# CHAINMAIL
## • MINIATURES GAME •

# Core Rulebook

DUNGEONS & DRAGONS
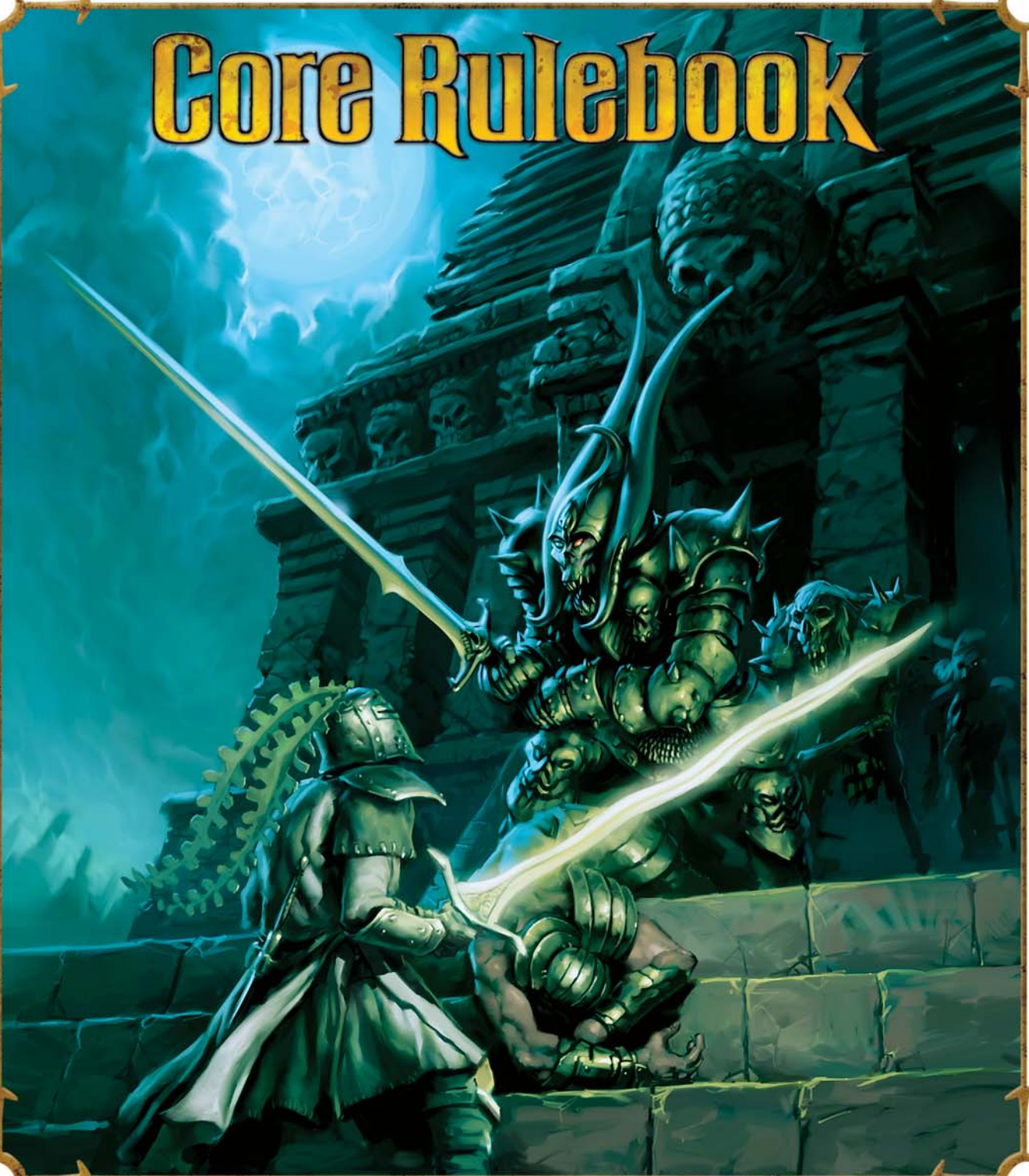
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This d20™ system game utilizes mechanics developed for the new DUNGEONS & DRAGONS® game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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# Chapter 1: Godwar

**It began with good intentions.**

Imagine a world without war. A perfect realm where all beings are free to grow and develop without having to fight against their neighbors.

Imagine you see a way to make this dream a reality. Would you risk your life to end war? Your soul?

In the west of the world, the elven hero Marinn took the risk. The God of War, a four-armed warrior named Stratis, walked among mortal races for the pleasure of their combat. Wherever he went, he drove mortals to rise against one another in bloody battle. Marinn recruited heroes of all the mortal races, gathered artifacts that could slay a god, and lured Stratis into an ambush.

In daylong combat, Stratis slew all but three of the heroes. The fight had weakened him, though. Marinn's allies seized the God of War, and Marinn pierced his heart with an ancient elven blade.

Stratis was slain, but divine power gave him time to utter his curse. "You think your people will be free? You think you have escaped *me?* You mortals will have nothing but war, not a moment of peace until a new God of War rises to replace me."

Stratis staggered to his feet and erupted toward heaven, spraying his blood and weaponry over the world as his soul blasted upward. His weapons scattered away from his ascent as meteorites, burning through the smoke of the warzone.

Even as he died, the God of War knew how to place his weapons. Stratis's axe dropped among the savage tribes of the southern lands and was seized by a hobgoblin chieftain named Drazen. Stratis's spear plunged to the forgotten grave of an ancient human warlord, Ahmut, who rose screaming for vengeance and the death of all living things. Stratis's flail came by the hands of a child to the half-fiend gnoll Jangir.

But the real danger lies not in the weapons that fell into evil hands—it's the power promised by Stratis's undiscovered artifacts. It is commonly believed that anyone who can assemble enough of Stratis's divine panoply and blend it with his or her own supernatural power will become the next God of War.

The dead god's promise of war unfettered has come true. It is now the fifth year of the Godwar. The only thing preventing universal apocalypse is the supernatural chaos left in the wake of Stratis's fall. This turmoil hinders armies of thousands from mustering, much less marching against enemies. Common soldiers no longer remember orders without their commanders' constant presence; they lose themselves to the frenzy of war instead of its efficient execution. Decisive warfare is now possible only with bands of elite combatants who can maintain their focus and cohesion. These same small bands spearhead the search for Stratis's scattered panoply.

Stratis's curse has left some room for hope. Unfortunately, it is the hope that one's own people will sponsor the next God of War. Every kingdom and tribe fears the consequences should its enemies win. And no one can afford to trust the good intentions of those who, under other circumstances, might be friends. Because we know where good intentions have taken us . . .

**It ends in war.**

## AHMUT'S LEGION

*Three hundred years ago . . .*

The Third Oligarch of the Empire of Ravilla contemplated his scrying pool. "The nomad appears to have won again. Our warriors think themselves above mere humans. 'Horse-eaters,' they call them. But this Ahmut may yet reach the cities."

"That cannot be allowed to occur," said the Second Oligarch from her couch. "Should one city fall, the Gateways might open. The Abyss? Let us avoid that path."

"Agreed," said the Third Oligarch. "I think another bid at assassination is in order."

"The last failed. Why should this be different?"

"This time I will send Prisca."

"Oh," said the Second Oligarch. She considered. "It will be painful, then."

"She will make it permanent. *And* unpleasant."

"Then I declare quorum. Make it so."

The elven assassin succeeded. Ahmut fell, slain by a magic blade. No magic could recapture his spirit. Despairing of raising their commander, and not wishing to leave his body for the elven armies that closed in upon them, Ahmut's remaining lieutenants buried him in an unmarked grave.

Now Ahmut learned what it meant to be an enemy of Ravilla. His spirit was trapped within his corpse in a fragment of the assassin's blade, fully conscious but incapable of occupying his decaying flesh or of moving on to other planes. He was sane for the first twenty years.

Nearly three centuries later, Stratis's spear plunged from the sky to pierce the earth and what was left of Ahmut's ribcage. Three centuries of hate fueled the magic that brought Ahmut surging from the earth. In Ravilla half the children woke at that moment, screaming.

Through his unnatural condition and the power of the spear, Ahmut maintains extraordinary control of the undead. He has usurped command of the cult of Nerull known as the Red Scythes, demanding their worship as the Death God's emissary.

Every battle increases the power of Ahmut's undead legions. If their supreme commander paid his full attention to the Godwar, the rest of the Sundered Empire might fall within two years. But Ahmut's concentration is not perfect. He is content to spend a day grafting new limbs to a prisoner's body and then ordering those limbs to mutilate and kill their new owner. The priests and assassins of the Red Scythe are left to prosecute the Godwar to the best of their abilities, sometimes even daring to keep artifacts for themselves instead of turning them over to their dread lord.

In truth, Ahmut pursues this war out of a simple desire to slay every living soul that does not worship him. Unlike other Godwar combatants, he is not troubled by the thought that some rival might seize Stratis's power first. Ahmut feels he already has enough power to slay the world. The longer the others fight among themselves, the closer his victory becomes. Life is short; death drags on and on.



**STRATIS IS DEAD. AHMUT HAS RISEN.**

Models from back to front (left to right): 1. Crazed Minotaur Cultist, Ghoul, Skeletal Dwarf, Zombie Minotaur, Skeletal War Dog, Skeletal Equiceph; 2. Gallowsgaunt, Crazed Minotaur Cultist, Slaughterpit Zombie Gnoll, Half-Orc Assassin, Battered Skeletal Troll; 3. Ghoul, Human Death Cleric, Human Shadow Priest, Human Death Cleric; 4. Zombie Troglodyte, Half-Orc Fighter, Gith Revenant, Skeletal Orc.

## DRAZEN'S HORDE

On a high plateau in the blasted lands of the south, twenty-nine hobgoblin warlords answered mighty Drazen's call for a parley to discuss confederation. They brought their bodyguards, their shamans, and enough of their warriors to feel secure. The first night they pounded each other's chests in greeting, drank, and diced. On the second night, an hour before the treaty talk, life changed.

The falling star flamed out of the darkness and blew the Snakehold Tribe's encampment into sparks and dust.

*A good place for a star to fall,* thought Drazen, looking at the smoking crater where his chief rival's tent had been. *Too good for luck, they'll think.* He was right. Snakehold survivors, scattered among the milling warriors of the thirty tribes, yelled that Drazen was to blame, that he had called them to this spot to betray them all.

Drazen kept his sword sheathed and stepped forward to answer. Then he saw what was at the bottom of the pit: an axe, a giant bloody axe, humming with so much power that he could taste it from the crater's edge. "With this axe, I will be unstoppable," said Drazen, shocking himself by speaking his thought aloud.

The other warlords spotted the axe moments later. Crying in voices ripped by bloodlust and desire, they threw themselves down the crater walls. They flailed at each other with their swords and screamed as they stumbled into still-molten rock.

Drazen drew his sword and chose his route. "Mordek," he hissed to his finest shaman, "ward me. Fire. All you have.

Then get away from here." Mordek cast the spell and scrambled away. Drazen sprinted around the crater along the path he had marked, veering right at the last moment to throw himself into a knot of adepts casting spells indiscriminately at the warlords fighting below.

The first adept saw death in Drazen's sword and blasted him with fire. The fire rolled off Drazen's ward. The adept's head rolled into darkness. The warlord spoke. "The axe is mine. Follow me down and fight for me, and you will serve me as champions. Fight against me and die now."

One by one the adepts pounded their foreheads in assent. They followed Drazen as he cut through the melee, charging and tumbling over the molten rock that boiled other warlords' flesh inside their armor.

Drazen took hold of the axe. His roar shook the plateau. He spoke no words, but all understood: "You are MINE!"

Drazen's gifts of strength, tactical insight, and force of personality have been supercharged by the power of Stratis's axe. Other hobgoblin warlords measure success by how many orcs, ogres, and savage beasts they can kill. Drazen has overpowered these chaotic rivals of the hobgoblin peoples and forged the whole alliance into a mighty kingdom. Out of the grim lands of the south, across the Blazing Desert, they cut into the soft belly of the Sundered Empire like an axe swung by ten thousand thousand hands.



WHERE THERE WERE MANY HOBGOBLIN WARLORDS, NOW THERE IS ONE.

Models from back to front (left to right): 1. Orc Rager, Hobgoblin Adept, Ettin Trooper; 2. Bugbear Trooper, War Ape, Goblin Scout, Orc Champion, Ogre Trooper, Dire Boar, Hobgoblin Fighter, Ogre Delver; 3. Goblin Trooper, Orc Berserker, Bugbear Trooper, Orc Druid; 4. Goblin Trooper, Orc Trooper, Orc Gangfighter, Orc Trooper, Orc Gangfighter.

## KILSEK

The spider-thing's scuttling claws scraped horse-sized divots from the baked clay floor of House Kilsek's arena. Standing naked at one end of the arena, two drow waited for the creature's judgment. The giant head swiveled toward Morit, the fourth heir of House Tormtor. Poison dripping from the monstrous fangs boiled a long swath of red clay as the fiendish thing took an eightfold step. Morit's bladder emptied.

From her stance forty feet to Morit's right, Venrit, Mistress of House Kilsek, smiled and hummed a song she had thought forgotten since childhood. Betrayed by her allies, sacrificed for political expediency because the civil war had been harsh to her people, Venrit had been ordered to disband House Kilsek. They were too weak to resist. They were lost. Was this Lolth's will, she wondered? With this ordeal, she would find out.

She had descended to the House arena, dragging along Morit, whom she had captured early in the war. Dropping her captive onto the hard clay floor, she had walked away from him and summoned Teela, the largest spider fiend she could call. As the arachnid shape formed across the hall, Morit had

risen to his knees and spoken. "I thought you the type to kill me yourself."

"Am I killing you, Morit?" replied Venrit. "Teela has no instructions. She will act according to her nature. Which, I have no doubt, will be to cross this floor and kill one of us. As Lolth wills."

Teela's eight eyes blinked in unison, adjusting to the darkness. Morit shivered.

"Oh, don't be scared, Morit," said Venrit. "Try some of those oratorical tricks that work so well on the other Houses."

Teela moved then, and both drow grew silent.

Teela jumped. For a moment she disappeared in the space above the arena. She landed with force that knocked Venrit to her knees. Venrit watched as one fang plucked Morit high into the air. The fiendish maw closed, and Morit's scream died.

Venrit stood still as the spider demon shuffled about the hall. For a moment, the monster's eyes locked on Venrit's own. Teela blinked first, then backed off down the hall, chittering and cleaning her mandibles.

Venrit stood silent on the clay. She took the spider amulet around her neck in both hands. It was the spider's nature to slay all available prey, not to choose one small kill. So she had meant to die, then, and had concealed it even from herself. Lolth had truly answered her prayers.

"I will not fail you, Mistress," said the woman who knew, now, that Kilsek was part of Lolth's designs.

Venrit led House Kilsek and the inhabitants of its slave pens into exile. They wandered the Underdark until an illithid ally showed them the way to an ancient, abandoned gith city beneath the Sundered Empire.

At first Venrit had no intention of entering the Godwar, but the battle came to the drow thanks to the corrosive qualities of Stratis's blood. The smoking ichor blasted holes into the ancient gith tunnels, exposing House Kilsek's new territory to encroachment from the surface dwellers. And the more of Stratis's blood Venrit acquired, the more she knew she wanted. If Venrit can seize one of Stratis's major artifacts, as Ahmut, Drazen, and Jangir have already managed, those other warlords will have cause to fear.



VENRIT IS ALREADY PLANNING THE GODWAR ENDGAME.

Models from back to front (left to right): 1. Drow Warrior (x2), Drow Wizard, Drow Warrior, Kuo-Toa Trooper; 2. Troglodyte Warrior, Displacer Beast, Drow Ranger, Drow Soldier, Drow Archer.

## MORDENGARD

"The motion has been moved and seconded. Shall the Republic enter the great conflict, colloquially known as the Godwar, and prevent the other combatants from raising one of their own as the new God of War? Brewers, you have the first vote."

The representative of the Brewers' Guild took his feet at the round table. "Aye. What needs to be done."

"Crafters?" asked the scribe serving as moderator of the meeting of the Workers' Council.

"Aye."

"Engineers?"

"Aye, though we have reservations, as these three days of debate have indicated. I will not repeat them now. But yes, we vote for war."

And so on, through the various guilds: farmers, miners, priests, scholars, soldiers, wizards, and artists. Only the Soldiers' Guild representative voted against the motion, to everyone's surprise.

"The Soldiers' Guild votes nay. No, no, hold yourself together there. We of the guild are in favor of this war, and we advanced arguments in support of it. We wish only to make one thing clear: We will win, but in winning, we do not wish to raise one of our own to be a god. The power that was Stratis's can be gathered and controlled, but then the Workers' Council as a whole must decide what to do with it. Not the soldiers who happen to achieve the victory. It is not a matter for a . . . battlefield promotion. The Comrade-General agrees with me on this, I believe." He nodded to a grizzled, one-eyed dwarf in plate at the back of the room, the soldier named Baruk who led the People's Legion that term. "We will win the war, but we will not let victory cost us our revolution. Long live the Republic!"

And so the People's Republic of Mordengard went to war.

A century ago, the dwarves of Mordengard overthrew a tyrant king. Most of the nobility was slain along with him, thrown down by a revolution from below, a final attack by the aggrieved masses. Instead of setting up a new king, the dwarves have invented something new: a republic of the people, by the people, and for the good of the people.

Every citizen of Mordengard belongs to a guild, and the Workers' Council are elected every five years from the guild rolls. Members of every guild serve in the People's Legion, though most of the commanders are from the Soldiers' Guild.

Traditional dwarven virtues of duty, perseverance, toughness, pride of craft, and bashing in orcs' skulls have survived the transformation of the government. In fact, Mordengard is stronger than ever as the new soldiers, commanders, and heroes of the people strive to show that they are every bit as capable as the nobles who used to lead by virtue of their blood. Allies from the Elemental Planes add to the Republic's confidence, as do elemental weapons crafted by the artificers of the Crafters' and Engineers' Guilds.

"An elf started this war," say the people of Mordengard, "but we will end it."



IN THE OPEN FORUM OF THE WORKERS' COUNCIL, ANY DECISION WORTH MAKING IS WORTH MAKING LOUDLY.

Models from back to front (left to right): 1. Ancestral Guardian, Stone Spike, Ice Paraelemental, Dwarf Fighter; 2. Stonechild, Dwarf Raider, Dwarf Ranger, Dwarf Hammer Priest, Dwarf Thunderlasher, Dwarf People's Guard (x2); 3.Dwarf Scorcher, Dwarf Zealot (x2), Dwarf Legionnaire, Dwarf Shock Trooper, Dwarf Raider, Dire Badger; 4. Dwarf Fighter, Dwarf Cleric, Dwarf Lightning Lancer.

## NARESH

The Demon War opened gateways from the Abyss into western Oerik, through which swarmed hordes of fiendish troops alongside minotaurs and gnolls. When the gray elves defeated the Abyssal forces, sealing the portals, the surviving gnolls scattered into the mountains. There they nursed their wounds, and their grudges.

Yeenoghu, demonic patron of the gnolls, still nurtures red dreams of power. Fiends yet mingle with his children, whose numbers have grown again in their remote mountains. And forty years ago, a mighty demon fathered Jangir with a gnoll woman. The half-fiend rose to become high priest of Yeenoghu—and now he wields the flail of Stratis.

Jangir, self-styled Priest-King of Naresh, sees two paths to victory. The first is to win the game the rest of the factions are playing: Collect more of Stratis's divine panoply and attain the power of the god. The second is uniquely available to Jangir: Achieve Yeenoghu's favor by opening the Abyssal Gateways within the elven lands once more and letting chaos loose upon the world in a full-scale demonic invasion.

Since Stratis's flail came to him as a gift, brought by a gnoll child who had seen it fall from the sky, Jangir thinks of himself as chosen by the gods. He was already an exceptional warrior and commander who led his followers against the elves of the former Dragon Empire. Victory comes naturally to him. Now all the gnolls and most of the demons follow his banner and that of his deadly patron. Some other warlords possess Stratis's weapons, which makes them troublesome, but Jangir expects to acquire more of the dead god's panoply—if not as gifts from commanders, then as personal spoils of war.

Invading Ravilla directly has been a thornier problem. Jangir's demonic allies are ferocious but undisciplined. Instead of massing to attack Ravilla's weak spots, they tend to prefer the short-term satisfaction of hunting individual elves and slaying them messily. So for now, Jangir follows the first strategy, attempting to increase his personal power until he can guide masses of demons as effortlessly as he motivates tribes of gnolls.



IF JANGIR SUCCEEDS IN REOPENING THE ABYSSAL GATEWAYS, THE ONLY GOOD ELF WILL BE A SLAVE ELF.

Models from back to front (left to right): 1. Howler, Hyena, Abyssal Ravager, Abyssal Skulker, Ettercap; 2. Gnoll Monk, Gnoll Warrior, Gnoll Trooper, Gnoll Warrior, Abyssal Eviscerator, Gnoll Cleric, Tiefling Fighter, Demonic Gnoll Archer, Gnoll Archer; 3. Werewolf Trooper, Gnoll Archer, Demonic Gnoll Adept, Gnoll Ranger, Abyssal Maw.

## RAVILLA

Ravilla knows what is best for the world. The equation is simple, despite what other races and nations like to believe. What is best is that the Abyssal Gateways remain closed. Each gateway is locked and buried deep in the heart of a gray elf city. The cities have grown into great (and sometimes) urbane metropolises, but at heart, each exists only as containment for a portal to the unspeakable horrors of the Abyss.

One thousand years ago, Corellon Larethian charged the elves of what is now Ravilla to defend the Abyssal Gateways, to keep them from opening and their evil from consuming the world. The elves followed their deity's orders by ensuring that no enemies, or potential enemies, could grow strong enough to challenge Ravilla and smash a path to open a portal. For hundreds of years, the hegemony of the elves' Dragon Empire was a necessary burden, a duty imposed by Corellon's sacred trust.

That was the theory, in any case. In practice, the distinction grew fuzzy between guarding the Abyssal Gateways and playing the game of empires for its own sake. The "Empire" was governed by a Grand Council of Oligarchs who maintained the Empty Throne for Corellon Larethian, against the day when he would return to commend them for their sacred dedication. Many Oligarchs exercised power for its own sake rather than as a necessary evil. There is scarcely a people, tribe, or nation that has not been invaded, betrayed, or dominated at some point by the Dragon Empire or its current Ravillan heirs.

Consequently, the new potentials of the Godwar come as a major threat to the people of Ravilla. The Dragon Empire is long broken, limping along as a collection of gray elf city-states, wood elf strongholds, and draconic allies. The Oligarchs still rule, and the Abyssal Gateways remain closed, but even the good-aligned nations of Thalos and Mordengard have reason to despise the elves. And to Ahmut, the once-slain lord of undeath, and the demonic gnolls of Jangir's crusade, the elves are a most hated enemy who must be slain at any cost.

With so many enemies, it is a wonder that Ravilla endures. At this moment in the Godwar, the reasons for its survival are two. First, the chaotic conditions make full-scale invasions and sieges difficult: The elven cities endure constant harassment and raids, but no death blows. Second, there is more power in Ravilla than the Oligarchs themselves realize. A young elf named Tarquin, son of an ancient and illustrious family, possesses Stratis's sword. Tarquin's plans are not known, and he has not yet revealed his full power. But in the streets, in the academies, among the Oathbands of the forest, there are whispers that what the ancient Dragon Empire needs is a true emperor at last.



THE OLIGARCHS HAVE RISEN TO JANGIR'S CHALLENGE. SO LONG AS RAVILLA SURVIVES, THE ABYSSAL GATEWAYS WILL BE WARZONES, NOT HIGHWAYS.

Models from back to front (left to right): 1. Gray Elf Lajatang Duelist, Gray Elf Snakestrike Duelist, Centaur Trooper; 2. Gray Elf Snakestrike Duelist, Gray Elf Imperial Noble, Gray Elf Warsinger, Gray Elf Duelist, Half-Dragon Mage; 3. Wood Elf Ranger, Gray Elf Warrior (x2), Gray Elf Wizard; 4. Spitting Felldrake, Spiked Felldrake, Horned Felldrake, Crested Felldrake, Wood Elf Scout, Wood Elf Skirmisher (x2), Wood Elf Starstrike Archer.

## THALOS

Queen Almira I founded the island nation of Thalos to unify human tribes fleeing from the advance of Ravilla's armies. When Almira I was an old woman, the elven empire sent a fleet to take back the slaves that had sought to escape its control. In five days of combat, the Thalish defenders took a heavy toll on the superior elven navy, then repulsed the invasion, fighting hand to hand and spell to spell on the beaches.

Thalos has never forgotten the Battle of the Bloody Tide, the moment of their ultimate liberation from elven domination. An elf slew Stratis, who was the son of Stern Alia the Shield Mother, the goddess whose countenance peers out from every Thalos shield and ornament. Now Queen Almira XXI has chosen to meet violence with violence.

Popular mythology in Thalos has built up a cult of heroism, starting with Almira I. Thalish soldiers think of themselves as bands of heroes fighting the good fight. The presence of aasimars and even celestials amid their ranks reinforces this idea, as does the organization of their warbands. Thalos does not favor homogeneous assemblies of troops, but rather groups of specialists. Joining Almira XXI and her paladins' crusade are gnome engineers, the automatons they create, and an established school of sorcery whose power rivals the wizardry of Ravilla. Each member in a warband has a role, and by combining their specialized abilities they become stronger. Though most Thalish warriors would not appreciate the comparison, the composition of their warbands recalls the party of mortal heroes who slew Stratis and touched off the Godwar in the first place.

Thalos could try to stay out of the Godwar. It might be able to remain isolated, hoping that the eventual victor would have other islands to fry. But Queen Almira XXI is a paladin of action as well as a woman of ideals. Since she and her subjects are all the Shield Mother's children, Almira XXI knows that one day, the people of Thalos will replace the child that the Shield Mother lost with another she can recognize as her own.



THE CURRENT QUEEN ALMIRA SHOWS SIGNS OF LIVING UP TO THE GLORY OF HER ANCESTOR.

Models from back to front (left to right): 1. Human Conscript, Human Paladin, Hammerer, Ogre Penitent, Human Templar, Thalish Clay Golem, Human Swiftwing Disciple, Human Glaiver; 2. Human Swiftwing Disciple, Half-Elf Sorcerer, Human Paladin of Stratis, Pulverizer, Gnome Infiltrator; 3. Human Warrior (x2), Aasimar Cleric, Half-Elf Cleric, Human Marine, Human Sorcerer.

## MERCENARIES

The seven great factions of the Godwar are not the only powers in western Oerik. Other peoples control sections of the Sundered Empire but lack the numbers, organization, or ambition to impose their will upon the conflict. Members of these races and nations do, however, find frequent opportunities for plunder and advancement by serving in the warbands of the main combatants.

In contrast to previous major wars, the Godwar tends to be fought as an endless succession of small-scale battles and clashes of champions. Therefore mercenaries with magical talents or supernatural powers are at a premium. The most dangerous among them are the medusas, the salamanders, and the lycanthropes. The medusas and salamanders will work for any evil faction, while weretigers fight for all combatants.

Werebears fight so well for the good-aligned factions that some of Mordengard's citizens would love to give them honorary membership in the People's Republic.

One potential force in the Godwar, the Free Cities to the south have so far proven too disorganized to muster any type of coordinated response to the conflict. Odds are that this loose assembly of city-states will not unify in time to make a play for Stratis's post, but it's possible that larger forces of Free Cities mercenaries will join the conflict.



Models from back to front (left to right): Grimlock Trooper, Salamander Trooper, Azer Trooper, Grimlock Trooper, Ogre Mercenary; 2. Otyugh, Drider Trooper, Werebear Trooper, Hell Hound.

# The Sundered Empire

Ravilla

Naresh

Mordengard

Thalos

Disputed Regions

Ahmut's Legion

Free States

Drazen's Horde

The Southlands

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# Chapter 2: Model Statistics

Each model has a model card that lists its abilities.

## 1. NAME, COST, FACTION, AND TYPE
These summarize basic characteristics of the model.

### NAME
This identifies the model, such as "Half-Dragon Mage."

   The name has no effect on play, but you can often tell something about a model by its name. Generally, the first term in the name is the model's race or kind, such as "Orc" in "Orc Berserker." The term "Trooper," as in "Gnoll Trooper," means that the model is a baseline creature of its type. (In DUNGEONS & DRAGONS® terms, it has no class levels.)

### COST
This lists the points you must "pay" to have this model in your warband. The model's cost is in the upper right corner of the card. The more valuable a model is in play, the higher its cost.

### FACTION
Each model belongs to one of seven factions, or has no faction at all. Models that belong to no faction, casually referred to as "mercenaries," are always considered cross-faction models.

| Faction | Typical Members |
|---|---|
| Ahmut's Legion | Undead creatures, death cultists, and their unholy masters. |
| Drazen's Horde | Savage humanoids both large and small. |
| Kilsek | The mysterious drow, with their subterranean slaves and allies. |
| Mordengard | Stalwart dwarves and elemental allies. |
| Naresh | Vicious gnolls and demonic troops. |
| Ravilla | Elves and draconic creatures. |
| Thalos | Humans, their spiritual allies, and constructs built for battle. |

### TYPE
A model's **type** includes its alignment and the sort of creature it is.

   A creature's alignment is good, evil, or neutral. Good and evil models can't be in the same warband together. Some special rules also apply to models of one alignment or another. The Human Paladin, for example, can deal extra damage to an evil creature.

   Each model is also one of the following types: aberration, animal, beast, construct, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, shapechanger, undead, or vermin. A model's type sometimes includes a **subtype** in parentheses, such as "(Dwarf)."

## 2. LEVEL
This represents the model's overall power: its D&D® character level or Hit Dice. Set 5 models with levels in D&D character classes have those classes listed beside the Level entry. This

information is only important if you are playing in a campaign. (See Chapter 10: Campaigns for more about character classes and advancing models.)

## 3. SPEED, ARMOR, HEALTH, AND SAVE
These are the basic indicators of a model's maneuverability and survivability.

### SPEED
This is how many inches the model can move in a turn and still be able to attack. It can move up to twice this far and attack if it's charging. It can also move double its speed if it does nothing else. A model that's out of command generally moves **full speed** (double its speed score) if it moves at all.

   A model that has an "F" in front of its speed score has the Flight special ability (see Chapter 6: Special Abilities and Spells).

### ARMOR
An enemy model must roll this number or higher on an attack roll to hit the model. A high armor score could represent actual armor worn, scales on a monster's hide, the ability to dodge attacks, or any combination of these factors.

### HEALTH
This is how tough the model is to destroy. When the model takes damage, its health is reduced by that amount.

   **Half Health:** When the model's health first drops to half its score, it must make a morale save to avoid routing.

   **At 0 Health:** When the model's health drops to 0, it's knocked down (see Conditions in Chapter 4: Skirmishes).

   **Below 0 Health:** When the model's health drops below 0, it's destroyed and removed from the game.

---

**HALF-DRAGON MAGE** ❶  30 PTS.
Ravilla – Good Dragon
♛ LEVEL 4 ❷

CHAINMAIL
Miniatures Game

| | | |
|---|---|---|
| 🏃 SPEED | 6" | |

❸ 🛡 ARMOR  17

♥ HEALTH  4

🛡 SAVE  +4

**MELEE**
Attack: +6
Damage: 2 ❹

**RANGED**
Attack: Cone ❑
Damage: Cold Blast 5

**SPECIAL ABILITIES**
Independent Troop 2
Blind-Fight
Cold Blast 5
Immune Cold, Paralysis, Sleep

❺ **SPELLS**
1st – *mage armor +4* ❑
1st – *magic missile 1* ❑❑
1st – *magic weapon +1* ❑
2nd – *glitterdust* ❑
2nd – *invisibility* ❑❑

## SAVE

This is how easily the model avoids or survives certain hardships and special attacks. A model must make a successful save to avoid routing when damaged down to half health, to avoid the effects of a special ability or spell, to get up after being knocked down, and so on.

The number you must roll to be successful (the **Difficulty Class**) depends on what the save is for.

If the d20 roll for an attempted save is a **natural 1**, then it automatically fails. If the roll is a **natural 20**, then it automatically succeeds, regardless of the Difficulty Class.

## 4. COMBAT ABILITIES

These statistics govern a model's ability to fight.

## MELEE

This is how good the model is in hand-to-hand combat.

### Attack

Add this number to a d20 roll when making a melee attack. If the resulting number is at least as high as the defender's armor, the attack is a hit.

If the melee attack roll is a natural 1, then it's automatically a miss. If the melee attack roll is a natural 20, then it's automatically a hit, regardless of the enemy's armor. It might also be a critical hit (see Critical Hits in Chapter 4: Skirmishes).

If the melee attack score says "touch," then the model makes its attack rolls against armor 11 instead of against the defender's actual armor score.

### Damage

This is the amount of damage that the model deals with a successful melee attack. This number is subtracted from the defending model's health.



CHAINMAIL
· MINIATURES GAME ·

HALF-DRAGON MAGE
Ravilla – Set 3     ❶     30 pts.     ❻

Sculptor—Paul Muller
Contains: Body, left arm, tail, wings, 25 mm base     ❼
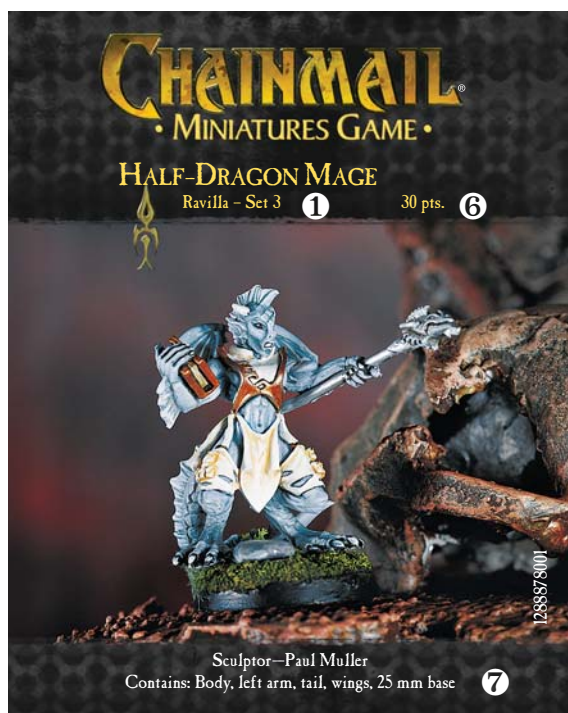
## Model Statistics

Here are the highest scores for each statistic, among the models of sets 1 through 5. This gives some idea of the power level of a given model. Each faction excels in one or two different areas and is weak in others.

| | Model (Faction) | Score |
|---|---|---|
| Cost | Very Young Red Dragon (Naresh) | 75 |
| Level | Zombie Minotaur (Ahmut's Legion); Hill Giant (Drazen's Horde) | 12 |
| Speed | Very Young Brass Dragon (Ravilla) | 15″ |
| Armor | Ancestral Guardian (Mordengard) | 24 |
| Health | Hill Giant (Drazen's Horde) | 20 |
| Save | Very Young Red Dragon (Naresh) | +8 |
| Melee Attack | Human Solar Templar (Thalos) | +13 |
| Melee Damage | Human Solar Templar (Thalos); Werebear Trooper (no faction) | 5 |
| Ranged Attack | Wood Elf Starstrike Archer (Ravilla) | +10 |
| Ranged Damage | Hill Giant (Drazen's Horde); Dwarf Shock Trooper (Mordengard) | 3 |

**Blunt:** If the damage line includes the word "blunt", then the weapon doesn't deal extra damage on a critical hit. It does, however, deal full damage to models with the Skeletal special ability (see Chapter 6: Special Abilities and Spells).

**Bonus Damage:** Some weapons deal bonus damage, which is listed after a "+" sign. Bonus damage is not doubled on a critical hit.

**Energy Damage:** Some damage is energy damage (acid, cold, electricity, fire, or sonic). This damage works like normal damage, except that it interacts differently with various special abilities.

**Magic Damage:** Some attacks deal magic damage. This works like normal damage, except that it is not affected by Damage Reduction (see Chapter 6: Special Abilities and Spells).

**Special Abilities:** Sometimes a special ability is listed as the damage or in addition to the damage. See the description of the special ability for its effect.

## RANGED

This is how good the model is at shooting or throwing. Not all models can make ranged attacks.

### Attack

This works just like melee attack.

Also listed is the range in inches (″) at which the model can make the attack. The model can't use its ranged attack against models that are farther away than the listed range.

If this line includes a box (❑), then the model can make only one ranged attack per skirmish.

If the ranged attack score says "touch," then the model makes its attack rolls against armor 11 instead of against the defender's actual armor score.

### Damage

This is the amount of damage that the model deals with a successful ranged attack. This works just like melee damage.

## 5. SPECIAL ABILITIES AND SPELLS

If the model has special abilities or spells, this is where they are listed. Each special ability and spell is described in Chapter 6: Special Abilities and Spells.

Some special abilities are weaknesses rather than strengths.

Certain models have the Commander special ability. These models are **commanders**. They guide the actions of other models (troops).

Some special abilities are spelled out on the model card rather than being described in Chapter 6.

If the model has magic items, they are listed on the model card. They do not affect the model's statistics (their effects have already been figured in). This information is only important if you are playing in a campaign (see Chapter 10: Campaigns).

## 6. BASE SIZE

The size of a model's base is not listed among its statistics, but it does have an effect on play. Where a model can go is sometimes limited by its base size. Bases come in three sizes, and may come in other sizes in the future.

| Base Size | Model |
|-----------|-------|
| 20 mm | Small creatures, such as goblins |
| 25 mm | Medium-size creatures, such as humans, elves, and orcs |
| 40 mm | Large creatures, such as ogres and centaurs |

A model's base size is listed on the back of the statistic card, with the photo of the model.

## 7. SET

Models are released in groups or sets, each of which has a number. A model's set has no effect on game play. Models within a set may have some features or themes in common, but you can freely mix models from various sets.

A model's set is listed on the back of the statistic card, with the photo of the model.

# Chapter 3: Warbands

You build a warband before you play.

## MODELS IN YOUR WARBAND

A warband comprises a number of models as well as terrain appropriate to the skirmish environment. Generally speaking, an effective warband should contain no fewer than three models and no more than fifteen models.

## POINT VALUE

First, determine the point value for your warband. This total will depend on what you and your opponents agree on, and the total costs of all models in your warband must not exceed this predetermined point value. There are four standard sizes, but you can play with warbands of any point value.

| Point Value | Skirmish Type |
| --- | --- |
| 50 | Small and fast |
| 70 | Lean and mean |
| 100 | Big clash (standard) |
| 140 | Major battle |

In general, games with smaller warbands are faster, and games with more players are slower. The more players you're going to have in a skirmish, the better it is to use smaller warbands. With fewer players, the skirmish can handle bigger warbands.

## FACTION

Your warband's faction is determined by the faction with the most command points. If there's a tie for command points between different factions, you determine the faction. If your warband has no command points, all models must be from the same faction.

**Cross-Faction Models:** All models of other factions, or of no faction, are considered to be cross-faction models. You need a minimum **command capacity** to have cross-faction models in your warband.

## COMMAND CAPACITY

Your warband has a command capacity equal to the total of the Commander ratings of all your on-faction **commanders**. Command points from cross-faction commanders don't contribute to your warband's command capacity. You need 1 point of command capacity per wild troop or cross-faction model in your warband.

If you have no wild troops and no cross-faction troops in your warband, you can have no commanders (but commanders are still really useful).

**Cross-Faction Wild and Difficult Troops:** A cross-faction wild troop counts as two models for determining your required command capacity. A cross-faction difficult troop counts as a number of cross-faction troops equal to its Difficult Troop rating. A cross-faction wild troop that is also difficult counts as a number of cross-faction troops equal to double its Difficult Troop rating.

## Warband Environment

Some warbands are built for a specific environment: above-ground or underground. The environment affects not only what terrain the warband has but also what models you choose to include. For example, archers are more useful aboveground because the gloom and dense terrain underground interfere with their ranged attacks. Other warbands are built to operate in both environments. If you're playing in a league, campaign, or tournament, find out what the environment will be and build your warband accordingly.

### GOOD AND EVIL MODELS

Good models can't be in a warband with evil models. Neutral models can be in warbands with good or evil models.

### MULTIPLE COPIES OF THE SAME MODEL

You can have more than one copy of a given model. If you play with the optional squad rules, you may want several copies of some troops (see Optional Rules: Squads in Chapter 4: Skirmishes).

### IN-RESERVE MODEL

You can have a single model **in reserve** that will be in your warband only half the time. This model's normal cost must be no more than one-tenth the point value for your warband, and you pay half its normal cost (rounded up). At the start of each skirmish, roll a d20. If you roll 11+, the model is in your warband for that skirmish.

### TACTICAL ADVANTAGE

You can spend points to gain a **tactical advantage**. For each point you spend on tactical advantage, add +1 to your scouting check. (Basically, any points you don't spend on models turn into tactical advantage.)

## WARBAND TERRAIN

Choose a number of pieces of terrain as part of your warband. You'll bring this terrain to the skirmish, and choosing the right terrain can give you a big tactical advantage. The number of terrain pieces that you pick depends on whether you're going to play aboveground or underground, as well as on how many people will be playing. To be ready for any skirmish, pick three aboveground terrain pieces and four underground terrain pieces. If you wind up playing with several players, leave some of your terrain pieces out of the skirmish.

| Number of Players | Terrain Pieces | |
| --- | --- | --- |
| | Aboveground | Underground |
| | (3´ by 3´) | (3´ by 2´) |
| 2 | 3 | 4 |
| 3 | 2 | 3 |
| 4 | 1 or 2* | 2 |
| 5+ | 1 | 2 |

*Each player rolls a d20. On a result of 1–10, that player supplies one piece of terrain. On a result of 11–20, that player supplies two pieces of terrain. If some players end up placing more terrain than others, skip the players who have no terrain left.

## OPTIONAL RULE: POOL AND WARBANDS

The optional pool rules allow you to modify your warband in response to your opponents' forces and to the scenario to be played.

A **pool** is a group of models from which you form a warband. You can think of it as a standard warband that you expect to **field** most of the time, but with extra models that you can swap in for special purposes. First determine your pool, and then select models from it to build a warband after you've seen your opponents' pools and the scenario.

### Table 3–1: Pool and Warband Size

| Warband Size (in Points) | Pool Size (in Points) |
| --- | --- |
| 50 | 65 |
| 70 | 90 |
| 100 | 130 |
| 140 | 180 |

### BUILDING A POOL

First, determine the size of the warband that you'll be playing. Your pool is about 30% larger than the warbands that you build from it. See Table 3–1: Pool and Warband Size.

The pool does not need to conform to the limits on warband building. For example, you can have more wild troops than your command capacity in your pool. However, your warbands still must be legal, so be sure that you can build legal warbands from the models in your pool. For example, if you have more wild troops in your pool than your command capacity, you won't be able to have them all in any warband you field.

You may not have a reserve model in a pool, though you can have a model in reserve in a warband that you field.

### Fielding a Warband

After seeing your opponents' pools, determining the scenario, and determining the lighting conditions, you select which models from your pool will go into the warband you field. You and your opponents choose models secretly and at the same time. Reveal your warbands to each other and then continue with the skirmish normally. (The next step is to make scouting checks.)

# Chapter 4: Skirmishes

A **Chainmail** battle is called a skirmish. You win by destroying or driving off the enemy's models, or by fulfilling a scenario objective (see Chapter 8: Scenarios). This chapter covers a skirmish from start to finish. It assumes that you've built a warband, determined the environment (aboveground or underground), and chosen a scenario.

## ROUNDS

A skirmish is played in rounds. Each round, each player takes various actions. A round ends when each player completes all the actions he or she is allowed.

## SETUP

Before the first round of a skirmish, players make scouting checks, place terrain, deploy models, and cast preparatory spells. See Chapter 8: Scenarios for the rules that apply to the scenario you're playing.

## ROLL INITIATIVE

At the start of each round, each player rolls a d20 to see who will have **initiative**. The player with the highest roll decides who goes first. In a skirmish with more than two players, that player also decides whether the opportunity to activate models passes to the left or right around the table.

### CHALLENGING INITIATIVE (TWO PLAYERS)

If you lose initiative, you may spend 1 command point from any commander to reroll your initiative roll. If you're still behind, you can't spend another command point to reroll consecutively.

If you win initiative on a reroll, it's now the other player's option to spend a command point to reroll initiative. If that player takes the initiative, it's your option again, and so on, until one player either decides not to challenge initiative or runs out of command points and can no longer challenge initiative.

If you reroll initiative and tie your opponent's roll, you lose initiative. (On a reroll, a tie counts as a loss.)

### CHALLENGING INITIATIVE (THREE OR MORE PLAYERS)

With more than two players, the sequence for challenging initiative is a little different.

1. All players roll for initiative. If any two players tie, all players reroll initiative.
2. Each player, starting with the lowest roller and going up, decides whether to challenge initiative.
3. A player who rerolls and doesn't exceed the highest initiative roll is out of the running and can no longer challenge initiative.
4. A player who rerolls and beats the highest initiative roll takes the lead.
5. Whoever finally wins initiative determines which player goes first and whether play proceeds to the left or to the right for that round.



THE BLOOD OF STRATIS FUELS THE WAR FOR THE UNDERDARK.

## ACTIVATE MODELS

Players take turns **activating** their models. Activating a model allows it to take a turn, and each model gets one turn during each round. Each model completes its turn, including any attacks, before the next model activates (even if you are activating multiple models).

### NUMBER OF MODELS ACTIVATED

The number of models you activate at a time depends on the number of models in your warband at the start of the round.

| Models in Warband* | Models Activated |
|---|---|
| 1–4 | 1 at a time |
| 5–8 | 2 at a time |
| 9–12 | 3 at a time |
| 13+ | 1/4 of your warband (round up) |

*Include all models on the battlefield, even routing models, knocked down models, and so on.

## ACTIONS

Unless a model's actions are restricted by some condition or special ability, it can **maneuver**, **stand**, or **charge** when activated. If the model maneuvers or stands, it can take one of several additional actions afterward.

### UNDER COMMAND

A model's options when activated depend on whether it is placed **under command**. Commanders and independent troops (see Commander and Independent Troop in Chapter 6: Special Abilities and Spells) are always under command. Other models must be placed under command by a commander or are **out of command**.

Regardless of whether a model is under command, it may maneuver, stand, or charge.

## Playing a Skirmish

Here's how to set up and play a **Chainmail** skirmish.

### Build Your Warband

1. Decide how many points you'll both spend on your warbands.

2. Choose models.
- Pick commanders. (You don't need to have a commander, but it helps a lot.)
- Good and evil models can't be in the same warband.
- Models' costs can't total more than the agreed amount. (It's okay to have "leftover" points.)

3. Choose terrain.
- 3 aboveground terrain pieces
- 4 underground terrain pieces

### Set Up

1. Decide whether the skirmish will be aboveground or underground.
- Underground skirmishes might be in gloom, making it harder to see.

2. Roll for the scenario.

3. Roll for scouting. The high roller is the scouting player.
- Add models' Scout numbers and any "leftover" points from building your warband to the roll.
- If you're the scouting player, you decide who places terrain first.
  - Take turns placing terrain. You cannot place terrain from the other player's warband.
  - Terrain can't overlap.
  - At least 2″ between impassable terrain or between impassable terrain and the battlefield edge.
- If you're the scouting player, you decide who deploys models first. Take turns deploying models.

| Number of Models in Warband | Number of Models You Deploy |
|---|---|
| 1–4 | 1 at a time |
| 5–8 | 2 at a time |
| 9–12 | 3 at a time |
| 13+ | 1/4 of your warband (round up) |

- If you're the scouting player, you can cast spells on your models before the skirmish begins.

### Play a Round

1. Roll for initiative.
- High roller wins initiative.
- Low roller can spend 1 command point to reroll initiative.
- If you win initiative, you decide who activates models first.

2. Take turns activating models. Each model can activate only once in a round.

| Number of Models in Warband | Number of Models You Activate |
|---|---|
| 1–4 | 1 at a time |
| 5–8 | 2 at a time |
| 9–12 | 3 at a time |
| 13+ | 1/4 of your warband (round up) |

- Decide whether to put a model under command.
  - Models that are out of command must move toward the nearest enemy (if they move at all).
- A model can:
  - **Maneuver** (move up to its speed in inches),
  - **Stand** (not move at all), or
  - **Charge** (move twice its speed along a straight clear path to attack the nearest enemy).
- After maneuvering or standing, a model can:
  - **Make a melee attack** against an enemy model it contacts.
  - **Make a ranged attack** against the nearest enemy model.
  - **Cast a spell.**
  - **Take a special action**, such as a cleric turning undead.
  - **Maneuver again.**
- Commanders can issue orders to help a model.

