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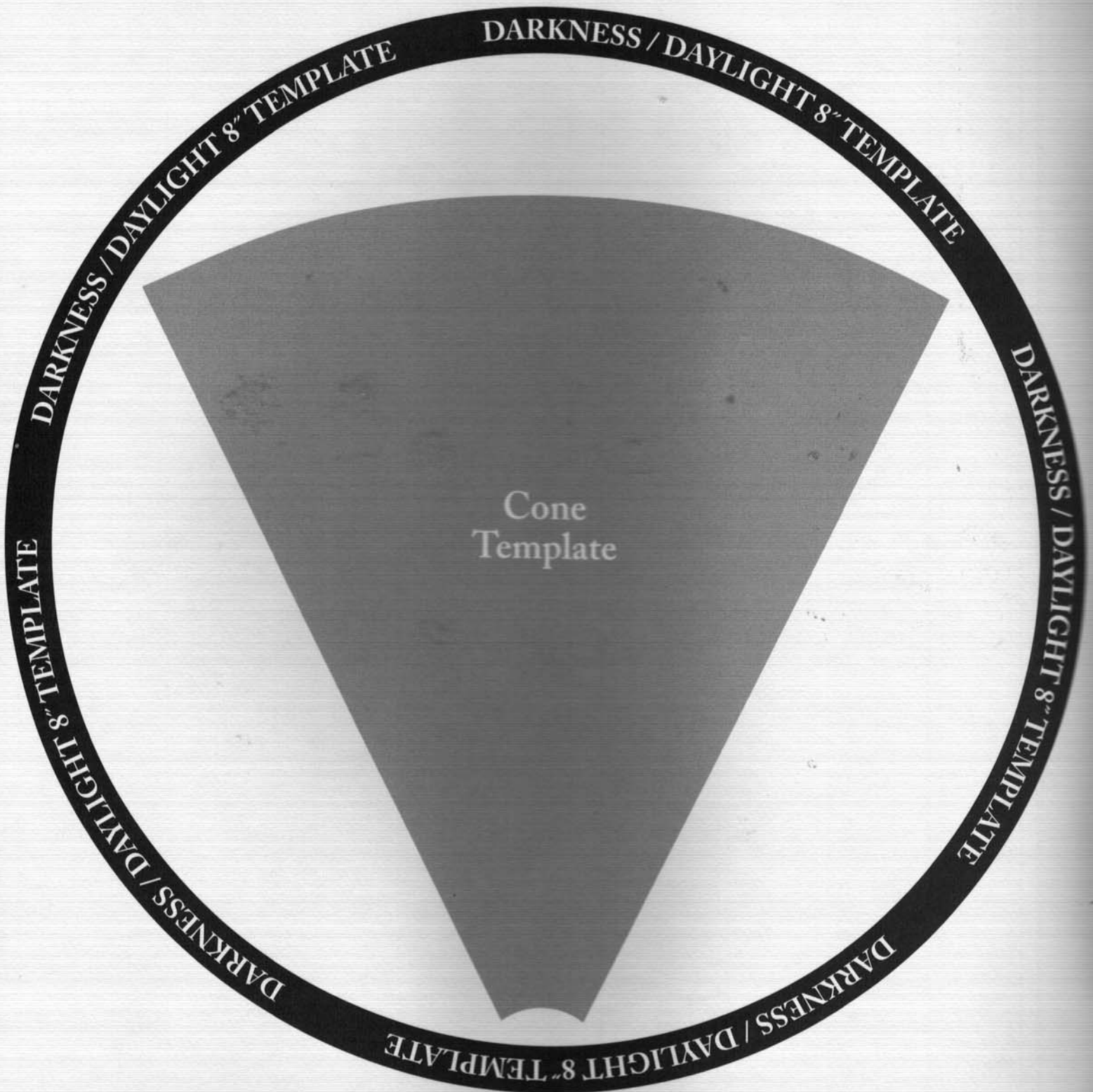
Blood & Darkness



Set 2 Guidebook



Cone and Darkness / Daylight Templates



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TABLE OF CONTENTS

Chapter 1: Blood and Darkness	3	Mercenaries and Threats Unknown	18
Chapter 2: New Rules	5	Set 2 Model Checklist	18
Chapter 3: Special Abilities and Spells	6	Chapter 6: Warbands	19
Special Abilities	6	Ahmut's Legion: Death's Axes	19
Spells	8	Drazen's Horde: Walk Softly, Hit Big	20
Chapter 4: Scenarios	10	Mordengard: Stone and Shock	20
Two-Player Scenarios	10	Naresh: Dark Devotions	20
Changes to the Standard Skirmish	10	Ravilla: Many Cuts	21
Team Scenarios	13	Thalos: Sound and Light	21
Multiplayer Skirmish	14	Appendix 1: Set 1 Models	22
Chapter 5: Warriors of the Sundered Empire	15	Ahmut's Legion	23
Ahmut's Legion	15	Drazen's Horde	24
Drazen's Horde	15	Mordengard	25
Mordengard	16	Naresh	27
Naresh	16	Ravilla	28
Ravilla	17	Thalos	29
Thalos	17	Appendix 2: Set 1 Dungeons & Dragons	
		Game Statistics	31



Can You Win the Blood of a God?

New dangers, new enemies, and new allies await below the surface of the earth. Master this challenging arena of combat, and you can capture the power of Stratis as your own. Falter, and you'll never see daylight again.

Chapter 1: Blood and Darkness

UNDERGROUND COMBAT IN THE SUNDERED EMPIRE

While the initial campaigns of the Godwar were fought under the open sky, even the lightless depths did not escape Stratis's touch. During the god's final battle, smoking drops of his precious vitae sprayed across the Sundered Empire. His blood ran so hot in that fight that it burned through earth and stone and exposed heretofore unknown caverns, galleries, and ruined cities. Clerics still debate whether Stratis intentionally exposed this world, and if so, to what end. Soldiers, content to leave theology to the learned, prepared themselves for a new battlefield.

As warbands from every faction descended into the depths, the nature of the fighting changed. Mobility and firepower, so prized in the open field, were blunted by claustrophobic conditions and unending darkness. Leaders found it more difficult to control their troops. The dwarves and the undead thrived in this environment, where their melee power could be brought to bear with tremendous effectiveness. The other factions had to adapt to the new conditions and find native allies to reinforce their warbands.

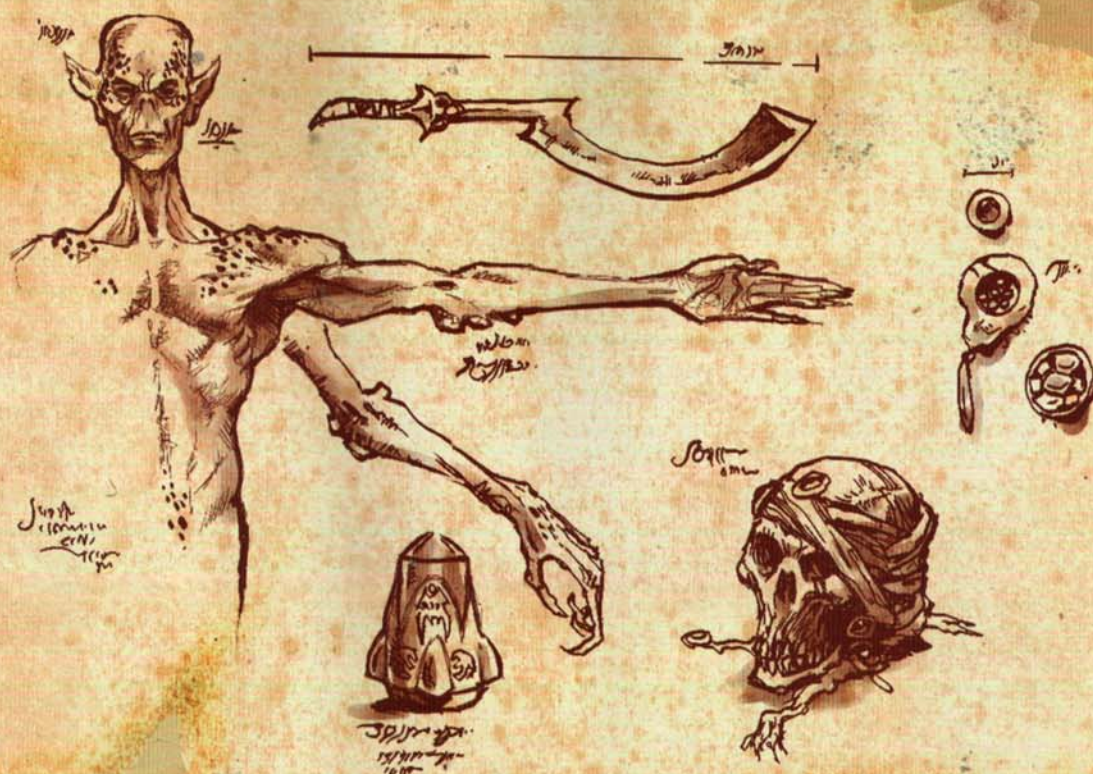
What surprised most leaders of the Godwar was the extent of

Divine Blood

The blood of Stratis, shed in furious battle, lies scattered under the earth. As it cooled, the divine vitae transformed into a gaseous state, and clouds of this substance now float through the underground, seemingly at random. They announce their presence by emitting the sounds of war. Battle cries in forgotten tongues, the screams of the wounded, the hiss of arrows, and the pounding of hooves meld together into a dreadful cacophony, made even worse by the echoing of the endless tunnels. The clouds also change shape, as if possessed of some kind of sentience, and some soldiers claim to have seen images floating in the crimson mist. It is whispered that the spirit of every being slain by Stratis lives on in his blood.

The nature of this divine blood remains a mystery, but no one questions its power. Explorers discovered, quite by accident, that it was possible to absorb the blood of Stratis—the essence of battle. Those who do so grow stronger thereby: War consumes them, and they gain just a spark of divine power. In this way a small part of Stratis lives on to fight the battles he could not.

the underground tunnels and galleries. Dwarf explorers and elf scholars had some idea that a subterranean empire once thrived under Western Oerik, but no one realized how vast it had been. As the fighting went deeper, more relics of that ancient empire were uncovered. Explorers were amazed to find galleries that had



lain undisturbed for millennia still illuminated by the flickering light of magical ceiling stones. The blood of Stratis has also proved to be a mighty source of power, and warbands clash fiercely over its possession. Now underground fighting is a regular part of the Godwar, as dozens of races fight over the bones of a dead civilization and the blood of a fallen god.

AN ANCIENT EMPIRE

Very little is known about the history of Western Oerik before the Demon War. That conflict was so long and so destructive that it wiped out what little evidence existed of those ancient times. Many of the Old Races were rendered extinct by the forces of the Abyss, and the great Trees of Knowledge, repositories of lore for the wood elf people, were destroyed in the raging fires of the demon legions. Gray elf scholars are tenacious, however, and they had centuries of peace to explore the landscape of the past. They discovered that long before the Demon War there was another empire in Western Oerik, and it thrived in the lightless depths of the world below.

The scholars of Ravilla speculate that some 2,000 years before the Demon War, a race known as the gith prospered in underground cities. Their Empire of Zarum was vast, and the gith dominated many other races, using them as servitors. What little the gray elves have pieced together indicates that the gith were divided into castes and that their lives were driven by elaborate ritual. Certainly the ruins that have been examined overflow with sacred spaces and temples, although it is not known to what gods the gith sacrificed.

Whoever those gods may have been, they seem to have deserted the gith. The illithids, also known as mind flayers, launched a surprise invasion of Zarum from a neighboring plane of existence. The gith fought fiercely but could not

stand up to the psionic powers of the mind flayers. In short order, their empire was cast down and the gith were enslaved. Most Zarumites were transported by illithid slavers to other planes, there to work out their lives in the service of the mind flayers. A few cities remained intact, converted into wretched work pits by the gith's new overseers.

The gith remained enslaved for countless generations. Those who survived grew strong, however, and learned how to resist the psionic manipulation of the mind flayers. Eventually, they developed psionic powers of their own. At last a revolutionary leader called her people to arms. Not only on Oerth but all the planes of existence, gith rose up as one and toppled the mighty empire of the illithids. The unity and power of the mind flayers were crushed for all time, and they remain scattered and ineffectual to this day.

The gith, however, did not return home in triumph. Two powerful factions squabbled, and in the end their dispute tore the race in two. One group, now known as the githyanki, settled on the Astral Plane, while the other, the githzerai, inhabit Limbo. Since the schism the two halves of the gith have become not only philosophically different but racially distinct as well.

THE RUINS OF ZARUM

The gith cities were savaged by the illithid invasion and later by the slave rebellion. When the victors relocated to their new homes on the Outer Planes, they left behind a few surviving mind flayers and former slave races to preside over the ruins of their once-great civilization. Neither the githyanki nor the githzerai have ever returned to Zarum in force. If they retain an interest in their ancient homeland, it is well concealed.

The Message

The clawed footprints were easy enough to follow. The dust in the corridor was thick: It seemed no living creature had been down here in hundreds of years. Jevven increased her pace. The felldrake couldn't be far away now, and she needed to bring the beast back to Captain Tharinn before the warband moved out. Jevven silently cursed the necromancer whose foul magic had sent the felldrake running in the first place. At least that blackheart had fallen to her spiked chain, but that was small consolation now that Jevven was alone in the dark.

