

The Future of the D&D Miniatures Game

What's this I hear about skirmish being cancelled?

Upon the release of *D&D Heroes* and *D&D Monsters* in May/June 2009, Wizards of the Coast will no longer package the D&D Miniatures line in its current configuration (fully randomized booster packs). November's set -- *Demonweb* -- will be the final release sold in random booster packs and the final release to contain skirmish stats. In addition, official sanctioning of DDM skirmish events will cease right after D&D Experience in February 2009. WotC will continue to update all miniatures stats from previous sets to the revised DDM rules, as promised.

So, does that mean that skirmish is dead?

No! Here's the bright side:

- Through the update process, we'll have 'new' minis coming out through mid-2009.
- There will be a full slate of DDM events at D&D Experience, including the Limited Championship.
- Minis still will be produced, even after official skirmish support ends.
- The DDM Oracle team, the freelancers currently updating the old sets, and many other community members are committed to forming a Guild to keep the skirmish game alive.

What is the Guild?

The Guild is a global alliance of D&D Miniatures skirmish enthusiasts dedicated to keeping our game alive and continuing the fun of casual and competitive play in a variety of formats.

Low Barrier to Entry

While membership will be required to participate in sanctioned Guild events, there is no cost associated with membership and signing-up will be made extremely simple. Membership will be free, sanctioning events will be free. The Guild will seek donations through paid membership to pay for prize support, website hosting, and other non-free costs associated with running the Guild.

Edition Neutral

The Guild will support every edition of the game that fans are willing to support. The DDM Oracle team and several of the current freelancers have the dedication, expertise, and drive to support the revised edition game going forward with rules, cards, and judge resources. If someone or some group is willing to step up and do the same with the same level of professionalism and expertise for the original edition, the Guild will support them in doing so.

Guild Structure

The Guild is designed to allow input from general membership to be taken into account at the highest level, but with strong central leadership picked from proven contributors to the community. Everyone has a say, but implementation details are left to a small core. Each member of the Guild team has a particular role, but it's expected that the Guild team work as a whole to provide the best "value" to the Guild membership.

Sign up today at ddmguild.com!