3. Models that are badly hurt (half health or less) might rout (run away).
- Injured models make morale saves (Difficulty Class 13).
- The save is harder (Difficulty Class 18) if your warband has lost half of its models.
- Routing models can rally, but only if under command.

Once you've both activated all your models, the round is over. Start the next round by rolling initiative.

## Maneuver (Under Command)

Abyssal Maw

1 pt. Human Paladin

Gnome Infiltrator

**The Human Paladin issues the 1-point order to put the Gnome Infiltrator under command. A model that's under command may maneuver freely.**

## Maneuver (Out of Command)

Abyssal Maw

Gnome Infiltrator

**A model that's out of command may not maneuver freely. If it moves at all, it must move at full speed toward the nearest enemy model.**

## Maneuver (Under Command)

A model that is under command may move in any direction or combination of directions up to its speed. (See Movement, page 29.) Then it may take one of several additional actions (see below).

## Maneuver (Out of Command)

A model that maneuvers while out of command must move at **full speed** (up to twice its speed) toward its destination. It cannot stop moving until it reaches its destination or has moved twice its speed. An out of command model has several possible destinations, and certain special cases allow (or force) it to move less than full speed.

### Destination: Nearest Enemy Model

If the out of command model has **line of sight** to one or more enemy models, it must maneuver full speed toward the nearest enemy model to which it has line of sight (if it maneuvers at all). It stops when it has moved twice its speed or when it makes **melee contact** against the model toward which it is advancing. (Usually a model makes melee contact against an enemy model when it touches the enemy model's base. A model with the Reach 1″ special ability, however, makes melee contact when it's an inch away.)

   **Proximity Awareness:** If the out of command model does not have line of sight to any enemy models, but there are enemy models within 6″ of it, then it has **proximity awareness** to all enemy models within 6″. It must maneuver at full speed toward the nearest of these models (if it

maneuvers at all). It stops when it has moved twice its speed or when it makes melee contact against the model toward which it is advancing.

   **Contact and Unseen Models:** Regardless of actual line of sight, a model is aware of any model in base-to-base contact with it or that has melee contact against it. For example, a model 1/2″ away from an invisible Crazed Minotaur Cultist, which has the Reach 1″ special ability, is aware of the Minotaur. If it maneuvers while out of command, it must move toward the Minotaur (or toward an even closer model).

### Destination: Focus Point

If the out of command model does not have line of sight to any enemy models, and it does not have proximity awareness to any enemy models, then it must move full speed toward the **focus point** of the battlefield (if it maneuvers at all). It stops when it has moved twice its speed or when it touches the focus point. For most scenarios, the center of the battlefield is the focus point.

### Destination: Scenario Goal

Some scenarios have a scenario goal. In this case, an out of command model can maneuver at full speed toward the scenario goal, even if it has line of sight to enemy models.

### Models with Ranged Attacks

Unlike other models, an out of command model with a ranged attack doesn't always have to maneuver at full speed. Specifically, it can stop as soon as it has "lined up a shot." As soon as the model first moves to a point at which it has line of sight to an enemy model and is within range to attack that model, it can stop. It can also make a ranged attack against the model to which it has lined up the shot, provided that it had been maneuvering toward that model and it hasn't moved more than its speed. However, if the maneuvering model was advancing toward a scenario goal, toward the focus point, or toward a different enemy model, then it can't attack this turn.

   An out of command model can stop in this way regardless of whether its ranged attack is a regular ranged attack, a special ability, or a spell.

   If the out of command model has ranged attacks with different ranges, use the longest range to determine where the model is allowed to stop.

   If an out of command model first lines up a shot when it's on a **low obstacle** (see Chapter 7: Terrain), the model may continue advancing until it is not on a low obstacle. This special rule doesn't allow a model to move in a different direction or to move farther than its speed allows.

### Accidentally Maneuvering into a Threatened Area

Sometimes a model maneuvering while out of command encounters the threatened area of an enemy model it was not approaching. (See Threatened Areas and Attacks of Opportunity, page 29.) If the model was maneuvering toward a scenario goal or toward the nearest enemy model, it may stop but does not have to. (If it keeps moving, it most likely provokes an attack of opportunity from the model in whose threatened area it is moving.) If the model was maneuvering

toward the focus point, then it must stop when it touches the threatened area of an enemy model.

### Accidentally Maneuvering into Base-to-Base Contact

Sometimes a model maneuvering while out of command moves into base-to-base contact with an enemy model other than the model toward which it was advancing. If the enemy model has melee contact against the maneuvering model when their bases touch, the maneuvering model must stop. If the enemy model does not have melee contact against the maneuvering model when their bases touch, the maneuvering model may stop but does not have to. If the model stops and has not already moved more than its speed, it can make a melee attack.

### Accidentally Encountering Unseen Models

If an out of command model enters an unseen enemy model's threatened area, it cannot stop.

If an unseen model makes an attack of opportunity against a model maneuvering while out of command, the maneuvering model must stop if it was maneuvering toward the focus point. It may stop if it was maneuvering toward the nearest enemy model or a scenario goal.

### STAND (UNDER OR OUT OF COMMAND)

A model can opt to not move at all (stand). It may stand regardless of whether it is under command and regardless of line of sight to enemy models. After standing, it may take one of several additional actions, as with maneuvering. (You can think of standing as "maneuvering" 0˝.)

A model with the Extra Melee Attack or Extra Ranged Attack special ability gets its extra attacks only when it stands (not when it maneuvers or charges).

### ACTIONS AFTER MANEUVERING OR STANDING

After a model maneuvers up to its speed (or stands), it can do one of the following.
- **Make a melee attack**. A model may attack an enemy model against which it has melee contact.
- **Make a ranged attack**. A model may attack the nearest enemy model (only). A model can't make a ranged attack if an enemy model has melee contact against it.
- **Cast a spell**. A model may cast an **offensive spell** at the nearest enemy model (only) or a **beneficial spell** on the nearest allied model (or on itself). If an enemy model has melee contact against this model when it casts a ranged spell (one with a 6˝ or greater range), this model must make a successful save or lose the spell. The Difficulty Class of the save is 15 + the spell's level. A model casting a nonranged spell (personal or touch) doesn't have to make this save.
- **Take a special action**. Some special abilities, such as Turn Undead, count as part of a maneuver, sort of like making an attack.
- **Maneuver again**. The model can move up to its speed again. It has then exhausted its turn.

### CHARGE (UNDER OR OUT OF COMMAND)

A charging model not only gets to move up to twice its speed (on a turn when it's attacking), but it also gets a bonus to attack.

To charge, a model moves at full speed directly toward the nearest enemy model in line of sight. It must move in a straight line directly toward the nearest part of the enemy model's base. If the model makes melee contact against the enemy model it was charging, it stops and makes a melee attack with a +2 bonus on the attack roll.

A model with the Reach 1˝ special ability that is under command does not have to stop as soon as it makes melee contact against its target. It can move in closer and even make base-to-base contact (within the normal limits of a charge).

A charge is usually hard to pull off, as several factors can interfere with it.

### Limits on Charging

Certain situations prevent a model from charging. If some factor thwarts a charge, the model continues its turn as if it's maneuvering. It can no longer attack after moving more than its speed, and it does not get the +2 charge bonus on its attack roll.

**Minimum Distance (2˝):** A charging model must move at least 2˝ for the move to be considered a charge.

**Starting in Melee Contact:** A model can't charge if, at the start of its turn, an enemy model has melee contact against it.

**Slowed Movement:** If the charging model encounters battlefield conditions or terrain that slows its movement, if it has to squeeze between obstacles or other models (see Squeezing between Obstacles, below), or if it is otherwise slowed down, it is no longer considered to be charging.

**Straight Line Only:** A charging model that moves around an obstacle or otherwise changes direction is no longer considered to be charging.

### Accidentally Charging into a Threatened Area

A charging model cannot stop if it accidentally moves into an enemy model's threatened area, so it might suffer an attack of opportunity if it moves past an enemy model.

### Accidentally Charging into Base-to-Base Contact

A charging model must stop if it moves into base-to-base contact with an enemy model, other than the model being charged, that has melee contact against it. It is no longer



**Charge**

Abyssal Maw

(at least 2˝)

Human Paladin

Gnome Infiltrator

A charging model may charge only the nearest enemy model. It must move in a straight line, and it can't charge if anything slows it down.
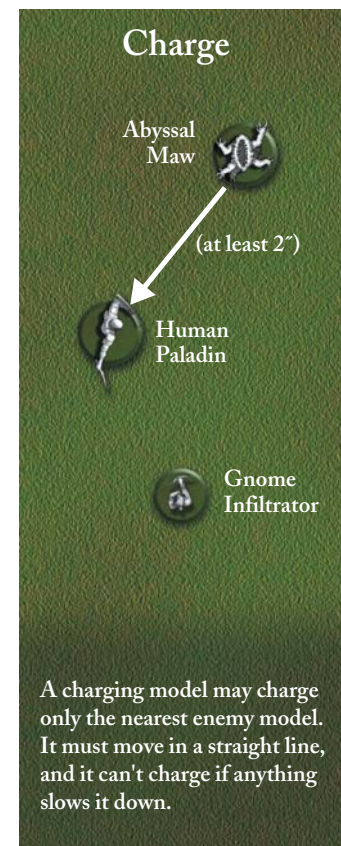
considered to be charging. The move instead is treated as a maneuver.

## MOVEMENT

A model generally moves up to its speed in inches.

### SLOWED OR BLOCKED MOVEMENT

Terrain and models slow or block movement.

#### Moving through and around Terrain

Terrain can slow down a model when it moves. Some types of terrain are impassable, and models must move around them. See Chapter 7: Terrain for details.

#### Moving through Other Models

A model can't move through another model unless the other model is **knocked down** (see Conditions on page 37).

**Knocked Down Models:** A model can move over a knocked down model, but doing so incurs a 1˝ movement cost for each such model crossed. A model can't stop on top of a knocked down model. A knocked down model is considered to occupy the same space it was in while it was up.

#### Squeezing between Obstacles

A model can squeeze between two other models if the space between them is at least half the width of the model's own base. Likewise, a model can squeeze between pieces of impassable terrain or between such a piece of terrain and a model. A model incurs a 2˝ movement cost each time it squeezes between



**Attack of Opportunity**

**Avoiding Attacks of Opportunity**

Abyssal Maw

Human Paladin

threatened area

If a model moves while within 1˝ of an enemy model, the enemy makes an attack of opportunity against the moving model. Here, the Paladin attacks the Maw as it moves past.

Abyssal Maw

Human Paladin

threatened area

A model can avoid attacks of opportunity by moving directly toward the nearest enemy model. Here, the Paladin doesn't get an attack of opportunity against the Maw.

obstacles, and it can stop only where there is room for its base. If it doesn't have enough movement to squeeze past the models, it can't squeeze through partway on that turn.

### THREATENED AREAS AND ATTACKS OF OPPORTUNITY

The space near an enemy model is its **threatened area**, a "danger zone," and the enemy model can take "free swings" at combatants that move through that space.

The area within 1˝ of a model is that model's threatened area.

If a model has the Reach 1˝ special ability, then the area with 2˝ of the model is its threatened area.

#### Movement and Attacks of Opportunity

If a model is in an enemy model's threatened area and moves, the enemy model makes an **attack of opportunity** against it. An attack of opportunity is a single melee attack.

**Moving toward the Currently Closest Enemy Model:** A model does not draw attacks of opportunity if it moves toward the enemy model that is currently closest to the moving model. Determine the currently closest enemy model in the same manner as the nearest enemy model, but without regard to line of sight. Ignore knocked down models when determining which model is currently closest. (This rule means that, under normal circumstances, an out of command model maneuvering at full speed toward the nearest enemy model does draw attacks of opportunity from unseen models.)

**Line of Sight and Effect Needed:** A model cannot make an attack of opportunity if it does not have both line of sight and **line of effect** (see Line of Effect for Spells, page 36) to the moving model.

#### Number of Attacks of Opportunity Each Round

A model may make only one attack of opportunity per round. A model must make an attack of opportunity when it has the chance. (See Orders on page 42 for an exception.)

#### When Attacks of Opportunity Occur

A model makes an attack of opportunity in response to enemy movement. The attack of opportunity takes place when the enemy model is about to make its move (or continue its move), but before it actually does so.

If two or more models make attacks of opportunity at the same time, their player decides the order in which the attacks occur. All the attacks take place even if their target is destroyed.

#### Touching a Model with Reach 1˝

When a model comes into base-to-base contact with an enemy model that has the Reach 1˝ special ability, the enemy model makes an attack of opportunity against the moving model. The model with Reach 1˝, however, does not get this attack of opportunity if the model that contacts it has moved 1˝ or less this turn. (See Reach 1˝ in Chapter 6: Special Abilities and Spells.)
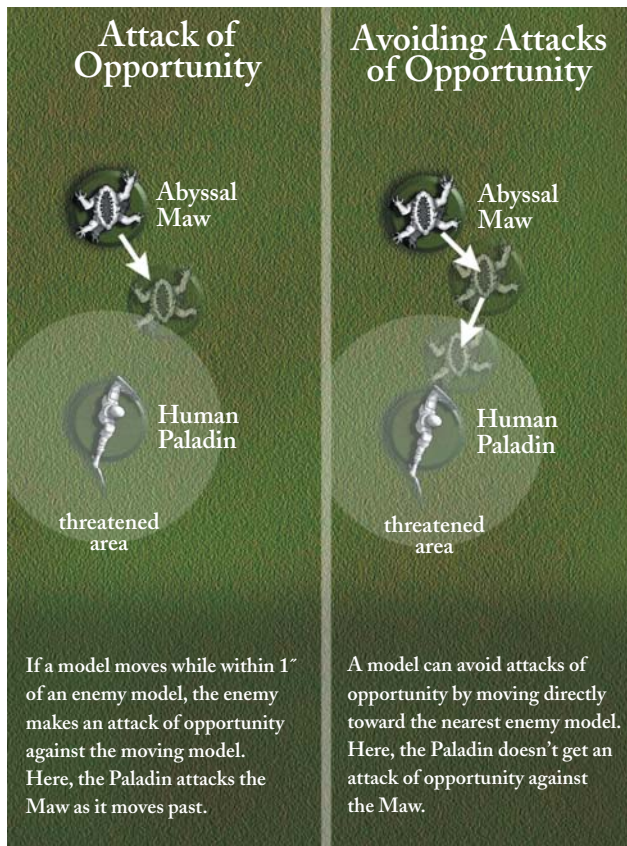
## Attacks of Opportunity and Nearest Enemy Model



1″

Demonic
Gnoll Adept

Gnoll
Trooper

1″
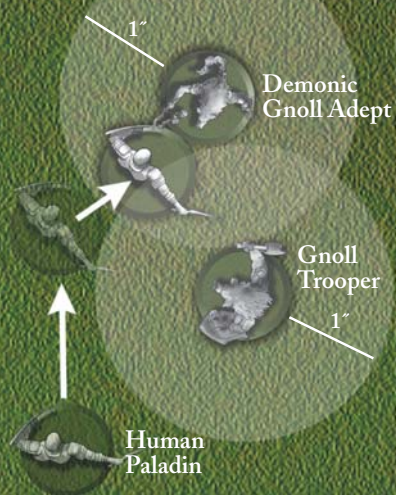
Human
Paladin

For attacks of opportunity, determine which model is currently closest. The Human Paladin starts its turn nearer to the Gnoll Trooper, but by the time it's in an enemy's threatened area, it is equally close to the Demonic Gnoll Adept, and it can then approach either model safely.

## LEAVING MELEE CONTACT

Commanders are reluctant to order their troops to break away from combat because they know that some troops, once they start backing away, will just keep on retreating.

If an enemy model has melee contact against a model that then moves to leave its melee contact, the moving model must make a **morale save** or **rout**. In addition, the moving model provokes an attack of opportunity for moving while in an enemy model's threatened area.

**Maneuvering toward the Nearest Enemy Model:** If a maneuvering model moves toward the nearest enemy model, and in doing so leaves an enemy model's melee contact, the maneuvering model doesn't have to make a morale save. Only a model with the Reach 1″ special ability can have melee contact against an enemy model and not be that model's nearest enemy.

## LEAVING THE BATTLEFIELD

A model that moves off the battlefield is out of the game. A model is off the battlefield when any part of the model's base is off the battlefield.

## MELEE ATTACKS AND RANGED ATTACKS

Combat is an exchange of attacks, which may be melee or ranged attacks.



SKULLS UPON SKULLS UPON SKULLS.

## MELEE ATTACKS

To make a melee attack, a model must have melee contact against an enemy model.

### Melee Contact

To have melee contact against an enemy, the model's base must touch the enemy model's base.

A model with the Reach 1″ special ability has melee contact against enemy models within 1″ of its base. It's common, therefore, for the model with Reach 1″ to have melee contact against a model that does not have melee contact against it in return. Terrain that blocks line of effect, however, blocks melee contact. To have melee contact against an enemy model, the line between the centers of both model's bases must be clear (not blocked by anything that blocks line of effect).

A model must be able to attack to have melee contact against another model. If a model is **constrained** (see Conditions on page 37), that model does not have melee contact against any other model.

### Targets of Melee Attacks

In melee, a model can attack any enemy model against which it has melee contact. It can choose knocked down models freely, for example. (A model making a ranged attack has limited choices for targets, but these limits do not apply to melee attacks.)

A charging model, however, attacks the model that it charged, if it can. Even if it's in melee contact with other models, it attacks the model that it charged.

## RANGED ATTACKS

To make a ranged attack, a model must have an enemy model within range and must have **line of sight** and **line of effect** to the enemy model.

### Targets of Ranged Attacks

Unless it receives an order to the contrary (see Orders on page 42), a model must make its ranged attack against the nearest enemy model.

### Melee Contact Prevents Ranged Attacks

A model can't make ranged attacks if an enemy model has melee contact against it.

## ATTACKS AND DAMAGE

A successful attack results in damage to the target.

### Attack Rolls

When a model attacks, roll a d20 and add the model's melee or ranged attack number, as appropriate. This is called an

attack roll. If the result of an attack roll is at least as high as the defender's armor, the attack succeeds. The attacking model deals its melee or ranged damage, as appropriate, which is subtracted from the defending model's health.

**Natural 20s and Natural 1s:** If the attack roll is a **natural 20**, (a roll of 20 on the die, regardless of modifiers) it automatically succeeds, regardless of the defender's armor. It might also be a **critical hit** (see below). If the attack roll is a **natural 1** (a roll of 1 on the die, regardless of modifiers), it automatically misses, regardless of the attacker's attack number.

**Touch Attacks:** A model making a **touch attack** rolls to hit armor 11 instead of the enemy model's actual armor. If a piece of terrain or an intervening model



### Melee Contact

Demonic
Gnoll Adept

Human
Paladin

**A model may make a melee attack against any enemy model against which it has melee contact.**



### Selecting Melee Targets

Human
Marine

Hyena

Human
Glaiver
(knocked
down)

Human
Paladin

**A model can choose to make a melee attack against any model against which it has melee contact.**

**The Hyena can attack any model it wishes. Even the knocked down Human Glaiver. Even though the Hyena's wild. Even though it's out of command.**

**There's no order to help a model choose a target in melee because models never need any help choosing their targets.**

## Attacking a Knocked Down Model

A model that is out of command and that maneuvers must move toward the nearest enemy model. It must ignore knocked down models. It may, however, stand instead of maneuvering.

The Gnoll Trooper, even though out of command, can stand and attack the knocked down Human Glaiver.

## Attacking a Knocked Down Model (Wild Troops)
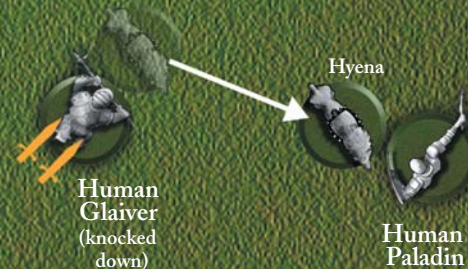
A wild model that is out of command must move toward the nearest enemy model. It must ignore knocked down models. It may not stand (unless it has no models to approach).

The Hyena must ignore the knocked down Human Glaiver and charge the Human Paladin.

provides the defender with an armor bonus, that armor bonus applies to touch attacks.

### Losing Health

Combatants that are wounded might run away, fall helpless to the ground, or just plain die.

**Reduced to Half Health:** If the defending model's health drops to half or less, it must make a morale save (see Morale Saves, page 39).

**Reduced to 0 Health:** If a model's health drops exactly to 0, it's **knocked down** (see Conditions, page 37). Every turn, it has a chance to get back up again. (Construct and undead creatures, however, are destroyed when they reach 0 health.)

**Reduced Below 0 Health:** If the model's health drops below 0, it's destroyed. Remove it from the game.

### Energy Damage

Certain creatures are able to resist, or are especially vulnerable to, some types of energy damage (acid, cold, electricity, fire, or sonic). Energy damage is otherwise dealt normally.

### Critical Hits

If an attack roll is a natural 20, the attack automatically succeeds. Additionally, the attacker makes another attack roll exactly like the first. If the second roll is successful, the defender takes double damage.

**Bonus Damage:** Bonus damage from a special ability or spell is not doubled on a critical hit.

## Attack Modifiers: Intervening Model
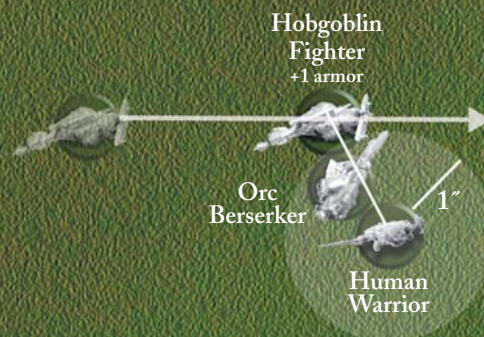
As the Hobgoblin Fighter moves through the Human Warrior's threatened area, it provokes an attack of opportunity from the Warrior. Since the line between the Warrior's center and the Fighter's center crosses the Orc Berserker's base, the Berserker grants the Fighter a +1 armor bonus (the "intervening model" bonus).

## Attack Modifiers: Multiple Attackers Bonus

Human Warrior +2

Gnoll Trooper

Human Warrior +2

Human Warrior +2

A model is "flanked" when three hostile models have melee contact against it. When a model is flanked, each attacker gets the +2 multiple attackers bonus on its melee attack roll against the flanked model.

**Immunity to Critical Hits:** Construct, elemental, and undead creatures are immune to critical hits. A natural 20 on an attack roll is still an automatic success.

**Blunt Weapons:** If a model's damage score is noted as "**blunt**," it doesn't score critical hits with that attack. A natural 20 on the attack roll is still an automatic success.

### Attack Modifiers

In addition to the attack numbers already listed in a model's statistics, certain circumstances may further modify the attack roll. Some of these circumstances may also affect a model's armor.

Modifiers are slightly different for melee attacks and ranged attacks. A special case is a melee attack against a model that is not in base-to-base contact with the attacker; in this case use the second set of melee attack modifiers. (For example, if a model makes an attack of opportunity at an enemy model 1˝ away, and a low wall is between them, the wall provides cover as it would for a ranged attack.)

**Multiple Attackers:** A model gets a +2 bonus on its melee attack against an enemy model if two or more other hostile models also have melee contact against that enemy model.

**Intervening Model:** A model is "intervening" in an attack if its base is crossed by the line between the center of the attacker's base and the center of the defender's base.

**Contacting Hostile Model:** A model making a ranged attack suffers a −4 penalty on its attack if the defender is in base-to-base contact with at least one hostile model. Knocked

## Attack Modifiers: "Higher Ground" Bonus

hill

Abyssal Maw

+1
Wood Elf Skirmisher

Gray Elf Duelist +1

Demonic Gnoll Adept +1

Gnoll Trooper
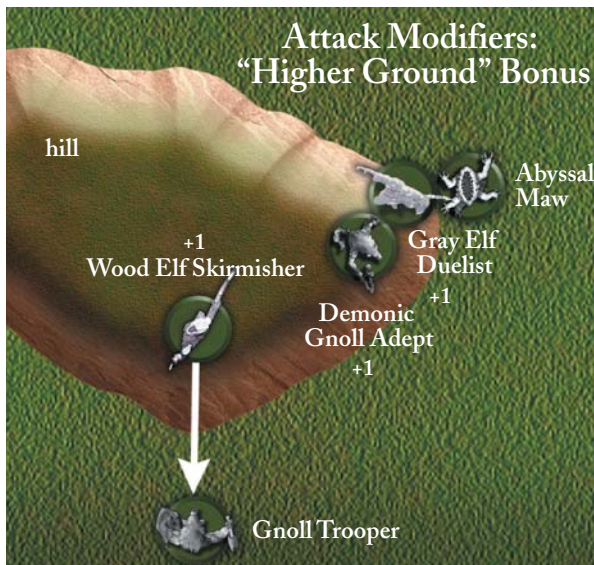
A model attacking from above (on "higher ground") gets a +1 bonus on its attack rolls.

The Wood Elf Skirmisher gets the +1 "higher ground" bonus on its ranged attack rolls against the Gnoll Trooper.

The Gray Elf Duelist gets the +1 "higher ground" bonus on its melee attack rolls against the Abyssal Maw. The Demonic Gnoll Adept gets the +1 "higher ground" bonus against the Duelist.

## Multiple Attackers Bonus: Reach and Enemies of Different Warbands

Human Warrior +2

Gnoll Trooper

Human Glaiver (Reach 1˝) +2

1˝

Orc Berserker +2
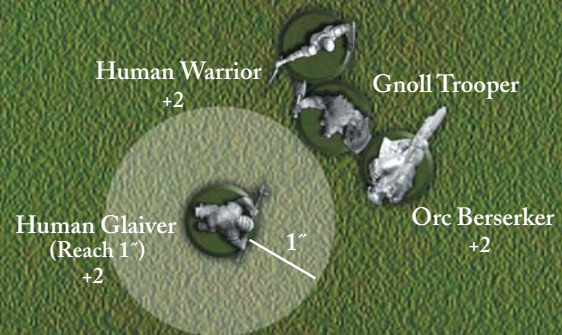
The Gnoll Trooper is "flanked," so all the enemies attacking it get the +2 multiple attackers bonus on their melee attack rolls.

Even though the Human Glaiver isn't in base-to-base contact with the Gnoll, it has melee contact against the Gnoll, so the Gnoll is still flanked.

Even though the Orc Berserker is in a different warband from the Humans, the Gnoll is still flanked. (This must be a multiplayer game or team game because there are three warbands fighting.)

down hostile models don't count. Whether either model has melee contact against the other is not relevant.

**Defender Unable to See Attacker:** When a model attacks another model that cannot see it, the attacking model gets a +3 bonus on its attack roll, provided that the attacker can see the defender.

### Unseen Defenders

Attackers can sometimes attack unseen defenders, but with a chance to miss outright. If a model makes an attack roll against an unseen model, the attacker rolls a d20. If the result is 11+, the attack occurs normally. If the roll is 1–10, the attack automatically misses.

The Blind-Fight and Blindsight special abilities (see Chapter 6: Special Abilities and Spells) reduce or eliminate the miss chance.

**Melee Attacks:** A model may freely make a melee attack against an unseen model, but with a miss chance. This also applies to melee attacks that are tied to special abilities and spells.

**Ranged Attacks:** A model may only make a ranged attack against a defender to which it does not have line of sight if it receives a 4-point order to attack any target (see Orders, page 42). It still needs line of effect to the target, and it still has a miss chance.

*Special Ability or Spell (Attack Roll):* If a special ability or spell uses a ranged attack roll, then the model might be able to attack a model to which it does not have line of sight, as with a normal ranged attack, and with the normal miss chance.

*Special Ability or Spell (Area):* If a special ability or spell affects an area or models in an area, then the attacking model can center the attack on or aim the attack toward a point to which it does not have line of sight, provided it receives the 4-point order to attack any target and has line of effect to that point.

*Special Ability or Spell (Direct Effect):* If a special ability or spell affects models directly (such as *magic missile 1*), not through an attack roll or by affecting an area, then the model may not attack any model to which it does not have line of sight.

---

**Melee Attack Modifiers (in Base-to-Base Contact)**

| | |
|---|---|
| Attacker charging | +2 attack |
| Attacking from above (see Elevation, page 82) | +1 attack |
| Defender knocked down | Automatic hit, double damage |
| Multiple attackers (see page 33) | +2 attack |
| Attacker "on" a low obstacle (see Low Obstacle, page 83) | −2 attack |
| Defender "on" a low obstacle (see Low Obstacle, page 83) | −2 armor |
| Defender stunned | +3 attack |
| Defender unable to see attacker (see above) | +3 attack |
| Attacker unable to see defender (see Unseen Defenders, above) | Miss chance 1–10 |
| Order: attack +2 | +2 attack |

**Melee Attack Modifiers (not in Base-to-Base Contact)**

| | |
|---|---|
| Attacker charging | +2 attack |
| Attacking from above (see Elevation, page 82) | +1 attack |
| Defender has cover (see Cover, page 80) | +4 armor |
| Intervening model (see page 33) | +1 armor per model |
| Defender knocked down | Automatic hit, double damage |
| Multiple attackers (see page 33) | +2 attack |
| Attacker "on" a low obstacle (see Low Obstacle, page 83) | −2 attack |
| Defender "on" a low obstacle (see Low Obstacle, page 83) | −2 armor |
| Defender stunned | +3 attack |
| Defender unable to see attacker (see above) | +3 attack |
| Attacker unable to see defender (see Unseen Defenders, above) | Miss chance 1–10 |
| Order: attack +2 | +2 attack |

**Ranged Attack Modifiers**

| | |
|---|---|
| Attacking from above (see Elevation, page 82) | +1 attack |
| Defender has cover (see Cover, page 80) | +4 armor |
| Intervening model (see page 33) | +1 armor per model |
| Defender contacting hostile model (see page 33) | −4 attack |
| Defender knocked down* | No modifier (but see page 38) |
| Attacker "on" a low obstacle (see Low Obstacle, page 83) | −2 attack |
| Defender "on" a low obstacle (see Low Obstacle, page 83) | −2 armor |
| Defender stunned | +3 attack |
| Defender unable to see attacker (see above) | +3 attack |
| Attacker unable to see defender (see Unseen Defenders, above)** | Miss chance 1–10 |
| Order: attack +2 | +2 attack |

*Unless it receives the 4-point order to target any target, or it has no other models in line of sight, a model can't make a ranged attack against a knocked down model.

**Unless it receives the 4-point order to attack any target, a model can't make a ranged attack against a model to which it does not have line of sight.

## CASTING SPELLS

Some models have spells that they can cast after the maneuver or stand action. (See Orders, page 42, for an exception.) This option is only open to models that cast spells. No spell, regardless of its range, can be cast as part of a charge.

Spells have limits, such as how far a caster can be from a target, who they can be cast on, and so on. These ranges and other considerations are described below.

### RANGED SPELLS

Spells work like ranged attacks if they have ranges of 6″, 24″, or sight. This means, among other things, that a model must cast a ranged spell at the nearest enemy model. (See Orders, page 42, for exceptions.)

### Casting Ranged Spells While in Melee Contact

It's hard to cast a spell, which requires concentration, when enemies are breathing down your neck.

A spellcaster can try to cast a ranged spell while an enemy has melee contact against it. The spellcasting model must make a successful save (Difficulty Class of 15 + the spell's level) or it loses the spell (as if it has cast the spell to no effect).

If a model casts an offensive ranged spell, and more than one enemy model is in base-to-base contact with it, the spellcasting model can select any of those models as the nearest enemy model.

### Beneficial Ranged Spells

When a spellcaster casts a beneficial ranged spell, it's the nearest ally, not the nearest enemy, that counts.

If a ranged spell is beneficial, treat allied models as enemy models (and ignore enemy models) to determine which model the caster casts the spell on. The spellcaster also has the option of casting the spell on itself.

### Sight Range

If a spell's range is sight, a model casting the spell needs only line of sight and line of effect to its target. Range is irrelevant.

### NONRANGED SPELLS

Spells with a range of touch or personal work like melee attacks (when used against enemies).



**Ranged Attack against Nearest Enemy Model**
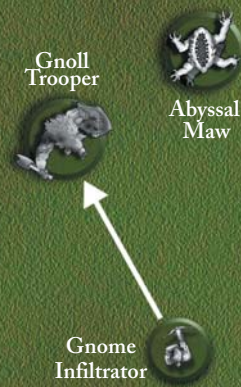
Generally, a model may make a ranged attack only at the nearest enemy model. The Infiltrator may shoot the Trooper but not the Maw.



**Attack Modifiers:**
**Hostile Contact Ranged Attack Penalty**

The Orc Trooper throws its javelin at the nearest enemy model. Since the Dwarf Fighter is hostile to the Abyssal Maw and in base-to-base contact with it, the Trooper suffers a −4 penalty on the attack. Even though the Dwarf Fighter is an enemy of the Trooper, the Trooper still suffers the penalty. (This is a multiplayer game.)



**Attack Modifiers:**
**Hostile Contact Ranged Attack Penalty and Knocked Down Enemies**
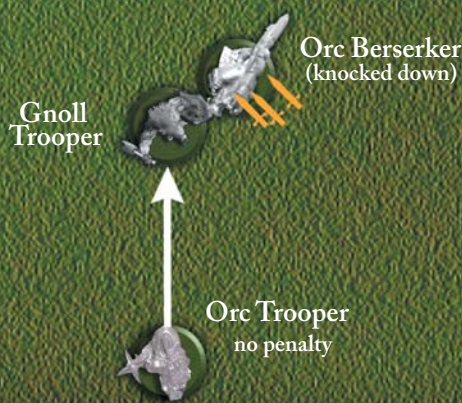
The Orc Trooper throws its javelin at the nearest enemy model (the Gnoll Trooper). Since the Orc Berserker is knocked down, the Orc Trooper doesn't suffer a penalty on the ranged attack.

### Casting Nonranged Spells

Casting a nonranged spell when an enemy has melee contact against the caster does not require a save as casting a ranged spell does.

### Touch Spells

If a spell's range is touch, the model can cast it on any model against which it has melee contact or on itself. Casting an offensive spell with a range of touch requires a successful melee touch attack against the target. If the attack fails, the spell is not expended.

### Personal Range Spells

If the spell's range is personal, the spell affects only the caster.

### AIMING AREA-AFFECTING SPELLS

Some spells affect an area of the battlefield rather than a model or models. Their range entries include the "[Area]" designator. Since these spells can be effective even when no models are caught in their original area, they have special aiming rules. 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."

### LINE OF EFFECT FOR SPELLS

For ranged spells, line of effect works the same way as for ranged attacks. The spellcasting model needs line of effect from itself to the target model (or to the target point, if it's received the 4-point order to attack any target).

### Point of Origin

Some spells affect areas (such as *darkness*) or models within defined areas (such as *sound burst 1*). These spells have a secondary line of effect, from the **point of origin** to the limit of their defined areas. A model is affected by the spell if any such line of effect touches any part of its base.

This point of origin is typically the center of the targeted model's base. (In the case of a spell cast at a point on the battlefield, with the "attack any target" order, or an area-affecting spell cast toward a model that's out of range, the point of origin is a point on the battlefield.)

As with a regular lines of effect, these secondary lines of effect are blocked by some kinds of terrain. See Chapter 6: Spells and Special Abilities for a more detailed discussion of point of origin.

### CASTING CONE SPELLS

Some spells affect models in a cone-shaped area. The model casting the spell aims the cone at the nearest enemy model, as for a standard 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.



**Attack Modifiers: Hostile Contact Ranged Attack Penalty and Reach**
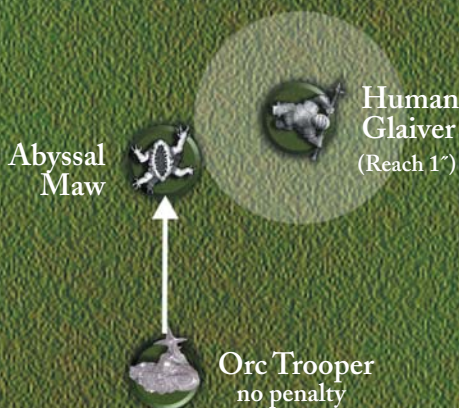
The Orc Trooper throws its javelin at the Abyssal Maw with no penalty. Even though the Human Glaiver has melee contact against the Maw, it's not in base-to-base contact, so the Trooper doesn't suffer the −4 penalty. (This is a team or multiplayer game.)



**Attack Modifiers: Hostile Contact Ranged Attack Penalty and Intervening Models**

The Orc Trooper throws its javelin at the nearest enemy model (the Abyssal Maw). Since the Orc Berserker is hostile to the Maw and in base-to-base contact with it, the Trooper suffers a −4 penalty on the attack. Since the path of the javelin goes through the Berserker's base, the Trooper suffers an additional −1 penalty.

As with a standard ranged attack, the model can receive orders that allow it to aim the cone at the second-nearest model or at a point on the battlefield (see Orders, page 42).

As with any other ranged spell, if a model casts a cone spell, and more than one enemy model is in base-to-base contact with it, the spellcasting model can select any of those models as the nearest enemy model.

As with a ranged attack, 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 effect. 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.

## SPECIAL ACTIONS

Special actions can be a variety of different things. Most commonly, it means using a special ability of some kind, such as Turn Undead. The explanation of the special ability, scenario rule, or other situation tells you if it requires taking a special action.

Taking a special action generally follows the rules for spellcasting, except that a model can freely take a special action when enemy models have melee contact against it. (The acting model does not have to succeed at a save in order to take the action.)

## CONDITIONS

Certain conditions can affect a model's ability to act or force it to take specific actions.

### BLINDED
A **blinded** model does not have line of sight to any other model. Proximity awareness (see Nearest Enemy Model, page 45) may allow a blinded model that is out of command to maneuver toward an enemy model. A blinded model is aware of any model in base-to-base contact with it or that has melee contact against it.

A blinded model's speed is divided by 2.

If a blinded model has melee contact against an enemy model, it can attack, but with a miss chance. A blinded model can't make attacks of opportunity because it does not have line of sight to enemy models.

Most models gain a +3 bonus on their attack rolls when attacking a blinded
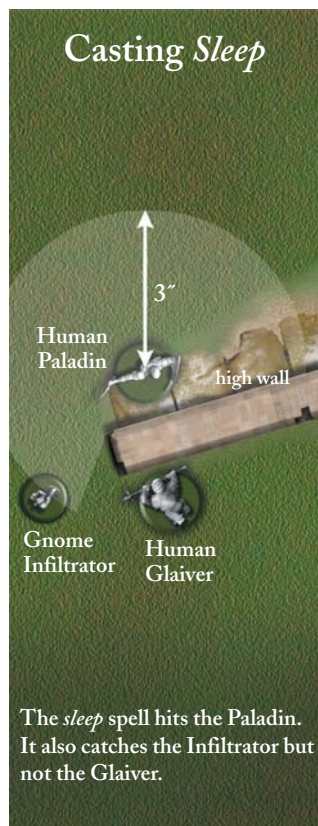
model (see Attack Modifiers, page 34), provided that they can see the blinded model.

### CONSTRAINED
A number of situations can result in a model's being **constrained**.

A constrained model can't attack, cast spells, make attacks of opportunity, grant the multiple attackers bonus to allied models, use optional special abilities, spend command points, or issue orders. A constrained model does not have melee contact against any other model. Being constrained does not prevent a model from routing, but the condition that makes the model constrained might do so.

### ENTANGLED
An **entangled** model is unable to move. Each turn that it attempts to move, an entangled model must make a save. If it succeeds, it moves normally and is no longer entangled. If it fails, it can't move this turn. Being entangled has no effect on a model's ability to attack, cast spells, make attacks of opportunity, grant the multiple attackers bonus to allied models, use special abilities, spend command points, or issue orders. If an entangled model routs and fails its save, it does not move but is still considered to be routing.

### KNOCKED DOWN
A model whose health is reduced to 0 is **knocked down**. Lay a knocked down model on its side (or otherwise indicate that it is knocked down). A knocked down model is constrained (see



## Casting *Sleep*

The *sleep* spell hits the Paladin. It also catches the Infiltrator but not the Glaiver.



## 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.
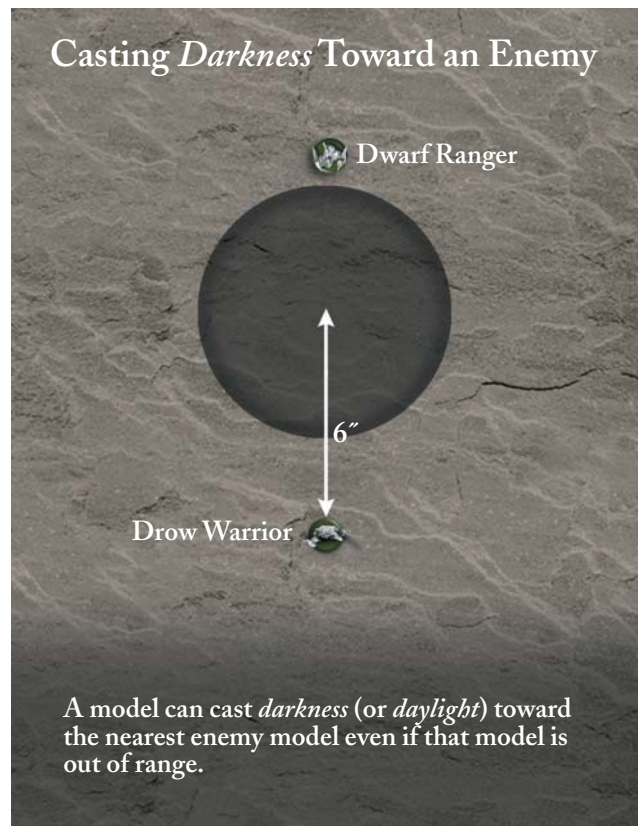
above). The only action it can take while knocked down is to get up (see below).

Certain special abilities (such as Poison) and spells (such as *sleep*) can knock down a model even if it has more than 0 health.

### Melee Attacks against Knocked Down Models

Any melee attack against a knocked down model is automatically successful (no roll) and deals double damage. This does not apply to ranged attacks.

### Knocked Down Models and Nearest Enemy

For purposes of determining the nearest enemy, a model must ignore a knocked down enemy model unless there are no other enemy models in line of sight. This rule applies to determining both where an out of command model maneuvers and the target of a ranged attack.

The 4-point order to attack any target (see Orders, page 42) allows a model to charge or make a ranged attack against a knocked down model. A model that is under command can maneuver toward a knocked down model (as it can maneuver anywhere).

### Getting Up

On its turn, a model that is knocked down must attempt a save to get up as its action. The save's Difficulty Class is 20.

If the save is successful, the model's health rises from 0 to 1. (A model gains 1 health only if it is at 0 health.)

If the roll is a natural 1, the model is destroyed.

**Gaining Health and Getting Up:** If a model is knocked down because it is at 0 health, it immediately gets up if it gains health (such as from the *cure wounds 1* spell).

**Special Abilities and Spells:** If a model is knocked down because of a special ability or spell, see the rules for that special ability or spell.

**Routing:** A model that was routing when it got knocked down is still routing when it gets up.

## PARALYZED

A **paralyzed** model is treated as knocked down (see above) and can make a save each round to get up (Difficulty Class 22). A paralyzed model's health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health. A *cure wounds 0* spell doesn't help a paralyzed model get up. Even if it rolls a natural 1 on its save to get up, a paralyzed model is not destroyed. Orders can't grant a paralyzed model a bonus on its save to get up.

Melee attacks against the paralyzed model are automatically successful and deal double damage (as with an attack against a knocked down model). 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.

An enemy model does not ignore paralyzed models the way it usually ignores knocked down models. The paralyzed model is still treated as the nearest enemy model, if it was the nearest enemy model before.

A paralyzed model cannot rout.



## Effects of Blindness

1. Since the Wood Elf Skirmisher can see the Orc Champion and that Champion can't see the Skirmisher, the Skirmisher makes a ranged attack against the Champion with a +3 bonus.

2. The Champion is aware of enemy models within 6˝. Since it's blind, its speed is divided by 2. Since it doesn't have line of sight to the Half-Dragon Mage, it can't charge. When it attacks, it must roll 11+ on a separate roll or miss automatically. The Champion is out of command range, so it can't maneuver freely.

## Further Effects of Blindness

The Gray Elf Snakestrike Duelist issues itself the 2-point order to charge the second-closest model. It passes within 1˝ of the blinded Hobgoblin Adept, but the Adept can't make attacks of opportunity because it does not have line of sight to the Duelist. Also, the Adept can't issue orders to the Orc Champion because the Champion is out of range. Although blind and reduced to half speed, the Adept can still maneuver freely (since commanders are always under command).

## POISONED

A **poisoned** model is treated as knocked down (see above) and makes a save each round to get up. A poisoned model's health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health. If a poisoned model's health is 0 (or drops to 0), it is destroyed. A *cure wounds 0* spell doesn't help a poisoned model get up. Orders can't grant a poisoned model a bonus on its save to get up.

## ROUTING

Routing models are constrained (see above).

When a model first routs, it moves as described under Failing a Morale Save below. When a model starts a turn routing, use these rules.

### Rallying (Under Command)

A model that starts its turn routing can **rally** if it is under command. A routing model makes a morale save (see Morale, below) to rally as its action. If it succeeds, it does nothing else that turn but is no longer routing. If it fails, it moves at full speed toward the nearest battlefield edge. A model that leaves the battlefield is out of the game.

### Rallying (Out of Command)

A model that starts its turn routing cannot rally if it is out of command; it automatically moves at full speed toward the nearest battlefield edge.

## SLEEPING

A **sleeping** model is treated as knocked down (see above) and makes a save each round to get up. A sleeping model's health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health. Even if it rolls a natural 1 on its save to get up, a sleeping model is not destroyed.

A model that ends its movement in base-to-base contact with a sleeping model can automatically wake it up. The sleeping model gets up immediately. Constrained models can't wake up sleeping models.

A sleeping model gets up at the end of any turn it takes damage. A *cure wounds 0* spell doesn't help a sleeping model get up. Orders can't grant a sleeping model a bonus on its save to get up.

## STUNNED

A **stunned** model is constrained (see above). It can't take any action other than to stand (or get up if it's knocked down). A stunned model can't rout and doesn't make morale saves.

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

# MORALE

Troops might lose their courage and flee the battlefield, though commanders can sometimes rally fleeing troops.

## MORALE SAVES

A **morale save** is a save that a model makes to avoid routing. It works like any other save.

**Half Health:** A model must make a morale save immediately when first reduced to half health or less. If a model has already made a morale save (successful or not) during the skirmish for dropping to half health, it doesn't have to make another one during that skirmish.

**Leaving Melee Contact:** A model that leaves another model's melee contact must make a morale save.

**Special Abilities and Spells:** A model sometimes has to make a morale save because of a special ability (such as Scary) or a spell (such as *cause fear*).

## Morale Save Difficulty

The Difficulty Class of a morale save depends on how many casualties the model's warband has suffered.

| Warband Casualties* | Difficulty Class |
|---|---|
| Less than half | 13 |
| One-half or more | 18 |

*Dead, knocked down, and routing models count as casualties, as do models that have moved off the battlefield.

## Morale Save Bonus

If a model has more than half its health when making a morale save, it gets a +5 bonus on its morale save. This bonus usually comes into play when a model makes a morale save for leaving melee contact or for encountering an enemy model with the Scary ability.

## Morale Saves and Special Attack Abilities

A model might take damage from an attack and also be affected by a special ability of the attack. Resolve the attack's special effects before making any morale save that the damage might require. If the special ability prevents the model from routing, the model does not make a retroactive morale save when the special effect ends—it is considered to have done so.

## Morale Saves and Being Knocked Down

Sometimes a model is knocked down before it ever makes a morale save for being dropped to half health. If the model later gets up, it does not make a retroactive morale save for having dropped to half health or lower—it is considered to have done so.

## FAILING A MORALE SAVE

A model that fails its morale save immediately moves at full speed away from the enemy that caused it to make the morale save. It is now routing (see above) and remains routing until successfully rallied.

## Routing and Attacks of Opportunity

A routing model that moves while in enemy models' threatened areas provokes attacks of opportunity normally.

However, a model that has just attacked a model (causing it to rout) can't then make an attack of opportunity against that routing model.

## Routing Movement

A model that has just started routing moves around obstacles to get farther away from the enemy model from which it is

fleeing, but it can't move closer to the enemy model while doing so.