The corridor spilled into a large octagonal chamber filled with fetid pools. Perhaps they had once been filled with fresh water, but now they were brackish and foul smelling. Jevven breathed a sigh of relief when she spotted the horned felldrake resting at the edge of one of the pools. She padded her way over and petted it gently to reassure the creature.

The felldrake didn't move. Jevven knelt down for a closer look and found that the beast was dead, its throat cut.

Jevven jumped to her feet, setting her spiked chain in motion. A horned felldrake was no pushover—she couldn't imagine how it met such an end. The flowing forms of the Snakestrike School calmed the elf duelist. Jevven spun her chain in big arcs while turning her body about slowly to survey the room.

The duelist backed her way toward the entrance. Her eyes flitted toward the three darkened doorways on the other side of the room. She saw no movement but could not escape the feeling that something was out there. Maybe there were more death cultists about than Captain Tharinn thought.

Satisfied that the room was truly empty, Jevven turned to leave. That's when she heard the hiss and felt the sting in her back. She pitched forward into the dust, body on fire with pain. Too late she realized what had brought the felldrake down: poison. The cut throat was only the coup de grace.

Jevven tried to get up. She focused her energy on fighting the poison, trying to use the discipline of the Snakestrike style to master her body. Even with supreme effort, she only managed to raise herself a few inches. Before she could try again, a hard boot kicked her back to the floor. She was grabbed and roughly rolled over. Jevven could only splutter as she found herself staring at a legend come to life.

Standing above her with short sword drawn was an ebony-skinned elf with milky white hair. His clothes and armor were inky black, a small spiderweb pattern providing the only decoration. He smiled cruelly when he saw the expression on his victim's face. "Yes, that's right, little one," he cooed. "There are secrets in the dark."

"It can't be," stammered Jevven through the pain. "The drow aren't real..."

His sword flashed out, stopping only when it pressed hard against Jevven's throat. The duelist winced as the blade inched across her windpipe, drawing just a little bit of blood.

"I could kill you now, surface dweller," he whispered in her ear, "but I want you to deliver a message for me. Go back to your people and tell them this: The drow have returned!"

Jevven would deliver the message, all right. Even under the bright summer sky, she could never forget it.

Chapter 2: New Rules

This chapter spells out rules for playing with models from Set 2. Some rules are new, and some are changes to the rules in the Set 1 Starter Set.

Proximity Awareness

The rules in the Set 1 Starter Set state that an out of command, maneuvering model that has line of sight to no models must move at full speed toward the battlefield focus.

Revised Rule: An out of command model that is not distracted by seeing enemy models is aware of all enemy models within 6". If an out of command, maneuvering model has line of sight to no models, but there are enemy models within 6" of it (out of line of sight), the model must move full speed toward the nearest of these models instead of toward the focus point.

Attacks against Blinded Enemies

Sometimes a model cannot see another model that is attacking it. In such cases, the attacking model gets a +3 bonus on its attack roll. For example, a Grimlock Trooper gets a +3 bonus to attack another model when they're both in the area of a *darkness* spell, because the Trooper can "see" the enemy with its Blindsight special ability.

This bonus applies when the defender can't respond to the attacker. Thus, it's the same bonus that an attacker gets against a stunned model (see Special Abilities and Spells, page 8, for a summary of the effects of stunning).

Touch Attacks

Some attacks, such as the Dwarf Thunderlasher's melee attack, use special abilities that allow a model to ignore an opponent's armor. This is called a touch attack, and the attacking model rolls to hit armor 11 instead of the opposing model's actual armor. The model's Melee Attack or Ranged Attack line indicates whether the attack is a touch attack.

Magic Damage

Some attacks, such as the Stonechild's ranged attack, use special abilities or weapons that deal magic damage. Magic damage is not affected by Damage Reduction.

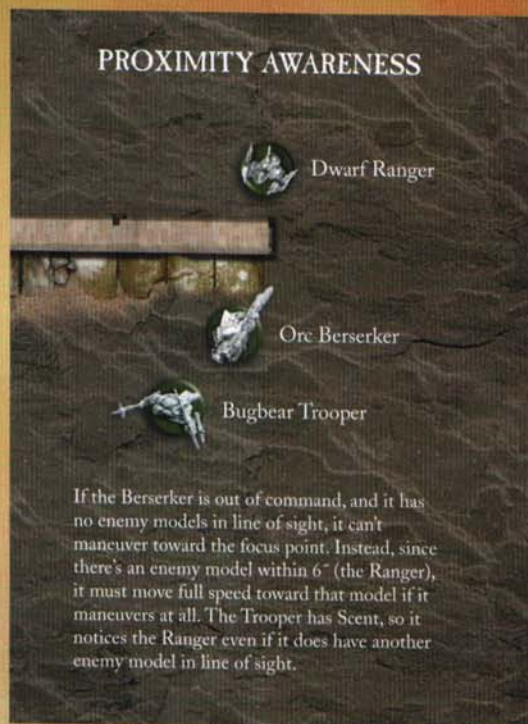
The models detailed in this set don't have Damage Reduction, but some future models will.

Morale Saves and Special Attack Abilities

Sometimes, a model takes damage and is also affected by a special ability of the attack. For example, the Sonic Strike 13 special ability deals damage and may stun the struck model. Resolve the attack's special effects before making any morale save that the damage might require. So a model stunned by the Dwarf Thunderlasher's Sonic Strike does not risk routing even if the damage drops it to half health.

Command and One-Way Line of Sight

The Set 1 Starter Set rules assume that line of sight is always mutual. If a commander, for example, has line of sight to a model, that model always also has line of sight to the commander. Those rules don't address the question of what happens when a commander can see a troop but the troop can't see the commander (or vice versa).



With the rules introduced in Set 2, however, one model might have line of sight to another model without the second model having line of sight to the first model. For instance, if a Human Paladin and Gnome Infiltrator are 9" apart in gloom, the Infiltrator can see the Paladin but the Paladin can't see the Infiltrator. (See Chapter 4: Scenarios for more about gloom.)

For a commander to issue an order to another model, the two models must each have line of sight to the other. In the example above, the Paladin could not issue an order to the Infiltrator, even though the Infiltrator can see the Paladin.

Order to Target "Any Model"

According to the Set 1 Starter Set rulebook, a commander can order a model to target any enemy model within line of sight by spending 4 command points.

Revised Rule: A model that receives the order to target any model can target a knocked down model or even a point on the battlefield. For example, a Dwarf Scorchers could throw his fire bomb at a point between enemy models to catch both of them in the blast radius. (It still requires a successful attack roll to hit the spot exactly.)

With this order, a model can even make a ranged attack against a model that it can't see (such as a model in *darkness* or a hiding Halfling Sneak). Just as with the *darkness* spell, a model that can't see its target has a chance of missing. Before attacking, it must roll 11+ on a d20 or its attack automatically misses.

Of course, a model can't make a ranged attack against a model or point on the battlefield if terrain blocks the attack, such as when the target is on the other side of a high wall.

Scent 12"

According to the Set 1 Starter Set rulebook, Scent has a range of 6".

Revised Rule: Scent has a range of 12".

Chapter 3: Special Abilities and Spells

This section describes new special abilities and spells of models in Set 2.

SPECIAL ABILITIES

These are new special abilities not described in the Starter Set.

These descriptions refer to the specific models in Set 2 that have these special abilities. They, naturally, work the same way for other models from other sets.

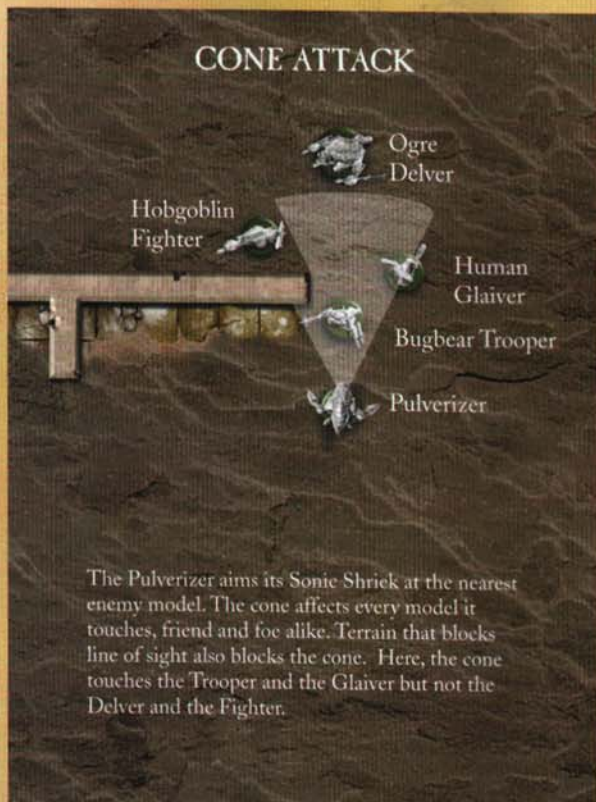
VARIABLE EFFECTS

Certain special abilities contain variable elements in their names, such as Resist ENERGY [#]. (A [#] "indicator" means a rating is variable.) Whenever you see a special ability with a CAPITALIZED word in its name, it has a variable effect. The description provides further details about what the ability affects. In this case, ENERGY represents different forms of energy, such as acid or fire.

AIMING CONE EFFECTS

Some special abilities, such as Sonic Shriek 13, are "cones," ranged attacks that affect models in a cone-shaped area. The model using this ability aims at the nearest enemy model, as normal for a ranged attack. The centerline of the cone must intersect the center of the target model's base. All models whose bases are touched by the cone are also affected.

As with normal ranged attacks, the model can receive orders that allow it to aim the cone at the second-nearest model or at a point on the battlefield.



As with normal ranged attacks, an out of command, maneuvering model may stop advancing toward the nearest enemy model when the maneuvering model comes within the cone's range.

Cone effects are blocked by terrain that blocks line of sight, such as high walls. When a cone is partially blocked by terrain, determine the cone's edge by drawing a line from the attacker's center along the edge of the blocking terrain.

Sometimes a competitive opponent might deliberately aim a cone at a model that is out of range. This is an indirect way of attacking a model that is within range but out of line of sight (such as a hiding Halfling Sneak). In this situation, a player with a model that is out of line of sight and in the area of effect can disallow the attack (provided it is against an out-of-range model).

SPECIAL ABILITY DESCRIPTIONS

The following special abilities are arranged in alphabetical order.

Acid Spit 1

The Spitting Felldrake spits acid. It makes a ranged attack roll against armor 11 instead of the defender's armor. If it succeeds, the attack deals 1 point of acid damage. Models that are immune to acid take no damage.

Blind-Fight

This model is less susceptible than others to difficulty fighting when it can't see, such as when it is in the area of a *darkness* spell (see Spell Descriptions, page 9).

A model with Blind-Fight that is unable to see an enemy model only needs to roll 6+ on a d20 (instead of 11+) to make a normal melee attack against that enemy.

When an unseen enemy model makes a melee attack against this model, the enemy model does not get the usual +3 bonus on the attack roll. (The enemy model still gets that bonus with ranged attacks.)

When this model can't see, it can still move at normal speed (rather than at half speed), and it does not risk getting disoriented when it enters a dark area.

Blindsight Only 8"

The Grimlock Trooper can't see, but its other senses are so sharp that it can interact normally with nearby models. It effectively has line of sight to models within 8" but not to more distant models. Since this "line of sight" doesn't actually rely on vision, it operates without regard to gloom or the *darkness* spell. (Terrain, however, blocks it normally.)

Frequently, a Grimlock Trooper in a *darkness* spell attacks enemies that can't see it. A model attacking an enemy that can't see it gets a +3 bonus on its attack rolls, as described on page 5.

Constrict 10

The Otyugh constricts models that it strikes. When the Otyugh hits another model whose base is smaller than its own, it grabs and holds that model. The opposing model loses its next turn unless it makes a successful save (Difficulty Class 10). Make the save immediately.

If a moving model is hit by an attack of opportunity from the Otyugh, the moving model must succeed at a save (Difficulty Class 10) or stop and lose the rest of its turn. A model that is held in this way does not lose its next turn.

IN MAGICAL DARKNESS, THE DWARF RANGER CAN FIGHT BY EAR AND INSTINCT.



Darkvision 24"

Drow not only see in the dark, they see twice as far as most other creatures that see in the dark. A Drow Warrior in gloom has line of sight to 24" instead of 12". (See Chapter 4: Scenarios for a discussion of gloom.)

Drow still can't see in a *darkness* spell.

Difficult Troop x3

The Crazy Minotaur Cultist is especially hard to control.

When the Crazy Minotaur Cultist receives an order, it costs triple the normal number of command points. (If the order already costs extra command points, such as because the commander is non-Ahmud, apply the multiplier after the increase.)

Independent Troop 2

The Gray Elf Snakestrike Duelist acts as though always under command (as with Independent Troop 0), but she also has the ability to issue herself orders as a commander can. She has 2 **independence points**, which are like command points except that the model can only use them to issue orders to herself. She can't use independence points to challenge initiative.

Magic Stone 1

A Stonechild can empower stones to make them magic weapons that he hurls with great force. A magic stone deals 1 blunt damage, or 2 blunt damage to undead models. Its damage is also magic, which is not affected by Damage Reduction.

