the ability automatically succeeds and the character applies this additional effect.
- 5. Passive Effect:** A general effect that is always in play.
- 6. Battle Wheel:** Displays a character's current speed (🏃), armor class (🛡), and hit points (❤). 🏃 is how fast a character can move, 🛡 is how hard it is to hit a character with an attack, and ❤ is how much damage (🔥) it takes to defeat a character.
- 7. Cooldown Abilities & Cooldown Dials:** Cooldown (🕒) abilities are powerful effects that are limited in use by a 🕒 dial.
- 8. Reaction & Cooldown Dial:** Each character has a special 🕒 ability called a reaction that can be taken in response to specific game effects.

- 9. Bonus Experience Gain & Experience Dial:** When characters earn 5 experience points (EXP), they level up and acquire a level up card with a new ability.



# THE GAME ROUND

## INITIATIVE PHASE

During the Initiative Phase, players determine the order in which characters will activate over the course of the current game round by following these steps:

### Deal Cards

- The active player (the player with the Initiative 1 card, as determined by the scenario) shuffles the Initiative 2–4 cards and deals two cards to their opponent and one card to themselves.



Over the course of the game, some characters may be defeated (💀) and removed from the map. All initiative cards continue to be assigned as normal, but cards assigned to 💀 characters are skipped during the Action Phase.

### Assign Initiative

- The active player chooses one of their character cards and places the Initiative 1 card on it faceup.
- Both players secretly assign the remaining initiative cards by placing one card facedown on each of their character cards.

## ACTION PHASE

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During the Action Phase, characters and monsters activate in the order determined by their assigned initiative cards, starting with the Initiative 1 card.

Characters activate on the numbers 1–10, while monsters always activate between these numbers, such as at Initiative 5.5.

### Activating a Character

When a character is activated, the player who controls that character performs the following steps:

1. The initiative card for that character is turned faceup and the player takes actions with that character. Actions are described in more detail in the "Actions" section below.
2. Remove all fading condition tokens assigned to that character that were not assigned during the current activation.

### Activating a Monster

When a monster (or monster group) is activated, it acts according to a set of behaviors defined by the scenario. Monster behavior is described in more detail in the "Monsters" section on page 6.

## END PHASE

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1. Any effects that trigger at the end of the round are resolved.
2. Reduce each cooldown (⌚) dial by 1, turning each ⌚ dial one position to the next lowest number. Dials set to ready (✓) or exhausted (⊗) remain unchanged.
3. The active player passes the Initiative 1 card to their opponent. That player will be the active player in the next round.

## ACTIONS

During their activation, a character can take each of the following actions in any order:

- ◆ 1 standard action (Ⓐ).
- ◆ 1 move action (♠).
- ◆ 1 bonus action (Ⓑ).
- ◆ Any number of free actions (Ⓕ).

A character can exchange their standard action (Ⓐ) for any other action and/or their move action (♠) for a bonus action (Ⓑ). Each action must be fully resolved before another action is taken.

## MOVE

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All characters can take a move action (♠) by performing the following steps:

1. **Gain Move Points:** Gain a number of move points equal to the character's speed (⤵).
2. **Spend Move Points:** In general, each move point can be used to move one space orthogonally in any direction (characters cannot move diagonally). At the end of the ♠ action, any unspent move points are lost; they cannot be used later in the character's activation.

Move points are also subject to the following rules:

- ◆ A character cannot move into a space that is occupied by blocking terrain.
- ◆ A character can move through friendly characters but cannot move through enemy characters.
- ◆ A character can move into a space that has one or more character, chest, control point, end zone, or loot tokens in it. A character is overlapping a token while they share their space with that token.
- ◆ A character cannot end their movement on the same space as another miniature.

## LOOT A CHEST

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If a character is adjacent to or overlapping a chest token, they may take a bonus action (Ⓑ) to loot that chest. **Draw one loot token at random and gain the corresponding item card. Then remove the chest token from the board.**



## PICK UP LOOT TOKEN

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As a free action (Ⓕ), a character can pick up one loot token on the map that they are adjacent to or overlapping. That character then gains the corresponding item card.

## GRABBLESHANKS ♦ RANGER

🗡️ Dagger (♠️ 🌀): 🎯 1 enemy at range 1. +5 to hit. 💧 2.

🏹 Shortbow (♠️ 🌀): 🎯 1 enemy at range 2-6. +5 to hit. 💧 2.