The routing model moves less than full speed if terrain or other models block it, but it still moves as far away as it can.

If the routing model's movement takes it off the battlefield, it is out of the game.

## ORDERS

Commanders can use command points (see the Commander special ability in Chapter 6: Special Abilities and Spells) to improve their own and their allies' performance.

### ISSUING ORDERS

Commanders issue orders according to the following limits.

**Issue One Order:** A commander can issue only one order per round. (An important exception is that a commander can issue the "under command" order any number of times, in addition to its one order per round.) However, a commander that has issued an order of a given type may issue that same order (only) another time to a different model later in the round, each time paying command points for the order.

**Receive One Order:** A model can receive only one order per round. (The order to be under command does not count against this limit.)

**Subject of Order:** A commander can issue an order to another commander or to a troop. If the order says it can be issued to "any" allied model, it can be issued to the commander itself. If the order says it can be issued to "any other" allied model, it can't be issued to the commander itself. Commands can't be issued to enemy models or models not in the commander's warband.

**Line of Sight:** A commander and the model receiving its order must have line of sight to each other if they are more than 6″ apart. If they are within 6″ of each other, line of sight is not necessary.

**Range:** Some orders are limited to a 6″ range. A commander can't issue such an order to a model more than 6″ away. If no range is specified, the commander an issue the order to a model within 24″, but not to one farther away.

**Timing:** A commander can issue an order to a model any time that model is about to do something that the order affects. If an order affects die rolls, it only affects those die rolls made after the order is issued. For example, after a model has maneuvered and just before it makes an attack roll, an allied commander can issue it an order to give it a +2 bonus on all attack rolls until the end of the round. A commander cannot issue an order when the opponent is about to do something.

**Duration:** Orders generally last until the end of the round.

### COMMAND POINT COSTS

Each order costs a certain number of command points. A commander must pay this cost when it issues an order. Commanders may not pool their command points to issue an order. A commander's command points "reset" at the start of each round.

**Difficult Troops:** Issuing an order to a difficult troop costs more than normal. Multiply the order cost by the model's Difficult Troop rating. For example, it costs 4 command points



## Command Range

A commander can issue an order to another model that is within 24″ (if the models have line of sight to each other) or within 6″ (regardless of line of sight). The Paladin can issue an order to the Infiltrator or the Hammerer, but not to the Glaiver or the Marine.

Human Marine

Human Glaiver

Hammerer

Gnome Infiltrator

high wall

Human Paladin (commander)

6″ from commander

24″ from commander

## Order: Attack Any Target

Orc Berserker

Orc Druid

Orc Trooper

low wall

Gray Elf Wizard

4 pt.

Wood Elf Skirmisher

## Order: Attack Clear Target

Orc Berserker

Orc Druid

Orc Trooper

low wall

Gray Elf Wizard

2 pt.

Wood Elf Skirmisher

On the Wood Elf Skirmisher's turn, the Gray Elf Wizard gives the Skirmisher the 4-point order to attack any target. The Skirmisher then attacks the Orc Druid.

On the Skirmisher's turn, the Wizard gives the Skirmisher the 2-point order to attack the clear target. The Skirmisher ignores the Orc Trooper and the Orc Berserker, which gain cover from the low wall, so it attacks the Druid.

to give an Orc Berserker (Difficult Troop ×2) a +2 bonus on its attack rolls.

**Cross-Faction Troops:** If the commander issuing the order and the model receiving it are of different factions, then it costs +1 command point to issue the order. If the cross-faction troop is also difficult, apply the Difficult Troop multiplier after the +1 increase. For example, it would cost the Human Death Cleric (Ahmut's Legion) 4 command points to put the Orc Berserker (Drazen's Horde, Difficult Troop ×2) under command.

## CONDITIONS AND ORDERS

Several conditions can prevent a commander from spending command points or issuing orders.

## KINDS OF ORDERS

The following orders are available.

## OPTIONAL RULE: SQUADS

The optional squad rules provide a system for playing **Chainmail** with a larger number of troops, grouped into small, fluid units called **squads**. The squad rules let you have bigger battles with more models in far less time than it would take using the standard **Chainmail** system.

### WHAT IS A SQUAD?

A squad is a group of two to six models of the same name that you activate all at once on a given round instead of one at a time as normal. Once activated, each model in the squad takes the same basic action. To count as part of a squad, each model must be currently within 2″ of at least one other model in the squad (forming a **chain** of models).

For example, when you activate a Gray Elf Duelist, you can also activate up to five other Gray Elf Duelists that are all

| Order and Effect | Models Affected | Command Cost |
|---|---|---|
| *Attack +2* <br> Model gains a +2 bonus on attack rolls. | Any other allied model within 6″ of the commander | 2 |
| *Attack Any Target* <br> Model may choose any enemy model to charge, shoot at, or cast a ranged spell at (instead of the nearest enemy model). The model may even target a knocked down model or a point on the battlefield. The attacker needs line of sight to charge a model. To make a ranged attack (including a ranged spell attack), the model needs line of effect but not line of sight. (Attacking an unseen defender involves a miss chance of 1–10.) If neither the commander nor the attacker has line of sight to the target point, then the target point must be within 6″ of the attacker. | Any allied | 4 |
| *Attack Clear Target* <br> When selecting the target of a ranged attack, the model ignores all enemy models that benefit from cover, intervening models, or hostile contact. Alternatively, a model casting a ranged spell ignores all models that are immune to the spell. | Any allied | 2 |
| *Attack Second-Nearest Enemy* <br> Model may choose the second-nearest enemy model to charge, shoot at, or cast a ranged spell at (instead of the nearest enemy model). | Any allied | 2 |
| *Decline Attack of Opportunity* <br> Model may decline to make attacks of opportunity. | Any allied | 2 |
| *Delay Move* <br> Model may move after attacking, casting a spell, or taking a special action instead of before. A model may receive this order after attacking, casting a spell, or taking a special action. | Any allied | 2 |
| *Get Up +4* <br> Model gains a +4 bonus on saves to get up. | Any other allied model within 6″ of the commander | 2 |
| *Morale +2* <br> Model gains a +2 bonus on morale saves. | Any other allied model in base-to-base contact with the commander | 0 |
| *Morale +4* <br> Model gains a +4 bonus on morale saves. | Any other allied model within 6″ of the commander | 2 |
| *Morale +8* <br> Model gains a +8 bonus on morale saves. | Any other allied model within 6″ of the commander | 3 |
| *New Focus* <br> Model gains a spot on the battlefield as its focus. Until a commander gives it a new focus, the model may advance toward this spot as if it were the focus point of the battlefield. The model loses its previous focus (or focuses). | Any allied | 2 |
| *Under Command* <br> Model is under command (may maneuver freely and rally). | Any allied | 1* |

*Does not count against the limit of one type of order issued per commander or one order received per model each round.

connected to the first through a chain. Doing so makes this group a squad for this round.

### Individual Models

A squad does not have any identity as a group other than when you are activating the models in that squad (or issuing them an order). You don't buy the models as a squad when building a warband. You don't deploy them as a squad. You track damage, spell effects, and so on against individual models.

Squads can split up and re-form. Models that activate as part of a squad one round can activate individually on the next round, and vice versa.

For example, you begin the round with five Orc Troopers, each within 2″ of at least one other Orc Trooper and thus all "chained" together. As you begin to activate models, you decide how to handle the Troopers for the round. You could activate all five models at once, moving them as a single squad. Alternately, you could treat three of them as a squad for one activation and send them off in one direction, then put the other two under command as another squad on your next activation to send them in a different direction. You could also put the whole squad under command but have each of the Troopers peel off in a different direction. This would allow all five of them to activate as a squad this round, but by the next round, none would be within 2″ of another Trooper—you'd have to activate them as individuals.

### Independent, Unreliable, Untrained, and Wild Troops

Even independent, unreliable, untrained, and wild troops can be activated as squads, just as normal troops can.

### Difficult Troops

Squads of difficult troops are smaller because they are harder to command effectively. Up to three models with a Difficult Troop rating of ×2 can form a squad, or two models with a Difficult Troop rating of ×3. Models with a Difficult Troop rating of ×4 or higher can't activate as part of a squad.

### Commanders

Commanders cannot activate as part of a squad.

### Line of Effect

The 2″ distance between models in a squad can't cross anything that blocks line of effect. The line can turn around such a barrier, but it can still be no longer than 2″ altogether.

## ACTIVATING MODELS AS A SQUAD

You activate all the models in a squad at once (even if that's more models than you could normally activate at a time).

### Number of Activations

The number of models in your warband determines how many models you activate at a time as normal. However, as long as you have one activation left, you can activate a squad (and go over your normal limit for this set of activations).

For example, if your warband contains nine models, you activate three at a time. If you've already activated one or two models, you can activate a squad even though you end up activating



THE BEST DEFENSE AGAINST LONG-RANGE OFFENSE? INSTANT OFFENSE.

more than three models. On the other hand, if the first thing you do is activate a squad of three or more models, then you can't activate any more models this round because you're already at (or over) your limit.

### Designating the Squad

When you activate a model that could be a member of a squad, you must designate which other models (if any) are going to be part of that model's squad this round.

When you designate the models in the squad, you commit to activating all of them, one at a time, before activating any more models. Each such model, however, takes its turn normally. The squad rules don't change what a model does on its turn. While the models all act one after the other, they don't move or act together as a group.

For example, two Drow Archers are in a squad, and each has a different enemy model as its nearest enemy. Each Archer makes a ranged attack against its own nearest enemy rather than both shooting a single enemy. If one model in the squad is aware of an enemy and another is not, the first model might advance toward the enemy while the other takes off for the focus point.

Luckily, it's easy to put a whole squad under command and maneuver the models so that they remain together.

### ISSUING ORDERS TO A SQUAD

It's generally no harder to command a whole squad than it is to command a single troop.

### "Chaining" Orders

When a commander issues an order to a troop, it can "chain" that order. By chaining, it issues that same order for free to all other models in the squad (or at least to all of them that are currently in an unbroken chain with the original model receiving the order). If, since the squad started activating, some models have moved away from others, the order might not be able to reach all the members of the squad.

For example, a squad of six Human Glaivers is activating. Before the first Glaiver takes its turn, a Human Paladin issues a 1-point order to put one Glaiver under command. It also puts the other five Glaivers under command for no additional cost. One of them charges an enemy, and the Paladin issues it the 2-point order to attack with a +2 bonus. Since the Glaiver is now more than 2˝ away from the other models, the Paladin can't also issue the same order to the others.
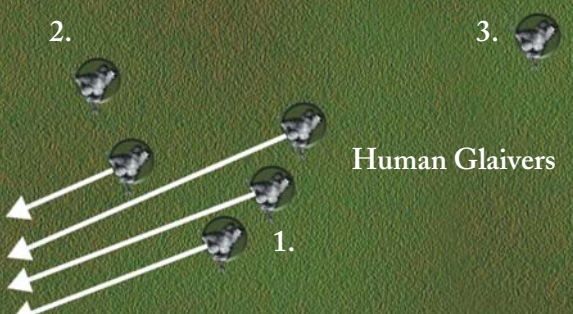
Even if the commander normally couldn't issue an order to some of the models in the squad, chaining allows the order to reach those models.

For example, a Gray Elf Wizard issues a Wood Elf Scout the 2-point order to attack with a +2 bonus. It can issue the same order for free to all the other Wood Elf Archers in the squad, even if some of them are more than 6˝ away from it.

### Orders Out of Turn

Generally, a squad only counts as a squad while it's activating. Orders sometimes come when a model isn't activating, however, so sometimes the squad rules apply at



## Activating Models as a Squad

**When you activate a model, you may activate all other models of the same name, provided each such model is in a "chain" connected to the first one. You do not have to activate all the models you can. All activated models take the same action.**

**1. These four Human Glaivers activate as a squad and all maneuver (in this case, toward the center of the battlefield).**

**2. The player could have activated this Glaiver as part of the squad, but didn't.**

**3. This Glaiver is more than 2˝ away and therefore can't be activated as part of the squad.**

other times. When a model receives an order, the commander can issue the same order to other models of the same name, provided they are within 2˝ of the original model or within 2˝ of another model receiving the order. The usual limit applies to the number of models activated (up to six, or fewer for difficult troops). Even models that are out of command range for the commander can receive the order, provided they can "chain" back to the original model receiving the order.

For example, six Human Glaivers are fighting Goblin Troopers. One of the Troopers hits a Glaiver, causing it to make a morale save to avoid routing. A Human Paladin issues the 2-point order for the Glaiver to make the save with a +4 bonus. All the other Glaivers can get this bonus, too, provided they can "chain" back to the first one. The Paladin can share the order even if the Glaivers had not been part of a squad earlier, or if they had been two squads. (You don't have to remember which models had been in squads to use this rule.)

## END OF A TURN

A model's **turn** ends when it has finished acting. If the model is subjected to multiple effects at the end of its turn, the model's player decides the order in which they occur.

## END OF A ROUND

A **round** ends when all models have taken their turns.

# Chapter 5: General Rules

A few general rules apply to all aspects of game play.

## ROUNDING

Round fractions down, unless otherwise indicated. For example, if a model succeeds at its save against the *inflict wounds 1* spell, it takes half damage; rounding down half of 1 means the model takes no damage at all.

There are a few exceptions to this general rule. The cost of a model in reserve, for example, is half its normal cost rounded up. These exceptions are spelled out when they occur.

## NEAREST ENEMY MODEL

What a model can do on its turn often relies on determining which of several enemy models counts as the **nearest enemy model**. This rule represents the "fog of war." In the heat of battle, it takes special training or direction to pay attention to enemies other than the closest ones. It also allows more tactical flexibility: A player can use timing and position to limit which models the opponent's models can attack.

In an open battlefield with no obstacles or special conditions, the nearest enemy model is simply the enemy model that's nearest. Terrain, line of sight, and other details of the situation, however, sometimes produce a different result.

The precise definition of the nearest enemy model depends on whether it applies to moving or making a ranged attack.

## Maneuvering toward the Nearest Enemy Model (Out of Command)

A model maneuvering while out of command maneuvers full speed toward the nearest enemy model (if any). Determining which model counts as nearest depends on several factors. Remember, these rules don't apply to models that are under command (including commanders and independent troops).

**Melee Contact:** First, if any enemy models have melee contact against the acting model, then the nearest of them is the nearest enemy model (even if the acting model doesn't have line of sight to these models). Sometimes an enemy that's hiding, invisible, or in a *darkness* spell has melee contact against a model that can't even see it. This rule means that the acting model is aware of all enemy models that have melee contact against it even if it can't see them.

**Line of Sight:** If no enemy models have melee contact against the acting model, then the nearest model that's not knocked down and that the acting model can see counts as the nearest enemy model. There may be another enemy model that's actually closer but behind terrain that blocks line of sight, such as a high wall, but the acting model pays attention only to the model it can actually see. (A model with the Scent special ability, however, is aware of enemy models within 12˝ even if it can't see them.)

**Knocked Down Models:** If the acting model can't see any enemy models that aren't knocked down, then it treats the nearest model that is knocked down and that it can see as the nearest enemy model.

**Proximity Awareness:** If the acting model can't see any enemy models, knocked down or otherwise, then it has



**Ranged Attack Target**

Normally, a model makes its ranged attack against the nearest enemy model it can see.

The Wood Elf Skirmisher makes its ranged attacks against the Orc Trooper (even though the Orc Berserker would be easier to hit).



**Ranged Attack Target: Maneuvering First**

The Gray Elf Wizard gives the Skirmisher a 1-point order to put it under command. The Skirmisher can then maneuver freely. At the end of its move, it makes a single ranged attack against the nearest enemy model (now the Berserker).

**proximity awareness** to enemy models within 6˝ (even though it does not have line of sight to them). It treats the nearest of these models that is not knocked down as the nearest enemy model. If all these models are knocked down, then the acting model treats the nearest one as the nearest enemy model.

**No Nearest Enemy Model:** If the acting model has line of sight to no enemy models and there are no enemy models within 6˝, then no enemy model counts as the nearest enemy model. If the model maneuvers, it maneuvers toward the focus point of the battlefield (unless it's a wild troop, in which case it must stand).

**Measure Distance along Shortest Path:** For maneuvering models, measure the distances to enemy models along the shortest path toward those models. Take movement penalties for terrain into account when determining the effective distance to the enemy models. If there is no path to an enemy model (because the way to the model is blocked), then it can't count as the nearest enemy model. If the shortest path to an enemy model crosses a battlefield feature, such as the area of a *darkness* spell, that has a chance of stopping movement, the maneuvering model treats the feature as though it did not exist. (Even though it might be stopped on contacting the feature, it only takes into account obstacles that will certainly affect it.)

## Charging the Nearest Enemy Model

Unless ordered otherwise, a model charges the nearest enemy model. Determine which model is nearest in the same way that you do for a maneuvering, out of command model, with a few differences.

**Melee Contact:** A model can't charge if, at the start of its turn, an enemy model has melee contact against it.

**Line of Sight:** A model can't charge a model to which it does not have line of sight (even if it received the 4-point order to attack any target).

**Command and Orders:** A charging model charges the nearest enemy model regardless of whether it is under command (just as a model makes a ranged attack against the nearest enemy model regardless of whether it's under command). A model can receive an order to charge the second-nearest enemy model or any enemy model (just as a model can receive an order to make a ranged attack against the second-nearest enemy model or at any enemy model).

## Making a Ranged Attack at the Nearest Enemy Model

Unless ordered otherwise, a model makes a ranged attack against the nearest enemy model. Determining which model counts as nearest depends on several factors.

**Melee Contact:** First, if the acting model has melee contact against enemy models, it can make its ranged attack against any of them, treating any of them as the nearest enemy model. A model can't make a normal ranged attack if an enemy model has melee contact against it, so this rule usually applies to casting spells and using ranged special abilities, such as Sonic Shriek.

**Line of Sight:** If the acting model doesn't have melee contact against any enemy models, then the nearest model that's not knocked down and that the acting model can see counts as the nearest enemy model. There may be another enemy model that's actually closer but behind terrain that blocks line of sight, such as a high wall, but the acting model pays attention only to the model it can actually see.



**Ranged Attack Target:
Knocked Down Models**

1. The Wood Elf Skirmisher shoots the Orc Trooper, deals 1 damage, and knocks it down.

2. Using its Extra Ranged Attack, the Skirmisher shoots again. For the second shot, it treats the Orc Berserker as the nearest enemy model because the Trooper is knocked down.
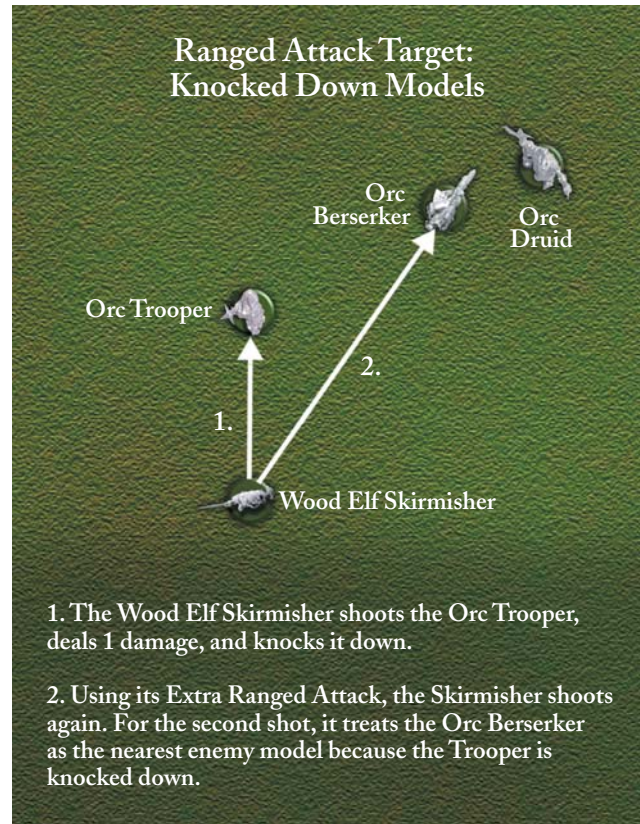
**Knocked Down Models:** If the acting model can't see any enemy models that aren't knocked down, then it treats the nearest model that is knocked down and that it can see as the nearest enemy model.

**Command and Orders:** A model makes a ranged attack against the nearest enemy model regardless of whether it is under command (just as a model charges the nearest enemy model regardless of whether it's under command). A model can receive an order to make a ranged attack at the second-nearest enemy model or any enemy model (just as a model can receive an order to charge the second-nearest enemy model or any enemy model). The 4-point order to attack any target even lets a model make a ranged attack against a model it can't see (if it at least has line of effect to that target and the target is within 6˝).

**Measure Distance along a Straight Line:** For a model making a ranged attack, measure the distances to enemy models along the shortest straight line to those models. Movement penalties for terrain are irrelevant for ranged attacks.

**Don't Ignore Unaffected Models:** A model that could make a ranged attack can't ignore models that are unaffected by its attack. (The 2-point order to attack a clear target is an exception; see Orders in Chapter 4: Skirmishes.) For example, the Spitting Felldrake's ranged attack deals 1 acid damage. If an Abyssal Maw is the nearest enemy model, the Felldrake can't ignore it, even though the Maw has Resist Acid 4 and would therefore take no damage from the Felldrake's ranged attack. If the Felldrake can only make its ranged attack against the Maw, then there's no point in it making its attack at all.

### Table 5–1: Nearest Enemy Model Summary

| Maneuvering (Out of Command) | Charging | Making a Ranged Attack |
|---|---|---|
| An out of command model maneuvers full speed toward the nearest enemy model, if it maneuvers at all. (The nearest enemy model is irrelevant to a model that is maneuvering while under command, as it can maneuver however it likes.) | A charging model, regardless of whether it's under command, charges the nearest enemy model (unless it receives an order to charge a different model). | A model making a ranged attack, regardless of whether it's under command, attacks the nearest enemy model (unless it receives an order to attack a different model). |
| Distance is measured along the shortest path to the other model, with terrain penalties figured in. If there is no path to an enemy model, the acting model ignores that enemy model. | Distance is measured along the shortest path to the model. If the path is not straight and clear, the model can't charge (unless it receives an order to charge a model to which it does have a straight and clear path). | Distance is measured without regard to intervening terrain or models. |
| Must have line of sight to the model (exceptions: proximity awareness and enemy melee contact). | Must have line of sight to the model. If the model does not have line of sight to the nearest enemy model but is aware of it through proximity awareness or enemy melee contact, then it can't charge (unless it receives an order to charge a model to which it does have line of sight). If an enemy model has melee contact against it, the model can't charge. | Must have line of sight to the model or melee contact against the model (exceptions for proximity and enemy melee contact do **not** apply). |
| Melee contact against enemy models does not matter. | | Attacker may select any target against which it has melee contact as the nearest enemy model (and must select such a model, if possible). |
| Ignore knocked down models unless all enemy models to which the acting model has line of sight are knocked down. Treat constrained models that aren't knocked down (such as those that are routing or paralyzed) normally. | | |
| If an out of command model has line of sight to no enemy models and proximity awareness to no enemy models, then (if it maneuvers at all) it maneuvers full speed toward the focus point of the battlefield (exception: wild troop must stand). | If a model has line of sight to no enemy models, it can't charge. | If a model trying to make a ranged attack has line of sight to no enemy models and melee contact against no enemy models, then it can't make the ranged attack (unless it receives the 4-point order to attack any target). |

## MOVING TOWARD MODELS

A model moves "toward" another model when it moves closer to it along the shortest path between them. This path might be indirect, as when a model has to skirt a quagmire to reach an enemy.

## Moving Directly toward Models

A model moves "directly" toward another model when it moves in a straight line toward that model.

## MOVING AWAY FROM MODELS

A model moves "away from" another model when it moves along the path that gets it as far away as it can get on its current turn. This path might be indirect, as when a model has to skirt an obstacle. Rarely, a model might get caught at a dead end while moving away from another model.

## MEASURING

Follow these conventions for measuring distances.

## Measuring Distances between Models

Measure distances between models from the nearest parts of each base.

## Measuring for Movement

Measure a model's movement by how far the center of the base actually moves. This means that a model that turns a corner is limited by the distance that its center can move, not its inside edge.

## Tied Distances

When there's a tie in terms of measurement, such as when two models are equally far away from a charging model, roll randomly to see which model is considered nearer.

## Measuring versus Estimating Distance

By default, players may measure distances before deciding what to do and as they do them.

Some players prefer to estimate distances before committing to actions and only measuring once they've declared what they're going to do. For example, an out of command model

with a ranged attack can stop when it comes into range of an enemy. If you are estimating distances, then the acting player has to guess where to have the model stop; if the model stops out of range, then it can't make its ranged attack this turn. Requiring estimates makes a fine table rule, especially if your games get bogged down by players who want to measure everything precisely.

In some rare circumstances, using this table rule, a competitive opponent might pretend to poorly estimate a distance in order to gain an advantage. In these cases, you can have the opponent measure the distance instead of estimate it.

## MODEL POSITION

A model's position is defined by its base, not by the rest of the model. Rotating the model, therefore, has no game effect.

Even when a model is knocked down, it is considered to still occupy its original position.

## TIED DIE ROLLS

When you get a tie on a roll, such as an initiative roll or a scouting check, reroll both tied dice. If more than one player is rolling, reroll all the dice if any two of them tie.

## MODEL STATISTICS

Unless both participants agree otherwise, you can look at your opponent's model statistics. This rule makes it easier for players to learn what the models do and to remember the various models' special abilities.

Players can agree to keep model statistics secret. This option is especially interesting when the players have new models that their opponents are unfamiliar with.

## ATTACKING ALLIED OR NONHOSTILE MODELS

A model may not attack allied or nonhostile models, even if doing so would help the player fulfill some victory condition.

Sometimes an attack with a special ability or spell winds up damaging or even destroying an allied or non-hostile model. For example, a *fireball 4* spell cast into a melee is likely to hurt both friend and foe. This restriction doesn't prohibit attacks against enemy models that also harm allies or nonhostile models.

## MULTIPLE EFFECTS

Most effects combine with one another but not with themselves.

## Multiple Conditions

Conditions are not cumulative with themselves. For example, a poisoned model that's poisoned again is still just poisoned.

## Multiple Special Abilities

Special abilities are not cumulative with themselves. A model next to two allied Human Paladins, each with Aura of Courage +4, only gets a +4 bonus on morale saves and saves versus fear effects, not a +8 bonus.

Two different special abilities that affect the same thing are cumulative. A model affected by the Human Paladin's Aura of Courage +4 and the Gray Elf Warsinger's Inspire Courage +2 special abilities gets a total +6 bonus on morale saves and saves versus fear effects (as well as a +2 bonus on attack rolls).

## Multiple Spell Effects

Two different spells that affect the same thing are not cumulative. For example, a model targeted by *resistance +1* (+1 saves) and *benediction +1* (+1 saves) still has only a +1 bonus to saves, not +2.

## Multiple Magic Items

Most magic items (in a campaign) are cumulative with each other when they affect the same thing. An exception is rings, since a model can have two of them; these are not cumulative with each other when providing the same effect. Potions, however, are not cumulative with spells (since, in a sense, they are spells stored in liquid form).

### Moving "toward" a Model

Gnoll Trooper

quagmire

Human Paladin

Moving "toward" a model means moving along the shortest path that leads to the model. Here, the Trooper moves toward the Paladin.

### Proximity Awareness

Dwarf Ranger

Orc Berserker

Bugbear Trooper

If the Berserker is out of command, and it has no enemy models in line of sight, it can't maneuver toward the focus point. Instead, since there's an enemy model within 6″ (the Ranger), it must move full speed toward that model if it maneuvers at all. The Trooper has Scent, so it notices the Ranger even if it does have another enemy model in line of sight.

# Chapter 6: Special Abilities and Spells

Undead creatures steal the life from living beings, wizards pick off enemies with unerring *magic missile* spells, and dragons breathe fire onto those below them.

Different models have various special abilities, and some have access to spells. Some special abilities are disadvantages rather than advantages. This chapter covers the rules for special abilities and spells, as well as detailed descriptions of special abilities and spells.

## RULES FOR SPECIAL ABILITIES AND SPELLS

These rules explain how special abilities and spells work in general.

### USING SPECIAL ABILITIES

Special abilities include a wide array of different types of qualities. How a model uses a special ability depends on what that ability does.

A special ability or spell with one or more boxes (❑) after it can be used only once per ❑ in a skirmish.

**Automatic:** Most special abilities are automatic. A Zombie Minotaur doesn't do anything to be immune to mind-affecting spells, it just is.

**Attack:** Some special abilities, such as Steal Life, are just like attacks. If it works the same as a melee attack (including a melee touch attack), the special ability can be made as part of a charge. For special abilities that are like ranged attacks, use the normal rules for selecting the target. A model may not ignore an enemy model just because that enemy model is immune to (or otherwise unaffected by) its attack. For example, a Dwarf Scorcher throws its Fire Bomb 2 at the nearest enemy model, as normal for a ranged attack. If the nearest enemy model is an Abyssal Maw, with Resist Fire 4, the Fire Bomb is worthless against it. Even so, the Scorcher can't ignore the Maw and throw the bomb at the next nearest enemy. It needs an order to do so.

**Cone Attack:** A cone attack is like a ranged attack in some ways but not all ways. See Cone Effects, below.

**Special Action:** Some special abilities work when the model takes a special action. For example, a good cleric can use the Turn Undead ability to drive away undead enemies. Even when such a special ability hurts an enemy at a distance, a model can use the special ability while an enemy has melee contact against it.

**Unique Rules:** Some special abilities have unique rules for how they're used, described fully under the ability's entry. The Commander special ability, for example, allows a model to issue orders, as explained in Chapter 4: Skirmishes.

**Constrained Models and Special Abilities:** Some special abilities "shut off" when the model that has them is constrained (see Conditions in Chapter 4: Skirmishes). For example, a bard's Inspire Courage special ability doesn't work when the bard is routing, knocked down, or otherwise constrained.

## Types of Effects

The effects of certain special abilities and spells are designated as one or another type. For example, the Half-Orc Assassin's Death Attack special ability is a "death effect." These types define how different special abilities and spells interact with one another. For example, a model with the Mighty Fortitude special ability automatically succeeds at saves against death effects. Since Death Attack is designated as a death effect, you know that Mighty Fortitude protects a model against it.

### Special Abilities and Range

If a special ability works like a ranged attack, the following rules apply.

**Lining Up a Shot:** When maneuvering while out of command, a model with a ranged special ability attack can stop when it first lines up a shot. (This is the same as the rule for a regular ranged attack.) For example, a Medusa's Gaze of Stone special ability has a range of 6″, so it can stop when it comes within 6″ of an enemy model. If a model has more than one ranged attack, use the longest range.

**Attacking the Nearest Enemy Model:** As with a regular ranged attack, a model attacks the nearest enemy model with a ranged special ability attack (unless it receives an order to the contrary).

**Attacks While Enemies Have Melee Contact Against the Model:** If a special ability uses a ranged attack roll, then the model can't use that ability while an enemy has melee contact against it. If the special ability doesn't use an attack roll, then it can use the ability freely regardless of whether an enemy model has melee attack against it. For example, the Spitting Felldrake can't use Acid Spit while an enemy model has melee contact against it, but the Pulverizer can use its Sonic Shriek in such a case. (This rule is different from the rule for spells.)

### Gaze Attacks

Certain creatures, such as a Medusa, have a terrible gaze that can kill or weaken enemies. Those who fight creatures with gaze attacks must turn their eyes away to avoid the gaze's effects. Even so, a model with a gaze attack can sometimes lure enemies into looking at its face.

Living models within 6″ of a model with a gaze attack suffer the normal miss chance for attacking an unseen model (roll 11+ or automatically miss) when they attack this model.

At the end of its turn, a model with a gaze attack can draw the eyes of a model within 6″. It chooses its target as if making a ranged attack; this model and the target must have line of sight to each other. The target model must make a successful save (at the Difficulty Class for the special ability) or become subject to the gaze's effect.

In addition, all wild troops within 6″ of this model are subject to the gaze effect, as they don't know enough to avert their eyes.

**Blind-Fight:** Models with Blind-Fight only have to roll 6+ instead of 11+ to attack a creature with a gaze attack.

**Blindsight:** Models with Blindsight don't suffer the normal miss chance against a model with a gaze attack and can't be lured into looking at it.

**Immunity:** Models that are immune to the gaze attack do not need to avert their eyes and don't suffer the unseen model

## Special Order: Look

A commander can issue a 2-point order to look at a model with a gaze attack. The looking model is subject to the gaze's effect and must succeed at a save to avoid it. If it is not affected by the gaze, then for the rest of the round it can attack the model with the gaze attack without the normal miss chance (since it's not averting its eyes).

penalty. This exception includes models that are effectively immune because of Mighty Fortitude or Mighty Will (see the description of the gaze attack for details).

### LINE OF EFFECT
A ranged special ability or spell has a path like the path of a regular ranged attack. As with a regular ranged attack, this path can't go through terrain that blocks line of effect.

For ranged special abilities and spells, line of effect works like line of effect for ranged attacks. The model needs line of effect from itself to the target model or point.

### Point of Origin
Some effects of special abilities and spells affect an area or models in an area. Terrain that blocks line of effect (such as high walls) can limit the area that these effects reach.

For spells or special abilities that affect areas or models within a defined area, line of effect is the line between a special ability's or spell's point of origin and the limit of its defined area. A model is within the special ability's or spell's area if a line of effect touches the model's base.

**Circles:** Special abilities and spells that affect models or areas within a certain distance, such as *fireball*, affect a circular area on the battlefield. When a special ability or spell having a circular effect is centered on a model, the center of that model's base is the point of origin. When such a special ability or spell is centered on a point on the battlefield, that point is the point of origin.

**Cones:** Special abilities and spells that affect models within a cone, such as Sonic Shriek, have the center of the acting or casting model's base as the point of origin.

**Cylinders:** Special abilities and spells that affect models within a cylinder, such as *flame strike*, have an imaginary circle above the battlefield as the point of origin. Only terrain that blocks line of effect from above (has a "roof") blocks the lines of effect from the cylinder's point of origin. (See Chapter 7: Terrain for a summary of terrain that is treated as having a roof.)

### Cone Effects
Some special abilities and spells affect models in a cone-shaped area. The model using the cone effect aims the cone at the nearest enemy model, as 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.

Though the cone acts in many ways like a regular ranged attack, a model may use a special ability cone attack even when enemy models have melee contact against it. (If the cone attack is a spell, the normal rule for casting ranged spells applies; see Casting Cone Spells in Chapter 4: Skirmishes).

As with a ranged attack, 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 a ranged attack, 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 effect. 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 as 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.

### SPECIAL SITUATIONS
The following rules cover special situations that can arise with special abilities and spells.

### Expiration Chance
Certain spells have lasting effects but may expire at the end of a round. Such spells are designated by an expiration chance. Roll a d20 at the end of each round, including the round the spell was cast. If the number rolled is higher than the range of the expiration chance, the spell effect continues. Otherwise, that spell effect ends immediately.

### Multiple Bonuses or Penalties
When two or more spells grant bonuses to the same statistic, only the larger bonus applies.

Bonuses from an order, special combat situations, and special abilities are cumulative with each other and with bonuses from spells. For example, a model can gain a +2 multiple attackers bonus on its melee attacks and also receive the 2-point order to attack with a +2 bonus, for a total bonus of +4. If it also has the *magic weapon +1* spell cast on it, its melee attack bonus rises to +5.

### Bonus Damage
Some special abilities and spells allow a model to deal bonus damage, such as the additional 1 damage dealt by a model with Sneak Attack. This bonus damage is not doubled when base damage is doubled, such as on a critical hit.

### Saves against Special Abilities and Spells
Many attacks using special abilities and most offensive spells allow saves. If a target makes a save of at least the listed Difficulty Class, the special ability or spell is negated or reduced in power. The description of the special ability or spell includes the effect of a successful save.

### What Is An Attack?
Sometimes a special ability or spell prevents the subject from attacking or ends when the subject attacks. The following rules define attacks.
- Making a melee or ranged attack is always an attack.
- Using a special ability or spell is an attack if it affects an enemy model. If a special ability or spell produces an ongoing effect, it is considered an attack only at the time it is

cast. For example, casting a *darkness* spell on an empty area is not an attack, even if enemy models enter the dark area later, but it is an attack if it covers enemy models when cast.

- A special ability or spell need not have any immediate consequences to constitute an attack. For example, the *entangle* spell has no effect on a model until it moves; however, it is still an attack if it is cast on an area containing enemy models because it changes their state or condition (to entangled).
- Special abilities or spells that affect only friendly models are not attacks, even if their effects are indirectly harmful to the enemy. For example a Gray Elf Warsinger's Inspire Courage +2 ability grants allied models a +2 bonus on attacks against enemy models but is itself not an attack.

## SPECIAL ABILITIES

This section describes special abilities, from Acid Spit to Woodland Stride.

### RATINGS

Many special abilities and spells have numbers, or ratings, to indicate the magnitude of the abilities' effects. For example, the Dwarf Cleric's Turn Undead special ability has the rating +4. A "[#]" indicator instead of a specific rating means that the rating can vary from model to model.

### VARIABLE ELEMENTS

Certain special abilities and spells contain variable elements in their names, such as Resist ENERGY [#]. A "[#]" indicator means a rating is variable, while a CAPITALIZED word indicates a variable effect. The description provides further details about what the ability affects.

### DISCONTINUED SPECIAL ABILITIES

Certain special abilities and spells were included on models in early, lower-power sets, but as more special abilities and spells were added to the game, the less important ones were dropped. These discontinued special abilities and spells are still legal in tournament play, though, and they're described here along with current special abilities.

### SPECIAL ABILITY DESCRIPTIONS

Sometimes a special ability contradicts a general rule. In these cases, the special ability takes precedence.

**Acid ABILITY: See the corresponding ENERGY ability.**

### Acid Spit [#]

The Spitting Felldrake is the bane of skeletons, the laughingstock of demons.

## Allied Models

Certain special abilities and spells (Aura of Courage, *benediction,* and *bless*) affect "all allied models." Such effects work on models in the warband of the model using the effect but not on that model itself.



## Aid Attack +3

+3 attack
+2 attack
**Orc Gangfighter**

**Ice Paraelemental**

**Ettin Trooper**
+3 attack
+2 attack

**Orc Gangfighter**
+3 attack
+2 attack

The Orc Gangfighters have melee contact against the Ice Paraelemental, so they give other models a +3 bonus on melee attack rolls against the Paraelemental. The Gangfighters even give each other the bonus. In addition, the Ettin Trooper and Gangfighters each get the +2 multiple attackers bonus. (The Ettin, with Reach 1″, has melee contact against the Paraelemental.)

The model's ranged attack is a touch attack with a 6″ range that deals acid damage equal to the listed rating.

### Aid Attack +[#]

Orc Gangfighters are trained to distract and interfere with enemies, allowing their allies to strike more easily.

All melee attacks against an enemy model that is in base-to-base contact with this model get the listed bonus. This special ability does not function while this model is constrained.

### Aura of Courage +[#]

Troops are emboldened by the mere presence of a paladin.

All allied models within 2″ of this model gain a bonus equal to the listed rating on morale saves and on saves against fear effects. Unlike many special abilities, this one works even when the model is constrained (knocked down, routing, and so on).

This is a mind-affecting effect.

### Aura of Protection +[#]

The Ancestral Guardian protects its nearby kin against weakness.

All allied models of this model's faction within 6″ of this model gain the listed bonus to all saves (including morale saves and saves to get up). This special ability does not function while this model is constrained.

### Aura of Retribution

When the Jovoc suffers, *everyone* suffers.

Whenever this model is damaged, all models within 3″ and within line of effect take 1 point of **special** damage. Models of the same name as the model with Aura of Retribution are

immune to this damage. (One Jovoc's effect does not harm other Jovocs.)

## Blind-Fight

In a *darkness* spell, a Stonechild can battle by ear and intuition.

Blind-Fight is like Blindsight but not as good. 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 (see Unseen Defenders, page 34).

When an unseen enemy model makes a melee attack against this model, the enemy model does not get the usual +3 bonus on the melee attack roll (see Combat Modifiers in Chapter 4: Skirmishes). 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 (see Blinded in Chapter 4: Skirmishes), and it does not risk getting disoriented when it enters a dark area (see the *darkness* spell).

As with attacking a model that it can't see, a model with Blind-Fight has a better chance to hit with a melee attack against a model protected by Displacement or Veil of Shadow. When a model would normally have to roll 11+, this model only needs to roll a 6+. When a model would normally have to roll 6+, this model doesn't need to roll at all.

## Blindsight [#]″

The Spiked Felldrake's senses are so sharp that it could fight with its eyes closed.

A model with Blindsight can interact normally with nearby models that it can't see. It effectively has line of sight to models within the listed distance. Since this "line of sight" doesn't actually rely on vision, it operates without regard to gloom, *darkness,* or invisibility. (Terrain, however, blocks it normally.)

This model does not suffer a miss chance when it makes an attack, regardless of darkness, invisibility, or displacement effects, provided the model being attacked is within this model's Blindsight range.

When measuring Blindsight range, measure from base edge to base edge, along a line from center of base to center of base.

## Blindsight Only [#]″

Eyeless Grimlocks find their prey by nose and ear.

This special ability is like Blindsight, except that the model can detect models only with this special ability. It does not have line of sight to models outside of its Blindsight range. (It can't "see" models outside its range at all.)

## Burrow [#]″

The Very Young Brass Dragon can claw its way under a battlefield and pop up where it's least welcome.

When maneuvering with its Burrow speed, the model can move to any legal position within the listed range. (Measure distance by how far the center of the model's base moves, as standard for measuring movement.) The model moves underground, without regard to intervening terrain or models. It does not draw attacks of opportunity while crossing the distance, although it still suffers the normal consequences of moving away from enemy models that have melee contact against it at the start of its move. If the model maneuvers again, it must continue burrowing. Alternatively, the model can come



**Blindsight 12″**

Spiked Felldrake

high wall

Troglodyte Warrior

12″

Displacer Beast

Drow Wizard

The Spiked Felldrake can make a ranged attack against the Displacer Beast with no miss chance. The Drow Wizard is outside of Blindsight range, so its Veil of Shadow special ability works normally. The Felldrake does not have line of sight to the Troglodyte Warrior.
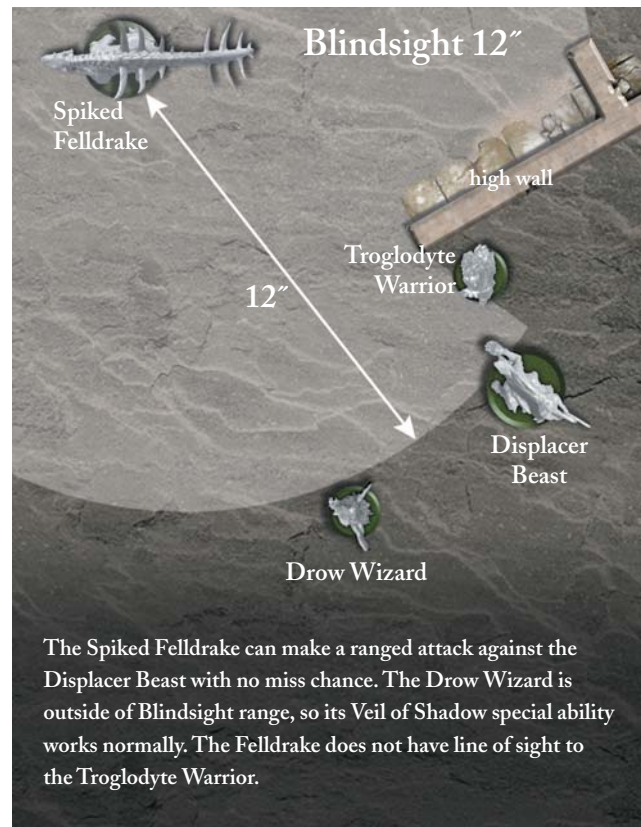
to the surface after its first Burrow maneuver and do something else, such as making an attack or taking a special action.

If the model does nothing but maneuver during its whole turn, it can move up to double its Burrow speed without coming to the surface in between maneuvers. Therefore, it does not need to occupy a legal position at the end of its first maneuver, and there is no melee contact between the burrowing model and others at the end of the first maneuver.

A model that is under command can use its Burrow speed to move where it wishes past enemies without drawing attacks of opportunity. If it is not under command, it maneuvers toward the nearest enemy model as normal.

Using the Burrow special ability is optional. The model can move at its normal speed or its Burrow speed as you wish, even when out of command. It can even use Burrow when routing, reacting to effects such as the Captivating Song special ability or the *command* spell, and the like. Choose whether the model will use its Burrow speed or its normal speed; it uses only that mode of movement for its entire action. If this model is out of command, determine the nearest enemy model according to the chosen mode of movement.

The model can't remain underground after its turn.

## Captivating Song [#]

The Harpy's beguiling song lures enemies into compromised positions.

On its turn, as a special action, this model can attempt to captivate a living enemy model. It chooses the target as if making a ranged attack, out to a maximum range of 24″. The target model must make a successful save at the listed

Difficulty Class or approach this model. This is just like using the *command* spell to say "Approach!": The target moves its speed (not full speed) toward the casting model. Moving past enemy models can draw attacks of opportunity, but the target does not need to make morale saves for leaving enemy models' melee contact. The target then loses its next turn.

Captivating Song does not affect constrained models. Unlike the *command* spell, though, it can affect wild troops.

This is a mind-affecting effect.

### Cleave
When that dwarven waraxe goes swinging, sometimes it just doesn't stop.

Once per round, if this model hits an enemy model with a melee attack and destroys the model or causes it to become knocked down, this model can immediately make an extra melee attack against a different enemy model against which it has melee contact. Destroying a model that's already knocked down, however, does not allow a model with Cleave to make the extra melee attack.

**Cold ABILITY: See the corresponding ENERGY ability.**

### Commander [#]
Thalos has the most command capacity, and Ravilla has the least.

This model is a commander, not a troop. It has the listed number of command points.

Commanders can issue orders and spend their listed number of command points each round (see Orders in Chapter 4: Skirmishes).

### Constrict [#]
The Otyugh can hold onto creatures that it hits with its tentacles.

When this model hits another model whose base is smaller than its own, the opposing model loses its next turn unless it makes a successful save at the listed Difficulty Class. Make the save immediately.

If a moving model is hit by an attack of opportunity from this model, the moving model must succeed at a save at the listed Difficulty Class or stop and lose the rest of its turn. A model that is stopped as the result of an attack of opportunity does not lose its next turn.

### Construct Creature
The gnomes of Thalos build marvelous, half-alive war machines.

This model is a machine or animated object. It is not a living model. It has the Fearless, Immune Critical Damage, Immune Mind-Affecting Effects, Immune Paralysis, Immune Poison, Immune Sleep, Immune Sneak Attacks, and Immune Stun special abilities. If it drops to 0 health, it is destroyed instead of knocked down.

### Cowardly
Goblin Troopers, Orc Troopers, and Howlers are fierce on the attack but might turn tail and flee if cut off from allies.

At the end of each turn that this model takes, if it both began and ended its turn more than 6˝ away from all allied models, it must make a successful morale save or rout.

Constrained models do not count when determining whether a cowardly model is within 6˝ of an ally.

### Damage Reduction 1
An army without magicians is an army that's begging to be attacked by lycanthropes.

This model takes 1 less damage from normal attacks (including blunt damage). The model takes full damage from energy damage, magic damage, spells, special damage, and melee attacks by other models that have Damage Reduction 1.

### Darkvision [#]˝
Drow and troglodytes can see farther in the dark than other subterranean creatures.

When in gloom, this model has line of sight to the listed range instead of 12˝. The Darkvision special ability makes no difference in normal lighting conditions.

The model still can't see in a *darkness* spell.

### Death Attack [#]
An assassin's carefully placed blade can kill an opponent outright.

Just before making an attack to which Sneak Attack bonus damage will apply, this model can declare that its attack is a death attack. If the attack hits, the model deals its Sneak Attack damage and has a chance to kill the enemy model. The struck model can avoid being destroyed by making a successful save (at the listed Difficulty Class).

Death Attack works against only living models. This is a death effect.

### Death Strike
A mortally wounded Dire Boar lashes out at its enemies as it dies.

When this model takes damage that reduces its health to 0 or below, it immediately makes a melee attack against an enemy model against which it has melee contact. This interrupts any other attacks or actions that are underway. The model is destroyed after it makes its Death Strike attack, whether or not there is an eligible target.

If this model destroys a model with its Death Strike, and it matters for a scenario's victory conditions, consider the model and its target as simultaneously eliminated. This could result in a draw.