The models detailed in this set don't have Damage Reduction, but some future models will.

Paralyzing Strike 14

When a Ghoul hits with its foul claw, the struck model is paralyzed unless it makes a successful save (Difficulty Class 14). At the end of each of its turns, a paralyzed model can make another save to recover, this time at Difficulty Class 22.

- Melee attacks against paralyzed models are automatically successful and deal double damage (as against knocked down models). Ranged attacks against paralyzed models gain a +4 bonus on the attack roll.
- A model with Sneak Attack gains the bonus damage against a paralyzed model, unless it is more than 6" away.
- A paralyzed model can't take any action at all, not even making a save to get up, until it has recovered from paralysis. A paralyzed model can't rout, obey the

command spell, or make attacks of opportunity.

- An enemy model does not ignore paralyzed models the way it usually ignores knocked down models.

Resist ENERGY [#]

This model automatically takes less damage from one or more types of energy attack, listed here. Energy attacks are: acid, cold, electricity, fire, and sonic. Subtract the listed damage from each such attack (minimum 0).

For example, the Aasimar Cleric has Resist Acid, Cold, Electricity 1, so she takes 1 less damage (in other words, none) from the Spitting Felldrake's Acid Spit 1.

Set versus Charge +1

If the Gray Elf Warrior hits an enemy model with an attack of opportunity while that enemy model is charging him, the Warrior gains a +1 bonus to melee damage. This does not apply if the enemy model is charging a different model.

Sonic Shriek 13

The Pulverizer can let loose a powerful blast of sonic energy, which damages and stuns those caught in it.

Using this special ability counts as an attack. It produces a cone of sonic energy, which the Pulverizer aims normally. All models touched by the cone take 1 sonic damage. Each such model is also **stunned** until the end of its next turn unless it makes a successful save (Difficulty Class 13).

Use the cone template to determine which models are touched. Unlike a normal ranged attack, Sonic Shriek 13 is usable while

THE THUNDERLASHER'S SONIC STRIKE IGNORES ARMOR.



enemy models are in melee contact with the Pulverizer. If the Pulverizer is in melee contact with more than one model, it can select any one of them as its target.

Sonic Strike 13

The Dwarf Thunderlasher's elemental whip creates a destructive sonic boom.

The Thunderlasher makes a melee attack against armor 11 instead of against the defending model's armor. If he hits, he deals 1 sonic damage to the defending model. Additionally, the struck model is **stunned** until the end of its next turn unless it makes a successful save (Difficulty Class 13).

Spell Resistance 12

The Drow Warrior is difficult to affect with spells.

After casting a spell that can affect this model, an enemy model must make a **level check** (d20 + the casting model's level). If the result is 12 or more, the spell affects the Drow Warrior normally. Otherwise the spell has no effect on it.

Spell Resistance does not apply to area spells (such as *darkness*), which effect areas of the battlefield rather than targeting models, nor does it apply to spells that affect other models. For example, the Drow Warrior cannot ignore another model's armor bonus from *mage armor* +4. Finally, Spell Resistance does not apply to spells that did not take effect on the resistant model at the time that they were cast (such as an

enemy using a +1 bonus from *guidance* +1 on an attack against the Drow).

The Drow Warrior's player may choose for it not to resist spells, such as those that are beneficial.

Turn Resistance +2

The Ghoul is more difficult to turn than other undead.

This model resists attempts to turn undead as if it were 2 levels higher. In other words, the Ghoul is treated as a 4th-level undead creature instead of a 2nd-level one.

Turn Undead +5

The Aasimar Cleric is especially effective at turning undead creatures.

This ability is just like Turn Undead +4, except that the turning model adds +5 to the roll. A result of 25 turns an undead model of up to 6th level.

SPELLS

Set 2 introduces two spells, *darkness* and *daylight*, which are available to higher-level spellcasters. The *darkness* spell is also available to drow and tieflings. The *daylight* spell is also available to aasimars. These are special abilities innate to those creatures.

AIMING AREA-AFFECTING SPELLS

Offensive spells, such as *sleep*, are usually cast at the nearest enemy model. Beneficial spells are usually cast at the nearest allied model (or the casting model itself). The spells *darkness* and *daylight* are a third type of spell, one that affects an area rather than a model.

A model can cast an area-affecting spell "toward" another model, even one that is out of range. A model can cast such spells as if they were either offensive (toward the nearest enemy) or beneficial (toward the nearest ally, or on the caster). In such a case, the center of the spell's effect is at maximum range along a line directly toward the model that the caster is "aiming at."

For example, a Grimlock Trooper has moved to the center of the battlefield, and an allied Drow Warrior casts *darkness* toward it (as a beneficial spell). The Trooper is 8" away, so the spell "stops" at 6" distance from the Warrior. The spell's effect spreads 4" in each direction, so the Trooper is in the dark area.

Other special abilities and spells affect models in an area, such as *Fire Bomb* 2, *Sonic Shriek*, or *sleep*. As with *darkness* and *daylight*, if they're aimed at models beyond their range, these spells take effect at the maximum range along a line

Stunned Models

Various special abilities, such as *Sonic Shriek* 13 and *Sonic Strike* 13, can cause a model to become stunned. Only living models can be stunned.

A stunned model can't take any action other than to stand (or get up if it's knocked down), and it can't attack, use spells, or use optional special abilities, such as Turn Undead. It can't make attacks of opportunity or spend command points, and (like a knocked down model) it is not considered to be in melee contact with other models. A stunned model can't rout and doesn't make morale saves.

Other models get a +3 bonus on attack rolls versus a stunned model.

directly toward the target. Sometimes a competitive opponent might deliberately aim such a spell or special ability at a model that is out of range. This is an indirect way of attacking a model that is within range but out of line of sight (such as a hiding Halfling Sneak). In this situation, a player with a model that is out of line of sight and in the area of effect can disallow the attack (provided it is against an out-of-range model).

SPELL DESCRIPTIONS

You can use the *darkness/daylight* template on the inside cover to help determine what areas are affected by these spells.

Cure Wounds 2

This works exactly like *cure wounds 1*, except for the following:

- *Cure wounds 2* heals 2 damage instead of 1;
- A model with the Spontaneous Cure special ability can "swap out" a 2nd-level spell to cast *cure wounds 2*; and
- Against undead, it works like *inflict wounds 2* works against living models. It deals 2 damage, or 1 damage if the target succeeds at a save (Difficulty Class 14).

Level: Aasimar 2, Brd 2, Clr 2, Pal 3

Range: Touch [Beneficial (offensive)]

Darkness

Impenetrable blackness emanates from the spell's center, spreading 4" in all directions. The *darkness* is stopped by terrain that blocks line of sight, such as high walls.

The *darkness* blocks line of sight. Any model whose center is in the dark area does not have line of sight to other models, nor do other models have line of sight to the model. This applies even to models, such as the Drow Warrior, with the Darkvision 24" special ability. See the new proximity awareness rule (page 5) for the effects on commanding troops in *darkness*.

A model that can't see is able to move, but only slowly. A model that starts its turn in a dark area has its speed divided by 2. For example, a Human Paladin who starts her turn within a *darkness* spell has a speed of 2 instead of 4. The model has this speed for the whole turn, regardless of whether she leaves the dark area.

A model that enters a dark area may become disoriented. It must stop as soon as its center is in the dark area unless it makes a successful save (Difficulty Class 15) to continue moving normally. If the model fails its save, it must stop moving, but it can still take the rest of its turn.

A model in melee that can't see has a chance of missing its target. Before attacking, it must roll 11+ on a d20 or its attack automatically misses. A model that can't see can't make attacks of opportunity.

If any part of the *darkness* spell touches part of a *daylight* spell, both spells are immediately negated.

Level: Brd 2, Clr 2, Drow 2, Sor/Wiz 2, Tiefling 2

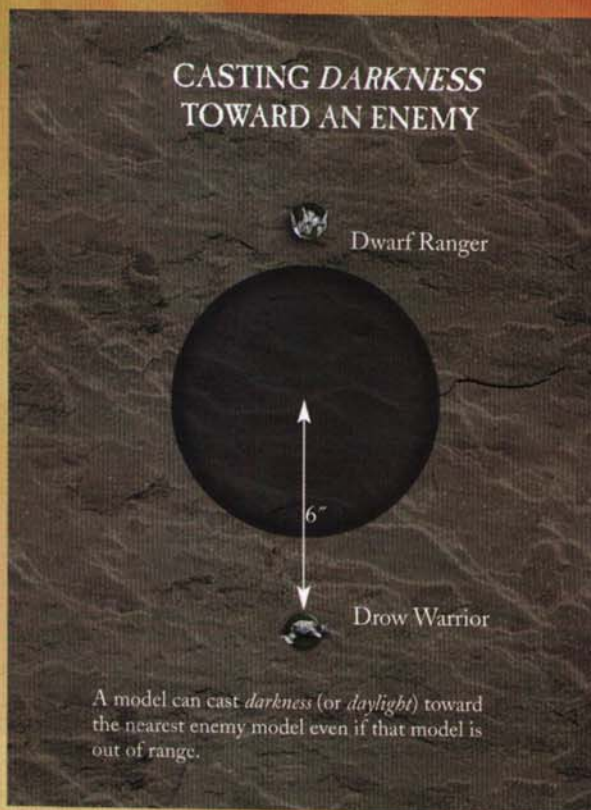
Range: 6" [Area]

Daylight

Bright light emanates from the spell's center, spreading 4" in all directions. The *daylight* is stopped by terrain that blocks line of sight, such as high walls.

Models in the lit area are illuminated. In gloom, any model can see an illuminated model regardless of distance. For example, humans can usually only see 6" in gloom, but a human model can see an illuminated model regardless of distance.

CASTING DARKNESS TOWARD AN ENEMY



A model can cast *darkness* (or *daylight*) toward the nearest enemy model even if that model is out of range.

The light is so bright that light-sensitive creatures suffer from it. Drow, goblins, and orcs (but not half-orcs) all suffer -1 on attack rolls and saves while in *daylight*.

If any part of the *daylight* spell touches part of a *darkness* spell, both spells are immediately negated.

Level: Aasimar 2, Brd 2, Clr 3, Sor/Wiz 2

Range: 6" [Area]

Type, Subtype, and Name

A model's type contains an indicator of alignment, such as good or evil, and nature, such as animal or humanoid. Certain creatures, however, also belong to various subtypes, such as dwarf or elf. A model's subtype is part of its type and is sometimes important for various effects. For example, a model with Fight Orc +1 gets a bonus to attack against orcs.

Typically, a model's type (including subtype) is all you need to know to identify what kind of creature it is. For example, a Drow Warrior is an elf because its subtype is "Elf," even though it doesn't have the word "Elf" in its name. The Skeletal Orc, on the other hand, is not really an orc because it doesn't have the word "Orc" in its type or subtype. (The Skeletal Orc is an undead creature that used to be an orc.)

For three kinds of models, however, you do have to look at the name as well as at the type and subtype.

A drow is an elf with "Drow" in its name. Drow are different from other elves in that they're sensitive to bright light.

A goblin is a goblinoid with "Goblin" in its name. Goblins are different from other goblinoids in that they're sensitive to bright light.

A half-orc is an orc with "Half-Orc" in its name. Half-orcs are different from other orcs in that they're *not* sensitive to bright light.

Chapter 4: Scenarios

Blood & Darkness focuses on underground battles fought in a network of caverns revealed to the surface world by the burning blood of Stratis.

This chapter covers two-player scenarios, four-player team scenarios, and multiplayer scenarios for three or more players.

Usually, each player builds a warband (including choosing terrain) before knowing which scenario will be played or what the other players' warbands are.

The scenario rules that follow are complete in themselves. Consequently they repeat a good deal of information originally presented in the Starter Set. Changes from the Starter Set are highlighted in boldface, with the exception of Scenario 5, Blood Harvest, which is entirely new.

TWO-PLAYER SCENARIOS

Roll a d20 to see which scenario you'll play.

TABLE 4-1: RANDOM TWO-PLAYER SCENARIOS

d20 Roll	Two-Player Scenario
1-8	1. Set 2 Standard Skirmish
9-11	2. Pincer Move (Set 2)
12-14	3. Kill the Leader (Set 2)
15-17	4. Capture and Hold (Set 2)
18-20	5. Blood Harvest

1. SET 2 STANDARD SKIRMISH

This scenario is the simplest Set 2 scenario and serves as the base for all variations.

BATTLEFIELD

Four feet long by two feet wide, with each player taking an opposite narrow end. The two long sides of the battlefield are impassable. Models may exit the board only by moving off one of the two narrow ends. Only the narrow ends count as battlefield edges for rules such as routing. The long sides don't count.

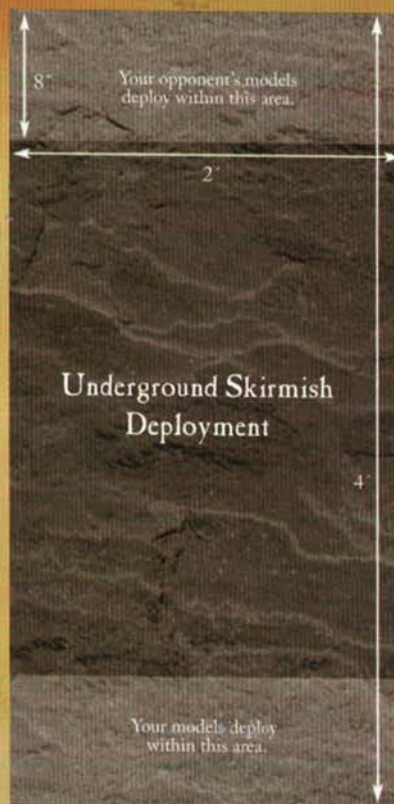
Changes to the Standard Skirmish

There are five main differences between the Standard Skirmish in the Starter Set and that for Set 2.