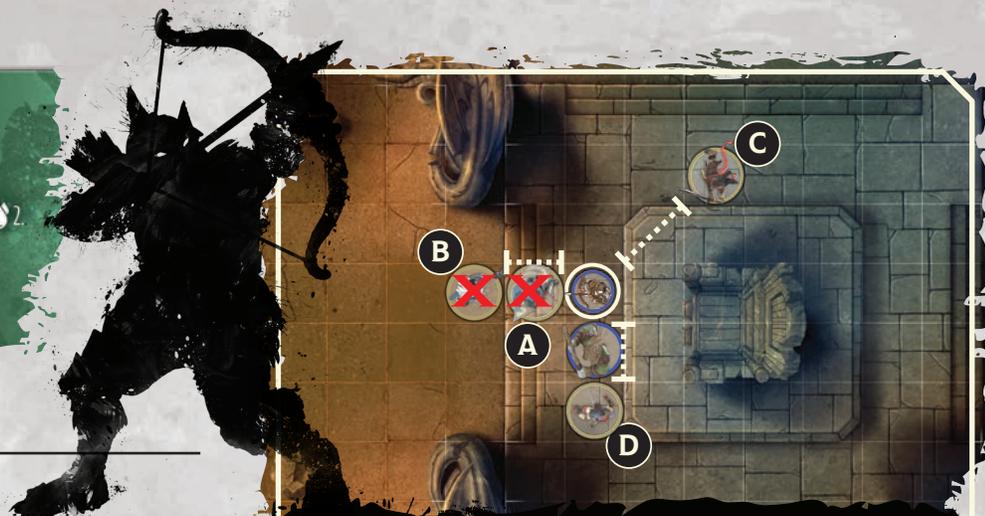
Critical: +2 💧

## ATTACK

Each character has a basic attack, either a melee basic attack (🗡️), ranged basic attack (🏹), or both. In addition, some characters have cooldown (🌀) ability attacks paired with 🌀 dials.

All characters can take a standard action (♠️) to attack by performing the following steps:

- 1. Declare Attack:** Choose one of the character's available attacks, such as an 🗡️, 🏹, or cooldown (🌀) ability set to the ready (✓) position.
- 2. Set Cooldown Dial:** If the attack is a 🌀 ability, set its 🌀 dial to that number by turning the dial counter-clockwise. Basic attacks do not have 🌀 dials.
- 3. Choose Target(s):** Choose one (or more) targets (🎯) that are in range and line of sight, according to the instructions of the attack. Attacks that allow multiple 🎯s to be chosen indicate this in their description.
- 4. Roll Dice:** Roll two twenty-sided dice (🎲) and choose the 🎲 with the highest number.
- 5. Compare Results:** Add any applicable modifiers to the roll, starting with attack modifiers, then compare the final number to the armor class (🛡️) of each 🎯. If the final number is equal to or greater than the 🎯's 🛡️, the target is hit. If it is not, the 🎯 is missed.
- 6. Deal Damage:** Each 🎯 hit by the attack suffers damage (💧) equal to the 💧 of the attack, if any. If a monster is defeated by the attack, remove its mini from the map. If a character is defeated, replace its mini with its defeated character token.
- 7. Apply Effect:** If the attack has an additional effect, resolve it.