### Death Touch [#]
A cleric of Nerull can kill with a mere touch.

This model makes a melee touch attack. If the attack succeeds, and the defender has health equal to or less than the listed rating, the defender is destroyed. It's the defender's current health (taking damage into account) that counts. Models with health greater than the listed rating are not affected.

Death Touch works against only living models. This is a death effect.

### Defensive Stance +[#]
The Dwarven Defender can hold its position when any other warrior would flee.

Once per game, at the start of its activation, this model can activate its Defensive Stance ability. It gains the listed

bonus to armor, melee attacks, and saves until it moves or becomes constrained.

## Deflect Arrows +[#]

Experienced monks can knock arrows, javelins, and other ranged weapons out of the air.

The model's armor gains the listed bonus against ranged attacks.

This bonus does not apply to touch attacks.

## Despot [#]

Some commanders are too proud to take orders from anyone else.

The Despot special ability functions exactly like the Commander special ability, providing the listed number of command points, with the following exceptions.

• This model cannot receive commands from any other model.

• If this model is a cross-faction model in a warband, it counts as a number of cross-faction models equal to its Despot rating.

## Difficult Troop ×[#]

Headstrong, slow-witted, and frenzied troops can be hard for a commander to control.

When this model receives an order, multiply the order's cost in command points by the model's Difficult Troop rating. If the order already costs extra command points (such as because the commander and troop are from different factions), apply the multiplier after the increase.

As a cross-faction troop in a warband, this model counts as a number of cross-faction troops equal to its Difficult Troop rating.

## Displacement

The Displacer Beast always appears to be in a slightly different location from where it actually is, so attacks against it usually miss.

Just as if attacking an unseen enemy, someone making an attack roll against this model must roll an 11+ on a separate roll or automatically miss. Blind-Fight and Blindsight both help the attacker, just as they help when attacking an unseen enemy.

The miss chance from Displacement is not cumulative with any miss chance this model may gain from being unseen in some other way.

Only attacks that involve an attack roll are affected. Attacks that don't involve attack rolls, such as cones or the *magic missile 1* spell, have no miss chance. Other models determine line of sight to this model normally, regardless of Displacement.
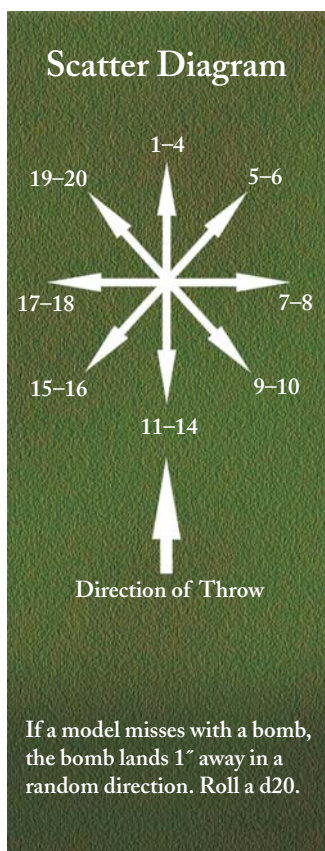
This is a displacement effect.

## Disturbing Song [#]″

The battle song's dissonant tones confuse and distract enemies.

So long as this model is not constrained, no enemy model within the listed range can issue or receive orders. This special ability does not affect models to which the line of effect is blocked.

**Electricity ABILITY: See the corresponding ENERGY ability.**

## Cold Blast

**The Mage aims its Cold Blast 5 special ability, a cone, at the nearest enemy. Terrain that blocks line of effect also blocks the cone. The cone affects the Adept and the Skirmisher but not the Champions. An affected model takes 5 cold damage (or 2, if it makes a successful save).**

(Labels in diagram: Orc Champion; Orc Champion; Wood Elf Skirmisher; dragon skull; Hobgoblin Adept; Half-Dragon Mage)

## Scatter Diagram

1–4
19–20
5–6
17–18
7–8
15–16
9–10
11–14

**Direction of Throw**

**If a model misses with a bomb, the bomb lands 1˝ away in a random direction. Roll a d20.**

takes the listed damage unless it makes a successful save (Difficulty Class 13), in which case it takes only half damage. The damage is of the stated type.

Use the cone template to determine which models are touched. See Cone Effects, page 50.

### ENERGY Bolt [#]

A Very Young Brass Dragon can breathe a bolt of fire to sear its enemies.

Using this special ability counts as an attack. Draw an imaginary 24˝ line from this model through the center of the target's base. Each model whose base is touched by the line takes the listed damage unless it makes a successful save (Difficulty Class 12 + the listed rating), in which case it takes only half damage. The damage is of the specified type.

### ENERGY Bomb [#]

The dwarves' elemental weapons range from the complicated to the straightforward, with fire bombs as straightforward as they get.

This model makes a ranged touch attack. If it succeeds, the bomb strikes the defender (centered on its base). Otherwise, it lands 1˝ away in a random direction. (Roll on the scatter diagram below.) If the bomb hits a model, it deals the listed amount of ENERGY damage to it. It deals half this damage to each model that it did not strike and that is within 3˝ of the center of the blast (the center of the struck model or the place where the bomb landed). Each affected model takes only half damage (round down) if it makes a successful save (Difficulty Class 13).

If the attack misses because the target is out of range, then the bomb lands short and may still deal damage to models. Locate the point at the end of the attack's range along the line toward the target. Then roll on the Scatter Table to see where the bomb ends up.

If this model receives the 4-point order to target a point on the battlefield, it must still make a successful attack roll to hit that point. If the model misses, the bomb scatters.

### ENERGY Shield [#]

Hitting a Fire Elemental in melee is a mixed blessing.

Any model that hits this model with a melee attack takes the listed damage of the listed type.

### ENERGY Vulnerability

This model is especially susceptible to the listed type of energy. If the model takes damage from an attack of that type, it takes twice as much as normal. If the model is struck by an attack that deals bonus energy damage, only the bonus energy damage is doubled.

If the attack in question allows a save, apply the doubling first.

### Evasion

Monks and experienced rogues can sometimes dodge explosions and similar attacks.

When this model succeeds at a save that would normally reduce damage to one-half, it takes no damage instead.

### Extra Melee Attack ×[#]

You might get the first blow in against the Ettin, but don't fool yourself into thinking it will be the last.

### Elemental Creature

Mordengard's ties to the Elemental Planes are strong, and they have many allies from those strange realms.

This model has the Immune Critical Damage, Immune Paralysis, Immune Poison, Immune Sleep, Immune Sneak Attacks, and Immune Stun special abilities. In addition, attackers can't get the multiple attackers bonus against it.

### ENERGY Blast [#]

The Half-Dragon Mage can breathe a devastating blast of cold.

A model with this ability can let loose a powerful blast of energy in a cone that damages those within it.

Using this special ability counts as an attack. It produces a cone of the stated type of energy. Each model touched by the cone

If this model doesn't move, it can make the listed number of extra melee attacks (each like the first melee attack). Resolve each attack separately; you don't have to choose the target for one attack until a previous attack is done. This special ability doesn't allow a model to make extra attacks of opportunity.

If no rating is given, the model gets only one extra melee attack.

A model with the Pounce special ability (see below) can use its Extra Melee Attack special ability even if it moves.

### Extra Ranged Attack

A Wood Elf Scout can shoot two arrows for each arrow shot by a lesser archer.

This works exactly the same as Extra Melee Attack, but for ranged attacks.

### Fast Healing [#]

To kill a Troll, kill it fast.

If, at the start of its turn, this model has health lost to damage, it heals the listed amount of damage. If this raises its health above 0, it's no longer knocked down from damage and can act normally on its turn. (The model is still destroyed if its health drops below 0.) Fast Healing does not allow a model to get up if it's been knocked down by an effect other than losing health (such as Poison).

### Fear Strike [#]

The Fearsome Ghost can send its foes running with one chilling touch.

A model damaged by this model routs unless it makes a successful save at the listed Difficulty Class. This is a mind-affecting fear effect.

### Fearless

The Orc Berserker doesn't know the meaning of the word "fear." (It doesn't know the meanings of lots of words.)

This model always succeeds at morale saves and is not affected by fear effects.

### Feed +[#]

Besides the loss of your life and your soul, the really bad news when a Barghest eats you is that it has an easier time eating your friends.

When a model with the Feed special ability destroys a humanoid model, it immediately gains the listed bonus to attack rolls, health, and saves for the rest of the skirmish. (Bonuses from destroying multiple models are cumulative.)

### Fight TYPE –[#]

The Ogre Trooper has a hard time hitting dwarves.

This model suffers the listed penalty on attack rolls made against models of the listed type or subtype. This penalty applies even against ranged attacks (regardless of distance).

### Fight TYPE +[#]

Gnoll Rangers hunt elves for sport and for dinner.

This model gains the listed bonus on attack rolls made against models of the listed type or subtype. This bonus



**Flying over Obstacles**

high wall

Ettin Trooper

Harpy (Flight)

When aboveground, a model with Flight ignores terrain that it crosses and models that it moves over. It does not draw attacks of opportunity, except from other models with Flight.

**Landing in Terrain**

high wall

Ettin Trooper

Harpy (Flight) –2˝

woods

When a model with Flight ends its move in high terrain, it pays the movement cost of that terrain.

applies to melee attacks and to ranged attacks against models within 6˝ of the attacker.

**Fire ABILITY: See the corresponding ENERGY ability.**

## Flight

Dragons, gargoyles, and other creatures can take wing, allowing them to avoid obstacles on the ground.

A model with Flight can move over other models and terrain that slows down or stops ground troops.

**Other Models:** While moving, a model with Flight ignores models without Flight. It still can't end its move "on top of" another model. (That is, none of its base can overlap another model's base.) Other models with Flight make attacks of opportunity against, gain melee contact against, and impede the movement of a model with Flight (as if neither model had Flight).

**Attacks of Opportunity:** Enemy models don't make attacks of opportunity against this model when it moves through their threatened areas. There are two exceptions to this rule: other models with Flight, which make such attacks of opportunity normally, and models in whose threatened area this model starts its movement.

**High Terrain:** Aboveground, this model can cross high terrain as if the terrain were not there, but it is affected by high terrain where it begins or ends its movement. For example, a model with Flight can't end its move on a high wall, and it must pay a movement cost of 2˝ to begin or end its move in woods. Underground, high terrain reaches to the ceiling, so a model with Flight is affected by it normally.

**Nonhigh Terrain:** This model can cross and even end its turn on terrain as if the terrain were not there, unless the terrain is high (such as a mausoleum). It's not affected by the terrain's special effects, such as that of the murder slab, unless the terrain is high.

**Roofed Terrain:** This model can cross terrain with a roof (unless it is high terrain underground). While moving over the roof, it does not provoke attacks of opportunity from models under the roof (even from other models with Flight). It can't end its move on roofed terrain. The model can also move under a roof, but it must enter and move through the terrain as if it did not have Flight. When under a roof, the model draws attacks of opportunity from other models normally and can't move over them.

**Line of Sight, Line of Effect, and Cover:** These rules function normally for creatures with Flight.

**Knocked Down, *Held*, or Paralyzed:** A model with Flight that is knocked down, *held*, or paralyzed falls to the ground. If the model's position is illegal for a model without Flight, such as on another model or over a quagmire, it is destroyed.

**Illegal End-of-Move Position:** If something forces a model with Flight to end its move in an illegal position (such as an attack of opportunity that stuns it while it's over another model), move the model back along its path to its last legal position. This "movement" draws attacks of opportunity as if it were normal movement. However, if the model was forced to end its move by being knocked down, *held*, or paralyzed, then it is destroyed instead.

**Charging:** A model with Flight can move over terrain without penalty, which makes it good at charging. Like any other model, however, it can only charge a model to which it has line of sight at the start of its turn. Flight does not alter the rules for line of sight.

## Gaze of Confusion [#]

Don't look into the Umber Hulk's . . . umm, what am I doing down here? There's someone fighting. Do I know them?

This is a gaze attack (see Gaze Attacks on page 49) that confuses creatures. A model that is the subject of the Gaze of Confusion takes a random action and then loses its next turn. Roll a d20 to see what the random action is.

| d20 Roll | Random Action |
| --- | --- |
| 1–4 | Advance full speed toward the nearest model (ally, enemy, or other). This counts as a charge, if possible. Make all possible melee attacks against the model, even if it isn't an enemy model. |
| 5–8 | Advance full speed toward the second-nearest model (ally, enemy, or other). This counts as a charge, if possible. Make all possible melee attacks against the model, even if it isn't an enemy model. |
| 9–12 | Move full speed away from the nearest enemy model (ally, enemy, or other), as if routing. |
| 13–16 | Move full speed away from the second-nearest enemy model (ally, enemy, or other), as if routing. |
| 17–20 | Do nothing. |

If the the subject model undertakes any movement, it is likely to draw attacks of opportunity.

This is a mind-affecting effect.

## Gaze of Death [#]

Gaze of Death is a gaze attack (see Gaze Attacks on page 49) that destroys a living model. This is a death effect.

## Gaze of Stone [#]

The Medusa's gaze turns living things into lifelike statues.

Gaze of Stone is a gaze attack (see Gaze Attacks on page 49) that turns a living model into a statue. The affected model is destroyed, but it remains on the battlefield as a terrain piece. It behaves exactly like a low wall but occupies the same space as the model. Thus, it slows movement, provides cover, and penalizes combatants that occupy its space (see Chapter 7: Terrain). This is a transformation effect.

## Greater Wild Shape

Very experienced druids can transform into more powerful animals, such as bears.

This is an improved version of the Wild Shape special ability (see page 65). The druid's size does not change. When this model changes form using Wild Shape, it gains the following benefits in addition to its regular benefits.

- Its save bonus rises to +2 (instead of +1).
- It gains a +2 bonus to armor.
- It gains a +2 bonus on its melee attack and a +1 bonus to melee damage.

## Hide [#]

You don't see it, but the crossbow bolt in your chest is proof that the Halfling Sneak sees you.

If this model has cover relative to an enemy model, the enemy model is not considered to have line of sight to this model. The enemy model may try to establish line of sight by making a successful save (at the listed Difficulty Class). The opponent makes this save after deciding that it's the enemy model's turn but before deciding what the model will do. If the enemy model fails its save, this model is considered to be hiding.

A model that's constrained can't use the Hide special ability.

**Unseen Attacker Bonus:** When this model attacks, it gets the +3 unseen attacker bonus unless the target model makes a successful save to establish line of sight to this model. The target model makes a new save, even if it already succeeded at or failed a save to establish line of sight earlier in the round. If this model also has the Sneak Attack special ability, it might be able to use that ability when hiding.

**Unseen Defender:** The 4-point order to attack any target allows an enemy model to make a ranged attack against a hiding model even if the attacker fails its save. As usual, such an attack has a miss chance (roll 11+ or miss outright).

## Illuminated

When fighting in the gloom of subterranean ruins, the Azer's flames make it a virtual beacon to enemy models.

The model shines in its own light. In gloom, other models trace line of sight to the model as if in normal lighting conditions.

## Immune ATTACK

This model is immune to the listed effects, as follows.

- **Immune Critical Damage:** Critical hits don't deal extra damage to the model.
- **Immune ENERGY:** Attacks that deal the listed energy damage do not affect the model.
- **Immune Mind-Affecting Effects:** Mind-affecting effects do not affect the model.
- **Immune Paralysis:** The model cannot be paralyzed.
- **Immune Poison:** The model cannot be poisoned.
- **Immune Sleep:** Sleep effects don't affect the model and can't even select this model as a model to be affected.
- **Immune Sneak Attacks:** Sneak attacks don't deal extra damage to the model.
- **Immune Spells:** This is a special case; see Immune Spells, below.
- **Immune Stun:** The model cannot be stunned.

## Immune Spells

Golems cannot be affected by spells. They can't even be helped by allied spellcasting models' spells.

The Immune Spells special ability is like Spell Resistance (see page 62), except:
- It always works. A spellcasting model can't overcome the immunity.
- This model's player can't choose for it not to resist a spell (such as a beneficial one).



**WALLS CAN'T STOP AN ENEMY WHO'S ONLY HALF THERE.**

## Improved Evasion
More experienced monks and rogues can nimbly avoid explosions and similar attacks.

   This model has the Evasion special ability (see page 55). Additionally, if the model fails a save that would normally reduce damage to one-half, it still takes half damage instead of full damage from the attack.

## Incorporeal
Ghosts can fly through walls and evade physical attacks.

   A model with the Incorporeal special ability can move through other models and terrain that slows down or stops normal troops.

   **Other Models:** This model can move through models, but it can't end its move "inside" one. (That is, none of its base can overlap another model's base.)

   **Attacks of Opportunity:** Enemy models still make attacks of opportunity against this model when it moves through their threatened areas. However, this model has a chance to avoid the damage (see below).

   **Terrain:** This model can move through terrain as if the terrain were not there. (It is still slowed by being unable to see.) It cannot, however, end its move in a position that would be otherwise illegal.

   **Illegal End-of-Move Position:** If something forces this model to end its move in an illegal position (such as an attack of opportunity that stuns it while it's "inside" another model), move the model back along its path to its last legal position. This "movement" draws attacks of opportunity as if it were normal movement.

   **Avoiding Attacks:** Whenever this model would take damage from an attack, roll a d20. On a roll of 11+, it takes no damage from that attack. Even magic damage, energy damage, special damage, and damage from spells can be avoided in this way, but not damage from other incorporeal creatures. Incorporeal creatures always avoid attacks from terrain, such as from the stake barrier, and special abilities or spells that produce terrain.

   **Line of Sight, Line of Effect, and Cover:** Determine these normally. Sometimes you need to determine line of sight, line of effect, or cover while an incorporeal creature is moving through impassable terrain or another model, such as to determine attacks of opportunity. If so, ignore anything that's under the model's base for these purposes (and for the intervening model bonus to armor).

   **Charging:** An incorporeal model can move through terrain without penalty, which makes it good at charging. Like any other model, however, it can only charge a model to which it has line of sight at the start of its turn. Incorporeal does not alter the rules for line of sight.

## Independent Troop [#]
Gray Elf Duelists are canny combatants, requiring no commander to lead them.

   This model can maneuver and rally freely, as a commander can. A commander does not have to issue this model an order for it to be under command.

   If the Independent Troop rating is greater than 0, the model has the listed number of "independence points," which it can use to issue orders to itself (only), just as though it were a commander with that many command points.

## Inspire Courage +[#]
A bard's song brings the strength of courage.

   All allies that are of this model's faction and that are within 6˝ of it get the listed bonus on attack rolls, morale saves, and saves against fear effects. If this model is constrained, its Inspire Courage ability has no effect. This is a mind-affecting effect.

## Magic Stone [#]
A Stonechild blesses stones and turns them into punishing, magical weapons.

   This model can empower stones to make them magic ranged weapons. A Magic Stone attack deals the listed amount of blunt damage, or twice that amount to undead models. Its damage is also magic.

## Mighty Fortitude
This creature shrugs off bodily attacks that would stop a lesser creature cold.

   This model automatically succeeds at saves against poison, stunning, and death, paralysis, and transformation effects.

## Mighty Reflexes
This creature dodges energy attacks that would burn or freeze a less agile creature.

   This model automatically succeeds at saves against effects that allow half damage on a successful save.

## Mighty Will
This creature resists mental attacks that would conquer a weaker mind.

   This model automatically succeeds at saves against mind-affecting effects.

## Mind Blast [#]
The Mind Flayer can let loose a powerful blast of mental force, which stuns models caught in it.

   Using this special ability counts as an attack. It produces a cone of mental force. Each model touched by the cone must make a successful save (at the listed Difficulty Class) or become stunned until the end of its next turn.

   Use the cone template to determine which models are touched. See Cone Effects, page 50.

   This is a mind-affecting effect.

## Morale +/−[#]
A battle is more likely to see a goblin's end than a goblin is to see a battle's end.
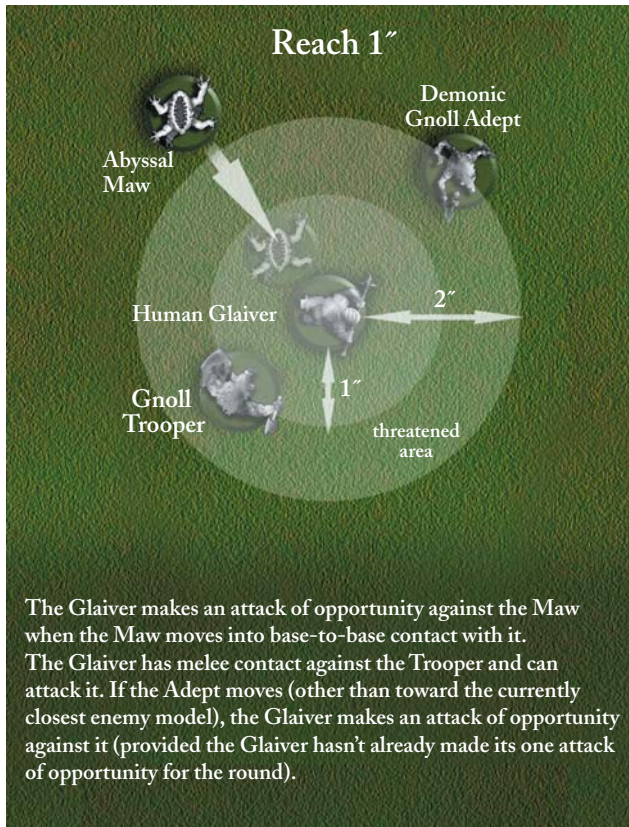
   This model applies the listed bonus or the listed penalty on all its morale saves and saves against fear effects.

## Paralyzing Strike [#]
The Ghoul's claw slows quick flesh.

   A model struck by a model with a Paralyzing Strike attack must make a successful save at the listed Difficulty Class or be paralyzed (see Paralyzed, page 38).

   This is a paralysis effect.

## Reach 1″

Abyssal Maw

Demonic Gnoll Adept

Human Glaiver

2″

1″

Gnoll Trooper

threatened area

The Glaiver makes an attack of opportunity against the Maw when the Maw moves into base-to-base contact with it. The Glaiver has melee contact against the Trooper and can attack it. If the Adept moves (other than toward the currently closest enemy model), the Glaiver makes an attack of opportunity against it (provided the Glaiver hasn't already made its one attack of opportunity for the round).

### Point Blank Shot +[#]
A trained archer can loose a sure arrow at a nearby target.

This model gets the listed bonus on ranged attack rolls against enemy models within 6″.

### Poison [#]
Ettercaps, Driders, Abyssal Ravagers, and other horrors bring down their opponents with vile venom.

A model struck by a model with a Poison attack must make a successful save at the listed Difficulty Class or be poisoned (see Poisoned, page 39).

### Pounce
The Weretiger can spring on its enemies from a distance and attack furiously.

A model with the Pounce ability can use its Extra Melee Attack special ability even after maneuvering or charging. (All models with Pounce also have Extra Melee Attack.)

### Powerful Charge +[#]
The Crazed Minotaur Cultist can plow through tough opposition.

When this model charges and hits with a melee attack, the attack deals additional damage equal to its Powerful Charge rating.

### Precise Shot
Hitting your enemy is not as important as not hitting your friend.

This model can make ranged attacks at an enemy model in base-to-base contact with hostile models without suffering the normal −4 hostile model contact penalty on its attack roll. (See Attack Modifiers, page 34.)

### Reach 1″
Big, tall creatures and soldiers armed with long weapons can strike enemies at a short distance.

This model can strike in melee from a distance. Reach 1″ has the following effects.

- This model can make melee attacks against models up to 1″ away. This model has melee contact against enemies within 1″.
- This model's threatened area is the area within 2″. (A normal model's threatened area is the area within 1″.)
- When out of command and maneuvering or charging toward an enemy model, this model must stop as soon as it's 1″ away. If this model is under command, it has the option of continuing.
- Terrain between this model and the model it's attacking grants a cover bonus to the defending model as if the attack were a ranged attack. (If the model bases are actually in contact, cover does not apply because no terrain is between them.) Likewise, intervening models each grant a +1 bonus to the defender's armor, as with ranged attacks.
- If an enemy model comes into base-to-base contact with this model, this model can make an attack of opportunity against it. The enemy model, however, avoids this attack of opportunity if it has moved 1″ or less when it contacts this model.

### Rend +[#]
If an Owlbear gets hold of you with one claw, it's bad. If it gets hold of you with both claws, it's quite bad indeed.

If this model hits a single enemy model with two melee attacks on the same turn, the second attack deals the listed damage. (All models with Rend also have the Extra Melee Attack special ability.)

### Resist ENERGY [#]
Creatures of the Abyss are unfazed by *fireballs*, *cold bursts*, *lightning bolts*, and Spitting Felldrakes.

This model automatically takes less damage from one or more types of energy attack: acid, cold, electricity, fire, and sonic. Subtract the Resist ENERGY rating from the damage dealt by each such attack (minimum damage 0). If the model makes a successful save and takes half damage, apply the Resist ENERGY special ability to the reduced damage, not to the original damage.

### Revealing Aura
The Human Solar Templar shines brighter than the sun, dispelling all concealing magics and revealing hidden things.

As long as they are in base-to-base contact with this model, all other models are revealed. They:
- gain the Illuminated special ability;
- lose any invisibility, displacement, and darkness effects (other than from the *darkness* spell); and
- lose the Hide ability (if any).

## Shield Mate +2

**Ettin Trooper**

**Dwarf Hammer Priest**

**Dwarf People's Guard**

**Hobgoblin Fighter**

The Dwarf People's Guard is in base-to-base contact with the Dwarf Hammer Priest, so the Hammer Priest gets a +2 armor bonus against melee attacks from the Ettin Trooper. Also, the Ettin can make melee attacks against the People's Guard, even though it's more than 1″ away. The intervening model penalty does not apply to attacks against the People's Guard because there's no such penalty for attacks against the Hammer Priest.

The Hammer Priest, however, does not get the armor bonus against the Hobgoblin Fighter's ranged attack.

If the revealed model is in the area of a *darkness* spell, then other models (including the revealing model) that are in base-to-base contact with the revealed model have line of sight to it regardless of the *darkness*.

## Scary [#]
Big, powerful monsters can break the resolve of even stout warriors.

Living enemy models that are of a level equal to or lower than this model's Scary rating are susceptible to its Scary special ability.

At the end of this model's turn, all susceptible models against which it has melee contact must succeed at morale saves or rout. If it has melee contact against more than one susceptible model, the player whose turn it is decides the order in which those models make their saves.

When a susceptible model moves to where a model with the Scary special ability has melee contact against it, the susceptible model must immediately succeed at a morale save or rout.

A model that is affected by the Scary special ability, whether it succeeds at the morale save or not, is not susceptible to any model's Scary ability for the rest of the skirmish.

## Scent
The Abyssal Maw can sniff enemies out from their hiding places.

When determining which enemy model is nearest for purposes of this model's movement options, enemy models within 12″ are considered to be potential nearest models even if this model doesn't have line of sight to them.

## Scout +[#]
A Gnoll Ranger can scout the terrain and bring the fight to where the lay of the battlefield favors its warband.

This model adds its Scout rating to any scouting check made before a skirmish. For each model with the Scout special ability that you have in your warband, you gain the listed rating to your scouting check.

## Set versus Charge +[#]
A Gray Elf Warrior uses a charging enemy's momentum as its own.

If this model hits an enemy model with an attack of opportunity while that enemy model is charging it, it gains the listed bonus to melee damage. This does not apply if the enemy model is charging a different model. (All models with Set versus Charge also have the Reach 1″ special ability.)

## Shield Mate +[#]
Elite dwarven soldiers can protect their allies from harm.

Any allied model that is in base-to-base contact with this model gets the listed bonus to armor.

When an enemy model makes a melee attack against a model benefiting from this model's Shield Mate bonus, it can make that attack against this model instead. Cover and intervening model modifiers apply as if this model were in the original target's position.

This special ability does not function while this model is constrained.

## Sidestep
The Human Templar ducks and weaves in combat.

If this model moves 1″ or less in a turn, and nothing slowed or hampered it, then this movement does not provoke attacks of opportunity. This movement also does not force a morale save for leaving enemy models' melee contact.

## Skeletal
Animated skeletons are unfazed by many blows that would mortally wound a fleshy combatant.

Whenever this model would take damage from an attack, roll a d20 for each point of damage. For each 11+, 1 point of damage is negated. This model does, however, take full damage from blunt damage, energy damage, damage from spells, and special damage.

Magic damage can be negated as normal damage is. If melee or ranged damage is increased by some effect that does not otherwise change it, this additional damage can also be negated normally. For example, the bonus damage from a paladin's Smite Evil special ability or from the *bull's strength +1* spell can be negated, since the type of damage dealt by the attack does not change, nor does the special ability or spell deal damage directly.

## Sleep Blast [#]
With a breath, the Very Young Brass Dragon lulls warriors into a slumber that may end with a stab.

Using this special ability counts as an attack. It produces a cone of sleep-inducing mist. Each living model touched by the cone must make a successful save (at the listed Difficulty Class) or fall asleep. (See Sleeping, page 39.)

Use the cone template to determine which models are touched. See Cone Effects, page 50.

This is a mind-affecting sleep effect.

## Slow Ranged Attack
Crossbows take extra time to load.

This model can't make a ranged attack on the same turn that it moves.

## Smite TYPE +[#]
A paladin's blade burns evil flesh.

When attacking a model of the listed type, this model can gain the listed bonus to damage. If no type is listed for this special ability, the model can use this special ability against an enemy model of any type. You must declare that you are using Smite before rolling the attack roll. The Smite attempt is wasted if the attack misses. If the model attempts to use the Smite TYPE ability against a model of the wrong type, the special ability has no effect and is wasted.

## Sneak Attack +[#]
Rogues can inflict nasty wounds in those they catch unaware.

This model is skilled at making a deadly strike against a distracted opponent. It has the following special rules.

- This model gains the +2 multiple attackers bonus (see page 33) on its melee attack roll if one or more other hostile models also have melee contact against that enemy model (instead of two or more other hostile models).
- This model deals the listed bonus melee damage against a living model whenever it gets the +2 multiple attackers bonus on its attack.
- This model deals the listed bonus damage with a melee or ranged attack against a living model whenever it gets the +3 unseen attacker bonus on its attack, provided that the target is within 6˝.
- This model deals the listed bonus damage with a melee or ranged attack against a living model that is knocked down, *held,* stunned, or paralyzed, provided that the target is within 6˝.

Since special abilities are not cumulative with themselves, if more than one circumstance grants a model bonus damage for its Sneak Attack special ability, it still gets this bonus damage only once.

**Sonic ABILITY: See the corresponding ENERGY ability.**

## Sonic Shriek [#]
The Pulverizer's sonic shriek drowns out the cries of those it kills.

Using this special ability counts as an attack. It produces a cone of sonic energy. Each model touched by the cone takes 1 sonic damage. Each such model is also stunned (see Stunned, page 39) until the end of its next turn unless it makes a successful save at the listed Difficulty Class.

Use the cone template to determine which models are touched. See Cone Effects, page 50.



## Stench
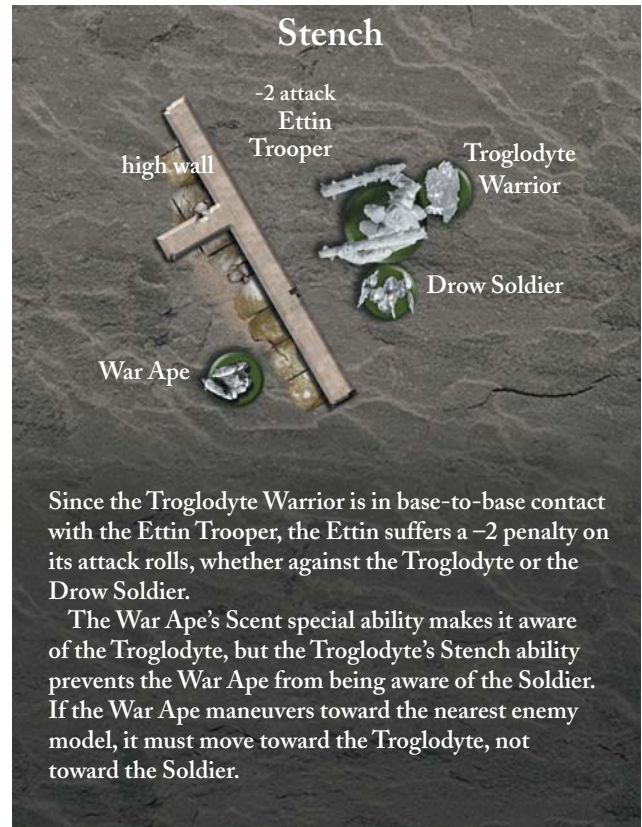
Since the Troglodyte Warrior is in base-to-base contact with the Ettin Trooper, the Ettin suffers a −2 penalty on its attack rolls, whether against the Troglodyte or the Drow Soldier.

The War Ape's Scent special ability makes it aware of the Troglodyte, but the Troglodyte's Stench ability prevents the War Ape from being aware of the Soldier. If the War Ape maneuvers toward the nearest enemy model, it must move toward the Troglodyte, not toward the Soldier.

## Sonic Strike [#]
A dwarven thunderlash smashes and stuns its victims.

This model makes a melee touch attack. If the attack hits, it deals 1 sonic damage to the defending model. Additionally, the struck model is stunned (see Stunned, page 39) until the end of its next turn unless it makes a successful save at the listed Difficulty Class.

## Sorcery
Sorcerers and bards cast their spells "on the fly."

This model does not know a set number of each spell available to it. Instead, a set number of spells are available to it at each spell level. Each time this model casts a spell, it expends one spell slot (❑) of that level (or of a higher level, if it has no spell slots of that level left).

## Spell Resistance [#]
Drow are difficult to affect with spells.

After casting a spell that can affect a model with Spell Resistance, the casting model must make a level check (d20 + the casting model's level). If the result is equal to or greater than the listed rating, the spell affects this model normally. Otherwise the spell has no effect on it.

This model's player may choose for it not to resist spells, such as those that are beneficial.

Spell Resistance does not apply to area spells (such as *darkness*), which affect areas of the battlefield rather than targeting models, nor does it apply to spells that affect other models. For example, the Drow Wizard 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 they were cast (such as an enemy model using a +1 bonus from *bull's strength +1* on an attack against the Drow Wizard).

## Spontaneous Cure

Good clerics can use the positive energy bound up in their spells to heal wounds or to harm undead.

This model can expend a spell slot to cast a *cure wounds* spell of the same level instead.

- 0-level spell slot: *cure wounds 0*
- 1st-level spell slot: *cure wounds 1*
- 2nd-level spell slot: *cure wounds 2*
- 3rd-level spell slot: *cure wounds 4*
- 4th-level or 5th-level spell slot: *cure wounds 5*

If used against an undead creature that the casting model fails to hit, the original spell is not expended.

## Spontaneous Inflict

Evil clerics can use the negative energy bound up in their spells to harm enemies or heal undead.

This model can expend a spell slot of at least 1st level to cast an *inflict wounds* spell of the same level instead.

- 1st-level spell slot: *inflict wounds 1*
- 2nd-level spell slot: *inflict wounds 2*
- 3rd-level spell slot: *inflict wounds 4*
- 4th-level or 5th-level spell slot: *inflict wounds 5*

If the casting model fails to hit the defender, the original spell is not expended.

## Steal Life [#]

The Gith Revenant sucks the life out of others with its touch.

If this model hits and deals damage to a living enemy model with a melee attack, it gains health equal to the listed rating. Multiple increases in health from Steal Life are cumulative with themselves.

This bonus health can raise the attacking model's health above its normal score. This bonus health does not affect the point at which the model must make a morale save for dropping to half health, nor does it allow the model to be healed above its normal health score.

## Stench

The Troglodyte Warrior exudes a disgusting odor that weakens creatures nearby.

Living models in base-to-base contact with this model suffer a −2 penalty on their attack rolls. Models with the Stench special ability are immune.

This creature's odor is so strong that it overpowers the odors of other creatures. If this model is within 12˝ of a model with the Scent special ability, the model with Scent can't use Scent to be aware of any model without Stench.

## Stunning Attack [#]

A monk can deliver a blast of *ki* with a punch or kick, stunning the enemy.

Just before making a melee attack, this model's player can declare that its attack will be a stunning attack. If the attack hits, it deals its regular damage, and the struck model is stunned (see page 39) until the end of its next turn unless it makes a successful save at the listed Difficulty Class. Only living models can be stunned.

## Sword Song

Each swirl and cut of a Bladesinger's sword can complete the weavings of a spell.

If this model hits with a melee attack, it may cast one of its spells. The spell takes effect after resolving any effects of the model's melee attack. Unlike other spellcasting models, this model can't cast a spell as a regular action. It can cast spells only in this manner. This model does not have to make a successful save to cast a spell, regardless of the spell's range, while an enemy has melee contact against it.

This model does not have to commit to casting a spell until after the melee attack is complete. A missed melee attack does not cause this model to lose a spell.

Each successful melee attack allows this model to cast a spell, so a model with Extra Melee Attack or that hits with an opportunity attack might be able to cast multiple spells in one round. A successful melee attack against a knocked down model counts normally for this special ability.

## Thrown Weapon

In an effort to get in the first blow, many foot soldiers carry javelins into combat.

This model can make a ranged attack with a +2 bonus at the end of a charge. If the model is under command, it can stop short of a full charge, but it must still charge at least 2˝ to get the +2 bonus on the attack roll. It must attack the enemy model at which it was charging.

## Tumble [#]

Monks can spring past their opponents.

Each time an enemy model would make an attack of opportunity against this model, the enemy model must make a save at the listed Difficulty Class. If the save fails, the enemy model can't make attacks of opportunity against this model for the rest of this turn. (Failing the save does not use up the enemy model's single attack of opportunity per round.)

## Turn Resistance +[#]

Some undead are harder for a good cleric to turn away than others.

This model resists attempts to turn undead as if it were a number of levels higher equal to the listed rating.

## Turn Undead +[#]

A good cleric can send the undead fleeing its holy presence.

This model can turn undead as a special action. When this model attempts to turn undead, roll a d20 and add the listed rating. Compare the total to the turning check on the table below to find the level of creature affected. For every whole multiple of 3 above 25, the level of undead affected increases by 1.

The closest undead model of that level or lower (and within 6˝ and in line of effect) routs. (If two or more models are

## Is It a Cleric?

The Turn Undead special ability refers to "evil cleric commanders," but sometimes it is not obvious whether a model is a cleric. If the model has the word "Cleric" or "Priest" in its name, it is a cleric. Also, if a model's class and level are noted on the model card and include the abbreviation "Clr," the model is a cleric.

It is the model's total level, not its levels in cleric, that determines its Turn Undead rating.

SHADOW IS THE ALLY THE DROW CAN ALWAYS DEPEND ON.



equally close, the Turn Undead attempt affects the one with the lowest level.) A routing undead model can rally only if put under command by an allied evil cleric commander.

An undead model within 6″ of an allied evil cleric commander can use that cleric's level as its own to resist turning (if the cleric's level is higher than the undead model's).

The Turn Undead ability does not allow the player to choose which undead model is affected, so it can wind up driving off models of an ally's warband (in a team skirmish).

| Turning Check | Level Affected |
|---|---|
| Up to 9 | none |
| 10–12 | 1 |
| 13–15 | 2 |
| 16–18 | 3 |
| 19–21 | 4 |
| 22–24 | 5 |
| 25–27 | 6 |
| . . . | . . . |
| +3 | +1 |

### Tyrannical Rally

Drow commanders expect one thing from their troops—obedience.

If this commander puts a routing model under command, the morale save to rally automatically succeeds. Tyrannical Rally does not work on commanders, wild troops, or cross-faction models.

### Undead Creature

Ahmut's Legion is populated mostly by the dead animated to serve Ahmut's evil will.

This model is not a living model. It has the Fearless, Immune Critical Damage, Immune Mind-Affecting Effects, Immune Paralysis, Immune Poison, Immune Sleep, and Immune Sneak Attacks special abilities. If reduced to 0 health, it is destroyed instead of knocked down.

### Unreliable Troop [#]

Some of Thalos's constructs are devastating when they operate, but they operate haphazardly.

Each time you activate this model or have it make an attack of opportunity, you must roll its Unreliable Troop rating or higher on a d20 for the model to act normally. Otherwise, its action is to do nothing.

### Untrained Troop

Little is expected from Human Conscripts, and they deliver every time.

This model can't receive orders (not even the order to be under command) and it can't be in a cross-faction warband.

This is similar to the Wild Troop special ability, but there are important differences between an untrained troop and a wild troop. Untrained troops (like any other out of command model) can stand even when they are aware of enemy models, and can maneuver full speed toward the focus point when they're not aware of enemy models. Wild troops can do neither of these things (but they can be in cross-faction warbands).

### Veil of Shadow

Some drow can cloak themselves in shadow, concealing their precise locations. The degree of concealment depends on how dark the battlefield is.

If the lighting condition is gloom, a ranged or melee attack made against the model automatically misses unless the attacker rolls an 11+ on a separate d20, as if the attacker were attacking an unseen enemy.

If the lighting condition is normal light, a ranged or melee attack made against this model automatically misses unless the attacker rolls a 6+ on a separate d20.

Only attacks that involve an attack roll are affected. Attacks that don't involve attack rolls, such as cones or the *magic missile 1* spell, have no miss chance.

Other models determine line of sight to this model normally, regardless of Veil of Shadow.

If the attacker has the Blind-Fight special ability, its melee attacks have a better chance to hit. In gloom, the attacker only needs to roll 6+ to avoid the automatic miss, and in normal light the attacker doesn't have a miss chance. Blind-Fight, however, doesn't help with ranged attacks.

Attackers with a Blindsight special ability ignore the effects of the Veil of Shadow, provided that the veiled model is within the range of the Blindsight ability.

Veil of Shadow is ineffective if this model's center is in the area of a *daylight* spell.

If two different circumstances require miss chances (such as when someone attacks a model with Veil of Shadow in the area of a *darkness* spell), only apply the harsher miss chance.

This is a darkness effect.

## Vitality Drain −[#]

The Wight's corrupted claws drain life energy from those they strike.

Whenever this model deals damage to a living enemy model with a melee attack, the enemy model suffers the listed penalty to its attack rolls and saves for the rest of the skirmish.

Multiple penalties from Vitality Drain are cumulative with themselves.

## Web Spinner [#]

The Ettercap can throw webs that hold other creatures in place.

A model hit by this model's ranged attack is entangled (see Entangled, page 37). The Difficulty Class to break free is the listed rating.

## Web Walk

The Ettercap can move through webs without being stopped.

The web terrain does not affect this model's movement but still affects its ranged attacks. It cannot be entangled by models with the Web Spinner special ability.

## Wild Shape

An experienced druid can take on the shape of a wild animal, such as a wolf. It doesn't become a wild troop (it just looks like one). The druid does not change size. (You can use an animal model in place of the druid's model if you wish, but it must have the same base size.) Using this special ability is a special action.

The special ability has the following effects.
• The druid regains 1 health (only if wounded).
• The druid's speed increases to 10˝.
• The druid gains a +1 bonus on its save (due to the new form's excellent physical prowess).
• The druid can't make ranged attacks, cast spells, or issue orders.

The druid may revert to normal form as a special action.

## Wild Troop

Brutes can be trained for war, but only to a point.

A wild troop that is out of command must move toward the nearest enemy model. (Of course, if it already has melee contact against the nearest enemy model, it doesn't move at all.) It must charge the nearest enemy model or advance toward it at full speed. (This rule means that a wild troop

commonly leaves a knocked down model to advance toward another enemy that now counts as nearest.)

A wild troop that is out of command and is not aware of any enemy models must stand. It cannot move toward the focus point of the battlefield, as a normal model can when no enemy models are in line of sight.

The only order a wild troop can accept is to be under command. A wild troop that is under command may move at full speed toward the commander that has it under command. If, while moving toward the commander, it comes within an enemy model's threatened area, it must move toward that enemy until it makes melee contact against the enemy or it runs out of movement. It must then attack if it can.

Wild troops get up and rally normally.

## Wild and Difficult Troop ×[#]

The Dire Boar comes when called, but you have to call loudly.

This model follows the rules for both wild troops and difficult troops.

**Orders:** Putting this model under command costs a number of command points equal to the listed rating (double that number for a cross-faction commander).

**Command Capacity:** This model counts as a number of wild troops equal to the listed rating. For example, the Dire Boar has Wild and Difficult Troop ×2, so it counts as two models against a warband's command capacity—four models if it's in a cross-faction warband.

## Woodland Stride

Some wood elves and experienced druids can move easily through the forest.

This model can move through vegetation (briars, row of trees, woods) without paying the terrain's movement cost. Cover, line of sight, and line of effect still work normally.

Woodland Stride doesn't help a model affected by the *entangle* spell.

# SPELLS

Each spellcasting model can cast only a limited number of spells per skirmish.

## CASTING SPELLS

Spells have limits, such as how far a casting model can be from a target, who they can be cast on, and so on. These ranges and other considerations are described in Chapter 4: Skirmishes.

Spells are designated as **offensive**, **defensive**, or **area**.

## READING SPELL DESCRIPTIONS

Spell descriptions have special features.

## Spell Level

A spell's level determines which casting models have access to which spells and in what quantity, but the spell level almost never directly affects game play.

Listed with a spell's level are the classes of spellcasting model that can cast it. Spellcasting model class abbreviations are: Adp (adept), Brd (bard), Clr (cleric), Drd (druid), Pal (paladin), Rgr (ranger), Sor (sorcerer), and Wiz (wizard).

AT LEAST THE *ACID ARROW* DIDN'T MISS.

Some spells are available to clerics of particular factions or to specific creatures. Such spells are so designated in the level entry.

## Spell Range

Each spell has an entry specifying its range. See Casting Spells in Chapter 4: Skirmishes for more details on how a spell's range affects the way it is cast.

Spells with a range of personal or touch are considered "nonranged." Spells with a range of 6˝, 12˝, 24˝, or sight are considered "ranged."

The range entry also specifies whether the spell is offensive, defensive, or area.

**Personal:** A personal-range spell affects the casting model only.

**Touch:** If a touch-range spell is beneficial, the spellcasting model can cast it on itself or on a model against which it has melee contact. If the spell is offensive, then casting it counts as a melee attack. If the spellcasting model fails to hit when casting a touch-range spell, the spell is not expended.

**Range of 6˝, 12˝, or 24˝:** Measure the range to the target from nearest base edge to nearest base edge, as is standard for a ranged attack. Some ranged spells are designated as cones (see Cone Effects, page 50).

**Sight:** If a spell's range is sight, a model casting the spell needs only line of sight and line of effect to its target.

**Beneficial and Offensive Spells:** When casting a ranged offensive spell, select a target as with a normal ranged attack. For a ranged beneficial spell, select the nearest allied model as the target (the same way you would select an enemy as a target for an offensive spell). Orders can allow a model to cast a spell at an ally other than the nearest one. A spellcasting model can also cast a beneficial spell on itself (with no order necessary).

**Area Spells:** If a spell affects an area on the battlefield (not just models within an area), then the range entry includes this. Area spells use special targeting rules; see Casting Spells in Chapter 4: Skirmishes.

## Spell Save

Most offensive spells allow the subject to make a save to try to avoid or reduce the spell's effects. Such spells have save entries, which list the Difficulty Class for such a save. If the spell does not allow a save, this line is absent.

## SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

### Acid Arrow 2

An arrow of acid streaks from the casting model's hand.

The casting model makes a ranged touch attack. If the attack hits, the target model takes 2 acid damage.

**Level:** Sor/Wiz 2
**Range:** Sight [Offensive]

### Bane

All enemy models within 12″ of the casting model at the moment of casting suffer a −1 penalty on attack rolls until the end of the skirmish. The casting model does not select individual targets for this spell.

**Level:** Clr 1
**Range:** 12″ [Offensive]

### Benediction +1

The casting model and all allied models within 12″ of the casting model at the moment of casting gain a +1 bonus on saves until the end of the skirmish.

**Level:** Adp 1, Clr 1, Pal 1
**Range:** 12″ [Beneficial]

### Bestow Curse

The target model is overcome by a curse if it does not make a successful save.

Whenever the cursed model starts its turn or would make an attack of opportunity, its player rolls a d20. On 11+, the model acts normally. Otherwise, it does nothing. (If it fails to make an attack of opportunity, the attempt doesn't count against its limit of one attack of opportunity per round.)

Ongoing spells, such as *hold person,* still have their normal chance to expire.

A model with the Unreliable special ability requires two rolls, one for the curse and one for being unreliable.