- The battlefield is narrower.
- The long sides of the battlefield are impassable.
- Players get 70 points to build their warbands instead of 50 points.
- Line of sight is limited by low-light conditions.
- Each warband has four pieces of terrain to place instead of two pieces.

WARBANDS

Each player has a warband **whose total point value does not exceed 70** or some other amount that the players agree on.



WARBAND TERRAIN SELECTION

Each player brings **four** pieces of terrain chosen to complement his or her warband.

Normal plants don't grow underground, and there are no natural hills in the ruins of the gith cities, so some terrain is not available. The following five types of terrain cannot be chosen:

- Briars
- Hedgerow
- Hill
- Row of trees
- Woods

Table 4-2 lists the types of terrain that *can* be chosen and their effects on play. Included are two new types of terrain. Both are ancient, magical features found in the gith ruins.

Hissing Pool

These shallow, murky pools served some foul god's worship. Sacrificial victims were thrown in, releasing their souls with a hissing shriek.

Any model that touches a hissing pool during its movement loses 1" of movement. Any model that is knocked down while any part of its base is touching the hissing pool is destroyed. (This applies to all the ways that models can be knocked down, including *sleep* and *command* spells, failing a save against a Poison special ability, and being reduced to 0 health.)

Sacred Circle

Remnants of temples to forgotten gods, sacred circles grant divine blessings on all who approach.

A sacred circle comprises a central idol and an outer ring. Movement and line of sight are blocked by the idol in the center of the circle. Models partly behind the idol have cover. The outer ring does not block line of sight or impede movement. Any model that touches the outer ring gets a +1 bonus on melee attacks and ranged attacks.

LIGHTING CONDITIONS

Before the skirmish, roll a d20 to determine whether the battle will be fought in normal light or gloom.

d20 Roll	Lighting Conditions
1–10	Normal Light: The area is lit by phosphorescent fungus, occasional shafts of daylight, and even ancient <i>continual flame</i> spells.
11–20	Gloom: The battlefield has some light, but it's so dim that line of sight is limited to 12". Humans and halflings, however, can't see as well in the dark as other creatures, so their line of sight is limited to 6" in gloom. Gloom does not limit line of sight to models that are illuminated, such as by the <i>daylight</i> spell. (Models that are "lit up" can be seen from far away, as normal.)

SCOUTING CHECK

Each player makes a scouting check. Roll a d20. If your warband has a tactical advantage, add the bonus to the scouting check. The winner is the scouting player. **If you win the scouting check by 10 or more, you may choose to change the lighting conditions from normal light to gloom or from gloom to normal light.**

Terrain Placement

Instead of placing terrain one piece at a time, players place two pieces of terrain at a time. The *first* piece of terrain placed by a specific player can be set down in any legal position that player desires. All subsequent terrain must be within 3" of a piece of terrain that's already on the board.

As in the Standard Skirmish from the Starter Set, the scouting player places terrain first. The players then alternate selecting and placing terrain until all eight pieces are placed.

Two pieces of terrain can't overlap. (The cards can overlap, but not the terrain features themselves.)

Placing Impassable Terrain

Don't place any impassable terrain (such as a high wall) within 2" of the sides and ends of the battlefield or of another piece of impassable terrain.

TABLE 4-2: SET 2 TERRAIN

TERRAIN	MOVEMENT COST	LINE OF SIGHT	COVER	SPECIAL
Hissing pool	-1" max	—	—	Any model that touches the hissing pool and is knocked down is destroyed.
Hut (wall)	No movement	Blocks line of sight	If line of sight	—
Hut (window)	-2" per	—	Cover	-2 attacks and armor
Mausoleum (wall)	No movement	Blocks line of sight	If line of sight	—
Quagmire	No movement	—	—	—
Row of headstones	-1" per	—	Cover	—
Sacred circle (idol)	No movement	Blocks line of sight	If line of sight	—
Sacred circle (ring)	—	—	—	Models touching the ring get a +1 bonus on their attack rolls.
Stake barrier	-1" per	—	—	Damages models that enter it
Wall, high	No movement	Blocks line of sight	If line of sight	—
Wall, low	-2" per	—	Cover	-2 attacks and armor

Preparatory Spells

Each spellcaster in the scouting player's warband can cast one preparatory spell on itself or another model in the warband. (The spellcasters on the other side must wait to cast spells until the game begins.)

Deployment

The scouting player either deploys first or makes the other player deploy first. The player who deploys first places a model or models entirely within 8" of his or her edge of the battlefield. (All of a model's base must be entirely within 8" of the edge.) Players then alternate placing models until all models are placed.

If you have five to eight models, place them two at a time instead of one at a time. If you have nine or more models, place them three at a time.

Victory

You win if all your opponent's models are destroyed or routed off the battlefield.

If the battle ends with models from both sides still on the battlefield, whoever has a model closest to the center of the battlefield is the winner. A player can declare the battle ended if none of his or her models have taken damage, been attacked, or made saves for five consecutive rounds.

Alternative Terrain Setup

If you prefer, feel free to use the alternative terrain setup guidelines from the Starter Set rulebook. Since the gith ruins are crowded, use plenty of terrain.

2. PINCER MOVE (SET 2)

Same as the Set 2 Standard Skirmish scenario, with the following exceptions.

Middle Warband and Split Warband

Roll a d20. The winner chooses whether to be the middle warband or the split warband.

Deployment

The middle warband player must set up his or her models 18" from the two **narrow ends** (that is, entirely within a 12"-wide strip along the middle of the battlefield). The split warband player must set up half of his or her models within 6" of one **end** and the rest within 6" of the opposite **end**.

Board Edges as Focus Point for the Split Warband

In Set 2's terrain-dense underground environment, the Pincer Move scenario is more difficult for the split warband than it is in aboveground battles. **The following rule gives the split warband some room to maneuver.**

Any model in the split warband that is not under command, and that does not have an enemy in line of sight or within 6", can choose the center of the battlefield or one of the two narrow ends of the battlefield as its "focus point" for that turn. On any given turn, a model from the split warband can move toward only one of either the center point or one or the other of the narrow ends. A model that moves toward a narrow

end of the battlefield in this fashion moves by the shortest possible route.

3. KILL THE LEADER (SET 2)

Same as the Set 2 Standard Skirmish scenario, with the following exceptions.

Warbands

Your model with the highest Commander rating is the "leader." This model plays normally, but you win by eliminating the enemy warband's leader.

If more than one model is tied for the highest Commander rating (or if none are commanders), then the leader is the model with the highest cost. If more than one model is tied for the highest Commander rating and cost, determine randomly which is the leader.

Each player knows who the other's leader is.

Victory

You win immediately if you eliminate your opponent's leader, either by destroying it or routing it off the battlefield.

4. CAPTURE AND HOLD (SET 2)

Same as the Set 2 Standard Skirmish scenario, with the following exceptions.

Victory

The winner is the first player who, at the end of three consecutive rounds, is the only player to have a model within 6" of the center of the board. It doesn't have to be the same model each round. If, at the end of any round, both players have models within 6" of the center of the board, then neither player receives credit for victory that round, and the count starts over on the next round that only one player's model or models qualify.

Moving Toward the Center

Even a troop that is out of command may maneuver toward the center of the board. A troop can do so even if an enemy model is in line of sight (which is different from the rule for focus points). In this case, the model moves at full speed toward the center of the board.

Exception: A wild troop may not maneuver in this way (just as a wild troop may not maneuver toward a focus point).

5. BLOOD HARVEST

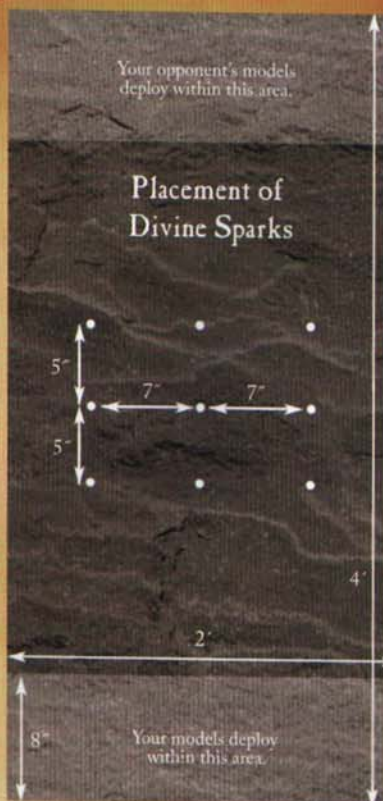
Same as the Set 2 Standard Skirmish scenario, with the following exceptions.

The Blood of Stratis

Fragments of Stratis's life energy have burned down into the underground. The faction that can beat its enemies to these divine sparks is assured of blessings on the bloody path to godhood.

Setup of Divine Sparks

Use upside-down damage counters to indicate the position of the divine sparks. Set three counters up on the centerline of the battlefield, one at the center point and others 7" to the left and right of the center point. Set six other counters in a line, 5" toward each player's board edge from the counters on the center line, as shown in the diagram.



Terrain Placement

Impassable terrain may not be placed on top of divine sparks. Other pieces of terrain may be placed so that the divine sparks interact with them. For example, a low wall can be placed so that a divine spark is atop the wall, and a mausoleum can have one or more divine sparks in its center.

Rules for Divine Sparks

A model that ends its turn with any portion of its base touching a divine spark and that is not routing or knocked down is exposed to that spark. The model makes a save (Difficulty Class 16) to absorb the spark's energy.

Success: If the save succeeds, the model absorbs the divine spark. It gets a +1 bonus on attack rolls, health, and saves for the duration of the combat. A single model can absorb more than one spark and gain multiple blessings.

Failure: If the save fails, the model cannot absorb the divine spark this turn. A model that rolls a natural 1 for its save suffers 1 point of damage.

Chain-Effect Attempts: Until the spark is successfully absorbed, any nonrouting model that ends its turn in base-to-base contact with a model that is touching a spark may try to absorb the spark itself. It can even make the attempt if it is in contact with another model that is itself in contact with one or more models connected to the spark in this way! (Note that this applies to both allied and enemy models.) This model must succeed at a save (Difficulty Class 16) to absorb the energy.

Notes on Simultaneous Actions

The attempt to absorb a divine spark occurs at the end of the activated model's turn. If there are other effects that occur at the end of the model's turn (for example, from the Scary special ability), the model's player chooses which effect occurs first.

Victory

A player whose models absorb five of the divine sparks immediately wins. Models that gather sparks do not have to survive; their player gets credit for a spark as soon as it is absorbed. If neither side harvests five sparks, victory goes to the player whose models gather the most sparks or who eliminates all enemy models.

TEAM SCENARIOS

Four players can play in teams, two on two, with one warband each. Each warband supplies only two pieces of terrain for the skirmish.

1. SET 2 STANDARD SKIRMISH (TEAM)

Same as the Set 2 Standard Skirmish scenario for two players, with the following exceptions.

Battlefield

Each player gets a "corner" of the battlefield. Instead of using the actual corners, each player has a starting point situated on the long side of the battlefield and 12" from the corner (see the diagram on page 14). Teammates sit diagonally across from each other, if feasible. If not, play progresses in a "figure 8," so that teammates do not take turns one after the other.

Warbands

Your teammate's models count as "neutrals." They are neither allies nor enemies.

Terrain Placement

Each warband provides two pieces of terrain, not four. The scouting player places terrain first, and the chance to place terrain next then passes to the left or to the right, as the scouting player chooses.

Preparatory Spells

Only spellcasters in the scouting player's warband may cast preparatory spells. Spellcasters in the teammate's warband may not do so.

Deployment

The scouting player chooses which player deploys first and whether the chance to deploy passes to the left or to the right. Players must deploy their models entirely within 5" of their starting point.

Victory

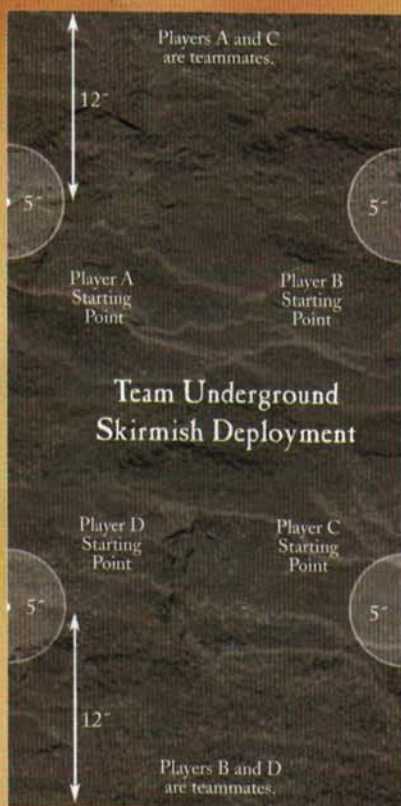
Your team wins if both of the opposing warbands are defeated.