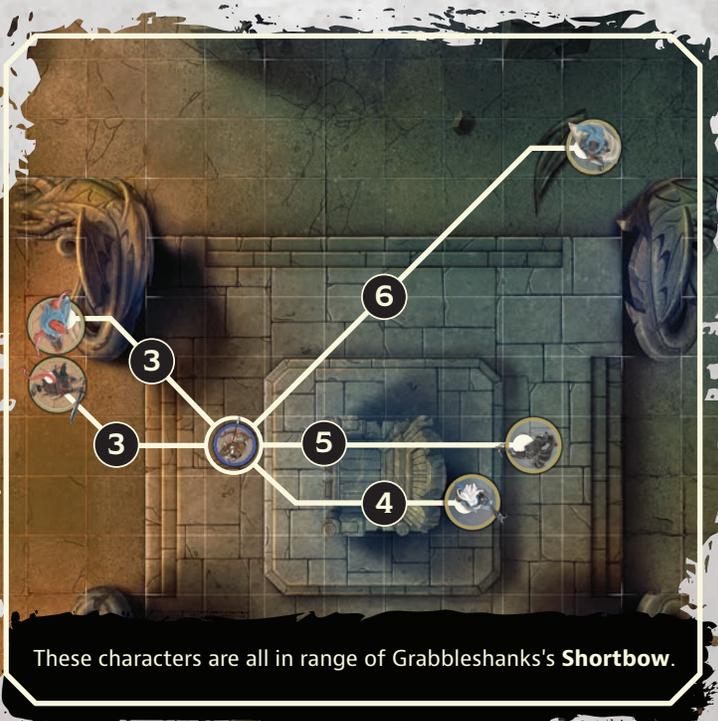


Grabbleshanks chooses his **Shortbow** ranged basic attack (🏹) and considers which enemy to target. Barachiel **A** cannot be chosen because the range of **Shortbow** is 2-6, Mistral **B** cannot be chosen because line of sight is blocked, and Bedlam **C** and Jeevika **D** are open.

## RANGE

To count range, count the minimum distance between the attacking character and the target (🎯) in spaces, **counting diagonally** when applicable.

- ♦ All spaces at range 1 of a character, and everything in those spaces, are adjacent to that character.
- ♦ If a character's ability has a minimum range of 2 or greater, that ability can choose only 🎯 that are at least that number of spaces away.



These characters are all in range of Grabbleshanks's **Shortbow**.

# LINE OF SIGHT

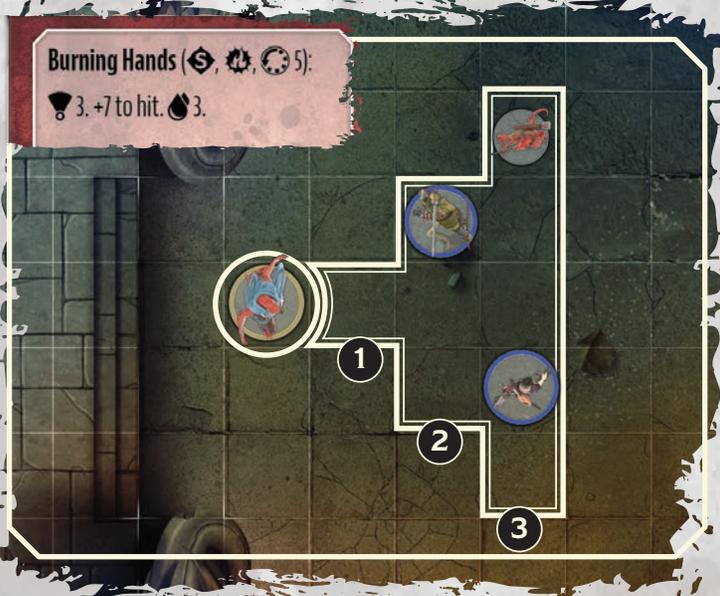
## DETERMINING LINE OF SIGHT

Attacks and some abilities require a character to have line of sight to a target (👁). To determine line of sight, attempt to draw an invisible line from **any** corner of the attacker's space to each corner of the 👁's space. If an uninterrupted line cannot be drawn from at least one corner of the attacker's space to at least one corner of the 👁's space without passing through enemy miniatures or blocking terrain, that attack or ability cannot be used against that 👁.

# ATTACKS

When a mini chooses a 🗡 attack during the "Declare Attacks" step of an attack, instead of choosing an enemy mini as the target, the attacking mini chooses one orthogonally adjacent space as the origin point for the attack. Then, the attack roll is made and applied to all minis in a cone pattern according to the number after the 🗡 symbol.

For example, a 🗡 1 attack would affect only a mini in the chosen space. A 🗡 2 attack is applied to every mini in the chosen space and the three spaces adjacent to that space in position ②. A 🗡 3 attack is applied to minis in the chosen space, each space adjacent to that space in position ② and each space in position ③ that is adjacent to the three spaces in position ②.



# ATTACKS

If an attack has the area of effect (🌀) symbol, it is an 🌀 attack. When a mini chooses an 🌀 attack during the "Declare Attack" step of an attack, instead of choosing an enemy miniature as the target, the attacking mini chooses a space within range and line of sight that is not occupied by blocking terrain (see page 7).

Then, the attack roll is made and is applied to all minis in a radius equal to the number after the 🌀 symbol—friend and foe alike! For example, an 🌀 1 attack is applied to every mini in the chosen space and each space adjacent to it. An 🌀 2 attack is applied to minis in the chosen space, each adjacent space, and each space adjacent to those spaces.