**Level:** Adp 3, Brd 3, Clr 3, Sor/Wiz 4
**Range:** Touch [Offensive]
**Save:** 16

### Bless +1

The casting model and all allied models within 12″ of the casting model at the moment of casting gain a +1 bonus on attack rolls until the end of the skirmish.

**Level:** Adp 1, Clr 1, Pal 1
**Range:** 12″ [Beneficial]

### Blindness

The target model is blinded for the rest of the skirmish. (See Blinded, page 37.)

**Level:** Brd 2, Clr 3, Sor/Wiz 2
**Range:** 24″ [Offensive]
**Save:** 14

## Variant Spells

Certain models may have a standard **Chainmail** spell but with a different rating or level from normal. (This might be the result of a D&D metamagic feat, a magic item, or an innate ability of the creature.) If you see such a spell on a model card, refer to the standard spell description to determine what the spell does in general but use the new rating or level. The new rating generally changes the amount of damage the spell deals or otherwise changes the effect. That's easy enough to handle. For a spell of a different level that allows a save, change the save's Difficulty Class to fit the new level, as shown on the following table.

| Spell Level | Difficulty Class |
| --- | --- |
| 0 | 12 |
| 1 | 13 |
| 2 | 14 |
| 3 | 16 |
| 4 | 17 |
| 5 | 18 |

A few spells' descriptions include special information for how to handle variant ratings.

### Bull's Strength +1

The target model gains a +1 bonus on melee attacks and melee damage for the rest of the skirmish. This spell does not affect creatures with the Incorporeal special ability.

**Level:** Adp 2, Brd 2, Clr 2, Sor/Wiz 2
**Range:** Touch [Beneficial]

### Burning Hands 1

This spell creates a cone of fire. Each model touched by the cone takes 1 fire damage. A model that makes a successful save takes half damage (rounded down to 0).

Use the cone template to determine which models are touched. See Cone Effects, page 50.

**Level:** Adp 1, Sor/Wiz 1
**Range:** 6″ cone [Offensive]
**Save:** 13

### Cat's Grace +2

The target model gains a +2 bonus on ranged attacks and a +2 bonus to armor for the rest of the skirmish.

**Level:** Adp 2, Brd 2, Sor/Wiz 2
**Range:** Touch [Beneficial]

### Cause Fear

The target model routs, just as if it had failed a morale check. It moves away from the casting model.

This spell is a mind-affecting fear effect. It works only on living models of 5th level or lower. (If this spell is listed with a rating, this spell can affect a living model up to that level.)

**Level:** Adp 1, Brd 1, Clr 1
**Range:** 6″ [Offensive]
**Save:** 13

### Circle of Doom 3

Negative energy blasts out from the caster, healing undead creatures and harming living ones.

high wall

Troglodyte
Warrior

2″

Orc
Gangfighter

Ettin
Trooper

Drow Wizard

### Casting *Cold Burst 2*

**The Drow Wizard issues itself the 4-point order to target any point on the battlefield rather than the nearest enemy model. It places its *cold burst 2* spell so as to touch both enemies. The high wall blocks the spell's effect, so the Troglodyte is not affected. The Orc Gangfighter and the Ettin Trooper each take 2 cold damage (or 1, on a successful save).**



### *Command* Spell

Dwarf Cleric

"Flee!"

8″

battlefield edge

Gnoll Trooper

**The subject of a *command* spell treats a battlefield edge as impassable terrain. The *command* spell can't force a model off the battlefield and out of the game.**

The spell bursts 4″ in all directions from the center of the casting model's base. Living creatures in the area take 3 damage, or half that much with a successful save. Undead creatures are healed of 3 damage instead. The casting model is not affected.

This spell has no effect on constructs.

**Level:** Clr 5
**Range:** 6″ [Offensive (beneficial to undead models)]
**Save:** 18 (none for undead models)

### Cold Burst 2

An explosion of cold energy bursts 2″ in all directions from the point of origin, hitting everyone in the area.

Models in the area take 2 cold damage if they fail their saves, or half that much damage if their saves succeed.

**Level:** Sor/Wiz 2
**Range:** 24″ [Offensive]
**Save:** 14

### Command

*Command* forces the target model to do something immediately. When casting *command,* the casting model chooses one of the following three commands.

**"Approach!"**—The target moves its speed (not full speed) toward the casting model. Moving past enemy models can draw attacks of opportunity, but the target does not need to make morale saves for leaving enemy models' melee contact. The target then loses its next turn.

**"Fall!"**—The target falls. Treat it as knocked down, except that on its next turn it automatically gets up. If the model is knocked down for any other reason, the *command* spell has no effect on the model.

**"Flee!"**—The target moves at full speed away from the casting model. Moving past enemy models can draw attacks of opportunity, but the target does not need to make morale saves for leaving enemy models' melee contact. The target then loses its next turn.

The casting model can cast *command* on an allied model. If so, treat the spell as beneficial. The target, even though an ally, still makes a save against the spell.

This is a mind-affecting effect. It has no effect on wild troops or on constrained models. It affects only living models.

A model under the effect of the *command* spell treats the edge of the battlefield as impassable.

**Level:** Adp1, Clr 1
**Range:** 6″ [Offensive/Beneficial]
**Save:** 13

### Cone of Cold 7

This spell creates a cone of intense cold. Each model touched by the cone takes 7 cold damage. A model that makes a successful save takes half damage.

Use the cone template to determine which models are touched. See Cone Effects, page 50.

**Level:** Sor/Wiz 5
**Range:** 6″ cone [Offensive]
**Save:** 18

## Confusion

This spell affects all living models within 3″ of the point of origin (usually the center of the target model). Any model that fails its save takes random actions for the remainder of the skirmish. It must roll a d20 at the start of each turn to see what action it takes.

| d20 Roll | Random Action |
|---|---|
| 1–4 | Advance full speed toward the nearest model (ally, enemy, or other). This counts as a charge, if possible. Make all possible melee attacks against the model, even if it isn't an enemy model. |
| 5–8 | Advance full speed toward the second-nearest model (ally, enemy, or other). This counts as a charge, if possible. Make all possible melee attacks against the model, even if it isn't an enemy model. |
| 9–12 | Move full speed away from the nearest enemy model (ally, enemy, or other), as if routing. |
| 13–16 | Move full speed away from the second-nearest enemy model (ally, enemy, or other), as if routing. |
| 17–20 | Do nothing. |

If the the subject model undertakes any movement, it is likely to draw attacks of opportunity.

This is a mind-affecting effect.

**Level:** Ahmut Cleric 4, Brd 3, Sor/Wiz 4
**Range:** 24″ [Offensive]
**Save:** 17

## Cure Wounds 0

If the target model has 0 health, *cure wounds 0* allows the model to make an immediate save to get up. The model is not destroyed as a result of rolling a natural 1 on this roll.

Good clerics with 0-level spells cast *cure wounds 0* spontaneously (see Spontaneous Cure, page 63).

**Level:** Adp 0, Clr 0, Drd 0
**Range:** Touch [Beneficial]

## Cure Wounds [#]

The caster channels positive energy into the creature it touches, healing a living creature or hurting an undead one.

The target model regains the listed amount of health lost to damage. Its health can't be raised above its normal score.

*Cure wounds* doesn't work on construct creatures. Against undead, *cure wounds* works as though it were *inflict wounds*.

Good clerics cast *cure wounds* spontaneously (see Spontaneous Cure, page 63).

*Cure wounds 0* works differently. See above.

**Level:** *Cure wounds 1*   Adp 1, Brd 1, Clr 1, Drd 1, Pal 1, Rgr 2
*Cure wounds 2*   Clr 2, Pal 2
*Cure wounds 3*   Adp 2, Brd 2, Drd 3, Pal 3
*Cure wounds 4*   Adp 3, Clr 3, Drd 4, Pal 4
*Cure wounds 5*   Clr 4, Drd 5, Pal 5
*Cure wounds 6*   Pal 6

**Range:** Touch [Beneficial (offensive against undead models)]
**Save:** If used against undead models; see *inflict wounds [#]*, below.
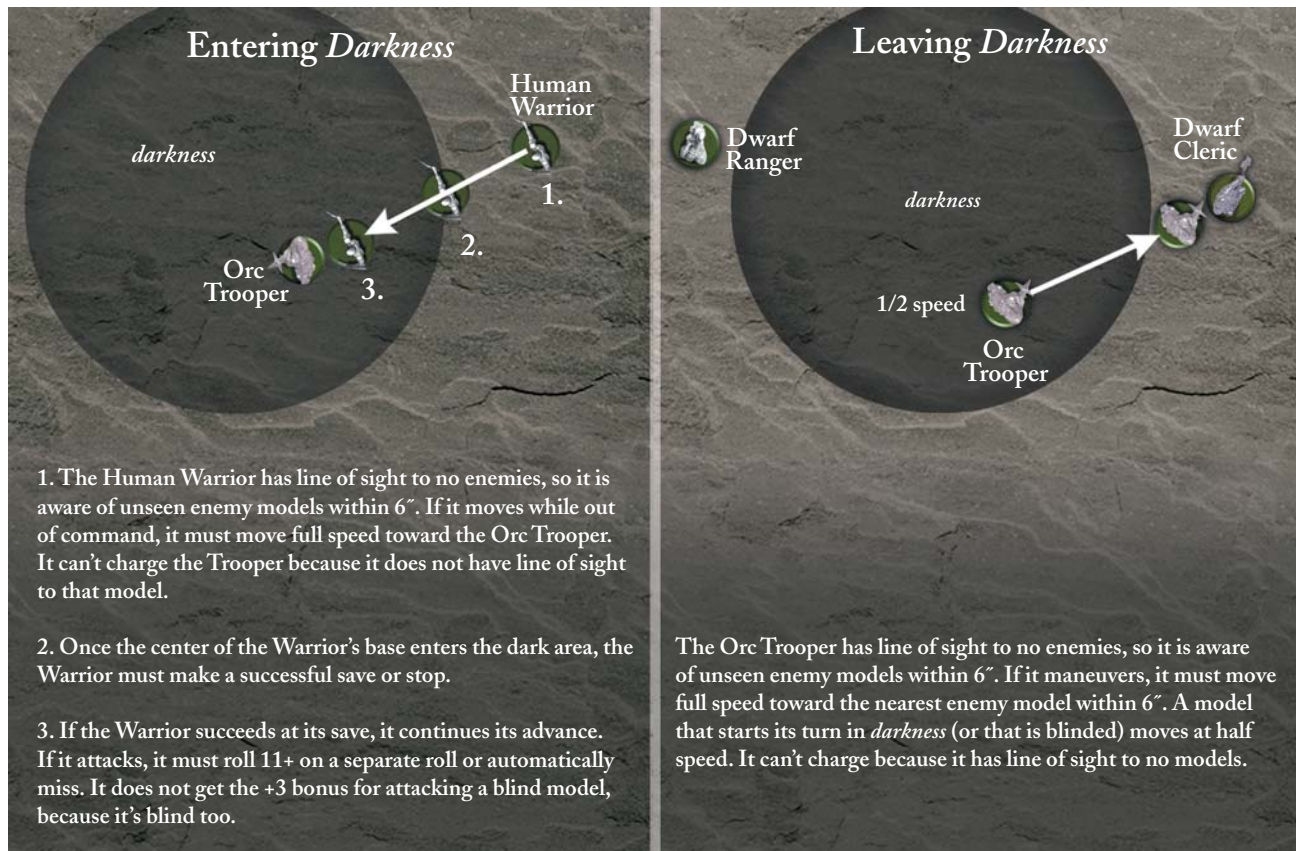
## Darkness

Impenetrable blackness emanates from the spell's point of origin, spreading 4″ in all directions.

The *darkness* blocks line of sight. It produces an area of high terrain. Any model whose center is in the dark area is blinded (see Blinded, page 37) and does not have line of sight to other



A SPONTANEOUS *CURE WOUNDS* SPELL CAN SAVE THE BATTLE.

## Entering *Darkness*



Human Warrior

*darkness*

1.

2.

3.

Orc Trooper

1. The Human Warrior has line of sight to no enemies, so it is aware of unseen enemy models within 6˝. If it moves while out of command, it must move full speed toward the Orc Trooper. It can't charge the Trooper because it does not have line of sight to that model.

2. Once the center of the Warrior's base enters the dark area, the Warrior must make a successful save or stop.

3. If the Warrior succeeds at its save, it continues its advance. If it attacks, it must roll 11+ on a separate roll or automatically miss. It does not get the +3 bonus for attacking a blind model, because it's blind too.

## Leaving *Darkness*



Dwarf Ranger

*darkness*

Dwarf Cleric

1/2 speed

Orc Trooper

The Orc Trooper has line of sight to no enemies, so it is aware of unseen enemy models within 6˝. If it maneuvers, it must move full speed toward the nearest enemy model within 6˝. A model that starts its turn in *darkness* (or that is blinded) moves at half speed. It can't charge because it has line of sight to no models.

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models, nor do other models have line of sight to the model. This applies even to models with the Darkvision special ability.

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.

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

This is a darkness effect.
**Level:** Adp 2, Brd 2, Clr 2, Drow 2, Sor/Wiz 2, Tiefling 2
**Range:** 6˝ [Area]
**Expiration Chance:** 1–5

### Daylight

Bright light emanates from the spell's point of origin, spreading 4˝ in all directions.

Models in the spell's area are illuminated (see Illuminated, page 58).

The light is so bright that light-sensitive creatures suffer from it. Drow, goblins, and orcs (but not half-orcs) all suffer a −1 penalty on attack rolls and saves while in *daylight*. A **drow** is an elf with "Drow" in its name. A **goblin** is a goblinoid with "Goblin" in its name. A **half-orc** is an orc with "Half-Orc" in its name.

If any part of the *daylight* spell touches part of a *darkness* spell, both spells are immediately negated.
**Level:** Aasimar 2, Adp 3, Brd 2, Clr 3, Sor/Wiz 2
**Range:** 6˝ [Area]
**Expiration Chance:** 1–5

### Daze

The target model is constrained until the end of its next turn. (Basically, it loses its next turn). It can take no action that turn.

*Daze* works only on living humanoids of 4th level or lower. (If this spell is listed with a rating, this spell can affect a living humanoid up to that level.)

This is a mind-affecting effect.
**Level:** Brd 0, Sor/Wiz 0
**Range:** 6˝ [Offensive]
**Save:** 12

### Dimension Door

The casting model instantly moves to any legal position on the battlefield to which it has line of sight. It does not draw attacks of opportunity for moving in this way, nor does it make a morale save when leaving an enemy model's melee contact.
**Level:** Hound Archon 4, Sor/Wiz 4
**Range:** Personal [Beneficial]

### Dispel Magic

Ongoing spells in an area spreading 6˝ in all directions from the spell's point of origin may be ended.

*Dispel magic* has a chance of ending spells currently ongoing in the area, either on the battlefield itself or on individual models. (An ongoing spell has an effect that lasts for the duration of the skirmish or that is subject to an expiration chance. Spells that deal or cure damage are not ongoing spells.) The casting model rolls a d20 once for each spell effect in the area; on a roll of 11+ the spell ends. If a single model is subject to more than one ongoing spell, only one such spell can be dispelled.

Roll for the spells one at a time, in any order, until a spell is dispelled. The remaining spells are safe (they do not end). If the area of the *dispel magic* spell only partially overlaps the area of an ongoing spell, the entire ongoing spell is ended.

*Dispel magic* does not affect ongoing effects of special abilities, such as Poison or Paralyzing Strike.

**Level:** Brd 3, Clr 3, Drd 4, Sor/Wiz 3
**Range:** 24″ [Offensive/Beneficial]

### Divine Power

This spell infuses the casting model with divine power.

The casting model gains a +2 bonus on attacks and a +1 bonus to melee damage. The casting model also gains 1 health. If the casting model has taken 1 or more damage, this works just like a *cure wounds 1* spell. If the casting model is not damaged, it gains a +1 bonus to health.

**Level:** Clr 4
**Range:** Personal [Beneficial]

### Endurance +2

The target model gains 2 health. If the model has taken 2 or more damage, this works just like a *cure wounds 2* spell. If the model has taken 1 damage, it is healed, and the model gains a +1 bonus to health. If the model is not damaged, it gains a +2 bonus to health. Multiple *endurance +2* spells could heal more than 2 damage, but they can't grant more than a +2 bonus to health.

*Endurance +2* works only on living models.

**Level:** Adp 2, Clr 2, Sor/Wiz 2
**Range:** Touch [Beneficial]

### Endure Elements 1

The subject of this spell gains the Resist ENERGY 1 special ability for the rest of the skirmish. The casting model chooses the energy type: acid, cold, electricity, fire, or sonic.

If a model winds up with two ratings for resisting the same kind of energy, use the higher one. Don't add them together. For example, casting *endure elements 1* on an Abyssal Ravager would have no effect, since the Ravager already has Resist Cold 4; it can't increase the Resist Cold rating from 4 to 5.

**Level:** Adp 1, Clr 1, Drd 1, Pal 1, Sor/Wiz 1
**Range:** Touch [Beneficial]

### Entangle

Plants "come alive" and grow out of the ground to entangle unsuspecting creatures.

All models within 8″ of the point of origin become entangled as the nearby plants reach out and wrap around them. (See Entangled, page 37.) An affected model doesn't make a save until it attempts to move.

**Level:** Drd 1, Rgr 1
**Range:** Sight [Offensive]
**Save:** 13

### Expeditious Retreat

The casting model's speed increases by +6″.

**Level:** Brd 1, Sor/Wiz 1
**Range:** Personal [Beneficial]

### Fear

This spell creates an invisible cone of terror. Each model touched by the cone routs, just as if it had failed a morale save. Affected models move away from the casting model.

This is a mind-affecting fear effect. It works only on living models.

**Level:** Brd 3, Sor/Wiz 4
**Range:** 6″ cone [Offensive]
**Save:** 17

### Fireball 4

A blast of flame spreads 4″ in all directions from the spell's center, burning every creature in the area.

Models in the spell's area take 4 fire damage if they fail their saves, or half that much if their saves succeed.

**Level:** Sor/Wiz 3
**Range:** Sight [Offensive]
**Save:** 16

### Flame Blade 1

A swordlike beam of flame sprouts from the casting model's hand.

For the duration of the skirmish, that model's melee attack becomes a touch attack and deals 1 fire damage. For any given attack, the model may choose to use its regular melee attack and melee damage.

**Level:** Drd 2
**Range:** Personal [Offensive]

### Flame Strike 3+3

A column of flame strikes downward, burning everything caught in it.

This spell creates a cylinder 4″ across (2″ radius). Each model touched by the *flame strike* takes 3 fire damage and 3 special damage. Models that successfully save take half as much fire damage (round down) and half as much special damage (round up).

**Level:** Clr 5, Drd 4
**Range:** 24″ [Offensive]
**Save:** 17

### Ghost Sound

This spell causes distracting sounds to surround an enemy.

The target model can't issue or receive orders (even to itself) until after its next turn.

**Level:** Adp 0, Brd 0, Sor/Wiz 0
**Range:** 6″ [Offensive]

### Glitterdust

Glittering, golden dust covers creatures in the area, blinding them.

This spell affects all models within 2″ of the spell's point of origin. All invisible models in the spell's area become visible (no save). Each model in the spell's area is also blinded unless it makes a successful save.

Roll a d20 at the end of each affected model's turn. On a 6+, this spell's effects continue for that model. On a 1–5, the spell's effect ends for that model. (This is like an expiration chance, except that you roll separately for each model at the end of its turn.)

**Level:** Brd 2, Sor/Wiz 2
**Range:** 24″ [Offensive]
**Save:** 14 (blinding only)

## Greater Command

The caster speaks a word, and several creatures are compelled to obey it immediately.

*Greater command* is like *command,* except that it affects up to nine models, no two of which can be more than 6″ apart. Use normal targeting rules to determine the first target. (For example, it must the nearest enemy model if the casting model does not receive an order.) The casting model can freely choose up to eight more target models, all of which have to be within 6″ of the first target and one another.

**Level:** Clr 5
**Range:** 6″ [Offensive/Beneficial]
**Save:** 18

## Greater Magic Fang +2

As *magic fang +1* (see below), except that the attack bonus is +2.

**Level:** Drd 3
**Range:** Touch [Beneficial]

## Greater Magic Weapon +2

As *magic weapon +1* (see below), except that the attack bonus is +2.

**Level:** Brd 3, Clr 4, Sor/Wiz 3
**Range:** Touch [Beneficial]

## Greater Sleep

*Greater sleep* is like *sleep,* but it affects models whose levels total up to 10 instead of 4.

**Level:** Sor/Wiz 3
**Range:** 24″ [Offensive]
**Save:** 15

## Guidance +1

Divine power guides the subject, helping it one time.

The target model can apply a +1 bonus to any one attack roll or save. The player must declare the use of this bonus before rolling the die.

**Level:** Adp 0, Clr 0, Drd 0
**Range:** Touch [Beneficial]

## Healing Circle 3

Positive energy blasts out from the caster, healing living creatures and harming undead.

The spell bursts 4″ in all directions from the center of the casting model's base. Living creatures in the area regain 3 health lost to damage (as with a *cure wounds* spell). Undead creatures take 3 damage, or 1 damage with a successful save. The casting model is not affected.

The spell has no effect on constructs.

**Level:** Clr 5
**Range:** 4″ [Beneficial (offensive to undead models)]
**Save:** 18 (none for living models)

## Hold Monster

The caster enchants a creature's mind, making it freeze in place.

*Hold monster* is like *hold person*, except that the spell affects any living model. It has the ratings noted below.

**Level:** Sor/Wiz 5
**Range:** 24″ [Offensive]
**Save:** 18

## Hold Person

The caster enchants a creature's mind, making it freeze in place.

The target model is *held*. It cannot move or act, and it is constrained. This is a mind-affecting paralysis effect, and is effective only on living, humanoid models with bases of 25mm or smaller.

- Melee attacks against *held* models are automatically successful and deal double damage (as with an attack against a knocked down model). Ranged attacks against *held* models gain a +4 bonus on the attack roll.
- A model with Sneak Attack gains the bonus damage against a *held* model, unless it is more than 6″ away.
- A *held* model can't rout, obey the *command* spell, or make attacks of opportunity.
- An enemy model does not ignore *held* models the way it usually ignores knocked down models.

At the end of each of the *held* model's turns, the casting model's player rolls a die; on a 6+ the spell stays in effect. Otherwise, it ends.

**Level:** Brd 2, Clr 2, Sor/Wiz 3
**Range:** 24″ [Offensive]
**Save:** 14

## Ice Storm 2+2

A column of hailstones strikes downward, freezing and smashing creatures caught in it.

This spell creates a cylinder 4″ across (2″ radius). Each model touched by the *ice storm* takes 2 cold damage and 2 special damage.

**Level:** Drd 5, Sor/Wiz 4
**Range:** Sight [Offensive]

## Improved Invisibility

As *invisibility,* except that the spell does not end if its subject attacks.

**Level:** Sor/Wiz 4
**Range:** Touch [Beneficial]

## Inflict Wounds [#]

The caster channels negative energy into the creature it touches, hurting a living creature or healing an undead one.

The casting model makes a melee touch attack. If the attack succeeds, it deals the listed damage to the struck model. The struck model takes half damage if it makes a successful save.

*Inflict wounds* doesn't work on construct creatures. Against undead creatures, *inflict wounds* works as though it were *cure wounds* (so there's no save).

Evil clerics cast *inflict wounds* spontaneously (see Spontaneous Inflict, page 63).

| **Level:** | *Inflict wounds 1* | Clr 1 |
|---|---|---|
| | *Inflict wounds 2* | Clr 2 |
| | *Inflict wounds 4* | Clr 3 |
| | *Inflict wounds 5* | Clr 4 |

**Range:** Touch [Offensive (beneficial to undead models)]

| **Save:** | 1st-level spell | 13 |
|---|---|---|
| | 2nd-level spell | 14 |
| | 3rd-level spell | 16 |
| | 4th- or 5th-level spell | 17 |

## Insect Plague

A cloud of biting, stinging insects drives creatures away.

The spell creates a swarm of insects 8″ across. It produces an area of high terrain. Like woods, 2″ of the swarm blocks line of sight but not line of effect.

Models touching the swarm can't cast spells. A living model of 2nd level or lower that touches the swarm routs away from the center of the swarm (no save). A living model of 3rd to 5th level routs if it touches the swarm unless it makes a successful save (in which case it is immune to this effect from this *insect plague* spell for the rest of the skirmish). Models of

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## Seeing and Not Seeing

Because most models depend on sight, blindness and invisibility can have big effects during a battle.

**No Line of Sight:** Models do not have line of sight to models they cannot see unless they have a Blindsight special ability (and then only if the unseen model is within the ability's range). The proximity awareness rule, however, may allow an uncommanded model to approach a model it can't see, as can the Scent special ability.

**Limited Command Range:** An unseen commander can issue orders only to models within 6″. A commander can issue orders to models the commander cannot see only if they are within 6″.

**Melee Attacks and Miss Chances:** An attacking model that can't see its target in melee suffers a miss chance. It must first roll 11+ on a d20 or its attack automatically misses. (If the model can't see its target but has the Blind-Fight ability, it only needs to roll 6+.)

**Ranged Attacks and Miss Chances:** A model that cannot see another model cannot make ranged attacks against that model unless it receives the 4-point order to attack any target. A model that can't see the target of its ranged attack suffers a miss chance. It must first roll 11+ on a d20 or its attack automatically misses. (The Blind-Fight ability does not reduce the miss chance for ranged attacks.)

**Special Attack Bonus:** When a model attacks an enemy that it can see, but that can't see it, it gets a +3 bonus on its attack roll. A model doesn't get this attack bonus when making a melee attack against a model with Blind-Fight. A model with Sneak Attack deals its bonus damage when it gets the unseen attacker bonus against a living model.

**No Attacks of Opportunity:** Models cannot make attacks of opportunity against models they cannot see.

**Reduced Movement:** A model that cannot see is able to move, but only slowly. A model that starts its turn unable to see has its speed halved. For example, a Human Paladin that starts its turn blinded has a speed of 2″ instead of 4″. The model has this speed for the whole turn, even if it becomes able to see again.

**Entering *Darkness*:** A model that moves into an area where it cannot see (such as a circle of *darkness*) 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).

## Invisibility and Maneuvering



1. The Trooper doesn't have line of sight to any enemy models, but it has proximity awareness of enemies within 6˝. If it moves while out of command, it must move toward the nearest of those models. It can't charge the invisible Mage because it doesn't have line of sight to it.

2. The Champion doesn't have line of sight to the invisible Mage. If it moves while out of command, it must move toward the nearest enemy model it can see.

3. If the Adept puts the Champion under command, the Champion can maneuver freely and can even move toward the Mage (which it can't see). However, it can't charge the Mage because it doesn't have line of sight to it.

6th level and higher do not risk routing when they touch the swarm. The compulsion to rout is a mind-affecting fear effect.

Nonrouting models other than wild troops can treat the swarm as impassable terrain, even if out of command.

The cloud of insects can't be damaged by any attacks.

**Level:** Clr 5, Drd 5
**Range:** Sight [Area]
**Save:** 18
**Expiration Chance:** 1–5

### Invisibility

The spell's subject vanishes from sight and cannot be seen by other creatures.

The subject becomes invisible. See the Seeing and Not Seeing sidebar for a summary of the effects of being invisible.

If an invisible model attacks, the spell ends after the invisible model's attack (see What is an Attack?, page 50).

This is an invisibility effect.

**Level:** Adp 2, Ahmut Cleric 2, Brd 2, Sor/Wiz 2
**Range:** Touch [Beneficial]

### Invisibility Purge

A magical aura surrounds the caster, rendering invisible models visible.

For the rest of the skirmish, any invisible model within 6˝ of the casting model becomes visible for as long as it remains within the spell's area.

## Invisibility and Attacking



1. The Trooper can't see the invisible Mage, so it would normally throw its javelin at the Skirmisher. With a 4-point command to target any point on the battlefield, it can throw at the Mage (since it is within 6˝). It must still roll 11+ on a separate d20 roll or automatically miss because it can't see its target.

2. Since the Champion doesn't have line of sight to the invisible Mage, it charges the Skirmisher. When the Champion enters the Mage's threatened area, the Mage makes an attack of opportunity against it (unless it issues itself the 2-point order to decline the attack). The attack is at +3 because the Champion can't see the Mage.

3. When the Champion makes base-to-base contact with the invisible Mage, it must stop. Since it wasn't charging the Mage and has moved more than its speed, it can't attack the Mage.

## Invisibility and Attacks of Opportunity



The Champion doesn't have line of sight to the invisible Mage, so it charges the nearest enemy model it can see.

1. When the Champion contacts the invisible Mage's threatened area, it's not moving toward the nearest enemy model, so the Mage makes an attack of opportunity against it. (The Mage can issue itself the 2-point order to decline the attack.) The attack is at +3 because the Champion can't see the Mage.

2. When the Champion contacts the Skirmisher's threatened area, it's still not moving toward the nearest enemy model, so the Skirmisher makes an attack of opportunity against it too.

3. Unless the attacks of opportunity knock it down, kill it, or make it rout, the Champion completes its charge and attacks the Skirmisher.

*Invisibility purge* does not reveal models that are unseen because of *darkness,* blocked line of sight, blindness, or the Hide special ability.

**Level:** Clr 3
**Range:** Personal

## Lightning Bolt 4

A bolt of electricity leaps from the caster's hand and strikes enemies.

Draw an imaginary, 24″ line from the casting model's base through the center of the target's base. Each model whose base is touched by the line takes 4 electricity damage if it fails its save, or half that much on a successful save.

**Level:** Adp 3, Sor/Wiz 3
**Range:** 24″ line [Offensive]
**Save:** 16

## Mage Armor +4

An invisible layer of pure force surrounds the caster.

The casting model gains a +4 bonus to its armor for the rest of the skirmish.

**Level:** Brd 1, Sor/Wiz 1
**Range:** Personal [Beneficial]

## Magic Fang +1

A creature's natural weaponry becomes magically enhanced.

As *magic weapon +1* (see below), except that the spell does not affect constructs, fey, giants, humanoids, monstrous humanoids, outsiders, shapechangers, or undead.

**Level:** Drd 1, Rgr 1
**Range:** Touch [Beneficial]

## Magic Missile 1

A bolt of pure force streaks from the caster's hand and unerringly strikes its target.

This spell deals 1 damage to a target model.

If the spell is listed with a higher rating, the casting model can divide the damage among multiple targets. To split the damage up between the nearest and second-nearest models requires the 2-point order to attack the second-nearest target. To split the damage up any other way requires the 4-point order to attack any target. All targets must also be within 3″ of one another.

**Level:** Sor/Wiz 1
**Range:** 24″ [Offensive]

## Magic Weapon +1

The subject's weapon becomes magical.

The target model gains a +1 bonus on melee attacks for the rest of the skirmish. *Magic weapon +1* can apply to a ranged attack instead if the target model has one. (Such a model could receive the spell twice, gaining a +1 bonus on melee and ranged attacks.) If the target model has a thrown weapon, the bonus from this spell on the model's ranged attack applies only to the next single ranged attack it makes.

*Magic weapon +1* does not affect aberrations, animals, beasts, dragons, elementals, magical beasts, oozes, plants, or vermin.

Attacks affected by *magic weapon +1* deal magic damage, which deals full damage to creatures with the Damage Reduction 1 special ability.

**Level:** Brd 1, Clr 1, Pal 1, Sor/Wiz 1
**Range:** Touch [Beneficial]

## Neutralize Poison

The caster's touch removes the toxins from a poisoned creature.

This spell removes the poisoned condition (see Poisoned, page 39) from a poisoned model. The touched model gets up immediately. It does not gain health when it gets up.

**Level:** Adp 3, Clr 4, Drd 3
**Range:** Touch [Beneficial]

## Poison

The caster's touch is poisonous.

The casting model makes a melee touch attack. If the attack hits, the target model must make a successful save or be poisoned (see Poisoned, page 39).

Construct, elemental, and undead creatures and certain outsiders are immune to poison.

**Level:** Clr 4, Drd 3
**Range:** Touch [Offensive]
**Save:** 16

## Protection from Elements

The subject of this spell becomes immune to damage from one type of energy for the rest of the skirmish. The casting model chooses the energy type: acid, cold, electricity, fire, or sonic.

**Level:** Clr 3, Drd 3, Rgr 2, Sor/Wiz 3
**Range:** Touch [Beneficial]

## Remove Blindness

This spell removes the blinded condition (see Blinded, page 37) from a blinded model. It does not help a model see through a *darkness* spell.

**Level:** Clr 3
**Range:** Touch [Beneficial]

## Remove Paralysis

This spell removes paralysis effects. Any number of paralyzed or *held* models of your choice within 6″ of the casting model recover immediately. (Do not use the normal targeting rules.)

**Level:** Clr 2, Pal 2
**Range:** 6″ [Beneficial]

## Repair Damage 1

The target construct model regains 1 health lost to damage. Its health can't be raised above its normal score. This spell has no effect on models other than construct creatures.

**Level:** Sor/Wiz 1
**Range:** Touch [Beneficial]

## Resist Elements 2

As *endure elements 1* (see above), except that the Resist ENERGY rating is 2.

**Level:** Adp 2, Clr 2, Drd 2, Pal 2, Rgr 1, Sor/Wiz 2
**Range:** Touch [Beneficial]

## Resistance +1

The target model gets +1 on all its saves for the rest of the skirmish.

**Level:** Brd 0, Clr 0, Drd 0, Rgr 1, Sor/Wiz 0
**Range:** Touch [Beneficial]

## Scare 5

Each living model within 3˝ of the spell's point of origin routs away from the casting model unless it makes a successful save. Only models of 5th level or lower are affected.

This is a mind-affecting fear effect.
**Level:** Brd 2, Sor/Wiz 2
**Range:** 24˝ [Offensive]
**Save:** 14

## Searing Light 3

A beam of holy power shoots from the caster's hand.

The casting model makes a ranged touch attack. If the attack hits, the target model takes 3 damage. Undead models take 4 damage instead of 3.
**Level:** Clr 3
**Range:** 24˝ [Offensive]

## Shield of Faith +2

Divine power deflects attacks from the subject.

The target model gains +2 to its armor for the rest of the skirmish.
**Level:** Clr 1
**Range:** Touch [Beneficial]

## Slay Living

The casting model makes a melee touch attack. If it hits, and the target is a living model, the target is destroyed. Even if the save is successful, a living model takes 4 damage.

*Slay living* doesn't work on construct creatures. Against undead creatures, *slay living* heals damage as though it were *cure wounds 4.*

This is a death effect.
**Level:** Clr 5
**Range:** Touch [Offensive (beneficial against undead models)]
**Save:** 18 (no save when used on undead models)

## Sleep

This spell affects living models within 3˝ of the point of origin. It affects models whose levels total, but do not exceed, 4. The casting model does not choose which models are affected. Instead, the spell selects models automatically. It selects the model with the lowest level first (or the closer one if two are tied for lowest), then the model with the second-lowest level, and so on, until it runs out of models or the next one would take it over 4 total levels.

Each affected model must save or fall asleep (see Sleeping, page 39).

Knocked down models are not eligible to be selected by this spell, but other constrained models are. Models that are immune to the spell (such as those that have the Immune Mind-Affecting Effects special ability) are not selected by it either. Models with the Mighty Will special ability, however, can still be selected, as they're not truly immune to mind-affecting spells. (They just automatically succeed at the save.)

This is a mind-affecting sleep effect.
**Level:** Adp 1, Brd 1, Rgr 2, Sor/Wiz 1

**Range:** 24˝ [Offensive]
**Save:** 13

## Sound Burst 1

All models within 2˝ of the spell's point of origin take 1 sonic damage. Each such model is also stunned (see Stunned, page 39) until the end of its next turn unless it makes a successful save.
**Level:** Brd 2, Clr 2
**Range:** 6˝ [Offensive]
**Save:** 14 (against stunning only)

## Speak with Animals

The caster becomes able to speak with animals for the rest of the skirmish.

If the casting model is a commander, it may issue orders to animal models as if they were not wild troops. Those models may maneuver or stand like normal troops when under its command.

This spell doesn't allow a commander to issue orders to beasts, magical beasts, vermin, or other models—just animals. For example, the commander could issue orders to a Dire Boar but not to an Owlbear.

The spell doesn't give the casting model any control over animals in enemy or teammates' warbands, nor does it provide any benefit to a casting model that's not a commander.

(The class and level details for this spell are different from those in the DUNGEONS & DRAGONS game to better support druids and rangers having animal allies.)
**Level:** Drd 1, Rgr 1
**Range:** Personal

## Spell Resistance 21

The subject gains resistance to magical effects.

The model affected by this spell gains the Spell Resistance 21 special ability for the rest of the skirmish.
**Level:** Clr 5
**Range:** Touch [Beneficial]

## Spike Stones

Stony spikes emerge from the ground, spreading 4˝ in all directions from the spell's point of origin. This produces an area of nonhigh terrain.

If the center of a model's base moves onto the area of the *spike stones,* it takes 2 magic damage. It also stops moving unless it makes a successful save. If a model starts its move while the center of its base is already on the area of the *spike stones,* its speed is one-half normal, and it takes 2 magic damage when it moves.

Models cannot treat the area as impassable terrain. Out of command, routing, and wild models must move as though the spell effect is not present.
**Level:** Drd 4
**Range:** 24˝ [Area]
**Save:** 17
**Expiration Chance:** 1–5

## Spiritual Weapon 1

A magical force in the shape of a weapon attacks an enemy.

The *spiritual weapon*'s melee attack rating is equal to the casting model's level, and it deals 1 damage. Whenever it

attacks, if the attack roll is a natural 1–5 (a roll of 1–5 on a d20 regardless of modifiers), the weapon disappears at the end of the caster's turn (even if the roll is a hit). If the roll is a natural 6+, it remains to attack again.

If it remains, the weapon attacks again each time the target model takes its turn. (The attack comes at the start of the model's turn.) If the weapon's damage causes the target model to rout, it routs toward the nearest battlefield edge. If the target model is destroyed or routs off the battlefield, the *spiritual weapon* spell ends.

The weapon does not benefit from the multiple attackers bonus, nor does it help grant that bonus to others. It does benefit from the defender being knocked down, on a low obstacle, stunned, and similar situations. It suffers a miss chance as normal against opponents who are invisible, in *darkness,* protected by Veil of Shadow, and so on.

**Level:** Clr 2
**Range:** 24˝ [Offensive]

## Stoneskin

The subject's flesh becomes as hard as stone.

The target model gains the Damage Reduction 1 special ability for the rest of the skirmish.

**Level:** Sor/Wiz 4
**Range:** Touch [Beneficial]

## Summon CREATURE

The caster calls an extraplanar being to assist it.

A model of the specified type appears in any legal position within line of sight, up to 6˝ away from the casting model. The summoned model can't activate this round, but it counts as a member of the casting model's warband and activates normally on following rounds. The summoned model doesn't count against the warband's command capacity, but a good model can't be summoned into a warband with evil models, and vice versa. In scenarios in which players score kills, a summoned model that is eliminated does not count toward a player's victory.

At the end of each of the summoned model's turns, roll a d20. On a roll of 1–5, the spell ends, and the summoned model is removed from play. Otherwise, the summoned model remains in play.

A summoned model subject to a *dispel magic* spell might be removed from play. (See *dispel magic,* above.)

When a spellcasting model gains a *summon CREATURE* spell, select an eligible creature from the list below. A creature's eligibility depends on the class of the spellcasting model and the level of the spell. Evil creatures can't be summoned by good models, and vice versa.

**Level:** Brd varies, Clr varies, Drd varies, Sor/Wiz varies
**Range:** 6˝

## Summon Swarm

A swarm of rats carpets an area extending 1˝ in all directions from the spell's point of origin. This produces an area of nonhigh terrain. The rats viciously attack any model in the area.

Any model that starts its turn touching the swarm immediately takes 1 damage. (If this damage makes the model rout, it routs away from the center of the swarm.) The model can avoid the damage by giving up its turn. A knocked down or paralyzed model can't give up its turn in this way (but a stunned or dazed one can).

Any model that contacts the swarm during its turn immediately takes 1 damage. Nonrouting models other than wild troops can treat the swarm as impassable terrain, even if out of command.

A swarm can't be attacked as an individual model. Special abilities and spells that deal damage to models within an area, however, damage the swarm if they touch it. Just 1 damage is enough to destroy the whole swarm. The swarm does not get a save to reduce damage, even if the special ability or spell allows one. For example, the Fire Bomb 2 special ability and the *fireball 4* spell destroy the swarm, but the Acid Spit 1 special ability and the *magic missile 1* spell cannot target the swarm and cannot deal damage to it.

Damage dealt by the swarm is normal damage, so the Damage Reduction and Skeletal abilities can protect against it. Swarms do not damage other swarms.

**Level:** Brd 2, Drd 2, Sor/Wiz 2
**Range:** 6˝ [Area]
**Expiration Chance:** 1–5

| Spell Level | Bard, Cleric, Sorcerer, Wizard | Druid |
|---|---|---|
| 2 | Pseudodragon (G) | Hyena (N) |
| | Azer Trooper (N) | |
| | Hell Hound (E) | |
| | Skeletal Orc (E) | |
| 3 | Otyugh (N) | War Ape (N) |
| | Stone Spike (N) | |
| | War Ape (N) | |
| | Abyssal Maw (E) | |
| | Ghoul (E) | |
| 4 | Ice Paraelemental (N) | Owlbear (N) |
| | Owlbear (N) | |
| | Thoqqua (N) | |
| | Skeletal Equiceph (E) | |
| 5 | Hound Archon (G) | Dire Boar (N) |
| | Fearsome Ghost (E) | |
| | Salamander Trooper (E) | |

# Chapter 7: Terrain

Woods, walls, hills, and other features of the battlefield affect the outcome of the skirmish. Combatants rush to take advantage of terrain, hiding from archers behind walls or claiming higher ground for an edge in battle.

This chapter explains how the different types of terrain affect game play and provides ideas for creating new terrain of your own.

Terrain features are summarized on Table 7–1: Terrain Summary.

## TERRAIN PIECES

Terrain can be downloaded from the Wizards of the Coast website (**wizards.com/chainmail**), and terrain cards are available in various guidebooks and boxed sets of models. You can also use the terrain images as guidelines when creating your own terrain models (see Chapter 11: Modeling).

Only the part of the card that actually outlines the terrain affects the game. The rest, the background, has no effect on models. Some pieces of terrain include a clear area around them. The clear area has no effect on models, but one card's terrain feature or clear area can't overlap another card's terrain feature or clear area.

## TERRAIN DESCRIPTIONS

Mundane terrain, such as walls, hills, and woods, is self-explanatory. This section describes the unusual terrain found in the Sundered Empire.

### DRAGON CLAW

The skeletal claws of great wyrms are so large that they can provide cover on the battlefield.

### DRAGON SKULL

The partly buried skulls of great wyrms are found in certain isolated lands. Some trace of draconic might lingers around them, making vicious wounds more common in nearby combats.

### HALL OF EVIL/HALL OF GOOD

Scattered across the landscape, especially in places of power, are chambers of ancient worship. Here good or evil deities granted boons to their followers. Such places are rare but still hold great power, conferring benefits on worthy combatants who enter them.

### HISSING POOL

These shallow, murky, subterranean pools served some foul god's worship. Sacrificial victims were thrown in, releasing their souls with a hissing shriek. To this day, living creatures that fall into the pool are killed instantly, and their souls hiss away.

### MURDER SLAB

A site of foul sacrifices to long-forgotten entities, the murder slab reeks of dark magic. Its blood-soaked stone drinks the life energy of those offered up, transferring it to the slayer.

### SACRED CIRCLE

A sacred circle comprises a central idol and an outer ring. Remnants of subterranean temples to forgotten gods, sacred circles grant divine blessings on all who stand on the outer ring.

## TERRAIN AND ENVIRONMENT

As shown on Table 7–1: Terrain Summary, some types of terrain are found only aboveground, some are found only underground, and many can be found in both environments.

If you're building an aboveground warband, only include terrain that's listed as "Aboveground" or "Both" on the table. If you're building an underground warband, only include terrain that's listed as "Underground" or "Both." For a warband that's meant to fight in both environments, select two separate sets of terrain: one for when you fight aboveground, and one when you fight underground. (See Chapter 3: Warbands.)

In custom scenarios, terrain might be found "out of place." For example, a custom scenario that takes place in haunted aboveground ruins might include a murder slab, even though that terrain is normally found underground only.

## TERRAIN AND MOVEMENT COSTS

As shown on Table 7–1: Terrain Summary, many kinds of terrain slow or block movement.

### MOVEMENT COSTS

Sometimes terrain, such as a low wall, "costs" inches to move into, within, or out of. A model must pay this cost if any of its movement for the turn occurs in the terrain. The distance the model travels on its turn is reduced by this amount.

All movement costs are designated as "per" or "max."

#### Movement Cost per Piece of Terrain

Some terrain has a movement cost designated "per." Whenever a model enters, leaves, or crosses such terrain, it must pay that cost.

A model that encounters the same piece of terrain more than once pays the "per" cost each time. Likewise, if the model encounters different pieces of terrain with "per" costs, it pays the cost for each.

For example, if a model crosses a low wall and then a hedgerow, it pays 2″ each time for a total of 4″. If the model would normally move 12″ on its turn, it can move only 8″.

#### Maximum Movement Cost

Some terrain has a movement cost designated "max." If a model moves through more than one piece of terrain with a "max" cost during its turn, it pays only the highest such cost. It does not pay the penalty for each such encounter.

For example, if a model moves through briars and then through woods, it only pays a total of 2″. If it would normally move 12″, it can move only 10″. This means, for

## Table 7–1: Terrain Summary

| Terrain | Environment | Movement Cost | Line of Sight/Effect | Cover | Special |
|---|---|---|---|---|---|
| Briars | Aboveground | –2″ max | — | Cover | — |
| Dragon claw | Both | –2″ per | — | Cover | Low obstacle, clear area |
| Dragon skull | Both | | | | |
| (skull) | | No movement | Blocks both | If line of effect | Clear area |
| (clear area) | | — | — | — | Automatically confirm criticals |
| Hall of evil | Both | | | | One only |
| (floor) | | — | — | — | Evil +1 attacks, roof |
| (walls) | | No movement | Blocks both | If line of effect | High |
| Hall of good | Both | | | | One only |
| (floor) | | — | — | — | Good +1 attacks, roof |
| (walls) | | No movement | Blocks both | If line of effect | High |
| Hedgerow | Aboveground | –2″ per | — | Cover | Low obstacle |
| Hill | Aboveground | –1″ per (special) | Blocks both | — | Elevation |
| Hissing pool | Underground | –1″ max | — | — | Knocked down models destroyed, clear area |
| Hut | Both | | | | |
| (floor) | | — | — | — | Roof |
| (wall) | | No movement | Blocks both | If line of effect | — |
| (window) | | –2″ per | — | Cover | Low obstacle |
| Mausoleum | Both | | | | |
| (floor) | | — | — | — | Roof |
| (wall) | | No movement | Blocks both | If line of effect | High |
| Murder slab | Underground | — | — | — | Heal for kill |
| Quagmire | Both | No movement | — | — | — |
| Row of headstones | Both | –1″ per | — | Cover | — |
| Row of trees | Aboveground | –2″ max | Trees | Cover | Roof, trees, high |
| Sacred circle | Underground | | | | |
| (idol) | | No movement | Blocks both | If line of effect | — |
| (outer ring) | | — | — | — | +1 attacks |
| Stake barrier | Both | –1″ per | — | — | Damages models that enter it |
| Wall, high | Both | No movement | Blocks both | If line of effect | High |
| Wall, low | Both | –2″ per | — | Cover | Low obstacle |
| Woods | Aboveground | –2″ max | Trees | Cover | Roof, trees, high |
| Web | Underground | Save or stuck | — | — | Save or stuck, block attack 16, high |

example, that the penalty for moving through 3″ of woods and 3″ of briars isn't any harsher than the penalty for moving through 6″ of woods.

A model moving through terrain with "max" and "per" costs pays a total of the highest "max" cast plus each "per" cost.

### Minimum Movement

Regardless of movement costs for terrain, a model can always move 1″, or 2″ if all it does on its turn is move. (Of course, it still can't move through impassable terrain.)

For example, a Dwarf Fighter with speed 3″ starts its turn with part of its base on a briars (–2″ max) and part of its base on a low wall (–2″ per). Moving at all costs it 4″, but it can still move 1″ and then attack.

### Special Abilities and Movement Costs

Certain special abilities, such as Burrow, Flight, and Incorporeal, can allow models to avoid movement costs. (See Chapter 6: Special Abilities and Spells).