2. PINCER MOVE (SET 2 TEAM)

Same as the Set 2 Standard Skirmish (Team) scenario, with the following exceptions.

Deployment

Both players forming the middle team must set up their models 18" from the two narrow ends (that is, entirely within a 12"-wide strip down the middle of the battlefield). On the split team, one



warband sets up within 6" of one edge and the other within 6" of the opposite edge. Teammates still sit across from each other.

As in the two-player Pincer Move scenario, an uncommanded model that neither has line of sight to or is within 6" of an enemy model may choose one of the narrow ends of the battlefield as its focus point for that turn.

3. KILL THE LEADER (SET 2 TEAM)

Same as the Set 2 Standard Skirmish (Team) scenario, with the following exceptions.

Leader

Each warband has a single leader, as in Kill the Leader for two players.

Victory

Your team wins immediately if both leaders from the opposing team are eliminated.

4. CAPTURE AND HOLD (SET 2 TEAM)

Same as the Set 2 Standard Skirmish (Team) scenario, with the following exceptions.

Victory

Same as Capture and Hold for two players. You win if either you or your teammate holds the center (your teammate's models don't count against your holding the center).

5. BLOOD HARVEST (SET 2 TEAM)

Same as the Blood Harvest scenario for two players, with the following exceptions.

Victory

The team whose models absorb five of the divine sparks wins immediately. If neither team gathers five sparks, victory goes to the team whose models gather the most sparks or who eliminates all enemy models.

MULTIPLAYER SKIRMISH

Use the rules from the Starter Set, with the following variation.

On the narrow Set 2 battlefield, it's difficult for opponents to start at equal distances from one another. Players should agree on as many starting points as there are players. These starting points should be at least 12" apart from one other. The player who wins the scouting check chooses which starting point his or her models will deploy within 6" of. The player with the second highest scouting check chooses a starting point next, and so on.

A player caught in the middle may have a harder time surviving, but since victory goes to whoever eliminates the most enemy models quickly, starting close to all your opponents isn't necessarily a disadvantage.



Chapter 5: Warriors of the Sundered Empire

In addition to new models for the six factions introduced in the Starter Set, Set 2 introduces mercenaries that are not aligned with any faction, as well as a taste of a new, mysterious threat. The pages that follow take a closer look at each.

You'll find a breakdown of all three new models for each faction, as well as the mercenaries and other threats. Chapter 6: Warbands provides useful game play information.



AHMUT'S LEGION

As the Godwar spreads underground, fanatic death cultists and ever-growing ranks of the undead follow Ahmut's banner.

CRAZED MINOTAUR CULTIST

Minotaurs live on the fringes of the Sundered Empire. Fierce individualists, they believe that they gain personal power by drinking the blood of slain enemies. The Crazy Minotaur Cultist has found just the place for his fighting skills. He slaughters the living in the name of Nerull, knowing that each victory makes him stronger. He attacks his foes with great ferocity, sacrificing finesse for striking power.



Sculptor: Will Hannab

GHOUL

Said to be the undead form of slain cannibals, ghouls are multiplying with frightening speed. The Godwar ensures a steady supply of corpses, and battlefields swarm with ghouls within days of any engagement. They can also create spawn to further reinforce their ranks. This Ghoul has been "recruited" by Ahmut's Legion. Its ability to paralyze foes is a great boon to the forces of undeath.



Sculptor: Jerzy Montwill

SKELETAL DWARF SOLDIER

Clerics of Nerull claim that undead dwarves are getting exactly what they wanted: equality. Ahmut has room in his ranks for all races and creeds. Death unites his legion as politics never could. This is not the liberty that Mordengard seeks, but the Skeletal Dwarf Soldier has no mind left to argue with.



Sculptor: Will Hannab



DRAZEN'S HORDE

Drazen's savage troops benefit from their natural ability to see in the dark, and he is recruiting allies that are at home in this new environment.

OGRE DELVER

The Ogre Delver is an expert at surviving in the hostile darkness below the Sundered Empire. While any ogre is a tough opponent, this one is truly lethal. The product of an arduous training program, he has mastered the art of two-weapon fighting and wields his axes with devastating effect. Like many rangers, he tends to keep his own counsel, but his speed, scouting ability, and combat skill make him indispensable to Drazen's Horde.



Sculptor: Jim Warner

BUGBEAR TROOPER

Bugbears are the largest of the goblinoid races. Despite their strength, their lack of organization has kept them from dominating the goblinoid tribes. This is why they serve Drazen's hobgoblins and not the other way around. The Bugbear Trooper is typical of those serving in the horde. Like all his kin, he can sniff out enemies with his bearlike nose.



Sculptor: Ben Siens

ORC TROOPER

There are now dozens of orc tribes serving under Drazen's banner. These include tribes from beyond the Blasted Desert and newer recruits from the Sundered Empire. Orcs' natural combativeness and rapid reproduction make them ideal front-line soldiers for the horde. Drazen places little value on the likes of the Orc Trooper. He can always recruit more.



Sculptor: Will Hannab



MORDENGARD

Dwarves excel at underground fighting. Moving the scene of battle beneath the earth suits Mordengard just fine.

DWARF RANGER

Wood elves may have the advantage in the forest, but underground is dwarf territory. Winding tunnels and vaulted subterranean galleries are familiar terrain to dwarven warbands. The Dwarf Ranger has a hundred years of experience leading parties through cave networks and over lightless seas. He can scout and fight in the worst conditions, against the most fearsome foes.



Sculptor: Roy Eastland

STONECHILD

Stonechildren are strange creatures, products of unions between mortals and elementals. The elves consider them abominations, but the dwarves have embraced them. The Stonechild looks human from a distance, but closer inspection exposes his elemental heritage. His skin is rough and rocky, and his movements ungainly. The strength of living stone allows him to wield a greatsword with ease. He can also hurl magic stones at nearby enemies.



Sculptor: Roy Eastland

DWARF THUNDERLASHER

The thunderlash is another dwarven elemental weapon, a whip that exploits sonic energy. It is difficult to master but deadly in the hands of an expert. The Dwarf Thunderlasher knows all the weapon's tricks. His goal is not to hit the enemy but to crack the whip inches away and let its deadly sonics do the rest. The Dwarf Thunderlasher is frequently deployed to neutralize the defenses of heavily armored foes.



Sculptor: Roy Eastland



NARESH

In addition to more gnoll and demonic forces, Jangir has expanded his recruitment to other fiendish creatures.

TIEFLING FIGHTER

Tieflings can almost pass for humans, but the fiendish blood in their veins always manifests in the form of horns or some other disfigurement. Spurned by civilized society, tieflings learn to live on the outskirts. The Tiefling Fighter has embraced her evil birthright. She fought for a place in Naresh's armies and now commands the respect of gnolls and demons alike.



Sculptor: Jerzy Montwill

HOWLER

Howlers haunt the caverns of the underground, searching for weak creatures to prey upon. They are commonly believed to be demons, but this is not the case. They are . . . something else, though clearly from another plane of existence. Packs of the creatures serve Jangir's gnolls, but individually they can be cowardly. The Howler relies on its speed and aggressiveness to keep determined foes in check.



Sculptor: Will Hannah

GNOLL WARRIOR

Gnoll warriors are experienced troops, soldiers who've seen a few campaigns and lived to boast about it. They wield their heavy flails expertly, and Jangir relies on them in combat. To show their bravery and their contempt for the enemy, they have thrown away their shields. The Gnoll Warrior is a proud member of this elite group.



Sculptor: Ben Siens



RAVILLA

Discipline makes Ravilla's gray elves dangerous combatants in any setting. Bahamut's progeny have also adapted to the underground environment.

GRAY ELF SNAKESTRIKE DUELIST

The Snakestrike School of dueling specializes in the spiked chain, an unusual weapon that finds little favor among common soldiers. Its adherents have developed a graceful martial art with the spiked chain at its core. The Gray Elf Snakestrike Duelist is a proud master of this style. Like a commander, she is a tactical expert, but she is concerned only with her own feints and thrusts. Her whirling movements are so beautiful it's easy to forget that her spiked chain can tear foot-long holes in enemy flesh.



Sculptor: Paul Muller

SPITTING FELLDRAKE

Larger than its crested cousin, the Spitting Felldrake is long and sinuous. It can squeeze through small spaces, making it ideal for the underground expeditions so contrary to elven nature. The Spitting Felldrake gets its name from nasty acid spittle, which it stores in mouth sacs and lets fly at point blank range.



Sculptor: Paul Muller

GRAY ELF WARRIOR

The elves have maintained a standing army since the founding of their empire. While it became dangerously small during the Elven Peace, the Ravillan army never lost its professionalism or discipline. The Gray Elf Warrior is city born but battlefield trained. His longspear skewers charging enemies, protecting the vulnerable missile troops.



Sculptor: Paul Muller



THALOS

With the opening up of a new frontier, Thalos has methodically set about dominating it.

AASIMAR CLERIC

Hosts of celestial warriors serve the Shield Mother, and sometimes they lend their blood and their strength to Thalos. Aasimars are the progeny of celestial and mortal parents. The Aasimar Cleric is one such devotee of the Shield Mother, both a weapon of the church and an inspirational leader. She provides spiritual strength to her troops and ensures the cause of Thalos remains righteous.



Sculptor: Jerzy Montwill

PULVERIZER

This curious automaton was originally designed as a mining machine. The gnome galleries under Thalos often need expansion, especially now that their armories are producing for war. The Pulverizer's Sonic Shriek weakens stone, and its drills finish the job. When Her Majesty's Forces of Justice first engaged in underground fighting, they found the machine was as effective in war as it was in peace. Since then it has been slightly redesigned to optimize it for battle. It remains a popular Thalish weapon in subterranean warfare.



Sculptor: John Winter

HUMAN WARRIOR

The core of the Thalos army is made up of trained and reliable troops. Not every soldier is a hero, but together all stand strong. The Human Warrior believes in the holy cause of Thalos and is willing to put his life on the line. Gnome smithies under Thalos work day and night to ensure that each warrior has a hauberk and a weapon for the fighting ahead.



Sculptor: Jim Warner



MERCENARIES AND THREATS UNKNOWN

The dark holds new terrors and old legends brought to life.

DROW WARRIOR

Reports from the underground fighting mention ebony-skinned elves with white hair who are masters of darkness and poison. Ravillan legend speaks of an ancient civil war between the good and evil halves of the elven race: The good elves won this war and forced their evil kin, the drow, deep under the earth. Since that legendary time, no elf in the lands of the Sundered Empire has seen a drow. The Oligarchs of Ravilla refuse to believe the drow are a reality. They say enemies of the empire are using magical disguise to spread disarray in the elven ranks. The Drow Warrior, vanguard of a new force in the Sundered Empire, begs to differ.



Sculptor: Paul Muller

OTYUGH

Otyughs are repulsive subterranean monsters that live by scavenging. They lurk in piles of refuse, feeding on decaying matter so foul only they can stomach it. The dwarves of Mordengard, nothing if not practical, sometimes use them as living garbage disposals. The Otyugh will fight for anybody if it's hungry enough, and canny warbands drive their enemies toward known lairs.



Sculptor: Ben Siens

GRIMLOCK TROOPER

Fearsome, eyeless humanoids sniff out and ambush the unwary in the lightless depths. Ravillan scholars believe that these savage beings, now known as grimlocks, were once servitors of the gith. The gith bred them blind, then gave them magical sight to keep them in line. After the gith themselves were enslaved, the grimlocks were robbed of their sight permanently. Over the centuries they developed keen senses to compensate, commonly called blindsight. The Grimlock Trooper is at home in the darkness of the underground and makes a ready ally for evil warbands from the Sundered Empire.



Sculptor: Jerzy Montwill

SET 2 MODEL CHECKLIST

Models with C# are commanders with # command points.

AHMUT'S LEGION

Name	Cost
<input type="checkbox"/> Crazy Minotaur Cultist	25
<input type="checkbox"/> Ghoul	14
<input type="checkbox"/> Skeletal Dwarf Soldier	5

DRAZEN'S HORDE

Name	Cost
<input type="checkbox"/> Ogre Delver	30
<input type="checkbox"/> Bugbear Trooper	8
<input type="checkbox"/> Orc Trooper	4

MORDENGARD

Name	Cost
<input type="checkbox"/> Dwarf Ranger (C2)	13
<input type="checkbox"/> Stonechild	16
<input type="checkbox"/> Dwarf Thunderlasher	9

NARESH

Name	Cost
<input type="checkbox"/> Tiefling Fighter (C2)	19
<input type="checkbox"/> Howler	30
<input type="checkbox"/> Gnoll Warrior	11

RAVILLA

Name	Cost
<input type="checkbox"/> Gray Elf Snakestrike Duelist	12
<input type="checkbox"/> Spitting Felldrake	11
<input type="checkbox"/> Gray Elf Warrior	5

THALOS

Name	Cost
<input type="checkbox"/> Aasimar Cleric (C4)	18
<input type="checkbox"/> Pulverizer	21
<input type="checkbox"/> Human Warrior	4

MERCENARIES AND THREATS UNKNOWN

Kilsek

Name	Cost
<input type="checkbox"/> Drow Warrior	10

Mercenaries (No Faction)

Name	Cost
<input type="checkbox"/> Otyugh	15
<input type="checkbox"/> Grimlock Trooper	10

Chapter 6: Warbands

Slaying your enemy is half the fun of **Chainmail**. The other half is building warbands that consistently let you do the slaying instead of being slain!