# DAMAGE

When a character suffers damage (🩸), they subtract the amount of 🩸 suffered from their hit points (♥), then turn their battle wheel to that number.

## BLOODIED

When a character has lost a certain number of hit points (♥), they are bloodied (🩸). This is indicated by the background of the battle wheel display becoming red as the wheel is turned to its new ♥ value.

Different characters respond to being  in different ways, as indicated on their character cards. In general, a  character undergoes an automatic adjustment to their armor class () and speed () as the battle wheel is turned to its  state.



## DEFEATED

When a character's hit points () reach 0, they are defeated (), and their battle wheel will display the  icon. When a character is :

- ◆ Remove that character's mini from the map.
- ◆ Set aside any item cards the character is equipped with and place the corresponding loot tokens faceup in the character's space. An adjacent or overlapping character may spend a free action () to pick up that token and gain the corresponding item card.

## CRITICAL RESULTS

Sometimes a character is particularly lucky (or unlucky!). The following rules govern specific die () results:

- ◆ If a character rolls at least one natural "20" on a , the roll automatically succeeds, and the character that made the roll applies a Critical bonus to the ability as indicated on their character or item card.
- ◆ If a character rolls a natural "1" **without** rolling a "20" on their other , the roll automatically fails, even if the other die would otherwise be a non-critical success.
- ◆ If a game effect adds a modifier to hit, it does not affect the result rolled on the . For example, Bedlam's Arcane Strike ability adds +2 to hit on their next attack roll. If they roll an 18, it does not count as a natural "20" and is not a critical success.

## REACTIONS

Each character has a reaction that they can perform during the Action Phase. Reactions are subject to the following rules:

- ◆ Reactions are performed in response to a specific trigger, as defined by the reaction itself.
- ◆ Each reaction has an accompanying cooldown () dial and can be performed only if its dial is set to ready ().
- ◆ Reactions are not actions and can be used whether or not that character has activated.
- ◆ A character's reactions are typically performed during another character's (or monster's) activation.



## LEVELING UP

When a character gains their fifth experience point (**EXP**), they level up and gain one of two powerful new abilities. Characters can typically level up only once during each scenario.

## GAINING EXPERIENCE POINTS

When a character gains one or more **EXP**, add those points to the number on their experience dial and turn that dial to the new number. Characters gain **EXP** for the following:

- ◆ Gain 1 **EXP** for performing an attack that hits one or more targets.
- ◆ Gain 1 **EXP** for looting a chest.
- ◆ Gain the indicated number of **EXP** each time that character fulfills the requirement listed on the bonus experience section of their character card.

## LEVELING UP

After a character turns their experience dial, if the window displays the level up (◆) symbol, they have gained a level! When a character levels up, choose one of that character's level up cards and place it faceup near their character card. The character gains access to that ability and can use it immediately.



Some level up cards have the exhausted (⊗) symbol, indicating that they can be used only once. When a character uses a level up card with the exhausted symbol, they flip it facedown to indicate that it has been used.

## MONSTERS

### MONSTER INITIATIVE

Each monster group in a scenario is assigned an initiative card by that scenario. This initiative card always includes a decimal and occurs before or after a character's activation.

### MONSTER ACTIVATION

Monsters obey the same general rules as characters. When a monster group is activated, perform the following steps:

- 1. Choose Monster:** If there is more than one monster in the monster group, activate the monster closest to the northwestern corner of the map.
- 2. Move Monster:** The scenario describes when and how each monster moves. If there is a tie between possible movement routes, the monster is moved toward the closest character of the active player's party first. "Closest" is defined as the character it will take the least amount of move points to reach. If there is still ambiguity, the non-active player decides exactly how the monster moves.
- 3. Choose Target:** Determine all targets (⊙) that are in range of the monster's attack. Then, refer to the scenario to determine which of these ⊙s the monster will attack.

- If there is a tie between possible ⊙s, the closest character of the active player's party is targeted first. If there is still ambiguity, the non-active player decides which ⊙ the monster attacks.

- 4. Deal Damage:** Each ⊙ suffers damage (♠) equal to the value of the attack.

Repeat steps 1–6 until all of the monsters in the group have been activated. Each monster activates only once.

## CONDITION TOKENS

Enduring condition tokens remain until removed by a specific game effect and are marked with a white border.