### IMPASSABLE TERRAIN

Some terrain, such as a high wall, is impassable. On Table 7–1: Terrain Summary, such terrain is listed as allowing "No movement." Models cannot enter or move through impassable terrain.

You can't place impassable terrain within 2″ of the battlefield edge or other impassable terrain (see Chapter 4: Skirmishes).

Creatures with the Burrow, Flight, and Incorporeal special abilities can move under, over, or through impassable terrain, but even these models can't stop on such terrain.

### TERRAIN, LINE OF SIGHT, AND LINE OF EFFECT

Some terrain, such as a mausoleum, blocks line of sight and line of effect. In other words, combatants behind this terrain can't be seen, can't be targeted by ranged attacks, and are protected from special and magical effects that spread out from a point.

## Line of Sight

War Ape

high wall

Dwarf Shock
Trooper

Terrain that blocks line of sight
does so if it blocks a line from
the center of a model's base to
the center of another's. The Shock
Trooper and War Ape do not have
line of sight to each other.
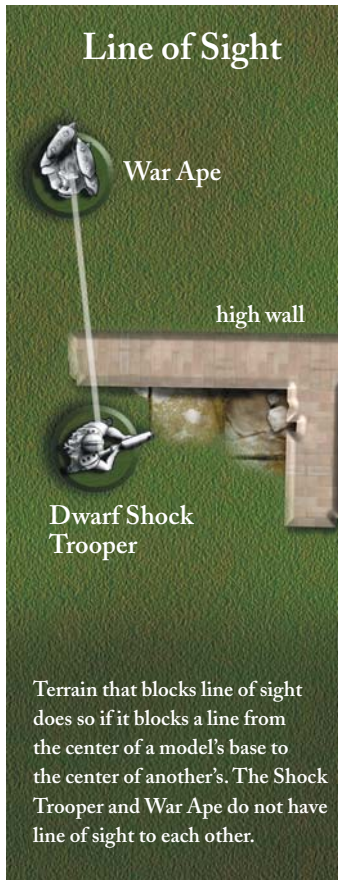
Terrain that's designated as "Blocks both" in the Line of Sight/Effect column of Table 7–1: Terrain Summary blocks line of sight and line of effect. Terrain that's designated as "Trees" has special rules. See Terrain Special Effects, below.

Whenever line of sight is limited by distance (as in gloom or with the Blindsight ability), measure the range from nearest base edge to nearest base edge, not from center to center.

### LINE OF SIGHT AND LINE OF EFFECT

Line of sight represents one combatant's ability to see another. Line of effect represents one combatant's ability to shoot, hit, or cast a spell at another. They're almost always the same thing as far as terrain is concerned, which is why they're treated here in the same section.

Line of sight determines a model's awareness of enemies (especially which counts as the nearest enemy model), its ability to select an enemy model as the target of a ranged attack, and its ability to charge an enemy model, as well as a commander's ability to issue orders to other models. Line of effect determines whether one model can physically make an attack against another (separate from whether one can select the other as a target) and whether spell effects reach a model.

Terrain that blocks line of sight also blocks line of effect. Some other features, such as the area of a *darkness* spell, block line of sight without blocking line of effect.

Sometimes a model has line of effect to a model but doesn't have line of sight. For example, if a model is blinded, it might have line of effect to an enemy model because there's nothing physically blocking it. However, it can't see the enemy model, so it does not have line of sight and cannot make a ranged attack against it (unless it receives the 4-point order to attack any target).

### BLOCKING LINE OF SIGHT AND LINE OF EFFECT

Terrain that blocks line of sight does so only when a straight line from the center of one model's base to the center of another model's base passes through the terrain.

For ranged attacks, line of effect is blocked in the same way. For special ability and spell effects spreading from a point of origin, there is line of effect to a model if any line from the special ability's or spell's point of origin touches any part of the model's base without passing through terrain that blocks line of effect. (See Chapter 6: Special Abilities and Spells.)

Unlike terrain that provides cover (see below), attackers can't ignore nearby terrain when it blocks line of sight or line of effect.

Even if you're using the table rule that players can't measure before committing to actions, you can determine line of sight past terrain at any time. (Line of sight to a hiding model is special. See the Hide special ability in Chapter 6: Special Abilities and Spells.)

### LINE OF EFFECT AND ATTACKS

A model can't make an attack of any kind (including attacks of opportunity) against a model to which it does not have line of effect.

### LINE OF SIGHT AND ATTACKS

As described in Chapter 4: Skirmishes, blocked line of sight can prevent attacks.

**Melee Attacks:** A model can make a melee attack against a model to which it does not have line of sight, but it suffers a miss chance.

**Ranged Attacks:** A model can't make a ranged attack against a model to which it does not have line of sight unless it receives the 4-point order to attack any target and the target is within 6˝. Even so, the attacker suffers a miss chance.

**Charges:** A model can't charge a model to which it does not have line of sight (even if it received the 4-point order to attack any target).

**Attacks of Opportunity:** A model can't make an attack of opportunity against a model to which it does not have line of sight (even though normal melee attacks are allowed).

For example, in the midst of a *darkness* spell, an Orc Trooper passes within 1˝ of a Dwarf Ranger. The Dwarf does not make an attack of opportunity against the Orc because it does not have line of sight to it. On its turn, the Dwarf moves next to the Orc (still in *darkness*). The Dwarf can attack the Orc even though it does not have line of sight to it because *darkness* does not block line of effect. (The Dwarf still suffers a miss chance. See Unseen Defenders in Chapter 4: Skirmishes.)

## TERRAIN AND COVER

Some terrain, such as a low wall, provides cover. In other words, attacks against a model on the other side of the terrain are more likely to miss because there's a chance they hit the terrain instead of the target.

Terrain provides cover if it has the entry "Cover" or "If line of effect" in the Cover column of Table 7–1: Terrain Summary. Cover is a +4 bonus to the armor of any model targeted by an attack. However, a defender doesn't benefit from cover if it's in base-to-base contact with the attacker, as with most melee attacks.

### WHEN TERRAIN PROVIDES COVER

If a type of terrain is designated as "Cover", then it provides cover when any straight line from the attacking model's base to the defending model's base passes through that terrain. The line doesn't have to go from center of base to center of base, as

with line of sight. Even a line from an edge to another edge will do. The line, however, can't go under either model's base. In other words, terrain that's under a model's base doesn't provide cover, only terrain that's somewhere between the defender's base and the attacker's.

If the terrain has the entry "If line of effect," then it sometimes blocks line of effect. When the terrain does block line of effect, the attacker can't make an attack against the model to which line of effect is blocked. Cover is irrelevant. But if the attacker does have line of effect to the defender, then see whether the terrain provides cover, just as described above for terrain that's designated "Cover."

For example, if a War Ape is completely behind a high wall, a Dwarf Shock Trooper on the other side of the wall can't shoot it at all because the wall blocks line of effect. If enough of the War Ape's base is sticking out past the wall that the Shock Trooper has line of effect to the War Ape, then the Shock Trooper can make a ranged attack. If some of the War Ape is blocked by the wall, however, it gets the +4 cover bonus to its armor.

### Ignoring Nearby Terrain

A defending model gets a cover bonus only from terrain (or part of a piece of terrain) that's closer to it than to the attacker. An archer standing near a low wall and shooting over it, for example, has a clear shot (unless the target is really close to the low wall and can duck behind it). Likewise, an archer shooting around the corner of a nearby high wall has a clear shot at targets beyond.

### Cover and Knocked Down Models

Terrain that normally provides cover to a model that is standing up instead blocks line of sight and line of effect to that model if it has been knocked down.

For example, a model that falls down behind a low wall is out of sight and can't be shot at by models on the other side of the wall.

## TERRAIN SPECIAL EFFECTS

Several types of terrain have special effects. These are listed below in alphabetical order.
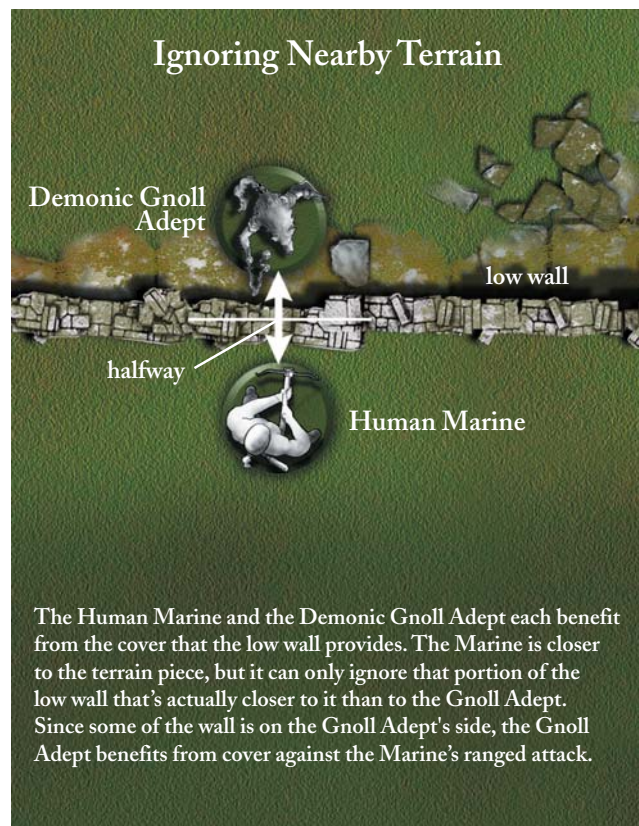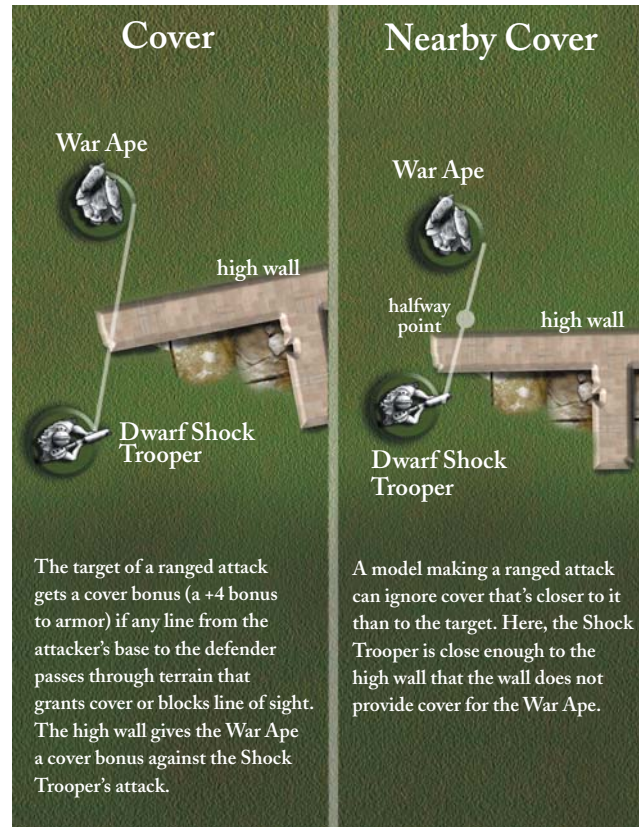
### +1 Attacks

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

### Automatically Confirm Criticals

If an attacking model is touching the clear area surrounding the dragon skull, and rolls a natural 20 on an attack roll, the roll to see whether the hit is a critical hit is automatically successful. This applies only if the attack can deal critical damage.

### Block Attack 16

For any attack that goes through the web, the attacking player rolls a d20. (This is not a save and cannot be adjusted in any way). On a 16+, the web has no effect on the attack. Otherwise the attack is negated. Attacks that deal energy damage or that don't involve attack rolls are not affected. (The Azer Trooper's red-hot hammer rips through the web as if it weren't there, and webs don't muffle the Pulverizer's Sonic Shriek.)



## Cover    Nearby Cover

The target of a ranged attack gets a cover bonus (a +4 bonus to armor) if any line from the attacker's base to the defender passes through terrain that grants cover or blocks line of sight. The high wall gives the War Ape a cover bonus against the Shock Trooper's attack.

A model making a ranged attack can ignore cover that's closer to it than to the target. Here, the Shock Trooper is close enough to the high wall that the wall does not provide cover for the War Ape.



## Ignoring Nearby Terrain

The Human Marine and the Demonic Gnoll Adept each benefit from the cover that the low wall provides. The Marine is closer to the terrain piece, but it can only ignore that portion of the low wall that's actually closer to it than to the Gnoll Adept. Since some of the wall is on the Gnoll Adept's side, the Gnoll Adept benefits from cover against the Marine's ranged attack.

An attack goes through the web if the line from the center of the attacker's base to the center of the target's base touches the web. (If the attacker and target are in base-to-base contact, the attack is not blocked.) This is slightly different from determining whether terrain provides cover.

## CLEAR AREA

The terrain feature has a clear area around it. When deploying terrain, the clear area can't overlap another piece of terrain or its clear area. In play, it has no game effect (unless specified).

## DAMAGES MODELS THAT ENTER IT

If a model enters a stake barrier from the direction in which the stakes are pointing, the stakes "attack" the model. The attack roll is d20+5 and deals 1 damage if it hits.

A model (other than a wild troop or routing model) can treat a stake barrier as impassable terrain when determining which enemy model is nearest or which path to an enemy model (or other point) is shortest. This rule allows an out-of-command model to skirt the stakes even when it would be faster to plow through them (and possibly get hit).

## ELEVATION

A hill grants elevation. A model on a hill (an "elevated model") is "higher" than models on the ground. Being on a hill does not prevent melee contact.

**Elevation, Line of Sight, Line of Effect, and Cover:** A hill blocks line of sight and line of effect when it intervenes between two models that are on the ground.

If one model has elevation and another does not, the elevated model overlooks terrain that is not high (see High below) within 12″ of it when determining line of sight, line of effect, and cover. It also overlooks such terrain that's closer to the elevated model than to the model on the ground.

If two models each have elevation, they overlook terrain between them that is not high when determining line of sight, line of effect, and cover.

**On a Hill:** A model in contact with a hill's border or within its borders is considered to be "on" the hill.

**Hills and Movement Costs:** A model pays the −1″ movement cost only when it moves from off a hill onto or over the line designating the hill. (This penalty applies in addition to movement costs for moving in other terrain.) A model can move around on top of a hill or move down a hill with no penalty.

**Elevation and Range:** Elevated models count as 1″ farther away for ranged attacks when attacked by lower models (but not for spells, commands, and so on). Models on the ground do not count as farther away when elevated models make ranged attacks against them.

**Elevation and Combat:** An elevated model gets a +1 bonus to attack a lower model. If one model is in contact with the border of a hill and another is not, the one in contact with the border is considered higher or lower, as appropriate. For example, a model in contact with a hill border is considered to have elevation compared to a model neither on the hill nor in

contact with the border. Conversely, a model in contact with a hill border is considered to be lower than a model both completely on the hill and not in contact with the hill border. Models that are both in contact with a hill border are both considered to have elevation.

## EVIL +1 ATTACKS
An evil model touching the floor of the hall of evil gets a +1 bonus on its melee attack and ranged attack rolls.

## GOOD +1 ATTACKS
A good model touching floor of the hall of good gets a +1 bonus on its melee attack and ranged attack rolls.

## HEAL FOR KILL
A wounded, living model that destroys one or more models while touching the murder slab heals 1 damage per model destroyed. This effect triggers whether or not the model destroyed was a living model, and regardless of whether the destroyed model was itself touching the murder slab. Causing a model to rout off the battlefield does not trigger this effect. (The murder slab thrives on destruction, not conquest.)

## HIGH
This terrain is high enough that models on hills can't see over it. Models with elevation can't overlook high terrain when determining line of sight and line of effect, whether to a model on the ground or to another elevated model. See Elevation, above.

Undergound, high terrain extends to the ceiling. Thus, even models with Flight can't move over it. (When aboveground, models with Flight can move over high terrain normally.)

## KNOCKED DOWN MODELS DESTROYED
Any model that is knocked down while any part of its base is touching the red area (interior) of the hissing pool is destroyed. The narrow edge around the pool does not have this effect.

## LOW OBSTACLE
Clambering over a low obstacle, such as a low wall, is awkward. Any model that is atop a low obstacle suffers a −2 penalty to its attacks and armor.

An out of command model with a ranged attack that is maneuvering into range for a shot (see Maneuver (Out of Command) in Chapter 4: Skirmishes) might find itself stopping on a low obstacle; if so, it may continue advancing until it is off the low obstacle. Even without a commander, an archer knows enough not to stop on a low wall when moving into range.

## ONE ONLY
You can bring only one item of terrain of this type to a skirmish. You can never have more than one terrain item that

has the "one only" special feature, even if they are different terrain (such as the hall of good and the hall of evil).

### ROOF

The terrain has a roof (or branches or some other covering that serve as a roof), which protects models inside it from models with Flight moving above the terrain. If a model's center is on this terrain (or this part of the terrain), then the terrain blocks line of sight and effect from such models. Cylinder spells, such as *flame strike,* do not have line of effect to a model if any part of its base is under the roof.

### SAVE OR STUCK

When a model touches the web terrain, it must make a save (Difficulty Class 13). If it succeeds, it moves normally. If it fails, it must stop. If a model starts its turn touching the web, it must succeed at this save to move at all.

When determining which enemy model is nearest, ignore the web terrain.

When determining the shortest path to a point (such as the focus point), a model may treat the web terrain as impassable. A wild troop or routing model, however, must determine the shortest path without regard to the web. (Unlike the rules for the stake barrier, a model can treat the web as impassable only if it's moving toward a point, not when it's moving toward another model.)

### TREES

If 2″ or more of this terrain is between two models, the trees block line of sight and line of effect. If less than 2″ of this terrain intervenes, the trees provide cover but do not block line of sight or line of effect.

## CUSTOM TERRAIN

You can buy or build terrain and use it on the battlefield. This can be as simple as pieces of construction paper or felt cut into the "footprint" of the terrain, or as complex as 3-D, painted models of buildings, ruins, and more. You can also download building templates from the Wizards of the Coast website (**wizards.com/chainmail**) and create "fold-up" paper structures.

The easiest way to handle custom terrain is to make it work like the terrain described above. Otherwise, you can invent new and unusual terrain as long as you and your opponents agree on how to treat it.

### SETUP WITH CUSTOM TERRAIN

Because custom terrain is more involved than terrain cards, you can use a variant method to place it. In a two-player Rapid Strike scenario, for example, you can set up the board first and then have whoever wins the scouting check decide on which of the four sides to start, with the other player choosing the opposite side.

### CUSTOM BUILDINGS

The standard buildings, such as the hut, are relatively simple. (Even so, the hut is one of the most complicated pieces of standard terrain.) When creating buildings of your own

design, though, you can include plenty of features not found in standard terrain. Here are some typical elements of custom buildings, with suggestions on how to treat them.

### Doors

A normal door is like a high wall as long as it is closed. A portcullis, however, provides cover when closed instead of blocking line of sight and effect. A closed door or portcullis is impassable.

An open door counts as a space between high walls. A model whose base is wider than the doorway pays 2″ to squeeze through it (as is standard for squeezing through a narrow space). A model whose base is more than twice as wide as the door can't get through at all.

Unlocked doors can be opened or closed as a special action. They can also be attacked, damaged, and destroyed. Locked doors must be destroyed since they can't be opened.

When making an attack or a charge, a model may (but does not have to) treat a door as an enemy model.

A door has health just like a model. Melee attacks hit automatically. Ranged attacks have to be aimed as normal but do not normally damage doors. Attacks that deal energy damage harm doors, but they deal only half damage. (A ranged attack that deals energy damage does harm a door, but only with the energy portion of the damage, which is halved.) Doors can't make saves to reduce damage from special abilities or spells. Doors are like construct creatures in that they are immune to critical hits, mind-affecting abilities, poison, paralysis, stunning, and the like. A door whose health drops to 0 is destroyed.

Some doors have "hardness." They are tough enough to shrug off 1 damage from each attack. This is like Damage Reduction except that there's no way to avoid it, as there is with Damage Reduction. Even magic damage is reduced by hardness. (Since reducing damage has a bigger effect on play in **Chainmail** than in DUNGEONS & DRAGONS, these hardness rules are less harsh than those in D&D.)

### Table 7–2: Doors

| Door Type | Health | Hardness |
|---|---|---|
| Simple wooden | 2 | — |
| Strong wooden | 4 | — |
| Banded wooden | 6 | 1 |
| Iron or stone | 12 | 1 |
| Portcullis, wooden | 6 | — |
| Portcullis, iron | 12 | 1 |

### Ladders

If a model is touching a ladder, it can pay a movement cost of 2″ to go up or down one story (see Stories, below).

Models "on" a ladder suffer a −2 penalty on attacks and armor, as if on a low obstacle.

### Staircases

Models can move normally up and down staircases to higher and lower stories (see Stories, below). That is, a model moving up a staircase doesn't pay a movement cost to gain elevation.

A model "on" a staircase is higher than models on the story at the bottom of the stairs and lower than models on the story at the top of the stairs.

## Stories

Each story is like a level of elevation (see Higher Hills, below). Buildings may have multiple stories.

## Walls

In general, treat walls as high walls. However, a building might have one or more ruined walls (or even all ruined). These might be more like low walls.

## Windows

The window rules from the hut apply to all windows. A window has a movement cost of −2″ per and provides cover (actually, the wall under the window provides the cover). A window is a low obstacle, so a model "on" a window (actually leaning over and out of it) suffers a −2 penalty on attacks and armor.

If a window is narrow, a big creature might have to squeeze between the sides of the window to cross it, paying an additional 2″ to do so (see Squeezing between Obstacles in Chapter 4: Skirmishes). Any model whose base is wider than the window has to pay this cost. A model whose base is more than twice as wide as the window can't get through it at all.

## Higher Hills

You can represent higher hills with multiple contour lines, each representing a 5-foot change, or "level," in elevation. You can



build the terrain with successively "higher," smaller, and lighter colored pieces of felt or with 1″-thick flat pieces of 3-D terrain.

Crossing a contour line "up" entails a movement cost of −1″, but crossing one down does not. (This penalty applies in addition to movement costs for moving in other terrain.) For ranged attacks, models that have elevation compared to other models count as 1″ farther away for each contour line the attack crosses. Lower models do not count as farther away when elevated models make ranged attacks against them.

The contour line, even if represented as a 3-D, 1″ rise, does not prevent melee contact. Higher models get a +1 attack bonus in melee against lower models. If one model is in contact with the contour line and another is not, the one in contact with the contour line is considered higher or lower, as appropriate.

Treat elevation as relative. A model on a lower contour line is treated as "on the ground" compared to a higher contour line or a model on a higher contour line. A model on a higher contour line (that is, any above the first) can overlook even high terrain.

These rules imply hills with level tops, where no model completely on the hill has a height advantage over other models completely on the hill. To simulate a steeply peaked hill, place a token on the hill to represent its peak. A model on the hill has elevation compared to another if its center is closer to the peak than the other's center. Movement that takes a model closer to the peak entails a movement cost of −1″.

## Miscellaneous Terrain

You can invent new types of terrain for your games.

## New Types of Terrain

Here are some suggestions for custom terrain and how to treat it.

**Mud/Broken Ground:** Movement cost is −1″ max or −2″ max. The terrain does not provide cover. Archer armies love it.

**Wall of Force:** It's impassable and blocks line of effect but does not block line of sight. Archer armies hate it.

**Water:** Movement cost is −1″ max or −2″ max. Models knocked down while touching water must make a successful save (Difficulty Class 13) or be destroyed. You can decide that aquatic creatures (with the "Aquatic" subtype, such as the Kuo-Toa Trooper) are not destroyed by it.

## Problems with Terrain

When creating different kinds of terrain, be careful about making it too advantageous to certain kinds of models. For example, a briar patch with poison thorns sounds neat, but it's a boon for models that are immune to poison or that have Mighty Fortitude. With such a piece of terrain in the center of the battlefield, a model immune to its effects has a tremendous advantage. You run into the same problem with walls of fire, pools of acid, and the like.

# Chapter 8: Scenarios

The chaos of the Godwar prevents full-scale armies from mustering effectively, much less maneuvering against the enemies they intend to combat. Victory depends on the skill and fortune of elite bands of heroes, wizards, and demons that hunt down artifacts of power or simply cut down their leaders' enemies.

This chapter includes rules for two-player, team, and multiplayer skirmishes. Two-player skirmishes are separated into three types: aboveground scenarios, underground scenarios, and story scenarios.

## TWO-PLAYER SCENARIOS

Agree beforehand whether you wish to play an aboveground scenario, underground scenario, or story scenario. If you prefer an entirely random scenario, roll on Table 8–1: Random Scenario Selection.

Aboveground and underground scenarios are set out in Tables 8–2 and 8–3 below. Story scenarios are unusual in one or more respects and are discussed later in the chapter.

### Table 8–1: Random Scenario Selection

| D20 Roll | Scenario Table |
| --- | --- |
| 1–8 | Table 8–2: Random Aboveground Scenarios |
| 9–16 | Table 8–3: Random Underground Scenarios |
| 17–20 | Table 8–5: Random Story Scenarios |

### ABOVEGROUND SCENARIOS

Roll on table 8–2: Random Aboveground Scenarios to see what scenario you play.

### UNDERGROUND SCENARIOS

Roll on table 8–3: Random Underground Scenarios to see what scenario you play.

### RAPID STRIKE

The Rapid Strike scenario serves as the default skirmish. We describe all other scenarios by defining how deployment of troops, victory conditions, and special rules differ from the rules for Rapid Strike.

Rapid Strike scenarios can be played both aboveground and underground. Unless otherwise specified, aboveground and underground Rapid Strike skirmishes are identical.

### Battlefield

Unless otherwise noted, the battlefield is the standard size for the skirmish environment.

**Aboveground:** The aboveground battlefield is 3´ by 3´, with each player taking an opposite edge. Routing models can exit the battlefield off any edge.

**Underground:** The battlefield is 3´ long by 2´ wide, with each player taking an opposite narrow end. The two long sides of the battlefield are impassable. Models may exit the battlefield 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.

### Warbands

Each player builds a warband, including aboveground and underground terrain, according to the rules in Chapter 3: Warbands. A standard **Chainmail** warband comprises 100 points of models. If you decide to use a nonstandard warband size, both players should agree beforehand.

### Lighting Conditions

This specifies whether lighting is normal (the standard condition for aboveground battles) or gloom (for many underground battles).

**Aboveground:** Normal light.

**Underground:** Before the skirmish, roll a d20 to determine whether it 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 *continual flame* 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 *daylight* spell. (Models that are "lit up" can be seen from far away, as normal.) When measuring distance between two models to see whether they have line of sight to each other, measure from base edge to base edge, along a line from center of base to center of base. |



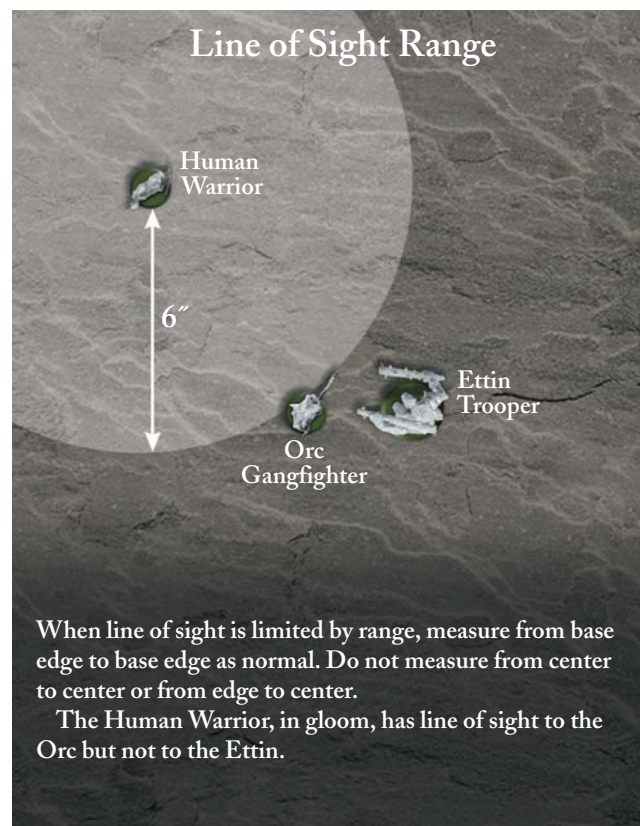Line of Sight Range

When line of sight is limited by range, measure from base edge to base edge as normal. Do not measure from center to center or from edge to center.

The Human Warrior, in gloom, has line of sight to the Orc but not to the Ettin.

### Table 8–2: Random Aboveground Scenarios

| d20 Roll | Name | Deployment | Special | Victory |
|---|---|---|---|---|
| 1–5 | Rapid Strike | Standard | — | Score kills |
| 6 | Pincer Move | Split | — | Score kills |
| 7–10 | Random Terrain | Standard | Random terrain | Score kills |
| 11–14 | Take the Hall | Standard | Additional terrain: hall of good or evil | Capture hall of good or evil |
| 15–16 | Warlord's Gambit | Opening bid | — | Bid victory |
| 17–20 | Running Battle | Standard | Reinforcements; partly random terrain | Kill 100 |

### Table 8–3: Random Underground Scenarios

| d20 Roll | Name | Deployment | Special | Victory |
|---|---|---|---|---|
| 1–5 | Rapid Strike | Standard | — | Score kills |
| 6 | Pincer Move | Split | Underground, battlefield ends are focuses | Score kills |
| 7–10 | Random Terrain | Standard | Random terrain | Score kills |
| 11–12 | Take the Circle | Standard | Additional terrain: sacred circle | Capture sacred circle |
| 13–14 | Cave of Pain | Standard | +1 damage; always gloom | Eliminate the enemy |
| 15–16 | Warlord's Gambit | Opening bid | — | Bid victory |
| 17–20 | Running Battle | Standard | Reinforcements; partly random terrain | Kill 100 |

## 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.

**Underground:** 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 (unless the scenario rules specify that the lighting condition cannot change).



Standard Aboveground Deployment

4″ Your opponent's models deploy within this area.

3′ by 3′

Your models deploy within this area. 4″

## Terrain Placement

The scouting player gets to place terrain first, followed by the other player. When it is your turn to place terrain, choose from the terrain pieces you brought as part of your warband. You cannot place any of the terrain pieces your opponent brought. Players alternate placing terrain until all terrain has been placed.

**Aboveground:** Place one piece of terrain at a time.
**Underground:** Place two pieces of terrain at a time.

## Restrictions on Placing Terrain

Impassable terrain (such as high walls, mausoleums, and quagmires) cannot be placed within 2″ of the battlefield edges or another piece of impassable terrain.

This rule serves two purposes. First, it allows even models with 40 mm bases to move between impassable terrain pieces. Second, there should be no part of the battlefield that is impossible to reach, which can happen when pieces of impassable terrain are too close together.

## Deployment

Choose one edge of the battlefield. Your opponent takes the opposite edge.

The scouting player either deploys first or makes the other player deploy first. Deploy models entirely within 4″ of your edge of the battlefield. (All of a model's base must be entirely within 4″ of the edge.) Players alternate placing models until all models are placed.

The number of models you deploy at a time depends on the number of models in your warband.

| Models in Warband | Models Deployed |
|---|---|
| 1–4 | 1 at a time |
| 5–8 | 2 at a time |
| 9–12 | 3 at a time |
| 13+ | 1/4 of your warband (round up) |

## Preparatory Spells

After deployment is complete, but before rolling for initiative, each spellcaster in the scouting player's warband can cast one

Standard Underground Deployment

4˝ Your opponent's models deploy within this area.

2´ by 3´

Your models deploy within this area. 4˝
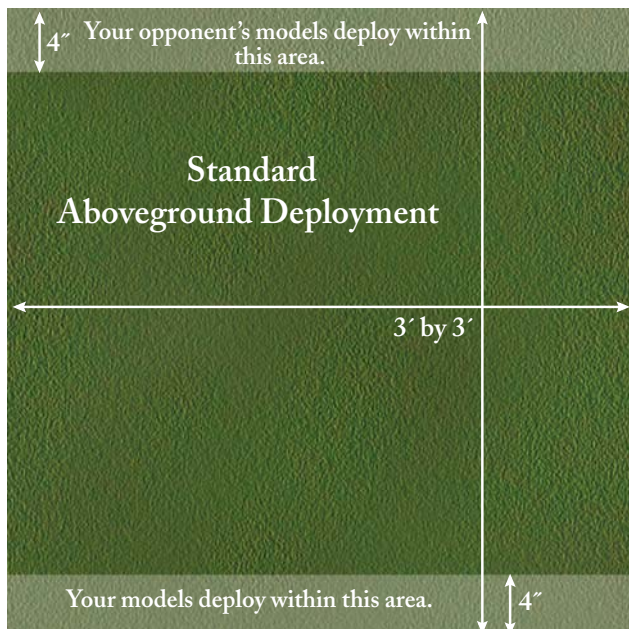
beneficial spell. (This spell cannot alter the position of models.) Spellcasters on the other side must wait until the game begins before casting spells.

### Victory: Score Kills
This scenario rewards early success.

**Victory Points:** Each model is worth its cost in victory points to the player whose models eliminate it. (Models are eliminated if they are destroyed or routed off the battlefield.)

**Eliminating Your Own Models:** As usual, models may not attack allies. If you eliminate one of your own models by some unusual circumstance, such as the Half-Elf Sorcerer's *cold burst 2* spell, you receive no victory points for that model. Your opponent *does* receive victory points for that model.

**Winning:** The first player to accumulate 70 victory points wins immediately. You also win immediately if your opponent is left with only one model on the battlefield.

If you are not playing with 100-point warbands, consult the following table to determine how many victory points are required for victory.

### Warlord Scoring in Campaign Games

If you are playing in a campaign (see Chapter 9: Running a **Chainmail** Campaign), eliminating an enemy's warlord is worth the warlord's starting cost plus 5 points per level it has advanced above its starting level. For example, a Demonic Gnoll Adept warlord that had gained 5 adept levels would be worth 40 victory points: 15 for its basic cost plus 25 points for its 5 extra levels.

### Opening Bid in Campaign Games

If you are playing in a campaign (see Chapter 9: Running a **Chainmail** Campaign), you can't choose to exclude your warlord's model. If you exclude a model that has magic items, it retains those magic items for the next time you include it in your warband, but it cannot give them to other models.

| Warband Size | Victory Points Required* |
|---|---|
| 50 | 35 |
| 70 | 50 |
| 100 | 70 |
| 140 | 100 |

*You also win immediately if you reduce your opponent's warband to 1 model.

### DEPLOYMENT CONDITIONS
The following sections describe the deployment conditions found in tables 8–2 and 8–3. Story scenarios have unique rules, which are detailed in the scenario description.

### Opening Bid
With the following exceptions, opening bid deployment works like standard deployment (see below).

Before making scouting checks, but after rolling for any troops in reserve, players show each other their full warbands. Then each player secretly chooses one model to exclude from his or her own warband at the start of the skirmish. Players reveal their chosen models simultaneously. The bid victory condition always applies to this deployment (see Scenario Victory Conditions, page 91) and gives an advantage to the player who excluded the higher-cost model.

At the beginning of the fourth round, after rolling initiative but before the player who won initiative has chosen who will act first that round, the player who won initiative rolls a d20. If the roll is 16+, both players' excluded models enter the battle. Roll at the start of each subsequent round until the excluded models enter the battle or one player has achieved victory. The remaining rules assume that the excluded models enter the battle.

The player who won initiative now chooses who will act first this round. The player who acts first deploys his or her formerly excluded model so that some portion of the model's base is within 1/2˝ of that player's battlefield edge and, if possible, at least 3˝ from all enemy models. If it's not possible to place the newly arrived model at least 3˝ from all enemy models, the player may deploy the model anywhere within 1/2˝ of his or her battlefield edge. The other player then deploys his or her excluded model in the same fashion.
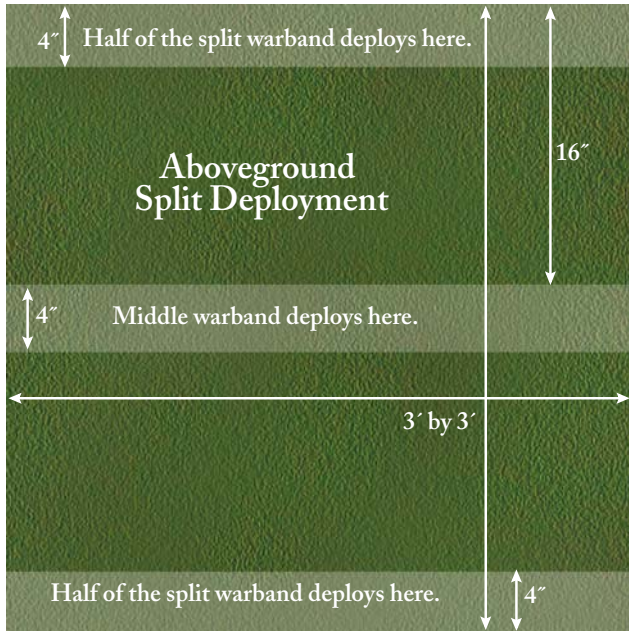
The player acting first then activates models as normal. The newly deployed model activates this round and counts as one of the models in the player's warband for purposes of determining how many models the player gets to activate at a time. For example, if you start the round with four models on the table, then bring on the excluded model, you have five models at the start of the round and activate two models at a time.

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

Aboveground Split Deployment

4″ — Half of the split warband deploys here.

16″

4″ — Middle warband deploys here.

3′ by 3′

Half of the split warband deploys here. — 4″



Underground Split Deployment

4″ — Half of the split warband deploys here.

Middle warband deploys here. — 4″

2′ by 3′

Half of the split warband deploys here. — 4″

The middle warband player must set up his or her models 16″ from the two opposite edges (that is, entirely within a 4″-wide strip along the middle of the battlefield). The split warband player must set up half of his or her models within 4″ of one edge and the rest within 4″ of the opposite edge.

### Standard

Standard deployment follows the rules from the Rapid Strike scenario on page 87.

### SPECIAL SCENARIO CONDITIONS

Some scenarios have special rules. These are presented below in alphabetical order.

### +1 Damage

Every time a model takes damage, it takes an additional 1 special damage. This applies to all sources of damage: weapons, special abilities, spells, terrain effects, and so on. If an attack deals two types of damage (such as 1 + 1 fire), that still only counts as dealing damage once. The target takes the additional 1 special damage once, not twice.

If a special ability or spell prevents all the original damage (as Skeletal, Damage Reduction, or Spell Resistance might), then the target does not take the additional 1 special damage.

### Additional Terrain: Hall of Good or Hall of Evil

In addition to the terrain each player brings, this scenario requires the hall of good or hall of evil terrain piece.

Before normal terrain placement begins, the scouting player places a hall of good or a hall of evil (his or her choice) so that its center is directly over the center of the battlefield. The scouting player may rotate the hall in any manner he or she chooses, so long as its center does not move.

After choosing and placing the hall, the scouting player begins normal terrain placement by placing the first piece of terrain.

### Additional Terrain: Sacred Circle

In addition to the terrain each player brings, this scenario requires the sacred circle terrain piece.

Before normal terrain placement begins, the scouting player places the sacred circle so that its center is directly over the center of the battlefield. (Rotating the sacred circle isn't much use, but feel free!)

After placing the sacred circle, the scouting player begins normal terrain placement by placing the first two pieces of terrain (since this is an underground skirmish).

### Always Gloom

The lighting condition is always gloom, and not even a good scouting check can change it to normal light.

### Partly Random Terrain

Players place only one piece of terrain from their warband's preselected complement and roll randomly on Table 8–4: Random Terrain below for the other terrain pieces. (You also roll the precise distance for placing the random terrain.) Each time it is your turn to place a terrain piece, you choose whether to roll randomly or freely place your warband's one preselected terrain piece. If you wish, you may simply roll randomly for all your terrain placement.

**Aboveground:** One piece of preselected terrain, two random terrain rolls.

**Underground:** One piece of preselected terrain, three random terrain rolls.

### Random Terrain

Random Terrain scenarios play like Rapid Strike, except that they ignore terrain that players bring to the table as part of their warband. Instead, players randomly determine the type and location of each piece of terrain on the battlefield. Place the same total number of pieces of terrain as you would normally: three per player aboveground, four per player underground.

Players take turns placing terrain as normal, but instead of choosing which terrain piece to place, each terrain placement requires two rolls. First roll on Table 8–4: Random Terrain to determine what type of terrain you will place.

| Table 8–4: Random Terrain | | |
| --- | --- | --- |
| **Aboveground** | | **Underground** |
| **d20 Roll** | **Terrain** | **d20 Roll** |
| 1–2 | Briars | — |
| 3 | Dragon claw | 1 |
| 4 | Dragon skull | 2 |
| 5 | Hall of evil | 3 |
| 6 | Hall of good | 4 |
| 7 | Hill | — |
| — | Hissing pool | 5–6 |
| 8 | Hut | 7 |
| 9 | Mausoleum | 8 |
| — | Murder slab | 9 |
| 10–11 | Quagmire | 10–11 |
| 12–13 | Row of trees | — |
| — | Sacred circle | 12–13 |
| 14 | Stake barrier | 14 |
| 15–16 | Wall, high | 15–16 |
| 17–18 | Wall, low | 17–18 |
| — | Web | 19–20 |
| 19–20 | Woods | — |

After you have determined which piece of terrain to place, roll another d20. The result of this roll determines the precise distance, in inches, from the terrain feature to the center of the battlefield. You may place the terrain piece anywhere on the battlefield so long as it is in a legal position and the nearest point on the terrain feature is exactly the precise distance from the center of the battlefield.

### Using Random Terrain in Other Skirmishes

The random terrain rules work with most scenarios.

Before rolling for which scenario to play, players can agree to use the random terrain rules no matter which scenario they generate. You can also change the distribution in Table 8–4: Random Terrain to match the terrain you have on hand or to generate terrain appropriate to the location of the skirmish you are fighting.

### Reinforcements in Campaign Games

If you are playing in a campaign (see Chapter 9: Running a **Chainmail** Campaign), you cannot bring a commander onto the battlefield as a reinforcement if that model has more command points than your warlord—even if your warlord has been eliminated.

If no legal placement of the terrain piece is possible using the precise distance, you may place it in any legal position without regard to the precise distance requirement.

If there is no possible legal placement of the piece of terrain you have rolled, do not place that terrain. (There's simply less terrain for that skirmish.)

### Reinforcements

Each player has a pool of "reinforcement points" that starts at 0. At the beginning of every round after the first, after rolling initiative but before the player who won initiative has chosen who will act first that round, the player who won initiative rolls a d20. Each player adds the result of that roll to his or her own pool of reinforcement points.

Before a player begins activating models in a round, he or she must decide whether to spend reinforcement points to put a new model or models into play. The player may choose any nonwild troop belonging to their warband's faction as a reinforcement (provided the model is physically present to place). Difficult troops, unlike wild troops, can be chosen freely as reinforcements.

If the player decides to put a model or models into the table, subtract the total cost from the player's reinforcement points. Then the player deploys that model so that some portion of the model's base is within 1/2″ of the player's battlefield edge and, if possible, at least 3″ from all enemy models. If it's not possible to place the newly arrived model at least 3″ from all enemy models, the player may deploy the model anywhere within 1/2″ of his or her battlefield edge.

The player then activates models as normal. The newly deployed model activates this round and counts as one of the models in the player's warband for purposes of determining how many models the player gets to activate at a time. For example, if you start the round with three models on the table, then buy two models using your reinforcement points, you have five models at the start of the round and activate two models at a time.

**Morale and Reinforcements:** Because all combatants know that reinforcements are running toward the sound of battle, warbands are never considered to have suffered half or greater casualties, no matter how many casualties they have actually suffered.

### Underground, Battlefield Ends are Focuses

When this scenario is played underground, the battlefield ends (as well as the center of the battlefield) are focuses. An out-of-command troop maneuvering toward the focus point may maneuver toward either battlefield end or toward the center. A single model, however, may not maneuver toward more than one focus point on a given turn.

### SCENARIO VICTORY CONDITIONS

Different scenarios have different victory conditions. These are presented below in alphabetical order.

## Table 8–5: Random Story Scenarios

| d20 Roll | Name | Environment | Deployment | Special | Victory |
|---|---|---|---|---|---|
| 1–8 | Blood Harvest | Underground | Standard | Divine sparks | Harvest divine sparks |
| 7–15 | Eternal Battle ("Death-O-Rama") | Aboveground or underground | Random model placement | Resurrection; partly random terrain | Kill 150 |
| 16–20 | Homeland Invasion | Varies by faction | Standard | Varies by faction | Varies by faction |

### Bid Victory

This victory condition is always paired with opening bid deployment (see Deployment on page 88). The player who made the higher opening bid achieves victory by eliminating all but one enemy model. The player who made the lower opening bid wins only by eliminating *all* enemy models.

If both players excluded models of equal cost, either player can win by eliminating all but one enemy model.

Excluded models that have not yet entered the battle are ignored for purposes of determining victory.

### Capture Hall of Good or Hall of Evil/ Capture Sacred Circle

Victory is possible on the fourth and subsequent rounds. Starting on the fourth round, the winner is the only player to have a model or models touching the specified terrain piece at both the beginning and the end of the round. It doesn't have to be the same model at the start of the round as at the end of the round. Enemy models that touched the terrain piece during the round, but move away or are eliminated before the end of the round, do not prevent victory.

Your constrained models do not count toward your victory, but enemy constrained models do prevent your victory. To win, you need a model that's not constrained to be at the terrain piece at both the beginning and end of a round, and no enemy models can be at the terrain piece, constrained or not.

### Eliminate the Enemy

The winner is the player who eliminates all of his or her opponent's models. (Models are eliminated if they 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 focus 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.

If all models are eliminated simultaneously, the skirmish is a draw.

### Kill 100

This is just like the "score kills" victory condition (see the Rapid Strike scenario, page 88), but the only way to win the game is to eliminate enemy models whose total cost equals or exceeds 100 points.

Skirmishes fought with warbands of other sizes have corresponding victory point requirements. For example, if you are playing with 140-point warbands, victory goes to the first player to eliminate 140 points of enemy models.

This victory condition is used for battles involving reinforcements. Adding more troops with reinforcement points does *not* change the total required for victory.

### Score Kills

These rules are presented in the Rapid Strike scenario on page 88.

# STORY SCENARIOS

Story scenarios tend to be more bizarre or involved than other scenarios. They have unique rules, which are detailed in the scenario description.

Roll on Table 8–5: Random Story Scenarios to see what scenario you play. The scenarios are described below in alphabetical order.

## BLOOD HARVEST

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

### Special Scenario Condition: Divine Sparks

Use counters or other tokens to indicate the position of the divine sparks. Set three counters up on the centerline of the



Blood Harvest Deployment (Underground)
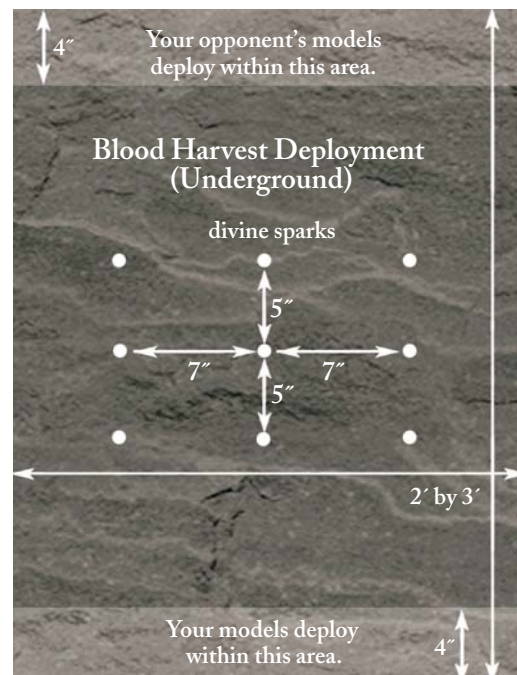
## Ghostwind Campaign Scenarios

*The Ghostwind Campaign has rules for special scenarios, all of which can be used as story scenarios for competitive play or campaigns.*

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 battlefield edge from the counters on the centerline, 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 constrained 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 takes 1 special damage.

*Chain-Effect Attempts:* Until the spark is successfully absorbed, any unconstrained 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.

### Victory: Harvest Divine Sparks

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.

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

## 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.

## The Eternal Battle in Campaign Games

As with the "score kills" victory condition, if you are playing in a campaign (see Chapter 9: Running a **Chainmail** Campaign), eliminating an enemy's warlord is worth the warlord's starting cost plus 5 points per level it has advanced above its starting level.