The following six warbands are designed for the underground battlefields of *Blood & Darkness*. Each warband belongs to a particular faction, but several include cross-faction models whose abilities work well with the other models in the warband.

All six of these warbands are strong, but with some experience and a bit of battle luck you should be able to build warbands of your own that are even more powerful.

AHMUT'S LEGION: DEATH'S AXES

Underground warfare is perfect for the undead, whose best tactics are usually closing with the enemy and beating them to death. Unfortunately for Ahmut's warbands, the other faction that loves fighting underground is Mordengard, with its pesky Dwarven Clerics and their ability to turn undead.

Enter the Crazy Minotaur Cultist, mad enough to fight alongside Ahmut's festering ranks and strong enough to make even the toughest dwarves check morale with just one hit. Better still, if the Minotaur gets in a charge attack, his Powerful Charge +1 deals enough damage to knock down or kill any dwarf. His Reach 1" and Scary 1 abilities enable him to eliminate armies of small fry. Use the Human Death Cleric to increase the

Minotaur's armor (*shield of faith* +2) or give him some options against multiple tough foes (*cause fear*).

Against most foes, though, the Minotaur shouldn't be first into combat, since your opponent's brightest hope is to rout the Minotaur early. Most of the time, the first wave will be Skeletal Dwarf Soldiers to suck up the enemy's ranged attacks and charges. This means you have to be patient, since the Skeletal Dwarf Soldiers have a speed of only 3". Follow them up quickly with the Minotaur and the Skeletal Orc so the troops who inflict maximum damage can get into melee on their terms.

Scenarios that place a premium on speed, such as Blood Harvest and some Pincer Move situations, may force you to commit your fast troops first. On the bright side, rushing the Minotaur to the center of the battlefield can buy time to rally him if he routs.

MODEL	COST
Commander	
1 Human Death Cleric (C4)	14
Troops	
1 Crazy Minotaur Cultist	25
1 Skeletal Orc	6
5 Skeletal Dwarf Soldier	25
	<u>70</u>
Terrain	
4 High wall	



BATTLE IN THE HAUNTED DEPTHS IS A DESPERATE AFFAIR.

DRAZEN'S HORDE: WALK SOFTLY, HIT BIG

There's nothing subtle about a half-ton ogre ranger whose favored enemy is humans—but you'll want to employ a little subtlety before you let the Ogre Delver rampage forward to do what he does best.

Your commander, the Hobgoblin Fighter, is much slower than his troops. Consider setting him up at the starting line while placing the Delver and the Bugbear Troopers farther back. They'll catch up soon enough, since you can put only one Trooper under command on a turn in which you give orders to the Delver.

If your opponent has models (such as archers and spellcasters) who might rout the Delver without entering melee, consider putting the Troopers in front. Otherwise you'd do better to lead with the Delver's 2-damage ranged attack, followed up by his fearsome Extra Melee Attack with Reach 1.

Unlike most Drazen's Horde warbands, the models in "Walk Softly, Hit Big" have excellent armor. If the Delver can get his licks in, you should be able to go toe-to-toe even with the high-armor melee specialists of Mordengard.

DRAZEN'S HORDE: WALK SOFTLY, HIT BIG

MODEL	COST
Commander	
1 Hobgoblin Fighter (C3)	15
Troops	
1 Ogre Delver	30
3 Bugbear Trooper	24
	69
Terrain	
4 High wall	
Tactical Advantage	+1

MORDENGARD: STONE AND SHOCK

By Mordengard standards, "Stone and Shock" is a flexible warband with good ranged capability. By any other faction's standards, it is a powerful melee force that can smash anyone who dares to close with it.

Before combat begins in earnest, have the Dwarf Cleric arrange the Shock Troopers to maximize their chances of getting off a shot before the enemy closes. Any model hit by a Shock Trooper's blast will be either knocked down or greatly weakened for the army's melee punch, the two Stonechildren.

A Stonechild is nearly as tough as an Ogre Trooper, but he's not difficult to command and he has excellent armor. He can execute charging throws with an good chance of striking a foe, or simply wade into melee and deal 3 damage with every hit. Before melee, the Dwarf Cleric should cast *shield of faith* +2 on at least one Stonechild to raise his armor to a frightening 21.

Once the Shock Troopers have fired their weapons, send them into melee as well, especially if you can get multiple attacker bonuses. Even if some of them eventually fail their morale saves, their lack of speed should give them two chances to rally before they run off the edge of the battlefield.

If your forces take casualties, or they are up against a really

tough foe, use the Dwarf Cleric's *cause fear* and *command* spells against the most dangerous models. By forcing an enemy model to move out of melee contact with your Stonechildren, you subject it to potentially lethal attacks of opportunity.

MORDENGARD: STONE AND SHOCK

MODEL	COST
Commander	
1 Dwarf Cleric (C3)	14
Troops	
2 Stonechild	32
4 Dwarf Shock Trooper	24
	70
Terrain	
1 High wall	
1 Hissing pool	
2 Low wall	

NARESH: DARK DEVOTIONS

"Dark Devotions" relies on synergy between several different special abilities to confound and destroy the enemy.

Before the battle begins, set up the hissing pools in areas likely to be occupied by your opponent's models. *Sleep* cast on enemy models in a hissing pool becomes effectively a death spell, since any models that are knocked down are destroyed.

The Tiefling Fighter is good in combat, but her main contribution to the warband is her ability to cast *darkness*. Thanks to their blindsight, the Grimlock Troopers function normally in dark areas, giving them a huge advantage over most other models. With Blind-Fight, the Fighter is relatively efficient alongside the Troopers inside the *darkness*.

Hold the Demonic Gnoll Adept out of the fray so that she can rally routing models, heal the fallen, and provide you with a melee-competent reserve for the battle's final stages. The Gnoll Warrior can either join the scrum or maneuver against enemy models who have escaped the circle of *darkness*.

Since models that cannot see cannot make attacks of opportunity, "Dark Devotions" matches up extremely well against warbands that rely on models with Reach.

NARESH: DARK DEVOTIONS

MODEL	COST
Commanders	
1 Tiefling Fighter (C2)	19
1 Demonic Gnoll Adept (C3)	15
Troops	
1 Gnoll Warrior	11
2 Grimlock Trooper (cross-faction)	20
1 Hyena	4
	69
Terrain	
4 Hissing pool	
Tactical Advantage	+1

Ravilla: Many Cuts

"Many Cuts" thrusts and parries, spits and dices. With draconic ferocity, distance attacks, and magic spells, its strength lies in its ability to vary tactics based upon the opposition.

All the warband's models have the same speed, allowing you to maneuver as needed without splitting your forces. If you hang back, the Gray Elf Snakestrike Duelist can use her Reach 1" ability to get the first damage in against an attacking foe. Against some warbands, the Horned Felldrake's Powerful Charge +2 makes a better first sally. Follow this up with lashes from the Snakestrike Duelist, out of reach of enemy models engaged by the Horned Felldrake.

The Spitting Felldrakes can handle themselves in melee, but they inflict nearly as much damage with less risk by making ranged attacks against engaged enemy models. The Acid Spit 1 ability is a touch attack, so the enemy's armor is irrelevant—even a model in base-to-base contact has an effective armor of only 15. With a ranged attack bonus of +5, a Spitting Felldrake has a 55% chance of hitting any enemy model in melee with your other troops.

The Gray Elf Wizard's best bet is to catch some enemy models in a hissing pool with his *sleep* spell for a final lullaby. If the enemy does not oblige by stepping into a pool, drop the spell in the middle of melee combat. All your models are immune to *sleep*, so with a little luck their next action will be to deal double damage to a knocked down model.

With only 2 command points, however, the Wizard can give orders to only one Felldrake a turn. Including the Snakestrike Duelist lets the warband get around the problem of limited command. She doesn't need the Wizard to tell her what to do—she can maneuver as she likes. In fact, with the Independent 2 ability, she can even charge the second-nearest enemy model or pass up a possible attack of opportunity to wait for a better chance later in the round.

Ravilla: Many Cuts

Model	Cost
Commander	
1 Gray Elf Wizard (C2)	15
Troops	
1 Horned Felldrake	21
2 Spitting Felldrake	22
1 Gray Elf Snakestrike Duelist	12
	70
Terrain	
2 High wall	
2 Hissing pool	

Thalos: Sound and Light

Unlike many Thalos warbands, "Sound and Light" stands ready to splash its nasty special effects even in gloom. It has two commanders who can give orders to troops up to 12" away, and only one model with 6" vision, in gloom.

The key to this warband's success is getting the most out of the Pulverizer. You can't count on activating it every turn, so make sure that it's not in the front lines, where it would be vulnerable to charges or volleys of missiles. If you can protect the Pulverizer, the threat of its Sonic Shriek 13 may intimidate your foe into moving cautiously to avoid a devastating blast that could damage the entire enemy warband.

Take advantage of the Glaiver's Reach 1" special ability by setting him up ahead and to the side of the Pulverizer. With luck, he'll get an attack of opportunity against any model moving against the Pulverizer. With skilled placement and more luck, the Pulverizer will be able to use its Sonic Shriek against the enemy without catching the Glaiver in the cone.

The Dwarf Ranger is a flexible model. He can maneuver alongside the Glaiver so as to use his one-shot ranged attack before mixing it up in melee. He can move in front of the Pulverizer, protecting it while his high health and good save let him withstand Sonic Shrieks that drop lesser foes. Or the Ranger can hang back, waiting for the Pulverizer's Sonic Shriek to weaken the enemy to the point that his Extra Melee Attack can knock down or rout tough models.

Hold the Aasimar Cleric back. So long as the Pulverizer is still on the table and active, her priority is to give it orders. She might simply maneuver it or issue more complex orders, such as aiming its Sonic Shriek at the second-nearest enemy model to catch more foes and fewer friends in the cone. Skillful use of *command* spells can pull enemy models into lethal attacks of opportunity. If your foe dares to step into a hissing pool, use the "Fall!" *command* to force a model to save or die.

The Gnome Infiltrator, meanwhile, should stay out of the way, using his Precise Shot and Point Blank Shot +2 to fire into the melees his tougher comrades are fighting. If the opposing army lacks ranged-attack troops, so much the better. With both the Dwarf Ranger and a +2 tactical advantage, you might even swing the scouting check enough to ensure normal light conditions, giving the Infiltrator his full 24" range of fire.

Thalos: Sound and Light

Model	Cost
Commanders	
1 Aasimar Cleric (C4)	18
1 Dwarf Ranger (C2, cross-faction)	13
Troops	
1 Pulverizer	21
1 Gnome Infiltrator	8
1 Human Glaiver	8
	68
Terrain	
2 Hissing pool	
2 Sacred circle	
Tactical Advantage	
+2	

Appendix 1: Set 1 Models

The **Chainmail** game was initially released with six factions of six models each. Each month after the initial release, another model was released for each faction. This chapter reproduces the game statistics for all forty-eight models in the initial set, in game-card format so that you can copy them as needed when creating your warbands.

The **Chainmail** release also included a promotional model not aligned with any other faction, the Ogre Mercenary. You'll find game statistics for this model here.

Models are listed by faction in alphabetical order. Within each faction, commanders are listed first, by decreasing Commander rating, then troops by decreasing cost.

Ogre Mercenary

No Faction*

Neutral Giant
Cost: 30



Level: 5	Melee Attack: +10
Speed: 8	Melee Damage: 4
Armor: 17	Ranged Attack: —
Health: 8	Ranged Damage: —
Save: +4	

Special:

Abilities—Difficult Troop x2; Fight Dwarf -4;
Reach 1" Scary 1

*A model with no faction is always considered to be a cross-faction model.