- ◆ **Cursed:** Enduring. Bedlam adds 1 to the damage (♠) of each of their attacks that target the bearer of **Cursed**. After the bearer of **Cursed** is defeated, Bedlam heals (♥) 3 hit points (♥).



- ◆ **Marked:** Enduring. Grabbleshanks adds 1 to the ♠ of each of their attacks that target (⊙) the bearer of **Marked**.

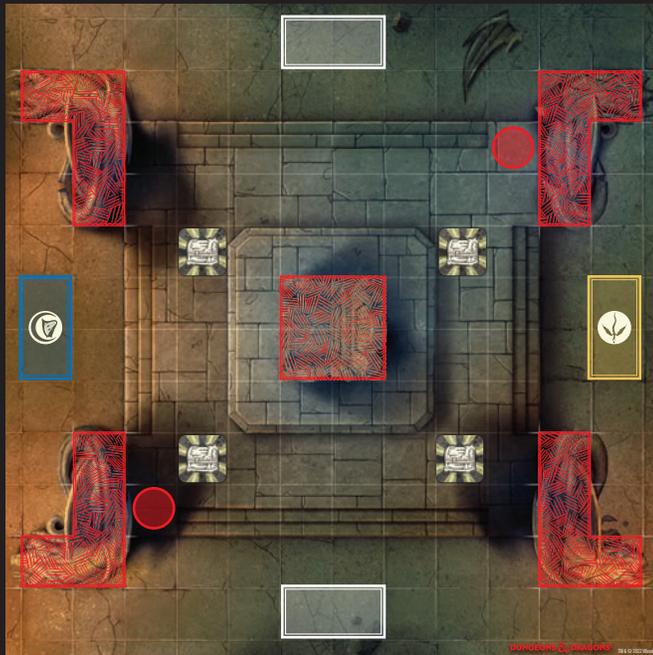


- ◆ **Taunted:** Enduring. While a character is **Taunted**, they roll only a single ⚰ instead of two dice while attacking targets (⊙) other than Lightning-Dancer.

## HEALING

When an effect heals (♥) a character, add the number after the ♥ symbol to each character's current ♥, then turn the character's battle wheel to that number. ♥ abilities can bring a character out of the bloodied (♠) state but cannot be used on a character that is defeated (♠).

# GREATHALLS & GOBLINS



## SETUP

- Set Up Map:** Set up the map as indicated in the diagram above. Place the Goblin Guard monster card near the map and assign it the Initiative 10.5 card.
- Choose Faction:** Each player chooses a faction, the idealistic Harpers or the ruthless Zhentarim.
- Prepare Characters:** The Harper player takes the Grabbleshanks and Lightning-Dancer character cards and level up cards and places them to the left of the map. The Zhentarim player takes the Bedlam and Rokpyratrix the Clanless character cards and level up cards and places them near the top of the map, along its northern edge.
- Set Dials:** Each player sets their characters' battle wheels to their maximum number of hit points (♥), and each of their cooldown (⌚) dials to the ready (✓) symbol.
- Prepare Loot:** Place the four loot tokens aside in a small cup so you can draw one randomly. Set the associated item cards nearby.
- Roll for Initiative:** Each player rolls two twenty-sided dice (d20) and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.

## SPECIAL RULES

**Goblin Reinforcements:** At the end of each round, if there are one or more Goblin Guard miniatures that are not on the map, the active player places one of those miniatures in a Goblin Guard respawn location of their choice. Then, their opponent does the same, alternating until there are no Goblin Guards left to place.

**Slaying Sword:** If a character attacks a Goblin Guard with Flametongue, it is automatically defeated. However, if a character equipped with Flametongue suffers damage (♠), they drop the Flametongue loot token in their space.

## OBJECTIVES

If a player defeats all of their opponent's characters, they **immediately win the game**. If after 6 rounds, neither player has defeated all of their opponent's characters, the player with the **most victory points is the winner**.

- ◆ **Defeat a Goblin Guard:** 1 victory point.
- ◆ **Defeat an Enemy Character:** 2 victory points.
- ◆ **A Friendly Character is Defeated by a Goblin:** Lose 2 victory points, to a minimum of 0.
- ◆ **At the End of the Game:** Gain 3 victory points if a friendly character is equipped with Flametongue.



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## GOBLIN GUARDS

**Initiative 10.5:** Each time a Goblin Guard activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character, if able.