No matter how many times they die in the course of an Eternal Battle, warlords are considered to have survived the skirmish. Therefore the winning warlord always gains a level, and the losing warlord stays the same level. Eliminated models return to play with any magic items they possessed.

If all models are eliminated simultaneously, the player whose warband has absorbed the most sparks wins. If both sides have absorbed the same number of sparks, the skirmish is a draw.

### ETERNAL BATTLE ("DEATH-O-RAMA")

Sometimes divine whim sweeps soldiers into insane battles to fight, die, and rise to fight again. Being toyed with by the gods isn't easy, but it beats dying the true death. In this scenario, warbands are scattered around the battlefield instead of being deployed in organized fashion. Eliminated combatants return to the battlefield the next round in a random location.

### Deployment: Random Model Placement

After terrain has been placed, but before rolling for initiative, write the numbers 1 to 20 on twenty small stickers or Post-It note scraps. Distribute these stickers roughly evenly around the battlefield. The stickers cannot be placed atop impassable terrain. These stickers represent "resurrection points."

Instead of deploying models within 4″ of your own battlefield edge, whenever it is your turn to deploy one or more models, roll a d20 to generate the number of a random resurrection point. Place the models you are required to deploy so that some part of each model's base is within 1″ of that resurrection point without touching the point itself. If you cannot fit one or more of the models at that resurrection point, roll again for each model that does not fit.

You can even deploy your models in base-to-base contact with any enemy models that are already at that point. (In fact, you might not have any choice.)

### Special Scenario Condition: Resurrection

Models eliminated from the skirmish score points for the player who eliminated them, then return to the battlefield in the next round. (Models are eliminated if they are destroyed or routed off the battlefield.)

At the beginning of each round, all models eliminated in the previous round return to the battlefield at random resurrection points. If more than one player has models that are due to "resurrect" at the beginning of a round, each player resurrects all his or her models in current victory point order, from highest to lowest. If players are tied for victory points, randomly determine who resurrects models first.

Roll a d20 for each resurrecting model and use the deployment rules above for placing the model. (Unlike the beginning setup, which allows the player to place several

models in the same area at the same time, roll separately for each model you resurrect.)

**Morale:** Wild troops find the supernatural death-and-rebirth process highly disconcerting. They always make morale saves as if their warband had suffered half casualties (Difficulty Class 18).

Nonwild troops are braver when they realize that they may not actually die. They always make morale saves as if their warband had not suffered half casualties (Difficulty Class 13).

**Special Abilities and Spells:** Resurrected models reenter play with all the special abilities, spells, and statistics printed on their model card (or otherwise possessed by the model, in the case of a campaign game).

**Ongoing Spells:** All ongoing spells that have a chance of ending each round (such as *darkness*, *daylight*, *glitterdust*, and the like) are immediately dispelled when the model that cast the spell is eliminated.

### Victory: Kill 150

This is just like the "kill 100" victory condition (see page 91), but the only way to win the game is to eliminate enemy models whose total cost equals or exceeds 150 points. (This may seem like a lot, but your ability to eliminate enemy models never decreases for long, so kills come quickly.)

If you are not playing with 100-point warbands, consult the table below to determine how many victory points are required to win.

| Warband Size | Victory Points Required |
|---|---|
| 50 | 75 |
| 70 | 105 |
| 100 | 150 |
| 140 | 210 |

### HOMELAND INVASION

Each of the seven scenario variants that follow depicts an attacker raiding deep into a defending faction's territory. In a campaign game, the player with fewer victory points is the defender and the player with more victory points is the attacker. This scenario gives huge advantages to the defender, taking the place of the support troops a player with a lower score normally gets against a player with a higher score (see Chapter 9: Running a **Chainmail** Campaign).

If you are not playing a campaign, randomly determine which player is the defender. The most satisfying way to play Homeland Invasion is to fight two skirmishes, one after the other, allowing both players to take a turn as the attacker and the defender. Alternatively, just play one game with the stronger player as the attacker.

Each scenario description contains information on the environment, terrain, special rules, and victory conditions.

## Homeland Invasion in Campaign Games

This scenario gives the defender a marked advantage. If you are playing in a campaign see Chapter 9: Running a **Chainmail** Campaign), the attacker scores double points for winning the scenario (20 instead of 10) and gets *two* rolls for magic items.

## Ahmut's Legion Defender

Ahmut's Legion thrives in the accursed temples of the Underdark, reanimating the dead to fight again.

**Environment:** Underground, normal lighting. The scouting roll cannot change the lighting conditions.

**Terrain:** Additional terrain—hall of evil.

**Special:** Whenever a living model is destroyed (whether it is the attacker's or the defender's), the Ahmut's Legion defender rolls a d20 (the "undead summoning roll"). If the result of the undead summoning roll is higher than the cost of the destroyed model, there is no effect. If it is equal to or less than the cost of the destroyed model, mark the location of the destroyed model with a counter. At the start of the next round, before rolling initiative, the defender may place any evil undead model whose cost is equal to or less than the undead summoning roll within 6″ of the location of the destroyed model and at least 3″ from any enemy model. If there is no legal spot to place the newly arriving undead, the summoning is wasted and the model cannot enter play.

Models that enter play by undead summoning increase the defender's warband size for purposes of determining half casualties.

**Victory:** Capture hall of evil.

## Drazen's Horde Defender

The armies that follow Drazen's banner are seemingly inexhaustible.

**Environment:** Aboveground.

**Terrain:** Random terrain.

**Special:** The Drazen's Horde defender uses a slightly modified version of the reinforcements special condition (see Reinforcements, page 90). The d20 roll adds to the defender's reinforcement points only if the roll is even. Odd rolls add nothing, although the defender can still choose to spend points stockpiled previously. The attacker never gets reinforcements.

**Victory:** Score kills, but without recalculating the defender's warband size for added reinforcements. With 100-point warbands, for example, both players need 70 victory points to win, no matter how many reinforcements the defender musters.

## Kilsek Defender

The drow of House Kilsek call upon powerful magic to defend their home-in-exile.

**Environment:** Underground, gloom. The scouting check cannot change the lighting conditions.

**Terrain:** The attacker can place only two pieces of his or her warband's preselected terrain. The defender gets two additional pieces of terrain of his or her choice, in addition to preselected terrain.

**Special:** Before the skirmish begins, the defender rolls twice on Table 9–16: Random Magic Items and chooses one of the items rolled. In a campaign game, the item chosen becomes a permanent part of the defender's warband (but can still be lost in defeat).

Models in the attacker's warband that are attempting to rally always save as if their warband had suffered half casualties (Difficulty Class 18).

**Victory:** Score kills.

## Mordengard Defender

The Underdark is the natural environment of dwarves, and they prefer to fight on their home turf.

**Environment:** Underground, gloom or normal light (defender's choice). The scouting check cannot change the chosen lighting conditions.

**Terrain:** The attacker can place only one piece of his or her warband's preselected terrain; the second piece is randomly selected. Use the method for partly random terrain (see page 89) and roll once on the Underground column of Table 8–4: Random Terrain. The defender gets two additional terrain pieces of his or her choice, in addition to preselected terrain.

**Special:** The Mordengard defender automatically wins initiative every round.

*Traps:* The dwarven halls are mined with hundreds of cunning traps that are known to the defenders but a constant danger to invaders. Traps include spiked pitfalls, crossbow traps, razor wires, weights activated by floor panels, alchemical explosives, and hair-trigger spears in the ceiling designed to impale fliers. Models in the attacker's warband may blunder into a trap if they attempt to move faster than their speed. The moment a model tries to exceed its speed rating, its player rolls a d20 and consults the following table.

| d20 Roll | Trap Result |
|----------|-------------|
| 1 | Take 1 special damage and stop moving |
| 2–4 | Take 1 damage and stop moving |
| 5–10 | Stop moving |
| 11–20 | No effect |

Models with the Evasion or Incorporeal special ability are immune to this hazard and do not have to roll when moving more than their speed. Models with Flight or that are moving with Burrow *do* have to roll as soon as they attempt to move faster than their speed. Models with Damage Reduction 1 have to stop moving even if they do not take damage from a trap.

On its next turn (or sooner, if something causes the model to rout) a model that has been affected by a trap may move normally (though it may encounter another trap if it attempts to move faster than its speed).

**Victory:** Score kills.

## Naresh Defender

The power of the Abyss is horrific, weakening the determination of those who attack Naresh's forces.
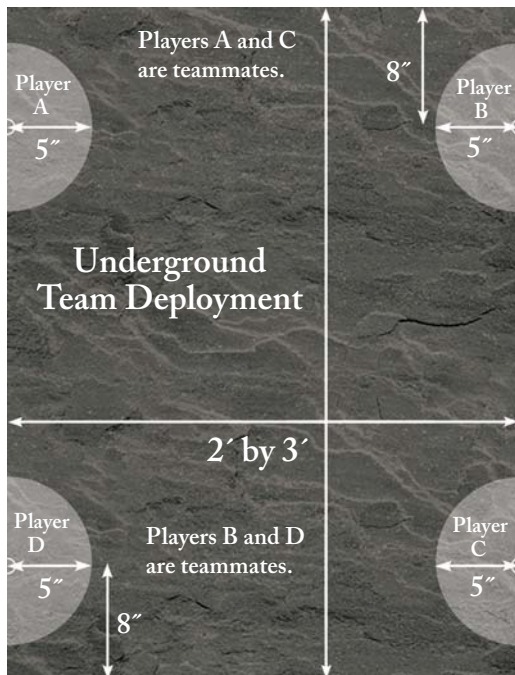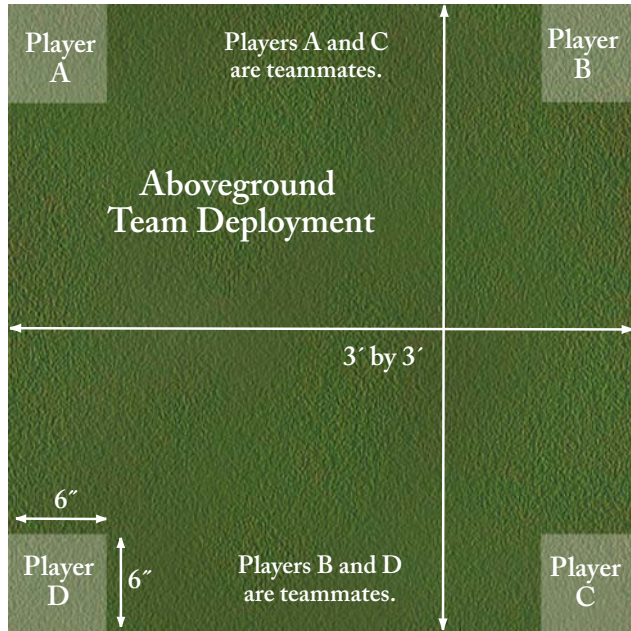
**Scenario:** The Naresh defender chooses whether to play Rapid Strike or Take the Hall (hall of evil only). The defender always wins the scouting check.

**Environment:** Aboveground.

**Terrain:** The attacker may only place random terrain. (See Random Terrain, page 90.)

**Special:** Commanders in the attacker's warband are unsettled by swirling demonic forces: Each Commander rating is reduced −1. In addition, the attacker's models never receive the +5 bonus to morale saves and saves against fear effects for having more than half health. Living models controlled by the attacker that normally have the Fearless special ability are considered to have lost it for the duration of the skirmish.

**Victory:** Use the victory condition for the scenario chosen by the defender.

Aboveground Team Deployment

Players A and C are teammates.

Player A

Player B

3´ by 3´

6˝

6˝

Player D

6˝

Players B and D are teammates.

Player C



Underground Team Deployment

Players A and C are teammates.

8˝

Player A

5˝

Player B

5˝

2´ by 3´

Player D

5˝

8˝

Players B and D are teammates.

Player C

5˝

## Ravilla Defender

Wood elf Oathbands move effortlessly through the forest, making it a killing ground against invaders.

**Environment:** Aboveground.

**Terrain:** The attacker can place only one piece of his or her warband's preselected terrain; the second piece is randomly selected. Use the method for partly random terrain (see page 89) and roll once on the Aboveground column of Table 8–4: Random Terrain. The defender gets his or her preselected terrain or may swap one or more pieces out for woods. In addition, the defender gets four additional pieces of woods terrain.

**Special:** All Wood Elf and Felldrake models, even those controlled by the attacker, can see through 6˝ of woods terrain. (Their line of sight is blocked by 6˝ or more of trees, not 2˝ as with other models.) They are also considered to have the Woodland Stride special ability.

All Gray Elf models controlled by the defender are considered to have the Fearless special ability.

All Ravilla Dragon models that are not Felldrakes are considered to have the Spell Resistance 20 special ability.

**Victory:** Score kills.

## Thalos Defender

The Shield Mother protects her chosen people.

**Environment:** Aboveground.

**Terrain:** The attacker can place only one piece of his or her warband's preselected terrain. The defender gets two additional pieces of terrain of his or her choice.

**Special:** Before the skirmish begins, the defender rolls twice on Table 9–16: Random Magic Items and chooses one of the items rolled. In a campaign game, the item chosen becomes a permanent part of the defender's warband (but can still be lost in defeat).

The defender's Thalos commanders may issue as many orders in a round as they like, so long as they have the command points to pay for them. (Note that models can still only receive one order per round, except for the 1-point order to be under command.)

The Shield Mother's blessing allows the Thalos defender to reroll one d20 each round. This must be a roll the defender made, not a roll the attacker made. Examples of possible rerolls include attacks, saves, level checks to overcome Spell Resistance, rolls to determine whether a spell effect continues, and rolls to damage a skeletal model or hit an enemy in *darkness*. Scouting checks, initiative rolls, rolls for troops in reserve, and rolls that occur before or after the skirmish cannot be rerolled.

**Victory:** Score kills.

## TEAM SCENARIOS

Four players can play in teams, two on two, with one warband per player. All aboveground, underground, and story scenarios detailed above are playable as team games, using the following variations on the two-player scenarios.

### TEAM RAPID STRIKE

Except as noted, team scenarios follow the two-player rules.

### Terrain Selection (Team)

Players do not get to use all their warband's preselected terrain. No team can play with more than one hall of evil or one hall of good.

**Aboveground:** Each player rolls a d20. On a result of 1–10, that player supplies one piece of terrain. On a result of 11–20, that player supplies two pieces of terrain.

**Underground:** Each player supplies two pieces of terrain.

### Deployment (Team)

Aboveground, each player gets a corner of the battlefield as shown in the diagram. Underground, each player deploys his or her warband as shown on the diagram. Teammates sit diagonally across from each other.

### Scouting Check (Team)

Each player makes a separate scouting check.

**Underground:** If the scouting player's scouting check is 10 or more higher than each opponent's scouting check, the scouting player may choose to change the lighting conditions from normal light to gloom or from gloom to normal light.

### Terrain Placement (Team)

The scouting player places terrain first. Terrain placement then proceeds around the table to the starting player's left or right, as he or she chooses.

### Preparatory Spells (Team)

Only spellcasters in the scouting player's warband may cast preparatory spells, and only on models he or she controls. Spellcasters in the teammate's warband may not cast preparatory spells.

### Deployment (Team)

The scouting player chooses which player deploys first and whether the chance to deploy passes to the left or to the right.

### Victory: Score Kills (Team)

Teams pool their victory points to determine victory.

The first team to accumulate 140 victory points wins immediately. Your team also wins immediately if both opposing teams have zero or one model apiece on the battlefield.

If you are not playing with 100-point warbands, consult the table below to determine how many victory points are required for victory.

| Warband Size | Victory Points Required* |
|---|---|
| 50 | 70 |
| 70 | 100 |
| 100 | 140 |
| 140 | 200 |

*Your team also wins immediately if you reduce both your opponents' warband to 0 or 1 model.

In scenarios that score victory points for eliminated models, the enemy team, not your team, scores points if you accidentally eliminate your teammate's model.



Aboveground Multiplayer Skirmish Deployment

3′ by 3′

6″
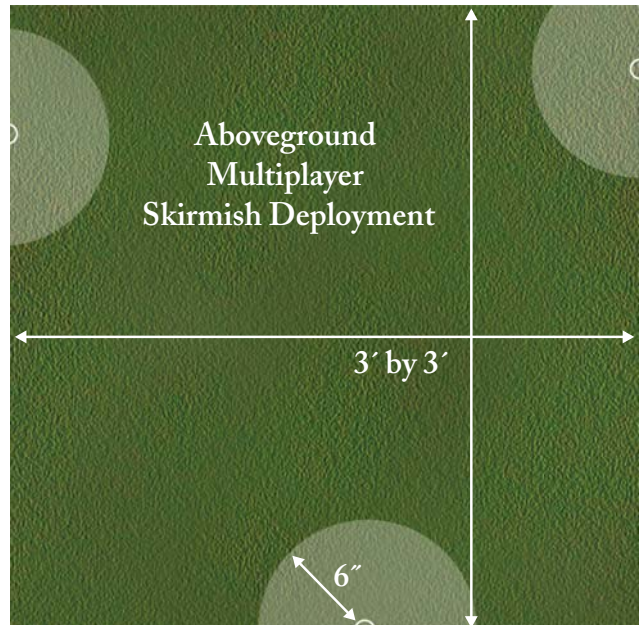
### TEAM DEPLOYMENT

Deployment works the same in team games as it does in two-player games, except as noted below.

### Opening Bid (Team)

Each player chooses a model to exclude. The team's combined opening bid is the total cost of the models the teammates choose to exclude.

When the excluded models return to their players' warbands, each excluded model deploys so that its base is within 1/2″ of a battlefield edge inside that player's deployment area.

### Split (Team)

Both players comprising the middle team must set up within the 4″ band in the center of the battlefield. One player on the split team sets up within 4″ of one battlefield edge; his or teammate sets up within 4″ of the other battlefield edge.

### Standard (Team)

Standard deployment follows the rules from the Rapid Strike (Team) scenario above.

### TEAM SPECIAL SCENARIO CONDITIONS

Team special scenario conditions follow the same rules as for the two-player scenario conditions, except as noted below.

### Additional Terrain (Team)

After the additional terrain piece (hall of good or evil, sacred circle) is placed, the scouting player starts regular placement of terrain. The scouting player also determines whether terrain placement passes to the left or right around the table.

## Reinforcements (Team)

All players add the result of the d20 roll to their pools of reinforcement points.

Instead of bringing on reinforcements within 1/2″ of the player's battlefield edge, deploy reinforcements within 1/2″ of a battlefield edge inside that player's deployment area.

### TEAM VICTORY CONDITIONS

Most team victory conditions are slight variations on the two-player victory conditions.

### Bid Victory (Team)

This works exactly like the two-player skirmish, but replace the word "player" in the victory condition with the word "team."

### Capture Hall of Good or Hall of Evil/Capture Sacred Circle (Team)

Victory goes to the first team to accomplish the victory condition. The model that starts the turn at the specified terrain piece and the model that ends the turn there can be from different warbands on the same team rather than members of the same warband. Models from either player on the opposing team prevent victory.

### Eliminate the Enemy (Team)

Eliminate all models on the enemy team.

### Kill 100 (Team)

Victory goes to the first team to accumulate 200 victory points, or double the combined total of the opposing team's warbands if you are playing with warbands that are not 100 points.

### Score Kills (Team)

These rules are presented in the Rapid Strike (Team) scenario on page 96.

### TEAM STORY SCENARIOS

Except as noted, team story scenarios are like their two-player versions.

### Blood Harvest (Team)

The first team to gather five divine sparks wins.

### Homeland Invasion (Team)

Homeland Invasion scenarios can be played as team scenarios, but players will have to negotiate the terrain and setup rules on a case-by-case basis. In a campaign game, the player with the lower score on the team with the lower combined score should be the defender who determines the homeland being invaded. The defender's teammate should be treated as an ally; his or her warband is immune to disadvantages that affect the attackers but does not benefit from the advantages accruing to the defender.

## MULTIPLAYER SCENARIOS

Three or more players can play in a free-for-all in which only one player wins. The only two scenarios that cannot easily be played as multiplayer skirmishes are Pincer Move and Blood Harvest. Generate a random multiplayer scenario by rolling normally and ignoring those two results.

Use the Multiplayer Rapid Strike scenario below as the basis, and modify specific scenario conditions with the multiplayer variants detailed below.

### MULTIPLAYER RAPID STRIKE

Except for the following variations, multiplayer Rapid Strike plays exactly like the two-player version.

### Sequence of Players (Multiplayer)

Players agree in what order they'll sit around the battlefield. If players can't agree, randomly determine seating order.

### Terrain Choices (Multiplayer)

Consult the chart below to determine how many of each player's preselected pieces of terrain will be available in a multiplayer skirmish.

| Number of Players | Terrain Pieces | |
| --- | --- | --- |
| | Aboveground (3′ by 3′) | Underground (3′ by 2′) |
| 3 | 2 | 3 |
| 4 | 1or 2* | 2 |
| 5+ | 1 | 2 |

*Each player rolls a d20. On a result of 1–10, that player supplies one piece of terrain. On a result of 11–20, that player supplies two pieces of terrain. If some players end up placing more terrain than others, skip the players who have no terrain left.
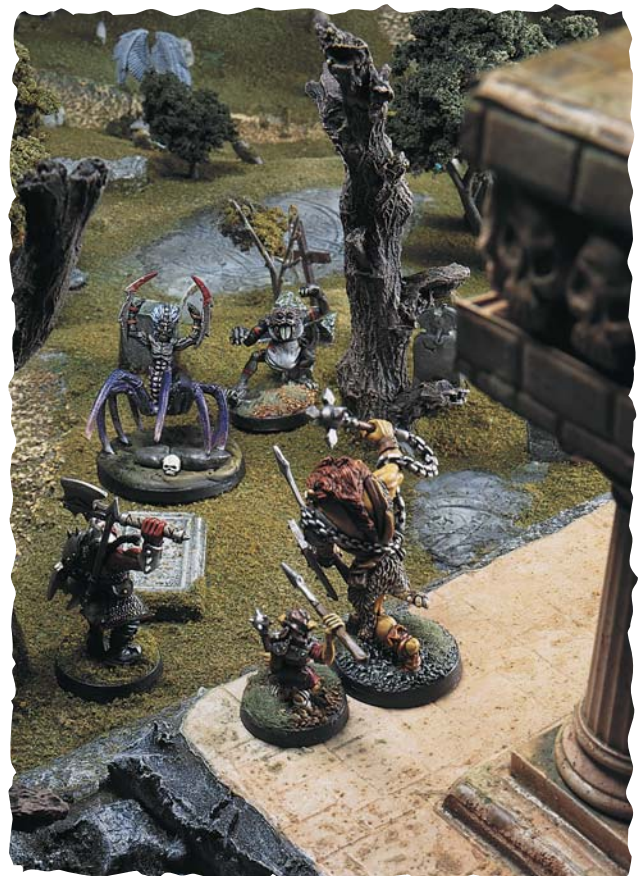
### Scouting Check (Multiplayer)

Each player makes a separate scouting check.

**Aboveground:** The scouting player chooses a spot along the edge of the battlefield to be his or her home spot. The other players get home spots equidistant around the edge of the battlefield. (The battlefield is 144″ around; divide 144″ by the number of players to figure out how many inches apart players' home spots must be.)

**Underground:** If the scouting player's scouting check is 10 or more higher than each opponent's scouting check, the scouting player may choose to change the lighting conditions from normal light to gloom or from gloom to normal light.

On the narrow underground battlefield, it's difficult for opponents to start at equal distances from one another. Instead, the players designate several starting points along the sides of the battlefield, one per player. These starting points should be at least 12″ apart. The scouting player chooses a starting point first, then the player with the second-highest scouting check, and so on. (Players may wish to rearrange themselves around the table after determining their starting position. If that's agreeable to all, go ahead.)

### Terrain Placement (Multiplayer)

The scouting player places terrain first. Terrain placement then proceeds around the table to the starting player's left or right, as he or she chooses.

### Deployment (Multiplayer)

The scouting player chooses which player deploys first and whether the chance to deploy passes to the left or to the right.

**Aboveground:** Players must deploy their models entirely within 6″ of their home spot.

**Underground:** Players must deploy their models entirely within 5″ of their home spot.

### Victory: Score Kills

This works exactly like the "score kills" victory condition for two-player skirmishes, with two exceptions.

If you accidentally eliminate one of your own models, *all* your opponents receive victory points for that model.

You win when you accumulate 70 victory points (in a 100-point warband battle) or when *all* your opponents are left with no more than one model on the battlefield.

## MULTIPLAYER SPECIAL SCENARIO CONDITIONS

Except as noted, special scenario conditions are the same in multiplayer skirmishes as in two-player skirmishes.

### Additional Terrain (Multiplayer)

After the additional terrain piece (hall of good or evil, sacred circle) is placed, the scouting player starts regular placement of terrain. The scouting player also determines whether terrain placement passes to the left or right around the table.

### Reinforcements (Multiplayer)

All players add the result of the d20 roll to their pools of reinforcement points.

Instead of bringing on reinforcements within 1/2″ of the player's battlefield edge, deploy reinforcements within 1/2″ of a battlefield edge inside that player's deployment area.

## MULTIPLAYER VICTORY CONDITIONS

Except as noted, multiplayer victory conditions are like two-player victory conditions.

### Bid Victory (Multiplayer)

The player (or players) with the highest opening bid is eliminated from the game only when all his or her models are eliminated. The player (or players) with lowest opening bid is eliminated from the game as soon as he or she has only one model on the table. Remove the one surviving model as soon as its owner is eliminated.

### Score Kills (Team)

These rules are presented in the Multiplayer Rapid Strike scenario above.

## STORY SCENARIOS (MULTIPLAYER)

Blood Harvest does not make a good multiplayer scenario. The other story scenarios play exactly like their two-player versions, with the following exceptions.

### Homeland Invasion (Multiplayer)

In a multiplayer campaign game, the player with the lowest score is the defender, and all other players are attackers. Agree beforehand on how much terrain to split between the attackers, but keep the defender's terrain allotment intact.

## ALTERNATIVE SCENARIO FORMATS

Players are free to tweak the scenario rules to suit their tastes. Here are two alternative formats that work well for some groups.

### "NATURAL" TERRAIN SETUP

Instead of using the standard rules for placing terrain, players can set up the battlefield however they like, with whatever terrain they choose. Players work together to create an interesting battlefield, then dice off to choose which edge they will start on. Obviously, some battlefields will favor certain warband types over others, so players should agree that the terrain selection is fair before starting the skirmish.

### FREEFORM SCENARIO

The basic freeform scenario works best as a two-player skirmish. One player designs the scenario, setting up the battlefield, choosing deployment zones, defining special conditions, setting victory conditions, and even setting up the two warbands that will fight. The other player examines the situation and chooses which warband to play, leaving the other warband for the setup player.

# Chapter 9: Running a Chainmail Campaign

This chapter shows you how to run a **Chainmail** campaign. Players choose factions, create warbands, and fight against each other. As the conflict heightens, players' warbands get bigger. Finally, the two most successful warbands meet for a climactic battle.

When warlords successfully lead their warbands against the enemy, they become stronger. They gain personal power from experience, learn to lead more effectively, and gain magic weapons or other items. This chapter covers the benefits of experience for individual warlords and the magic items they can acquire.

## SETTING UP THE CAMPAIGN
Before playing your first game in the campaign, choose how it will be structured.

### STEP 1: CAMPAIGN RULES
Before you begin playing, you should decide whether to use any special rules and make sure everyone agrees and understands.

**House Rules:** If you use variant rules, agree on them ahead of time.

**Squad Rules:** Decide whether to use them. (See Optional Rule: Squads in Chapter 4: Skirmishes.)

**Pools:** If players frequently change their warbands between rounds, then having a pool might be more trouble than it's worth. But if you want to use a pool, agree on that ahead of time. (See Optional Rule: Pool and Warbands in Chapter 3: Warbands.)

**Scenarios:** If you want a selection of scenarios other than the standard, random array provided in this chapter, decide which ones you'll use. For example, you might run an all-aboveground or all-underground campaign.

**Climactic Scenario:** A custom climactic scenario can bring the campaign to an end with a bang. See the Climactic Scenario sidebar for basic rules and notes on setting up your own final skirmish.

### STEP 2: CAMPAIGN TYPE
Generally speaking, you'll want at least four regular players for an enjoyable campaign. It's not a problem for new players to join a campaign in progress.

Before games begin, you need to decide what type of campaign you'd like to play. See the table below. Any of these choices is fun; it's just a matter of how much time you want to commit. The more people playing, the better a major or epic campaign works. With a wide variety of opponents, even a high-score campaign remains interesting, while too short a campaign may end quickly.

| Campaign Type | Target Score |
| --- | --- |
| Quick | 120 |
| Major | 160 |
| Epic | 200 |

## The Climactic Scenario

A special, climactic scenario is a really satisfying way to conclude a campaign. Here are some suggestions for crafting an exciting final skirmish.

The basic rule is that you cannot win the campaign if your warlord is eliminated in the climactic scenario. To win, you need to achieve the scenario's victory conditions *and* keep your warlord alive and in play.

Here are five sample climactic scenarios. The first is the simplest, and can be used as a default if you choose not to customize your own scenario.

**Kill 'Em All:** Play an aboveground Rapid Strike scenario, except that the victory condition is eliminate the enemy (see Chapter 8: Scenarios). If you lose your warlord, you can still win the skirmish (and probably force another climactic battle) by eliminating all enemy models, but you can't win the campaign until you "kill 'em all" *and* your warlord survives.

**The Forest of Circles:** Use the victory condition from Kill 'Em All, above, but play on an underground battlefield that is entirely full of sacred circles.

**Megadeath-O-Rama:** Use the Eternal Battle ("Death-O-Rama") scenario as written (see Chapter 8: Scenarios), except that victory goes to the first player who meets the agreed-upon victory point total *and* who has the most victory points at the moment that he or she eliminates the opposing warlord. His or her own warlord must still be in play.

**The Bloody Hall:** Use the Take the Hall scenario and its standard victory conditions (see Chapter 8: Scenarios), but use the reinforcements special condition so that both players have a potential steady stream of troops to throw into this final battle.

**Bonebreak:** If you have *The Ghostwind Campaign,* use the final *Bonebreak* scenario to portray a climactic battle over one of Stratis' divine weapons. You can modify the scenario slightly to represent the powers of a different weapon.

All players in any campaign start with a score of 70. As play continues, winners' scores rise and losers' scores drop (see page 103 for a summary). Campaign play continues until one player's score equals the campaign's target score (120, 160, or 200). At that point, the top two warlords play the championship scenario. The winner of that skirmish wins the campaign.

If more than two players reach the target score at the same time, the top two fight the final skirmish. If three or more players are tied for the top, they play the championship scenario as a multiplayer skirmish.

For example, Jess is playing in a quick campaign. After winning seven skirmishes and losing four, he becomes the first player to gain a ranking of 120. That triggers the final skirmish against the second-ranked player—winner takes all.

### Two- and Three-Player Campaigns
If there are only two players in the campaign, you'll obviously be playing the same opponent over and over. You'll still get a lot of variety in your games, though, since you can freely reconfigure your warband between skirmishes, and the scenarios offer very different challenges. Both players should reconfigure their warbands secretly to keep the nature of the enemy unknown. Consider playing only a quick campaign (to a score of 120) so that it will finish earlier, letting you start over with completely different warbands. You also have the option of switching to a new warlord during the campaign

## Running the Campaign

Here are the steps to follow to set up and play the campaign.

## Setting Up the Campaign

1. Establish campaign rules.
2. Group defines campaign type.

   **Starting Score        70**
   - Quick          Play to score of 120
   - Major          Play to score of 160
   - Epic           Play to score of 200
3. Each player chooses a **warlord**.
   - On-faction commander up to 30 points.
4. Each player creates an initial warband.
   - Total cost of warlord plus other models is 70 points.
   - No "upstaging" warlord.
   - 3 terrain pieces for aboveground.
   - 4 terrain pieces for underground.

## Playing a Round

1. Players pair off.
   - 1st vs. 2nd, 3rd vs. 4th, etc.
   - *Handicap:* 10 points of models per 15 difference in scores.
2. Each pair rolls a die to determine a scenario (see Determine Scenario below).

3. Winners gain and losers lose.
   - Winner          Score increases by 10 (or +15 for three-player skirmish).
   - Loser           Score decreases by 5.
   - Reward for the winner.

## After a Round

1. Victorious warlords advance.
   - A warlord that wins and survives advances 1 level.
   - A warlord that wins but dies returns without a gain.
2. Defeated warlords lose ground.
   - A warlord that loses and is killed returns but loses 1 gained level.
   - A warlord that loses but survives returns without a loss.
3. Players reconfigure warbands.
   - Make changes before determining next opponent.
   - Assign magic items. (The losing player might lose magic items.)
   - All warbands increase to 100 points when any player's score reaches 100.
   - All warbands increase to 140 points when any player's score reaches 140.

Then play the next round.

## Four-Player Team Campaigns

If you have exactly four players in your campaign, you can play all your skirmishes as team scenarios. That way everyone can play together each round. Here are the rules to use for a team-based campaign.

**Pairing:** Match the highest-ranked player with the lowest-ranked player (or the second-lowest ranked player, if the top-ranked and lowest-ranked player were teammates last round).

**Scenarios:** Use team versions of the scenarios (see Team Scenarios in Chapter 8: Scenarios).

**Handicap:** Compare each team's total score. For every 15 points by which one team's total score exceeds the other's, each team member on the lower-scoring team gets 5 points of support troops. The troops purchased with these points cannot be commanders. (See page 102 for more about handicapping and support troops.)

**Rewards:** Each player on the winning team gets a reward. Each player rolls randomly for his or her own reward.

**Score:** Each winner adds 10 to his or her score. Each loser subtracts 5 from his or her score.

(see page 103), which can be especially important to keep options open with only two players.

A three-player campaign is like a two-player campaign, except that the games are three-player skirmishes. The last battle, however, is between only the two top-ranked players. Alternatively, you can play two-player skirmishes, arranging to meet and play in pairs rather than bringing all three players together at the same time.

## STEP 3: WARLORDS

Once you've confirmed the starting group of players, each player chooses to take on the role of a specific commander model with a cost of up to 30 points, the player's **warlord**. This model appears in every skirmish, while the regular models come and go.

If two or more players want the same faction or the same warlord, they dice off to see who chooses first. You can spend a little extra time to ward off possible conflicts by having all the players first dice off, then choose their factions and warlords in order.

## STEP 4: WARBANDS

Each player designs a 70-point warband that includes his or her warlord.

**No "Upstaging" Warlord:** Your warband can't include any commanders with a higher Commander rating than your warlord. The warband, after all, is under that warlord's command.

**Terrain:** Choose three pieces of aboveground terrain (anything listed as "aboveground" or "both" on Table 7–1: Terrain Summary) and four pieces of underground terrain (anything listed as "underground" or "both"). When playing aboveground battles, use your aboveground terrain. Your underground terrain is for underground battles.

## PLAYING A ROUND

A campaign consists of an indefinite number of rounds. During each round, everyone plays an opponent. Playing in

## Informal Campaigns

In an informal campaign, players meet and play whenever they can. This means you don't have formal rounds, and those who play more often are at an advantage. In this case, two players who have played each other shouldn't fight another skirmish until each of them has played someone else.

rounds ensures that everyone gets the chance to play the same number of games.

## STEP 1: PAIRING

For the first round, players can pair off in any agreeable fashion. In subsequent rounds, pairing is based on scores. The two top-ranked players play each other, as do the third and fourth, fifth and sixth, and so on. If there are tied scores, the tied players roll randomly to see who plays whom. Two players who were matched up on the previous round, however, cannot play each other again until each has played someone else.

For example, Jim, Jess, Patrick, and Evan have gotten together for campaign play. They are ranked as follows.

| Player | Score |
|--------|-------|
| Jim | 90 |
| Patrick | 80 |
| Evan | 75 |
| Jess | 60 |

In this round, Jim and Patrick will play each other in one skirmish, while Evan and Jess play in another.

**Handicap:** If two opponents' scores are 15 or more apart, the player with the lower score gets support models as a handicap. For every 15 points by which one opponent's score exceeds the other's, the one with the lower score gets 10 points of support troops. Support troops are extra models that count normally as part of the warband. Support troops cannot be commanders. You may not reconfigure your warband when you add the support troops. The 10 points are spent separately on models, and those models leave your warband after the battle is over. You may buy a reserve model with your bonus points, assuming your warband didn't have one already. You may also use unspent points to buy tactical advantage as normal.

**Three-Player Skirmishes:** If there are an odd number of players, the three lowest-ranking players play a three-player skirmish. The two lower-ranked players may get support troops as a handicap, based on the score of the top-ranked player in the skirmish.

**Intrafaction Battles:** Some groups prefer not to have two warbands of the same faction face each other. Following this policy, however, can skew your campaign unless you balance

## Alternate Pairing

The handicap rules help balance higher-ranked and lower-ranked players. If your group prefers more variety among opponents, you may wish to play round-robin (where each player plays every other player) or match players up randomly.

things carefully. For instance, it benefits the more experienced players if they're of the same faction and don't have to play each other. The easiest solution is just to let any warband fight any other. (Or, if you have a small enough group, don't let two players play the same faction.)

## STEP 2: DETERMINE SCENARIO

Each pair rolls a d20 to determine on which table to roll for the scenario.

| d20 | Scenario Table |
| --- | --- |
| 1–8 | Table 8–2: Random Aboveground Scenarios |
| 9–16 | Table 8–3: Random Underground Scenarios |
| 17–20 | Table 8–5: Random Story Scenarios |

A warlord who loses a skirmish and dies will lose a level (see After a Round, below), so players may sometimes want to protect their warlords by withdrawing them from combat. Warlords are allowed to move off the battlefield, but once gone they cannot return.

## STEP 3: VICTORY AND LOSS

After a game, the victor gains and the loser might lose ground.

**Score Changes:** Each game won increases the player's score by 10 and each game lost decreases it by 5. (In the unlikely event of a draw, neither player's score changes.)

*Three-Player Skirmishes:* The winner's score increases by 15. Each loser's score decreases by 5.

### Score Changes

| Player | Score |
| --- | --- |
| Winner (two-player) | +10 |
| Winner (three-player) | +15 |
| Loser | −5 |

**Warband Increases:** In addition to determining the final campaign battle, players' scores also determine the size of *everyone's* warbands. Play starts with 70-point warbands (see Setting Up the Campaign, page 99). Once any player's score reaches 100, everyone's warband size increases to 100 points. Similarly, once any player reaches a score of 140, everyone's warband size increases to 140 points. Warbands do not drop down again in size even if the top player's score drops below 100 or 140.

**Magic Items:** The winner gains a random magic item. See Magic Items on page 114 for more information. Neither player gains a magic item after a draw.

## AFTER A ROUND

Warbands can change between rounds. Once the players have updated their warbands, the next round can begin.

## STEP 1: WARLORD ADVANCEMENT

If you won the skirmish *and* your warlord survived, it gains experience and advances a level (neither warlord advances after a draw). Even if it routed (or moved voluntarily) off the board, the warlord counts as surviving, as does one that was constrained when the skirmish ended.

Consult the pertinent advancement table below and record your warlord's new statistics. These rules allow warlords to progress to 10th level, but not beyond. For warlords with more than one class, such as the Dwarf Hammer Priest, this limit is the total level, not the class level. (A Hammer Priest has 1 level of fighter, so it can rise only to 9th level in the cleric class, provided it never gains another level of fighter; it has 3 levels of cleric, so it can rise only to 7th level in the fighter class, provided it chooses not to gain any more levels of cleric.)

If you won the skirmish but your warlord was slain, it is raised from the dead by the powerful magic of its faction's leaders. The shock of being raised, however, cancels out the experience gained by winning the skirmish, and thus the warlord does not advance.

## STEP 2: WARLORD LEVEL LOSS

If you lost the battle *and* your warlord was slain, it must be raised from the dead before the next skirmish. While such magic is wondrous, it has its price: The warlord loses the last level gained. (It does not lose any levels it started with.) Consult the pertinent advancement table below and remove the last set of bonuses your warlord acquired.

If you lost the skirmish but your warlord survived, it does not need to be raised. The warlord doesn't lose a level but doesn't gain one either.

## STEP 3: RECONFIGURE WARBANDS

Between skirmishes, players can change their warbands as much as they like, but they must use a warlord in every skirmish. They may also change their terrain choices between skirmishes.

### Changing Warlord and Faction

Between games, you can place your warband under a different warlord. The new warlord starts at the base level, even if your current warlord has advanced. Changing warlords reduces your score by 5, just as if you lost one extra skirmish. Your warband also loses all magic items that it has accumulated. You can even choose a warlord of a different faction, effectively starting over. For example, Evan has a score of 90 and decides to switch his warlord from a Dwarf Hammer Priest to a Gnoll Ranger, so his score drops to 85. You can switch as many times as you wish, "paying" 5 points of your score each time.

### "Swapping Out" Spells

As your warlord gains experience, it may gain new spells (see Warlord Experience, below). Between rounds, you can "swap out" previously chosen new spells for other **Chainmail** spells. (Bards and sorcerers, however, cannot swap out new spells they've gained.) You cannot change a warlord's base spells (those with which it starts the campaign).

### Reassigning Magic Items

If you lost the last round, your warband may lose some of the magic items it's accumulated. (See Magic Items below for more information.) For each model of yours that had magic items and was destroyed, roll a d20 (remember that a model that moves off the board is not destroyed, just eliminated from that battle). On a roll of 11+, the warband keeps that model's items. Otherwise they are all lost. (The winner does not gain

the items; they are destroyed.) If you won the last round, your warband keeps the magic items—even those carried by models that were killed.

Between skirmishes, you can reassign potions, rings, and wondrous items to models in your warband (but not magic weapons and armor). Each magic item is assigned to a particular model, which must be a commander or an independent troop. A model may have more than one magic item, but bonuses from magic items of the same type don't stack.

If you remove a model from a warband, you can reassign its potions, rings, and wondrous items, but it keeps its weapons and armor.

## WARLORD EXPERIENCE

Each time warlords guide their warbands to victory, they gain experience and advance a level. Spellcasters learn new spells and cast more of those they already know. Combat-oriented warlords gain better combat ability. All warlords increase their Commander ratings.

Sometimes, however, a warlord is killed in battle. Allies can bring the corpse back to the faction leaders to raise the fallen warlord from the dead. The shock of dying and being brought back to life, however, can leave warlords weaker than they were before. (See "After a Round," above.)

### WARLORD CLASS AND LEVEL

Warlords get stronger as they advance in level. The specific benefits of advancement depend on the warlord's class.

("Class" is a feature from the DUNGEONS & DRAGONS® roleplaying game.)

A warlord who has two classes can raise one or the other each time it advances a level. There are two exceptions to this rule. If the model has levels in a "creature" class, such as "gnoll," it cannot advance in that class (it represents the monster's basic nature). A model with levels in a prestige class (a class other than those listed below) can advance only in the standard classes.

Listed below are the classes and levels of the commanders and independent troops in Sets 1 through 5. (Independent

troops are listed in case you want to run a variant campaign of your own design in which they advance in level.) The notation "I[#]" indicates that the model has the Independent Troop special ability, with the listed rating. When advancing an independent troop, bonuses to Commander rating increase the model's Independent Troop rating instead.

For models from Set 5, commanders and independent troops have campaign notes listed on the model card. These notes list the model's abbreviated classes and levels, as well as any magic items with which they begin play. Class abbreviations are: Adp (adept), Ari (aristocrat), Bbn (barbarian), Brd (bard), Clr (cleric), Drd (druid), Ftr (fighter), Mnk (monk), Pal (paladin), Rgr (ranger), Rog (rogue), Sor (sorcerer), and Wiz (wizard). Classes that are ineligible for advancement are shown as "Other."

### Ahmut's Legion

| | |
|---|---|
| Human Shadow Priest (C5) | Clr3/Ftr1 |
| Human Death Cleric (C4) | Clr2 |
| Half-Orc Assassin (C2) | Rog5/Other 1 |
| Half-Orc Fighter (C2) | Ftr2 |
| Halfling Sneak (I0) | Rog1 |

### Drazen's Horde

| | |
|---|---|
| Hobgoblin Tribal Protector (C4) | Ftr6/Other 2 |
| Hobgoblin Adept (C4) | Adp4 |
| Hobgoblin Fighter (C3) | Ftr2 |
| Orc Druid (C2) | Drd2 |

### Kilsek*

| | |
|---|---|
| Drow Wizard (C5) | Wiz4 |
| Drow Cleric (C3) | Clr5 |
| Drow Ranger (C2) | Rgr4 |

### Mordengard

| | |
|---|---|
| Dwarven Defender (C4) | Ftr7/Other 1 |
| Dwarf Hammer Priest (C4) | Clr3/Ftr1 |
| Dwarf Fighter (C3) | Ftr3 |
| Dwarf Cleric (C3) | Clr2 |
| Dwarf Ranger (C2) | Rgr3 |

### Naresh**

| | |
|---|---|
| Gnoll Cleric (C4) | Gnoll 2/Clr2 |
| Demonic Gnoll Adept (C3) | Gnoll 2/Adp1 |
| Tiefling Fighter (C2) | Ftr3 |
| Gnoll Ranger (C1) | Gnoll 2/Rgr1 |

### Ravilla

| | |
|---|---|
| Gray Elf Imperial Noble (C4) | Ari4 |
| Gray Elf War Wizard (C3) | Wiz6 |
| Gray Elf Wizard (C2) | Wiz2 |
| Wood Elf Ranger (C1) | Rgr2 |
| Half-Dragon Mage (I2) | Wiz4 |
| Gray Elf Lajatang Duelist (I2) | Ftr4 |
| Gray Elf Snakestrike Duelist (I2) | Ftr3 |
| Wood Elf Skirmisher (I0) | Ftr3 |
| Gray Elf Warsinger (I0) | Brd1 |
| Gray Elf Duelist (I0) | Ftr2 |

### Thalos

| | |
|---|---|
| Human Paladin of Stratis (C6) | Pal4 |
| Human Paladin (C5) | Pal2 |
| Aasimar Cleric (C4) | Clr2 |
| Half-Elf Sorcerer (C3) | Sor4 |
| Human Sorcerer (C2) | Sor2 |
| Half-Elf Cleric (C1) | Clr3 |
| Human Solar Templar (C1) | Ftr8 |
| Human Swiftwing Disciple (I0) | Mnk1 |

*The Mind Flayer is a commander, but it doesn't have a class and cannot advance in level.
**The Abyssal Skulker is an independent troop, but it doesn't have a class and isn't suitable as a warlord.

### Advancement Tables

The following advancement tables set out the benefits gained by each character class on advancing a level. These include some classes that no commanders currently have, in case you want to use them for commanders or for variant experience rules you create yourself. These standard advancement tables are somewhat different from those in *The Ghostwind Campaign*, which were designed to function only up to level 6.

Each table has several columns, whose information is summarized below.

**Level:** A warlord's level works just the same as a regular model's level. When a warlord attains a new level, find that new level in this column. Then read the row across to see what benefits the warlord gains. Each table starts at level 2 because all models start at 1st level or higher.

If the warlord has two or more classes, each time the warlord gains a level, just one class advances. For example, the first time the Dwarf Hammer Priest (Clr3/Ftr1) advances, it gains benefits either from the 4th-level cleric row or the 2nd-level fighter row.

Warlords can advance to 10th level using these tables. To keep multiclass characters from having an advantage, they stop advancing when their total character level (their levels in all classes) is 10.

**Health:** Add this number to the warlord's health.

**Save:** Add this number to the warlord's save.

**Attack:** Add this number to the warlord's melee attack and ranged attack (if any).

**Commander:** Add this number to the warlord's Commander rating. Some troops cannot be commanders but improve as independent troops. In this case, the column is labeled "Independent" instead.

**Special:** Not every advancement table has a "Special" column. Entries indicate special bonuses the warlords get at certain levels.

Many classes of warlords have special abilities that improve as they advance in level. For example, a rogue's Sneak Attack rating (and thus the bonus damage it deals with a sneak attack) goes up at 3rd level.

If a warlord does not have a special ability, and that ability is listed as improving, the warlord doesn't gain that benefit.

**Spells:** Not every advancement table has "Spells" columns. Entries indicate spells the warlords get as they gain levels.

If a column has a number, such as +1 or +3, the warlord gains that number of spells of that level. These can be new

THE LEVELED-UP ORC DRUID COMMANDS SOME RESPECT.



spells or additional copies of spells that the warlord already casts—just add extra boxes (☐) beside the spell's name on the warlord's statistics. If the column has one or more boxes (+☐), the warlord can cast more spells of that level, and a separate table determines whether it also gains new spells. The spells available to choose from are listed after the advancement table and further described in Chapter 6: Special Abilities and Spells.