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11688585001 EN





**Human
Death Cleric**
Abundant
Evil Humanoid (Human)
Cost: 14

Level:	2	Melee Attack:	+2
Speed:	4	Melee Damage:	2
Armor:	17	Ranged Attack:	—
Health:	3	Ranged Damage:	—
Save:	+3		

Special:
Abilities—Commander 4; Death Touch 1 □;
Spontaneous Inflict
Spells—0 = guidance +1 □□□, resistance +1 □;
1st = cause fear □□, shield of faith +2 □□

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**Slaughterpit
Zombie Snoll**
Abundant
Evil Undead
Cost: 15

Level:	4	Melee Attack:	+5
Speed:	3	Melee Damage:	2
Armor:	17	Ranged Attack:	—
Health:	6	Ranged Damage:	—
Save:	+2		

Special:
Abilities—Undead Creature; Extra Melee Attack

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Half-Orc Fighter
Abundant
Evil Humanoid (Orc)
Cost: 13

Level:	2	Melee Attack:	+5
Speed:	4	Melee Damage:	2
Armor:	18	Ranged Attack:	—
Health:	4	Ranged Damage:	—
Save:	+2		

Special:
Abilities—Commander 2

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Halfling Sneak
Abundant
Neutral Humanoid (Halfling)
Cost: 10

Level:	1	Melee Attack:	+1
Speed:	4	Melee Damage:	1
Armor:	16	Ranged Attack:	+4, 24"
Health:	2	Ranged Damage:	1
Save:	+4		

Special:
Abilities—Independent Troop 0; Hide 13; Slow Ranged Attack; Sneak Attack 1

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**Battered
Skeletal Troll**
Abundant
Evil Undead
Cost: 22

Level:	6	Melee Attack:	+8
Speed:	4	Melee Damage:	2
Armor:	14	Ranged Attack:	—
Health:	4	Ranged Damage:	—
Save:	+4		

Special:
Abilities—Difficult Troop x2; Undead Creature;
Reach 1"; Scary 2; Skeletal

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Zombie Troglodyte
Abundant
Evil Undead
Cost: 10

Level:	4	Melee Attack:	+2
Speed:	3	Melee Damage:	2 blunt
Armor:	14	Ranged Attack:	—
Health:	6	Ranged Damage:	—
Save:	+1		

Special:
Abilities—Undead Creature

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Skeletal War Dog

Evil Undead
Alumid
Cost: 7

Level:	2	Melee Attack:	+3
Speed:	10	Melee Damage:	1
Armor:	14	Ranged Attack:	—
Health:	3	Ranged Damage:	—
Save:	+2		

Special:

Abilities—Wild Troop; Undead Creature; Skeletal

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11688710001 EN



Skeletal Orc

Evil Undead
Alumid
Cost: 6

Level:	1	Melee Attack:	+2
Speed:	6	Melee Damage:	2
Armor:	15	Ranged Attack:	+1 □, 6"
Health:	1	Ranged Damage:	1
Save:	+1		

Special:

Abilities—Undead Creature; Skeletal; Thrown Weapon

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Hobgoblin Fighter

Evil Humanoid (Goblinoid)
Drazen's Horde
Cost: 15

Level:	2	Melee Attack:	+3
Speed:	4	Melee Damage:	2
Armor:	19	Ranged Attack:	+4 □, 6"
Health:	4	Ranged Damage:	1
Save:	+3		

Special:

Abilities—Commander 3; Thrown Weapon

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Orc Druid

Evil Humanoid (Orc)
Drazen's Horde
Cost: 12

Level:	2	Melee Attack:	+3
Speed:	6	Melee Damage:	2 blunt
Armor:	13	Ranged Attack:	+2 □, 6"
Health:	3	Ranged Damage:	Poison II
Save:	+2		

Special:

Abilities—Commander 2; Poison II (dart); Thrown Weapon; Woodland Stride

Spells—0 = cure wounds 0 □ □ □ □ □ □ □
1st = cure wounds 1 □ □, entangle □

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Owlbear

Neutral Beast
Drazen's Horde
Cost: 21

Level:	5	Melee Attack:	+7
Speed:	6	Melee Damage:	2
Armor:	15	Ranged Attack:	—
Health:	9	Ranged Damage:	—
Save:	+5		

Special:

Abilities—Wild Troop; Extra Melee Attack; Rend +3; Scary I; Scent

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11688060001 EN



Ogre Trooper

Evil Giant
Drazen's Horde
Cost: 20

Level:	4	Melee Attack:	+8
Speed:	6	Melee Damage:	3 blunt
Armor:	16	Ranged Attack:	—
Health:	5	Ranged Damage:	—
Save:	+2		

Special:

Abilities—Difficult Troop x2; Fight Dwarf-4; Reach 1"

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War Ape
Draxen's Horde

Neutral Animal
Cost: 14

Level:	4	Melee Attack:	+6
Speed:	8	Melee Damage:	2
Armor:	15	Ranged Attack:	—
Health:	5	Ranged Damage:	—
Save:	+5		

Special:
Abilities—Wild Troop; Extra Melee Attack; Scent

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Orc Berserker
Draxen's Horde

Evil Humanoid (Orc)
Cost: 10

Level:	1	Melee Attack:	+6
Speed:	8	Melee Damage:	3
Armor:	12	Ranged Attack:	—
Health:	3	Ranged Damage:	—
Save:	+2		

Special:
Abilities—Difficult Troop x2; Fearless

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Goblin Scout
Draxen's Horde

Neutral Humanoid (Goblinoid)
Cost: 6

Level:	1	Melee Attack:	+2
Speed:	6	Melee Damage:	1
Armor:	17	Ranged Attack:	+4, 24"
Health:	1	Ranged Damage:	1
Save:	+2		

Special:
Abilities—Scout +4; Slow Ranged Attack;
Snack Attack +1

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Goblin Trooper
Draxen's Horde

Evil Humanoid (Goblinoid)
Cost: 3

Level:	1	Melee Attack:	+0
Speed:	6	Melee Damage:	1 blunt
Armor:	15	Ranged Attack:	+1 □, 6"
Health:	1	Ranged Damage:	1
Save:	+1		

Special:
Abilities—Cowardly; Morale -2; Thrown Weapon

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11688120001 EN



Dwarf Fighter
Mordengard

Good Humanoid (Dwarf)
Cost: 16

Level:	3	Melee Attack:	+5
Speed:	3	Melee Damage:	2
Armor:	20	Ranged Attack:	—
Health:	5	Ranged Damage:	—
Save:	+4		

Special:
Abilities—Commander 3; Cleave; Fight Orc +1

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11688716001 EN



Dwarf Cleric
Mordengard

Good Humanoid (Dwarf)
Cost: 14

Level:	2	Melee Attack:	+2
Speed:	3	Melee Damage:	1 blunt
Armor:	18	Ranged Attack:	—
Health:	3	Ranged Damage:	—
Save:	+5		

Special:
Abilities—Commander 3; Fight Orc +1; Spontaneous
Cure; Turn Undead +4
Spells—0 = guidance +1 □, resistance +1 □□□;
1st = cause fear □□, command □, shield of
faith +2 □

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Dwarf Spike
Mordengard

Neutral Elemental (Earth)
Cost: 16

Level: 3	Melee Attack: +6
Speed: 4	Melee Damage: 2 blunt
Armor: 18	Ranged Attack: —
Health: 5	Ranged Damage: —
Save: +3	

Special:
Abilities—Difficult Troop x2; Elemental Creature;
Extra Melee Attack

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11688359001 EN



Dwarf Shock Trooper
Mordengard

Good Humanoid (Dwarf)
Cost: 6

Level: 1	Melee Attack: +3
Speed: 4	Melee Damage: 1
Armor: 16	Ranged Attack: +4 □, 6"
Health: 2	Ranged Damage: 3 blunt
Save: +4	

Special:
Abilities—Fight Orc +1

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11688718001 EN



Dire Badger
Mordengard

Neutral Animal
Cost: 15

Level: 3	Melee Attack: +4
Speed: 6	Melee Damage: 2
Armor: 16	Ranged Attack: —
Health: 6	Ranged Damage: —
Save: +6	

Special:
Abilities—Wild Troop; Extra Melee Attack; Fearless;
Scent

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11688130001 EN



Dwarf Legionnaire
Mordengard

Good Humanoid (Dwarf)
Cost: 5

Level: 1	Melee Attack: +2
Speed: 3	Melee Damage: 1 blunt
Armor: 17	Ranged Attack: +1 □, 6"
Health: 2	Ranged Damage: 1
Save: +3	

Special:
Abilities—Fight Orc +1; Thrown Weapon

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11688354001 EN



Dwarf Raider
Mordengard

Good Humanoid (Dwarf)
Cost: 11

Level: 1	Melee Attack: +4
Speed: 3	Melee Damage: 2
Armor: 16	Ranged Attack: +2, 24"
Health: 3	Ranged Damage: 1
Save: +4	

Special:
Abilities—Fight Orc +1; Slow Ranged Attack

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11688070001 EN



Dwarf Scorchers
Mordengard

Good Humanoid (Dwarf)
Cost: 5

Level: 1	Melee Attack: +2
Speed: 4	Melee Damage: 1
Armor: 14	Ranged Attack: +2 □, 6"
Health: 1	Ranged Damage: Fire Bomb 2
Save: +3	

Special:
Abilities—Fight Orc +1; Fire Bomb 2; Thrown Weapon

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11688717001 EN



**Demonic
Gnoll Adept**
Naresk
Evil Outsider (Gnoll)
Cost: 15

Level:	3	Melee Attack:	+3
Speed:	4	Melee Damage:	2 blunt
Armor:	19	Ranged Attack:	—
Health:	4	Ranged Damage:	—
Save:	+3		

Special:
Abilities—Commander 3; Immune Poison; Resist Acid, Cold, Electricity, Fire 4
Spells—0 = cure wounds 0□, ghost sound □□; 1st = cure wounds 1□, sleep □

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Abyssal Maw
Naresk
Evil Outsider
Cost: 8

Level:	2	Melee Attack:	+4
Speed:	6	Melee Damage:	3*
Armor:	15	Ranged Attack:	—
Health:	2	Ranged Damage:	—
Save:	+3		

Special:
Abilities—Immune Poison; Resist Acid, Cold, Electricity, Fire 4; Scent
*The Abyssal Maw immediately destroys any model whose health it drops to 0.

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Gnoll Ranger
Naresk
Evil Humanoid (Gnoll)
Cost: 16

Level:	3	Melee Attack:	+4
Speed:	6	Melee Damage:	1
Armor:	15	Ranged Attack:	+4, 24"
Health:	5	Ranged Damage:	1
Save:	+4		

Special:
Abilities—Commander 1; Extra Melee Attack; Fight Elf +1; Point Blank Shot +2; Precise Shot; Scout +4

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Abyssal Skulker
Naresk
Evil Outsider
Cost: 7

Level:	2	Melee Attack:	+5
Speed:	8	Melee Damage:	1
Armor:	15	Ranged Attack:	—
Health:	2	Ranged Damage:	—
Save:	+5		

Special:
Abilities—Independent Troop 0; Immune Poison; Resist Acid, Cold, Electricity, Fire 4

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Abyssal Ravager
Naresk
Evil Outsider
Cost: 25

Level:	4	Melee Attack:	+10
Speed:	10	Melee Damage:	2, Poison 14
Armor:	17	Ranged Attack:	—
Health:	8	Ranged Damage:	—
Save:	+6		

Special:
Abilities—Difficult Troop x2; Immune Poison; Poison 14; Resist Acid, Cold, Electricity, Fire 4; Scent

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Gnoll Archer
Naresk
Evil Humanoid (Gnoll)
Cost: 7

Level:	2	Melee Attack:	+3
Speed:	4	Melee Damage:	1
Armor:	15	Ranged Attack:	+1, 24"
Health:	2	Ranged Damage:	1
Save:	+1		

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Gnoll Trooper
Naresk
Evil Humanoid (Gnoll)
Cost: 5

Level:	2	Melee Attack:	+3
Speed:	4	Melee Damage:	1
Armor:	17	Ranged Attack:	—
Health:	2	Ranged Damage:	—
Save:	+1		

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11688705001 EN



Hyena
Naresk
Neutral Animal
Cost: 4

Level:	2	Melee Attack:	+3
Speed:	10	Melee Damage:	1
Armor:	14	Ranged Attack:	—
Health:	3	Ranged Damage:	—
Save:	+4		

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Gray Elf Wizard
Ravilla
Good Humanoid (Elf)
Cost: 15

Level:	2	Melee Attack:	-1
Speed:	6	Melee Damage:	1
Armor:	13	Ranged Attack:	—
Health:	2	Ranged Damage:	—
Save:	+2		

Special:
Abilities—Commander 2; Immune Sleep
Spells—0 = daze □□□□;
1st = mage armor +4 □, magic missile 1 □, sleep □

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Wood Elf Ranger
Ravilla
Good Humanoid (Elf)
Cost: 12

Level:	2	Melee Attack:	+3
Speed:	6	Melee Damage:	1
Armor:	16	Ranged Attack:	+4, 24"
Health:	3	Ranged Damage:	1
Save:	+2		

Special:
Abilities—Commander 1; Extra Melee Attack; Fight
Evil Outsider +1; Immune Sleep; Scout +4;
Woodland Stride

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11688346001 EN



Horned Felldrake
Ravilla
Good Dragon
Cost: 21

Level:	4	Melee Attack:	+8
Speed:	6	Melee Damage:	2
Armor:	17	Ranged Attack:	—
Health:	7	Ranged Damage:	—
Save:	+5		

Special:
Abilities—Difficult Troop x2; Immune Paralysis; Immune
Sleep; Powerful Charge +2; Scout

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Centaur Trooper
Ravilla
Good Monstrous Humanoid
Cost: 19

Level:	4	Melee Attack:	+5
Speed:	10	Melee Damage:	2
Armor:	13	Ranged Attack:	+5, 24"
Health:	5	Ranged Damage:	2
Save:	+5		

Special:
Abilities—Difficult Troop x2; Extra Melee Attack

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Gray Elf Magesinger

Ravilla
Good Humanoid (Elf)
Cost: 9

Level:	1	Melee Attack:	+0
Speed:	6	Melee Damage:	1
Armor:	14	Ranged Attack:	+3, 24"
Health:	1	Ranged Damage:	1
Save:	+2		

Special:
Abilities—Independent Troop 0; Immune Sleep; Inspire
Courage +2; Sorcery
Spells—0 = □□ ghost sound, resistance +1

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Crested Felldrake

Ravilla
Good Dragon
Cost: 6

Level:	2	Melee Attack:	+3
Speed:	8	Melee Damage:	1
Armor:	15	Ranged Attack:	—
Health:	3	Ranged Damage:	—
Save:	+4		

Special:
Abilities—Difficult Troop x2; Immune Paralysis; Immune
Sleep; Scent

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Wood Elf Scout

Ravilla
Good Humanoid (Elf)
Cost: 9

Level:	1	Melee Attack:	+2
Speed:	6	Melee Damage:	1
Armor:	15	Ranged Attack:	+3, 24"
Health:	2	Ranged Damage:	1
Save:	+2		

Special:
Abilities—Extra Ranged Attack; Immune Sleep; Point
Blank Shot +2; Scout +4; Woodland Stride

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Human Paladin

Thalos
Good Humanoid (Human)
Cost: 17

Level:	2	Melee Attack:	+4
Speed:	4	Melee Damage:	2
Armor:	19	Ranged Attack:	—
Health:	3	Ranged Damage:	—
Save:	+4		

Special:
Abilities—Commander 5; Aura of Courage +4; Fearless;
Smite Evil +1 □
Spells—1st = cure wounds 1 □

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Gray Elf Duelist

Ravilla
Good Humanoid (Elf)
Cost: 8

Level:	2	Melee Attack:	+2
Speed:	6	Melee Damage:	1
Armor:	15	Ranged Attack:	+3, 6"
Health:	3	Ranged Damage:	1
Save:	+2		

Special:
Abilities—Independent Troop 0; Extra Melee Attack;
Immune Sleep; Thrown Weapon

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11688352001 EN



Human Sorcerer

Thalos
Good Humanoid (Human)
Cost: 22

Level:	2	Melee Attack:	+0
Speed:	6	Melee Damage:	1 blunt
Armor:	11	Ranged Attack:	—
Health:	2	Ranged Damage:	—
Save:	+3		

Special:
Abilities—Commander 2; Sorcery
Spells—0 = □□□□□ daze, ghost sound;
1st = □□□□□ mage armor +4, magic missile 1

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11688345001 EN



Hammerer
Thalos

Good Construct
Cost: 22

Level:	5	Melee Attack:	+10
Speed:	4	Melee Damage:	4 blunt
Armor:	21	Ranged Attack:	—
Health:	6	Ranged Damage:	—
Save:	+1		

Special:
Abilities—Unreliable Troop II; Construct Creature

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Gnome Infiltrator
Thalos

Good Humanoid (Gnome)
Cost: 8

Level:	1	Melee Attack:	+2
Speed:	4	Melee Damage:	1
Armor:	16	Ranged Attack:	+4, 24"
Health:	2	Ranged Damage:	1
Save:	+2		

Special:
Abilities—Fight Goblinoid +1; Point Blank Shot +2;
Precise Shot

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Human Slaiver
Thalos

Good Humanoid (Human)
Cost: 8

Level:	1	Melee Attack:	+4
Speed:	6	Melee Damage:	2
Armor:	15	Ranged Attack:	—
Health:	2	Ranged Damage:	—
Save:	+2		

Special:
Abilities—Reach 1"

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Human Swiftwing
Disciple
Thalos

Good Humanoid (Human)
Cost: 7

Level:	1	Melee Attack:	+0
Speed:	6	Melee Damage:	1 blunt
Armor:	15	Ranged Attack:	+3 □, 6"
Health:	2	Ranged Damage:	1
Save:	+4		

Special:
Abilities—Independent Troop 0; Evasion; Extra Melee
Attack; Stunning Attack 12 □; Thrown Weapon; Tumble 13

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Human Marine
Thalos

Neutral Humanoid (Human)
Cost: 5

Level:	1	Melee Attack:	+2
Speed:	6	Melee Damage:	1
Armor:	13	Ranged Attack:	+2, 24"
Health:	1	Ranged Damage:	1
Save:	+2		

Special:
Abilities—Point Blank Shot +2; Slow Ranged Attack;
Sneak Attack +1

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Human Conscript
Thalos

Good Humanoid (Human)
Cost: 2

Level:	1	Melee Attack:	+0
Speed:	6	Melee Damage:	1
Armor:	11	Ranged Attack:	—
Health:	1	Ranged Damage:	—
Save:	+0		

Special:
Abilities—Untrained Troop*

*The Human Conscript can only be part of a Thalos warband.

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Appendix 2: Set 1 Dungeons & Dragons Game Statistics

Here are D&D® game statistics for Set 1 models that do not appear in the *Monster Manual*. Humanoid creatures with character classes, such as the Orc Druid, are not detailed here.

AHMUT'S LEGION

Slaughterpit Zombie Gnoll: CR 2; Medium-size undead; HD 4d12+3; hp 29; Init -1; Spd 15 ft.; AC 17 (touch 9, flat-footed 17); Atk +5 melee (1d8+3/x3, battleaxe)/+5 melee (1d8+3/19-20/x2, longsword); SQ Undead; AL N; SV Fort +1, Ref +0, Will +3; Str 17, Dex 8, Con —, Int —, Wis 10, Cha 1.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills and Feats: Toughness.

Possessions: Battleaxe, longsword, chain shirt, large wooden shield.



Sculptor: Paul Muller

MORDENGARD

Stone Spike: CR 2; Medium-size elemental (Earth); HD 3d8+12; hp 25; Init -1; Spd 20 ft.; AC 18 (touch 9, flat-footed 18); Atk +6/+6 melee (1d8+6, slam); AL N; SV Fort +7, Ref +0, Will +1; Str 18, Dex 8, Con 18, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +2; Power Attack.



Sculptor: Roy Eastland

NARESH

Demonic Gnoll Adept: Adp1; CR 4; Medium-size outsider (Chaotic, Evil, Gnoll); HD 2d8+7, 1d6+2; hp 21; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +4 melee (1d8+3, light flail); SA Smite good; SQ Poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +5, Ref +1, Will +3; Str 17, Dex 12, Con 15, Int 12, Wis 13, Cha 12.



Sculptor: Ben Siens

Smite Good: Once per day make a normal melee attack against a good foe for +2 damage.

Skills and Feats: Concentration +5, Intimidate +3, Listen +4; Power Attack, Toughness.

Adept Spells Prepared (3/2; base DC = 11 + spell level): 0—*cure minor wounds*, *ghost sound* (2); 1st—*cure light wounds*, *sleep*.

Possessions: Light flail, scale mail, large wooden shield.

Abyssal Ravager: CR 5; Large outsider (Chaotic, Evil); HD 4d8+20; hp 38; Init +4; Spd 50 ft.; AC 17 (touch 13, flat-footed 13); Atk +10 melee (1d4+7 and poison, sting); Face/Reach 5 ft. by 10 ft./5 ft.; SA Poison (sting, DC 14, primary and secondary damage 2d6 Str); SQ Poison immunity, acid, cold, electricity, and fire resistance 20, scent; AL CE; SV Fort +9, Ref +7, Will +4; Str 21, Dex 19, Con 21, Int 6, Wis 12, Cha 8.

Scent (Ex): The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills and Feats: Hide +0, Jump +9, Listen +6, Move Silently +6, Sense Motive +4, Spot +4, Wilderness Lore +2; Weapon Focus (sting).



Sculptor: Ben Siens

Abyssal Maw: CR 2; Medium-size outsider (Chaotic, Evil); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +5 melee (2d8+4, bite); SA Rend fallen; SQ Poison immunity, acid, cold, electricity, and fire resistance 20, scent; AL CE; SV Fort +4, Ref +3, Will +2; Str 16, Dex 10, Con 12, Int 6, Wis 8, Cha 8.

Rend Fallen (Ex): Immediately and automatically deals 2d8+4 points of damage to any foe it drops with a melee attack.

Scent (Ex): The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills and Feats: Climb +7, Jump +7, Listen +5, Spot +1; Alertness.



Sculptor: Ben Siens

Abyssal Skulker: CR 2; Small outsider (Chaotic, Evil); HD 2d8+2; hp 11; Init +2; Spd 40 ft.; AC 15 (touch 13, flat-footed 13); Atk +5 melee (1d3, 2 claws); SQ Poison immunity, acid, cold, electricity, and fire resistance 20, scent; AL CE; SV Fort +4, Ref +5, Will +5; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 8.

Scent (Ex): The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills and Feats: Hide +9, Listen +7, Move Silently +7, Spot +7; Weapon Finesse (claw).



Sculptor: Roy Eastland

RAVILLA

Horned Felldrake: CR 3; Medium-size dragon; HD 4d12+8; hp 34; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +8 melee (2d6+4, horn); SA Charge 4d6+6; SQ Dragon traits; AL N; SV Fort +6, Ref +4, Will +5; Str 17, Dex 10, Con 15, Int 5, Wis 12, Cha 8.

Charge (Ex): A horned felldrake typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Dragon Traits: Immune to sleep and paralysis effects; darkvision 60 ft.; low-light vision.

Scent (Ex): The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills and Feats: Hide +3, Jump +6, Listen +6, Spot +6; Alertness, Weapon Focus (horn).



Sculptor: Paul Muller

Crested Felldrake: CR 1; Small dragon; HD 2d12+4; hp 17; Init +0; Spd 40 ft.; AC 15 (touch 11, flat-footed 15); Atk +3 melee (1d8, bite); SQ Dragon traits, scent; AL NG; SV Fort +5, Ref +3, Will +4; Str 11, Dex 10, Con 14, Int 6, Wis 12, Cha 8.

Dragon Traits: Immune to sleep and paralysis effects; darkvision 60 ft.; low-light vision.

Scent (Ex): The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills and Feats: Hide +6, Jump +2, Listen +5, Spot +5; Alertness.



Sculptor: Paul Muller

THALOS

Hammerer: CR 3; Medium-size construct; HD 5d10; hp 27; Init +0; Spd 20 ft.; AC 21 (touch 10, flat-footed 21); Atk +10 melee (2d8+10, slam); or +10 melee (1d10+10, pincers); SQ Unreliable; AL N; SV Fort +1, Ref +1, Will +0; Str 24, Dex 10, Con —, Int —, Wis 8, Cha 4.

Unreliable (Ex): The shadow consciousness of the hammer is only quasi-real, similar to creations like the *simulacrum*. The hammerer is thus sometimes slow to react to the changing environment around it. Each round a hammerer attempts to act, roll a d20. On an 11+ it acts normally. Otherwise, it takes no action.



Sculptor: Jim Warner

NO FACTION

Ogre Mercenary: Ftr1; CR 3; Large giant; HD 4d8+12, 1d10+3; hp 42; Init +5; Spd 40 ft.; AC 17 (touch 10, flat-footed 16); Atk +10 melee (2d8+10/x3, Huge greataxe); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +2, Will +0; Str 25, Dex 12, Con 17, Int 6, Wis 8, Cha 8.

Skills and Feats: Climb +9, Listen +1, Spot +1; Power Attack, Weapon Focus (greataxe).

Possessions: Huge greataxe, leather armor.



Sculptor: Mike McVey

SACRED CIRCLE



HISSING POOL



Sacred Circle (Idol and Outer Ring)

Idol Movement Cost: no movement
Idol Line of Sight: blocked
Outer Ring Cover: no

Any model that touches the outer ring gets a +1 bonus on melee attacks and ranged attacks.

Cercle sacré (Idole et cercle extérieur)

Coût de déplacement de l'idole : Aucun
Champ de vision de l'idole : Bloqué
Abri du cercle extérieur : Aucun

Toute figurine touchant le cercle extérieur obtient un bonus de +1 aux attaques au corps à corps et à distance.

Círculo Sagrado (Ídolo y Anillo Exterior)

Coste de Movimiento del Ídolo: sin movimiento
Línea de visión del ídolo: bloqueada
Cobertura del Anillo Exterior: no

Cualquier figura que toque el anillo exterior obtiene un bonificador de +1 en los ataques cuerpo a cuerpo y a distancia.

Heiliger Zirkel (Götterbildnis und äußerer Ring)

Götterbildnis Bewegungskosten: keine Bewegung möglich
Götterbildnis Sichtlinie: blockiert
Äußerer Ring Deckung: nein

Jede Figur, die den äußeren Ring berührt, erhält einen Bonus von +1 auf ihre Nahkampf- und Fernangriffe.

Circolo Sacro (Idolo e anello esterno)

Costo di movimento dell'idolo: nessun movimento
Linea di vista dell'idolo: bloccata
Copertura dell'anello esterno: no

Qualsiasi miniatura che tocca l'anello esterno ottiene un bonus +1 agli attacchi in mischia e agli attacchi a distanza.

Hissing Pool

Movement Cost: -1" max

Any model that is knocked down while any part of its base is touching the red area of the hissing pool is destroyed.

Bassin chuintant

Coût de déplacement : -1" max

Toute figurine mise K.O. alors qu'une partie de son socle touche la zone rouge du bassin chuintant est détruite.

Foso Sibilante

Coste de Movimiento: -1" max

Cualquier figura que sea noqueada mientras cualquier parte de su base toque el área roja del foso sibilante es destruida.

Zischendes Becken

Bewegungskosten: -1 Zoll max

Jede Figur, die niedergestreckt wird, während ein beliebiger Teil ihres Sockels den roten Bereich des zischenden Beckens berührt, ist vernichtet.

Pozza sibilante

Costo di movimento: -1" max

Qualsiasi miniatura che viene atterrata mentre una parte qualunque della sua base è in contatto con l'area in rosso della pozza sibilante è distrutta.

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