If a model gains a spell that requires a ranged attack roll, and the model does not have a ranged attack score, you have to give it one. Assume the model started with ranged attack +1, and then add bonuses for levels above 1st. The model does not gain a ranged damage score. It can only make ranged attacks when casting spells that use ranged attack rolls. For example, a Gray Elf Wizard gains *acid arrow 2* at 3rd level and also gains ranged attack +2 (+1 at 1st level and an additional +1 at 2nd level).

### "Swapping Out" Spells

Adepts, clerics, druids, paladins, rangers, and wizards choose new spells as they advance in level. Between skirmishes, these spellcasters can "swap out" their new spells for different new spells. (Do this when you reconfigure your warband, before determining your next opponent and scenario.) During a skirmish, however, they can't swap out spells this way—although clerics can still spontaneously cast *cure wounds* or *inflict wounds* spells. A spellcaster may not swap out spells that are listed on its model card (before adding levels). Those "base spells" are mandatory.

### Example of Level Advancement

Rob, running a Mordengard warband, has the Dwarf Hammer Priest as his warlord. Having smashed the enemies of Mordengard in a decisive skirmish, this warlord advances a level. Since the Hammer Priest is a Clr3/Ftr1, it can advance in either the cleric or the fighter class. Rob decides to advance it as a cleric.

Rob consults the 4th-level row on Table 9–6: Cleric Advancement. It lists a +1 bonus to the model's health, save, attack, and Commander rating, as well as new 1st- and 2nd-level spells. He adjusts the Hammer Priest's statistics to health 6, save +8, melee attack +8, and ranged attack +4; its Commander rating increases to 5. The Hammer Priest could choose new 1st- and 2nd-level cleric spells or double up on existing spells. Rob decides to reinforce the dwarves of his warband by giving it a second *shield of faith +2* and improve the Hammer Priest's ability to attack at range by selecting *spiritual weapon 1*.

Bards and sorcerers have the Sorcery special ability. Once a bard or sorcerer has chosen a new spell, that warlord may not swap it out. However, it can cast any of its chosen spells as often as it is able during a skirmish.

### Drow Spell Resistance

Drow have Spell Resistance as a racial ability, which is dependent on level. If you are playing with a drow warlord, its Spell Resistance rating increases by +1 each time it advances a level (regardless of what class it advances in).

### Table 9–1: Adept Advancement

| Level | Health | Save | Attack | Commander | Special | Spells 1st | 2nd | 3rd |
|---|---|---|---|---|---|---|---|---|
| 2 | +1 | +0 | +1 | +1 | | +0 | — | — |
| 3 | +1 | +1 | +0 | +0 | | +1 | — | — |
| 4 | +0 | +0 | +1 | +1 | | +0 | +1 | — |
| 5 | +1 | +1 | +0 | +0 | | +0 | +1 | — |
| 6 | +1 | +0 | +1 | +1 | | +0 | +0 | — |
| 7 | +1 | +0 | +0 | +0 | | +0 | +1 | — |
| 8 | +0 | +1 | +1 | +1 | | +0 | +0 | +0 |
| 9 | +1 | +0 | +0 | +0 | | +0 | +0 | +1 |
| 10 | +1 | +0 | +1 | +1 | Mighty Will | +0 | +0 | +0 |

### ADEPT

Adepts are generalist spellcasters, using spells of both clerics and wizards. They are found among the least civilized factions: Drazen's Horde and Naresh.

### Adept Spells

1st—*benediction +1, bless +1, burning hands 1, cause fear, command, cure wounds 1, endure elements 1, sleep*
2nd—*bull's strength +1, cat's grace +2, cure wounds 3, darkness, endurance +2, invisibility, resist elements 2*
3rd—*bestow curse, cure wounds 4, daylight, lightning bolt 4, neutralize poison*

### Table 9–2: Aristocrat Advancement

| Level | Health | Save | Attack | Commander |
|---|---|---|---|---|
| 2 | +1 | +0 | +1 | +1 |
| 3 | +1 | +1 | +1 | +1 |
| 4 | +1 | +0 | +1 | +1 |
| 5 | +1 | +1 | +0 | +0 |
| 6 | +1 | +0 | +1 | +1 |
| 7 | +1 | +0 | +1 | +1 |
| 8 | +1 | +1 | +1 | +1 |
| 9 | +1 | +0 | +0 | +0 |
| 10 | +1 | +0 | +1 | +1 |



BY THE TIME YOUR WARLORD REACHES 10TH LEVEL, IT'LL PROBABLY HAVE GAINED A MAGIC WEAPON.

## ARISTOCRAT

Aristocrats are nobles born and trained to rule. They are most common in Ravilla, with its proud imperial history. They are unknown in Mordengard, where it is ability to do good work that earns the responsibility of directing others.

## BARBARIAN

Barbarians are fearless, raging combatants. The orc berserkers of Drazen's Horde are the most infamous, but some dwarves have learned to fight fire with fire.

## BARD

Bards use magic to help their allies, including their inspiring song. The gray elves of Ravilla are renowned for their bards.

Bards cast spells "on the fly" the way sorcerers do, so they gain new spells separately from their spellcasting capacity. For example, a bard who reaches 2nd level "learns" two 1st-level spells (perhaps *cure wounds 1* and *magic weapon +1*), but it gains only one new 1st-level spell slot (❑). Thus, in each skirmish the 2nd-level bard can cast one of its 1st-level spells (in this case, *cure wounds 1* or *magic weapon +1*). In this way, the bard (who knows more spells than it can cast) is the opposite of a sorcerer (who casts more spells than it knows).

### Bard Spells

1st—*cause fear, cure wounds 1, expeditious retreat, mage armor +4, magic weapon +1, sleep*
2nd—*blindness, bull's strength +1, cat's grace +2, cure wounds 3, darkness, daylight, glitterdust, hold person, invisibility, scare 5,*

### Table 9–5: Bard Spells Known

| | Spells Known | | |
|---|---|---|---|
| Level | 1st | 2nd | 3rd |
| 2 | +2 | — | — |
| 3 | +1 | — | — |
| 4 | +0 | +2 | — |
| 5 | +1 | +1 | — |
| 6 | +0 | +0 | — |
| 7 | +0 | +0 | +2 |
| 8 | +0 | +0 | +1 |
| 9 | +0 | +0 | +0 |
| 10 | +0 | +0 | +1 |

*sound burst 1, summon (Pseudodragon, Azer Trooper, Hell Hound, or Skeletal Orc), summon swarm*
3rd—*bestow curse, confusion, cure wounds 4, dispel magic, fear, greater magic weapon +2, summon (Otyugh, Stone Spike, War Ape, Abyssal Maw, or Ghoul)*

## CLERIC

Clerics serve the deities tied to their factions: Nerull, God of Death (Ahmut's Legion); Moradin, God of Dwarves (Mordengard); Yeenoghu, Demon Lord of Gnolls (Naresh); and Stern Alia, the Shield Mother (Thalos).

### Cleric Spells

1st—*bane, benediction +1, bless +1, cause fear, command, cure wounds 1, endure elements 1, inflict wounds 1, magic weapon +1, shield of faith +2*

### Table 9–3: Barbarian Advancement

| Level | Health | Save | Attack | Independent* | Special |
|---|---|---|---|---|---|
| 2 | +1 | +0 | +1 | +1 | |
| 3 | +2 | +1 | +1 | +1 | |
| 4 | +1 | +0 | +1 | +1 | |
| 5 | +2 | +1 | +1 | +1 | Immune Sneak Attack |
| 6 | +1 | +0 | +1 | +1 | +1 melee damage |
| 7 | +2 | +0 | +1 | +1 | |
| 8 | +1 | +0 | +1 | +1 | Mighty Fortitude |
| 9 | +2 | +0 | +1 | +1 | |
| 10 | +1 | +0 | +1 | +1 | |

*Barbarians fight in a frenzy of bloodlust, so they can't have the Commander special ability. Instead they improve their Independent Troop rating.

### Table 9–4: Bard Advancement

| | | | | | | | Spells | |
|---|---|---|---|---|---|---|---|---|
| Level | Health | Save | Attack | Commander | Special | 1st | 2nd | 3rd |
| 2 | +1 | +1 | +1 | +1 | | +❑ | — | — |
| 3 | +1 | +0 | +1 | +0 | | +❑ | — | — |
| 4 | +0 | +1 | +1 | +1 | | +❑ | +❑ | — |
| 5 | +1 | +0 | +0 | +0 | | +❑ | +❑ | — |
| 6 | +1 | +1 | +1 | +1 | | +0 | +❑ | — |
| 7 | +1 | +0 | +1 | +1 | | +0 | +❑ | +❑ |
| 8 | +0 | +1 | +1 | +1 | | +0 | +0 | +0 |
| 9 | +1 | +0 | +0 | +0 | | +0 | +0 | +❑ |
| 10 | +1 | +0 | +1 | +1 | Mighty Reflexes | +0 | +0 | +0 |

## Table 9–6: Cleric Advancement

| Level | Health | Save | Attack | Commander | Special | 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|---|---|---|---|---|
| 2 | +1 | +1 | +1 | +1 | | +1 | — | — | — | — |
| 3 | +1 | +0 | +1 | +1 | | +0 | +3 | — | — | — |
| 4 | +1 | +1 | +1 | +1 | | +1 | +1 | — | — | — |
| 5 | +1 | +0 | +0 | +0 | | +0 | +0 | +3 | — | — |
| 6 | +1 | +1 | +1 | +1 | | +0 | +1 | +1 | — | — |
| 7 | +1 | +0 | +1 | +1 | | +1 | +0 | +0 | +2 | — |
| 8 | +1 | +0 | +1 | +1 | Mighty Will | +0 | +0 | +1 | +1 | — |
| 9 | +1 | +0 | +0 | +0 | | +0 | +1 | +0 | +0 | +2 |
| 10 | +1 | +0 | +1 | +1 | | +0 | +0 | +0 | +1 | +1 |

2nd—*bull's strength +1, cure wounds 2, darkness, endurance +2, hold person, inflict wounds 2, remove paralysis, resist elements 2, sound burst 1, spiritual weapon 1, summon (Pseudodragon, Azer Trooper, Hell Hound, or Skeletal Orc)*

3rd—*bestow curse, blindness, cure wounds 4, daylight, dispel magic, inflict wounds 4, invisibility purge, protection from elements, remove blindness, searing light 3, summon (Otyugh, Stone Spike, War Ape, Abyssal Maw, or Ghoul)*

4th—*cure wounds 5, divine power, greater magic weapon +2, inflict wounds 5, neutralize poison, poison, summon (Ice Paraelemental, Owlbear, Thoqqua, or Skeletal Equiceph)*

5th—*circle of doom 3, flame strike 3+3, greater command, healing circle 3, insect plague, slay living, spell resistance 21, summon (Hound Archon, Fearsome Ghost, or Salamander Trooper)*

### Domain Spells

Depending on its faction, a cleric must have a particular spell, belonging to one of its deity's domains, at each level. For example, when the Dwarf Cleric reaches 3rd level and gains three 2nd-level spells, at least one of these spells must be *endurance +2*. In the case of a spell that does not appear on the standard cleric spell list (Ahmut clerics' *invisibility* and *confusion*), the cleric can only have one copy of that spell. For example, a 3rd-level Human Death Cleric can have *invisibility* ❑, but not *invisibility* ❑❑.

**Ahmut's Legion**
| | |
|---|---|
| 2nd | *invisibility* |
| 3rd | *bestow curse* |
| 4th | *confusion* |
| 5th | *slay living* |

**Naresh**
| | |
|---|---|
| 2nd | *spiritual weapon 1* |
| 3rd | *blindness* |
| 4th | *inflict wounds 5* |
| 5th | *circle of doom 3* |

**Mordengard**
| | |
|---|---|
| 2nd | *endurance +2* |
| 3rd | *protection from elements* |
| 4th | *neutralize poison* |
| 5th | *spell resistance 21* |

**Thalos**
| | |
|---|---|
| 2nd | *spiritual weapon 1* |
| 3rd | *searing light 3* |
| 4th | *divine power* |
| 5th | *flame strike 3+3* |

### Cleric Special Abilities

A cleric's deity (and thus its faction) affects its special abilities and spells.

**Ahmut's Legion:** These clerics have the Death Touch [#] special ability. The cleric's Death Touch rating depends on its level.

| Cleric Level | Death Touch Rating |
|---|---|
| 1–2 | 1 ❑ |
| 3 | 2 ❑ |
| 4–5 | 3 ❑ |
| 6 | 4 ❑ |
| 7 | 5 ❑ |
| 8–9 | 6 ❑ |
| 10 | 7 ❑ |

**Mordengard:** These clerics have the Turn Undead +[#] special ability. The cleric's Turn Undead rating goes up +3 per level.

**Naresh:** These clerics have the Smite [#] special ability. The cleric's Smite rating depends on its level.

| Cleric Level | Smite Rating |
|---|---|
| 1–3 | +1 ☐ |
| 4–8 | +2 ☐ |
| 9–10 | +3 ☐ |

**Thalos:** These clerics have the Turn Undead +[#] special ability. The cleric's Turn Undead rating goes up +3 per level.

## DRUID

Druids channel the divine strength and fury of nature. They are found among Drazen's wild forces and among the wood elves.

## Druid Spells

1st—*cure wounds 1, endure elements 1, entangle, magic fang +1, speak with animals*

2nd—*flame blade 1, resist elements 2, summon Hyena, summon swarm*

3rd—*cure wounds 3, greater magic fang +2, neutralize poison, poison, protection from elements, summon War Ape*

4th—*cure wounds 4, dispel magic, flame strike 3+3, spike stones, summon Owlbear*

5th—*cure wounds 5, ice storm 2+2, insect plague, summon Dire Boar*

## FIGHTER

Fighters are highly trained combat specialists. They are found in all factions.

### Table 9–7: Druid Advancement

| Level | Health | Save | Attack | Commander | Special | 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|---|---|---|---|---|
| 2 | +1 | +1 | +1 | +1 | | +1 | — | — | — | — |
| 3 | +1 | +0 | +1 | +0 | | +0 | +2 | — | — | — |
| 4 | +1 | +1 | +1 | +1 | | +1 | +1 | — | — | — |
| 5 | +1 | +0 | +0 | +0 | Wild Shape +☐ | +0 | +0 | +2 | — | — |
| 6 | +1 | +1 | +1 | +1 | Wild Shape +☐ | +0 | +1 | +1 | — | — |
| 7 | +1 | +0 | +1 | +0 | Wild Shape +☐ | +1 | +0 | +0 | +1 | — |
| 8 | +1 | +1 | +1 | +1 | Greater Wild Shape, Mighty Will | +0 | +0 | +1 | +1 | — |
| 9 | +1 | +0 | +0 | +0 | Immune Poison | +0 | +1 | +0 | +0 | +1 |
| 10 | +1 | +1 | +1 | +1 | Wild Shape +☐ | +0 | +0 | +0 | +1 | +1 |

**Table 9–8: Fighter Advancement**

| Level | Health | Save | Attack | Commander | Special |
|---|---|---|---|---|---|
| 2 | +1 | +0 | +1 | +1 | |
| 3 | +1 | +1 | +1 | +1 | |
| 4 | +2 | +0 | +1 | +1 | +1 melee damage; +1 melee attack (in addition to general attack increase) |
| 5 | +1 | +1 | +1 | +1 | |
| 6 | +1 | +0 | +1 | +1 | |
| 7 | +2 | +0 | +1 | +1 | |
| 8 | +1 | +1 | +1 | +1 | +1 melee attack (in addition to general attack increase) |
| 9 | +1 | +0 | +1 | +1 | |
| 10 | +2 | +0 | +1 | +1 | Mighty Fortitude |

## MONK

Monks are martial artists, often belonging to a specific tradition. The Swiftwing school of Thalos is one such lineage.

## PALADIN

Paladins are holy warriors devoted to the cause of good. The Shield Mother, patron deity of Thalos, and Stratis, the dead God of War, both have paladins.

## Paladin Spells

1st—*benediction +1, bless +1, cure wounds 1, endure elements 1, magic weapon +1*
2nd—*remove paralysis, resist elements 2*

## Cure Wounds

Paladins can heal damage by laying on hands, so they get one *cure wounds [#]* spell in addition to those listed above. The spell's rating, and its level, depends on the paladin's level.

| Paladin Level | *Cure Wounds* Rating |
|---|---|
| 2–3 | 1 ☐ |
| 4 | 2 ☐ |
| 5 | 3 ☐ |
| 6–7 | 4 ☐ |
| 8–9 | 5 ☐ |
| 10 | 6 ☐ |



**WEREWOLVES THAT RESIST NORMAL DAMAGE AREN'T SO TOUGH AGAINST A *SHOCK WEAPON*'S MAGIC AND ELECTRICITY.**

### Table 9–9: Monk Advancement

| | | | | | Special | | | |
| | | | | | Stunning | | | |
| Level | Health | Save | Attack | Commander* | Attack** | Tumble** | Speed | Other |
|---|---|---|---|---|---|---|---|---|
| 2 | +1 | +1 | +1 | +1 | +1, +☐ | +1 | | |
| 3 | +1 | +0 | +1 | +0 | +☐ | +1 | +2″ | Deflect Arrows +4 |
| 4 | +1 | +1 | +1 | +1 | +2, +☐ | +1 | | |
| 5 | +1 | +1 | +0 | +0 | +☐ | +1 | | +1 armor |
| 6 | +1 | +0 | +1 | +1 | +1, +☐ | +1 | +2″ | +1 melee damage |
| 7 | +1 | +0 | +1 | +0 | +☐ | +1 | | *Cure wounds 2* (self only) ☐ |
| 8 | +1 | +0 | +1 | +1 | +1, +☐ | +1 | | +1 melee damage; Mighty Will |
| 9 | +1 | +0 | +0 | +0 | +1, +☐ | +1 | +2″ | Improved Evasion |
| 10 | +1 | +0 | +1 | +1 | +1, +☐ | +1 | | +1 armor; Mighty Reflexes; magic melee damage |

*If independent, a monk improves its Independent Troop rating instead.

**The monk's Stunning Attack and Tumble ratings (the save an enemy model must make) increase by the listed amounts.

## Smite Evil

Paladins have the Smite Evil [#] special ability. Its rating increases with level.

| Paladin Level | Smite Evil Rating |
|---|---|
| 2–4 | +1 ☐ |
| 5–9 | +2 ☐ |
| 10 | +3 ☐ |

## RANGER

Rangers are trackers, hunters, and archers. Wood elves and gnolls are often rangers, though dwarf rangers (who roam the underground wilderness) have also joined the Godwar.

## Ranger Spells

1st—*entangle, magic fang +1, resist elements 2, speak with animals*
2nd—*cure wounds 1, protection from elements, sleep*



WHEN MELEE SEEMS TOO RISKY, THE EXPERIENCED HALF-ORC ASSASSIN REACHES FOR THE *AMULET OF FIREBALLS*.

### Table 9–10: Paladin Advancement

| | | | | | | Spells | |
|---|---|---|---|---|---|---|---|
| Level | Health | Save | Attack | Commander | Special | 1st | 2nd |
| 2 | +1 | +0 | +1 | +1 | Aura of Courage +4 | — | — |
| 3 | +1 | +1 | +1 | +1 | +3 Turn Undead | — | — |
| 4 | +2 | +1 | +1 | +1 | +3 Turn Undead | +1 | — |
| 5 | +1 | +1 | +1 | +1 | +3 Turn Undead | +0 | — |
| 6 | +1 | +0 | +1 | +1 | +3 Turn Undead; +1 melee damage; Mighty Fortitude | +1 | — |
| 7 | +2 | +0 | +1 | +1 | +3 turn undead | +0 | — |
| 8 | +1 | +1 | +1 | +1 | +3 turn undead | +0 | +1 |
| 9 | +1 | +0 | +1 | +1 | +3 turn undead | +0 | +0 |
| 10 | +2 | +0 | +1 | +1 | +3 turn undead | +0 | +1 |

### Table 9–11: Ranger Advancement

| | | | | | | Spells | |
|---|---|---|---|---|---|---|---|
| Level | Health | Save | Attack | Commander | Special | 1st | 2nd |
| 2 | +1 | +0 | +1 | +1 | | — | — |
| 3 | +1 | +1 | +1 | +0 | +4 Scout | — | — |
| 4 | +2 | +0 | +1 | +1 | +1 armor; +1 ranged attack (in addition to general attack increase) | +1 | — |
| 5 | +1 | +1 | +1 | +0 | Favored enemy (see below) | +0 | — |
| 6 | +1 | +0 | +1 | +1 | +1 ranged damage | +1 | — |
| 7 | +2 | +0 | +1 | +0 | | +0 | — |
| 8 | +1 | +1 | +1 | +1 | +4 Scout | +0 | +1 |
| 9 | +1 | +0 | +1 | +0 | | +0 | +0 |
| 10 | +2 | +0 | +1 | +1 | Mighty Fortitude; Favored enemy (see below) | +0 | +1 |

### Favored Enemy

Rangers have favored enemies that they excel at fighting, represented by the Fight TYPE +1 special ability.

At 5th level, a ranger's favored enemy bonus improves. Its Fight TYPE rating improves to +2. (If the ranger has two favored enemies, choose one type.) The ranger also gains an additional Fight TYPE +1 special ability.

At 10th level, a ranger's favored enemy bonus improves again. Its Fight TYPE +2 rises to +3, its Fight TYPE +1 rises to +2, and it gains a new Fight TYPE +1 special ability.

Available types are: animal, beast, dragon, elemental, evil outsider, fey, giant, good outsider, magical beast, monstrous humanoid, shapechanger, or vermin. Alternatively, the ranger can choose a subtype of humanoid: dwarf, elf, gnoll, gnome, goblinoid, halfling, human, orc, or reptilian. The ranger can't choose the construct, humanoid, ooze, or undead types.

### Rogue

Rogues are tricky sneaks who prefer joining fights to starting them. They have a disconcerting tendency to switch sides.

### Sorcerer

Sorcerers draw on inborn power to cast their spells. The learned gray elf wizards of Ravilla distrust sorcerers, but they are welcome in Thalos.

### Table 9–12: Rogue Advancement

| | | | | | | Special | |
|---|---|---|---|---|---|---|---|
| Level | Health | Save | Attack | Commander | Hide* | Sneak Attack* | Other |
| 2 | +1 | +0 | +1 | +1 | +1 | | Evasion |
| 3 | +1 | +1 | +1 | +0 | +1 | +1 | |
| 4 | +0 | +0 | +1 | +1 | +1 | | +1 armor; +1 ranged attack (in addition to general attack increase) |
| 5 | +1 | +1 | +0 | +0 | +1 | +1 | |
| 6 | +1 | +0 | +1 | +1 | +1 | | Immune Sneak Attacks |
| 7 | +1 | +0 | +1 | +0 | +1 | +1 | |
| 8 | +0 | +0 | +1 | +1 | +1 | | Mighty Reflexes |
| 9 | +1 | +0 | +0 | +0 | +1 | +1 | |
| 10 | +1 | +0 | +1 | +1 | +1 | | Improved Evasion |

*The rogue's Hide and Sneak Attack ratings (the save an enemy model must make) increase by the listed amounts.

**Table 9–13: Sorcerer Advancement**

| | | | | | Spells | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Level | Health | Save | Attack | Commander | 1st | 2nd | 3rd | 4th | 5th |
| 2 | +1 | +0 | +1 | +1 | +☐ | — | — | — | — |
| 3 | +0 | +1 | +0 | +0 | +☐ | — | — | — | — |
| 4 | +1 | +0 | +1 | +1 | +☐ | +☐☐☐☐ | — | — | — |
| 5 | +0 | +1 | +0 | +0 | +0 | +☐ | — | — | — |
| 6 | +1 | +0 | +1 | +1 | +0 | +☐ | +☐☐☐☐ | — | — |
| 7 | +0 | +0 | +0 | +0 | +0 | +☐ | +☐ | — | — |
| 8 | +1 | +1 | +1 | +1 | +0 | +0 | +☐ | +☐☐☐ | — |
| 9 | +0 | +0 | +0 | +0 | +0 | +0 | +☐ | +☐ | — |
| 10 | +1 | +0 | +1 | +1 | +0 | +0 | +0 | +☐ | +☐☐☐ |

**Table 9–14: Sorcerer Spells Known**

| | Spells Known | | | | |
|---|---|---|---|---|---|
| Level | 1st | 2nd | 3rd | 4th | 5th |
| 2 | +0 | — | — | — | — |
| 3 | +1 | — | — | — | — |
| 4 | +0 | +1 | — | — | — |
| 5 | +1 | +1 | — | — | — |
| 6 | +0 | +0 | +1 | — | — |
| 7 | +1 | +1 | +1 | — | — |
| 8 | +0 | +0 | +0 | +1 | — |
| 9 | +0 | +1 | +1 | +1 | — |
| 10 | +0 | +0 | +0 | +0 | +1 |

Sorcerers cast spells "on the fly," so they gain new spells separately from their spellcasting capacity. For example, a sorcerer who reaches 4th level "learns" one 2nd-level spell (perhaps *glitterdust*) and gains four 2nd-level spell slots (☐☐☐☐). Thus, in each skirmish the 4th-level sorcerer can cast its 2nd-level spell (in this case, *glitterdust*) four times. In this way, the sorcerer (who casts more spells than it knows) is the opposite of a bard (who knows more spells than it can cast).

### Sorcerer Spells

Sorcerers and wizards use the same spell lists.
1st—*burning hands 1, endure elements 1, expeditious retreat, mage armor +4, magic missile 1, magic weapon +1, repair damage 1, sleep*
2nd—*acid arrow 2, blindness, bull's strength +1, cat's grace +2, cold burst 2, darkness, daylight, endurance +2, glitterdust, invisibility, resist elements 2, scare 5, summon (Pseudodragon, Azer Trooper, Hell Hound, or Skeletal Orc), summon swarm*
3rd—*dispel magic, fireball 4, greater magic weapon +2, greater sleep, hold person, lightning bolt 4, protection from elements, summon (Otyugh, Stone Spike, War Ape, Abyssal Maw, or Ghoul)*
4th—*bestow curse, confusion, dimension door, fear, ice storm 2+2, improved invisibility, stoneskin, summon (Ice Paraelemental, Owlbear, Thoqqua, or Skeletal Equiceph)*
5th—*cone of cold 7, hold monster, summon (Hound Archon, Fearsome Ghost, or Salamander Trooper)*

## WIZARD

Wizards learn their magic from intense study of arcane tomes. Gray elf wizards are the most renowned in the Sundered Empire.

### Wizard Spells

Sorcerers and wizards use the same spell lists. See the Sorcerer section above.

## MAGIC ITEMS

Scattered about the Sundered Empire are the remnants of mighty battles that have raged across the land. Warlords that succeed in driving off the enemy often recover magic weapons and other valuable items.

There are several different tables to roll on for magic items.

### MAGIC ITEM EFFECTS

Some magic items grant bonuses to a model's statistics or special ability ratings. These bonuses are cumulative with other

**Table 9–15: Wizard Advancement**

| | | | | | Spells | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Level | Health | Save | Attack | Commander | 1st | 2nd | 3rd | 4th | 5th |
| 2 | +1 | +0 | +1 | +1 | +1 | — | — | — | — |
| 3 | +0 | +1 | +0 | +0 | +0 | +2 | — | — | — |
| 4 | +1 | +0 | +1 | +1 | +1 | +1 | — | — | — |
| 5 | +0 | +1 | +0 | +0 | +0 | +0 | +2 | — | — |
| 6 | +1 | +0 | +1 | +1 | +0 | +1 | +1 | — | — |
| 7 | +0 | +0 | +0 | +0 | +1 | +0 | +0 | +1 | — |
| 8 | +1 | +1 | +1 | +1 | +0 | +0 | +1 | +1 | — |
| 9 | +0 | +0 | +0 | +0 | +0 | +1 | +0 | +0 | +1 |
| 10 | +1 | +0 | +1 | +1 | +0 | +0 | +0 | +1 | +1 |

such bonuses (although two magic items of the same type don't stack). For example, a model can have magic armor that grants a +1 bonus to armor and a ring that grants a +2 bonus to armor, for a total bonus of +3. Magic items that grant special abilities are not cumulative with existing special abilities in general (because special abilities are not cumulative with themselves). For example, a model with the Hide 13 special ability gains no additional benefit from a potion that grants the Hide 13 special ability.

Many magic items duplicate the effects of special abilities or spells. The effects of potions are like the effects of spells. Just as the bonuses from two different spells aren't cumulative, the bonuses from two potions (or from a potion and a spell) aren't cumulative.

## Assigning Magic Items

When your warband gains a magic item, assign it to a model in the warband. Only commanders and independent troops can be assigned magic items. You can reconfigure your warband before assigning magic items to models.

Once you've assigned a set of magic armor or a magic weapon to a model, you may not reassign that item to another model. (A set of armor or a weapon that's right for one model might not fit another.) Potions, rings, and wondrous items are "one size fits all" and can be freely reassigned between skirmishes.

**Magic Item Limits:** A given model can have a maximum of:
- 1 set of magic armor
- 1 magic melee weapon
- 1 magic ranged weapon
- 2 rings
- 1 amulet
- 1 cloak
- 1 pair of boots
- 1 pair of gloves

## Random Magic Items

When you win a skirmish, roll randomly to see what type of magic item you recover. Table 9–16 directs you to one of five other tables, each of which you roll on for a specific magic item.

### Table 9–16: Random Magic Items

| D20 Roll | Magic Item |
|---|---|
| 1–4 | One roll on Table 9–17: Armor |
| 5–8 | One roll on Table 9–18: Weapons |
| 9–12 | One roll on Table 9–19: Potions |
| 13–16 | One roll on Table 9–20: Rings |
| 17–20 | One roll on Table 9–21: Wondrous Items |

## Armor

Magic armor grants a bonus to the wearer's armor rating and sometimes grants an additional benefit as well.

**Armor Bonus:** Magic armor grants the listed bonus to the model's armor rating.

**Assigning Armor:** Bards, monks, sorcerers, and wizards cannot be assigned magic armor.

### Table 9–17: Armor

| d20 | Armor | Armor Bonus | Effect |
|---|---|---|---|
| 1–6 | +1 armor | +1 | — |
| 7–9 | Command | +1 | Model gains +1 to Commander rating, if any |
| 10–11 | Fortitude | +1 | Model gains Great Fortitude special ability |
| 12–13 | Fearlessness | +1 | Model gains Fearless special ability |
| 14 | Shadow | +1 | Model gains Hide 13 special ability |
| 15 | Spell Resistance | +1 | Model gains Spell Resistance 13 special ability |
| 16 | Charging | +1 | Model gains Powerful Charge +2 special ability |
| 17 | Darksight | +1 | Model ignores *darkness* spell, gloom lighting condition, and Veil of Shadow special ability |
| 18–19 | +2 armor | +2 | — |
| 20 | +3 armor | +3 | — |

## Weapons

Magic weapons provide a bonus on attack rolls and sometimes provide an additional benefit as well.

**Melee and Ranged Weapons:** When your warband gets a new magic weapon, decide whether it's melee or ranged. If it's a melee weapon, its bonuses apply to melee attacks only. If it's a ranged weapon, its bonuses apply to ranged attacks only. A model can have only one magic melee weapon and one magic ranged weapon.

If a model does not have a ranged attack score, it cannot be assigned a magic ranged weapon. (A spellcaster whose ranged

### Table 9–18: Weapons

| d20 | Weapon | Attack Bonus | Effect |
|---|---|---|---|
| 1–6 | +1 weapon | +1 | — |
| 7–8 | Flaming | +1 | +1 fire damage |
| 9–10 | Frost | +1 | +1 cold damage |
| 11–12 | Shock | +1 | +1 electricity damage |
| 13–14 | Keen | +1 | Model rolls for a critical hit on a natural 19 or 20 |
| 15 | Speed | +1 | Model gains Extra Melee Attack or Extra Ranged Attack special ability* |
| 16–17 | +2 weapon | +2 | — |
| 18 | Flaming | +2 | +1 fire damage |
| 19 | Frost | +2 | +1 cold damage |
| 20 | Shock | +2 | +1 electricity damage |

*If the model already has the Extra Melee Attack special ability, a melee *speed weapon* increases the rating of the special ability by 1. Likewise, a model with Extra Ranged Attack that uses a ranged *speed weapon* gets its rating increased by 1. (If the ability has no rating, its rating becomes ×2.)

attack score is only for spells also can't be assigned a magic ranged weapon.)

**Magic Damage:** Damage dealt by a magic weapon is magic damage. It therefore deals full damage to a creature with the Damage Reduction 1 special ability. Some magic weapons deal bonus energy damage as well.

**Thrown Weapon:** If a model has the Thrown Weapon special ability, it may be assigned a magic ranged weapon. The benefit, however, applies only to the first ranged attack the model makes each skirmish. For example, the Gray Elf Duelist has many daggers that it can throw. If it gets a magic dagger, it has only one, so only the first ranged attack each skirmish gets the bonus.

**Bonus Damage:** Bonus damage, such as the +1 fire damage from a *flaming weapon,* is not doubled when the base damage is doubled, such as on a critical hit.

## Potions

Potions are spells stored in liquid form. Models can drink potions for magical effects or share them with allies. A potion can only be used once. Once it is used, it is gone.

**Drinking a Potion:** Drinking a potion is a special action (so constrained models can't drink potions).

**Sharing a Potion:** A model can share a potion with an allied model with which it is in base-to-base contact. Sharing a potion is a special action. The other model immediately benefits from the potion. A model can even share a potion with an ally that is stunned, paralyzed, *held,* dazed, or knocked down.

**Potion Effects:** Some potions duplicate spells. In this case, a model that drinks the potion gains the benefit as if someone had cast that spell on it. Other potions have described benefits. These benefits last until the end of the skirmish.

**Preparatory Potions:** If you win the scouting check, each of your models with potions can drink or share a potion as if it were casting a spell. (A model may not, however, both cast a preparatory spell and use a potion before the skirmish.)

### Table 9–19: Potions

| d20 | Potion | Effect |
|-----|--------|--------|
| 1 | Antidote | Model gains Immune Poison special ability |
| 2–3 | Bull's strength +1 | As spell |
| 4–5 | Cat's grace +2 | As spell |
| 6–7 | Charisma | Model gains +2 to Commander rating, if any |
| 8–9 | Cure wounds 1 | As spell |
| 10–11 | Cure wounds 2 | As spell |
| 12–13 | Endurance +2 | As spell |
| 14–15 | Heroism | +2 attacks and save |
| 16 | Hiding | Model gains Hide 13 special ability |
| 17–18 | Invisibility | As spell |
| 19–20 | Shield of faith +2 | As spell |

## Rings

Rings provide continuous magical benefits to those who wear them. A model may wear only two rings. Most rings grant a special ability to a model; *rings of protection* improve a model's armor rating.

### Table 9–20: Rings

| d20 | Ring | Effect |
|-----|------|--------|
| 1–2 | Resist Acid 3 | As special ability |
| 3–4 | Resist Cold 3 | As special ability |
| 5–6 | Resist Electricity 3 | As special ability |
| 7–8 | Resist Fire 3 | As special ability |
| 9–10 | Resist Sonic 3 | As special ability |
| 11–12 | Evasion | As special ability |
| 13–14 | Chameleon power | Model gains Hide 15 special ability |
| 15–17 | Protection +1 | +1 armor |
| 18–19 | Protection +2 | +2 armor |
| 20 | Protection +3 | +3 armor |

## Wondrous Items

Wondrous items have varied magic effects. Most of them grant the user a continuous bonus.

### Table 9–21: Wondrous Items

| d20 | Item | Effect |
|-----|------|--------|
| 1 | Amulet of fireballs | Model can cast two *fireball 4* spells; item is then expended |
| 2–4 | Amulet of health +1 | +1 health |
| 5 | Amulet of health +2 | +2 health |
| 6 | Amulet of proof against poison | Model gains Immune Poison special ability |
| 7 | Amulet of protection | Model gains Spell Resistance 15 special ability |
| 8 | Amulet of shielding | Model is immune to *magic missile 1* spells |
| 9 | Boots of nimbleness | Model ignores penalties to movement from terrain (but still can't enter impassable terrain) |
| 10–11 | Boots of running +2″ | +2″ speed |
| 12–14 | Cloak of resistance +1 | +1 save |
| 15–16 | Cloak of resistance +2 | +2 save |
| 17–18 | Gauntlets of Dexterity +1 | +1 armor and ranged attack |
| 19–20 | Gauntlets of ogre power +1 | +1 melee damage |

# Chapter 10: Chainmail and Dungeons & Dragons

The **Chainmail** miniatures game is based closely on the DUNGEONS & DRAGONS roleplaying game, so you can take creatures, characters, spells, and other elements from either game and convert them for use in the other.

Cool, hand-painted **Chainmail** miniatures add a lot to a DUNGEONS & DRAGONS game, and **Chainmail** rules for fog of war and morale can help Dungeon Masters (DMs) run groups of nonplayer characters (NPCs) and monsters. D&D® player characters (PCs) can even step onto the **Chainmail** battlefield and lead warbands to victory.

## MINIATURES IN THE D&D GAME

Adding **Chainmail** miniatures to your D&D games can make those games more visually exciting.

### D&D SCORES FOR CHAINMAIL MODELS

All **Chainmail** models have D&D statistics, and almost all of them have their statistics published in guidebooks, in **Dragon**® Magazine, and on the **Wizards of the Coast**® website (**wizards.com**). Many of them, of course, come straight out of the *Monster Manual* as well.

The Wizards web site has "battle sheets" for many **Chainmail** models. Each one-page sheet gives you all the information you need to run a **Chainmail** model as a D&D monster or NPC, including a photo of the painted model and space for tracking hit points, spells used, and so on during combat. These sheets make running the monster a lot easier than using a statistics block or even a *Monster Manual* entry.

If you want to use a **Chainmail** model in a D&D game and don't have a battle sheet for it, you can use a quick-and-dirty system to convert its health and damage scores to D&D statistics. For each point of the model's health, roll 2d4 for hit points, and for each point of damage (melee or ranged), roll 1d10. If you're feeling industrious, you can also adjust some of the creature's saving throws up and others down instead of using the single save number.

### PLAYING ON A GRID

D&D combat is often played on a 1-inch grid, where each square is 5 feet on a side. On this scale, a **Chainmail** model's speed is the number of squares it can move as a move action.

### Diagonals

The first diagonal that a model moves on its turn counts as 5 feet, but the second counts as 10 feet. Diagonals go back and forth: The first, third, fifth, and so on count as 5 feet each, and the second, fourth, sixth, and so on count as 10 feet each. It doesn't matter whether you move diagonally one square after the other or if you make orthogonal ("straight") moves in between them.

It's important for the first diagonal to be 5 feet so a model can move diagonally as a 5-foot step.

### Models with 40 mm Bases

Large creatures in **Chainmail** have 40 mm bases, but the D&D rules say that a Large creature has either a 5-foot-by-10-foot face or a 5-foot-by-5-foot face.

If you play without a grid, don't worry about it. Just use the base sizes as they are. They're a little different from the "square" dimensions given in the *Player's Handbook,* but if you're not playing on squares, it hardly matters.

If you play on a grid, use the D&D rules for a creature's face. A tall, Large creature, such as an ogre, occupies the single square that the center of its base is on, and a long, Large creature, such as a howler, occupies the square where its center is located and one adjacent square. (Place the model so that it about half is in one square and most of the rest is in the adjacent square.)

## CHAINMAIL RULES IN THE D&D GAME

If you're a DM, the command and morale rules from **Chainmail** can help you run D&D battles with groups of monsters or NPCs. Instead of trying to roleplay how clever or stupid and brave or cowardly the enemies are, you can use the command and morale rules to guide you.

### COMMAND RULES

The simple presence of a **Chainmail**-style commander can turn a straightforward, hack-and-slash melee into a tactical struggle. The savage mob with a powerful leader is a common D&D encounter, and the **Chainmail** command rules let you know exactly how the commander helps the mob fight. Most important, the rules cover what happens when the commander falls, so the players can weigh the value of taking out the commander against the difficulty of doing so.

Command rules can also help the DM or the players run hirelings and followers. Restricting the options of such NPCs helps you run them faster and keeps the important tactical decisions in the hands of the PCs.

You might want to go easy on creatures that are out of command. If the restrictions on them are making them act really stupid, have them learn from their mistakes in a round or two and behave more intelligently.

### MORALE RULES

The morale rules are useful for determining when the enemies are going to break and run, if ever. If you generally have creatures fight to the death, using the morale rules instead will make combat easier for the PCs. But sometimes the PCs can't afford to let their opponents escape, so enemies who rout might be more trouble than those who fight to the bitter end.

Morale rules can also apply to hirelings, followers, and other NPCs. It's easier to make a morale save to see how brave an NPC is than to stop in the middle of a combat to imagine the scene from the NPC's point of view and make a roleplaying decision.

**Morale Saves:** You can use the Fortitude save as a morale save. That way the combat-oriented classes (such as fighters) have a good chance of standing. You can also use the average of the three saves, which matches the **Chainmail** save score. You can apply bonuses and penalties to suit a character's or creature's personality.

**Voluntary Routing:** When things look really bleak, you can have the monsters and NPCs make morale saves or rout, or you can just decide that they rout without rolling.

## D&D CHARACTERS AND MONSTERS IN CHAINMAIL

You can convert creatures, characters, spells, and other elements from the D&D roleplaying game for use in **Chainmail** skirmishes. This section shows you how to do so.

Before you start using D&D statistics to generate **Chainmail** scores, ask yourself whether you prefer to:

- use the D&D game as a source of ideas for **Chainmail** creatures, or
- use the **Chainmail** game to replicate D&D creatures and combat.

The **Chainmail** game follows the first option. It takes D&D creatures, special abilities, and spells and recasts them in a format that is true to their original natures but easier and faster to use. If you want your **Chainmail** games to run smoothly and quickly even after you've added new creatures, you should take the same approach. If you want to preserve all the various special abilities and detailed rules related to a D&D character or monster (the second option), you'll wind up including many more details than a normal **Chainmail** model has, and you'll need to use D&D rules to interpret many of those features. You'll need to find your own balance between D&D features and **Chainmail** features.

### DERIVING CHAINMAIL SCORES

To derive **Chainmail** scores, you'll need to start with D&D statistics. You might want to address special abilities (including feats) first because they can affect the other scores. Special abilities and model costs each warrant their own sections, below.

#### Name
Name the model whatever makes sense.

#### Faction
The model might be a member of a faction. You could also assign it "no faction," which means that it's a cross-faction model for every faction. Or it could be part of a new faction of your own design.

#### Cost
Figure out model costs last (if at all). (See Deriving Costs for New Models, page 122.)

#### Type
The model is good, evil, or neutral, as appropriate. It retains its D&D type, such as "aberration," and subtype (if any).

## Level

This corresponds to the model's Hit Dice in the D&D game.

## Speed

This is the model's D&D speed divided by 5 (1 inch = 5 feet).

For models with the Flight special ability, reduce the D&D fly speed to keep speeds reasonable on the **Chainmail** battlefield. Rather than applying minimum speeds and turning arcs for different maneuverability ratings, simply reduce the effective speed for clumsier fliers. To get a model's effective **Chainmail** speed, multiply its D&D fly speed by the factor listed below, then convert to 1″ per 5 feet.

> Perfect: × .8
> Good: × .75
> Average: × .5
> Poor: × .33
> Clumsy: × .25

For example, a very young red dragon has a fly speed of 150 feet and poor maneuverability under D&D rules. Using the above factors, this converts to a **Chainmail** speed of 10″.

For burrowing speed, convert at the normal rate of 1″ per 5 feet.

## Armor

This corresponds to the model's D&D Armor Class (possibly modified, depending on hit points and health).

If a D&D creature has the Dodge feat, just add +1 to its **Chainmail** armor.

## Health

This is the model's D&D hit points divided by 5. Round up or down as seems appropriate for the creature. If a creature has only 1 or 2 hit points, give it 1 health but deduct 1 from its armor score to compensate for rounding up so much.

## Melee Attack

This is the model's D&D melee attack bonus.

If you round the model's damage up a lot (see Melee Damage below), deduct 1 from the model's melee attack bonus to balance that benefit. If you round its damage down a lot, add 1 to the model's melee attack bonus to balance that drawback.

If the creature has multiple melee attacks, see the Multiple Attacks section below.

## Melee Damage

This is the model's average D&D melee damage divided by 5.

**Rounding:** If you round up or down by .4 or .5, you should decrease or increase the model's melee attack by 1, respectively, to compensate.

For example, in the roleplaying game the Dwarf Fighter deals 7.5 points of damage on average. If you divide that by 5, you get 1.5. Rounding that down to 1 would give the model an additional +1 melee attack, but we instead rounded it up to 2 and decreased the model's melee attack by 1.

**Weapon Qualities:** If the model's weapon deals less damage than other weapons of its size but has a special feature to balance its low damage, you can assign its damage in the **Chainmail** game as if the model were using a weapon that did more damage.

For example, the Human Death Cleric has a scythe, which deals 2d4 normal damage and ×4 critical damage. Because the **Chainmail** game doesn't handle variable critical multipliers, the Death Cleric's damage is derived from standard damage for a two-handed martial weapon (in this case, 2d6 for a greatsword).

## Ranged Attack and Damage

This works just the same as melee attack and damage. For thrown weapons, give the model a 6″ range. For projectile

weapons, give the model a 24˝ range. Give a model with a ranged weapon either a one-shot limit or no limit on the number of ranged attacks it may make. (Keeping track of ammunition is a hassle, but remembering whether a model has used its single ranged attack is easy.)

## Save

This is the average of the model's three D&D saves (Fortitude, Reflex, and Will). For commanders, round up to the next higher number. For dwarves, add +2 (on top of the computed average) to account for their resistance to poison and spells and for their good morale and general toughness.

If a D&D creature has a save of +9 or better, it gains the Mighty Fortitude, Mighty Reflex, or Mighty Will special ability, as appropriate (see the descriptions in Chapter 6: Special Abilities and Spells). Then calculate its save score as if the save in question were only +8. For example, an ettin has the following saves: Fortitude +9, Reflex +2, Will +3. It gains the Mighty Fortitude special ability. To calculate its **Chainmail** save for other effects, treat its Fortitude save as +8. This gives a total of (8+2+3), or 13, which divided by 3 gives +4.

This rule differentiates powerful models better, and it prevents games from being won or lost based on extremely poor saves for high-cost models.

## Special Abilities and Spells

See the next section.

### DERIVING SPECIAL ABILITIES AND SPELLS

Handling D&D special abilities in the **Chainmail** game is a matter of finesse. These guidelines cover the basics, but some special abilities will demand a treatment not covered here. Use your best judgment.

## Troop Type

The troop type doesn't have a ready parallel in the D&D game.

Powerful creatures usually have the Difficult Troop special ability. They don't like following orders, and the increased cost of commanding them balances the increased benefit of doing so.

Player characters usually have the Independent Troop special ability. They are used to making their own decisions in combat. (If you want to give a player character all the freedom he or she has in a D&D game, let him or her ignore the morale rules and the "fog of war" rules for selecting ranged attack targets.)

Creatures with Intelligence scores of 1 or 2 usually have the Wild Troop special ability. They don't have the capacity to follow detailed orders, such as "veer right at half speed." Bull-headed or ornery creatures might have the Wild and Difficult Troop special ability.

Characters can be commanders. Generally, the higher level a character is and the better its Intelligence, Wisdom, and especially Charisma are, the better it is as a commander. The Commander special ability also reflects qualities that aren't measured by D&D statistics, such as how well suited a character is to working with others on the battlefield.

Only characters unsuited for the battlefield, such as commoners, have the Untrained Troop special ability.

## Feats and Skills

Some D&D feats and skills appear as special abilities in the **Chainmail** game. Give a creature with such a feat the appropriate special ability. For example, Cleave in the D&D game is the same as Cleave in the **Chainmail** game.

Some feats simply improve a creature's scores, and these improvements are reflected in the model's **Chainmail** scores. For example, Toughness improves hit points, so it can improve health in the **Chainmail** game.

If a character or creature has feats that are hard to model, such as Combat Casting, ignore the feat or choose a different D&D feat for the model.

Some skills and feats from the roleplaying game work slightly differently in the **Chainmail** game.

- **Ambidexterity, Two-Weapon Fighting, and Rapid Shot:** See Multiple Attacks, below.
- **Dodge:** Simply grant a +1 bonus to armor. Don't worry about declaring a specific dodge opponent.
- **Expertise and Power Attack:** Assume that the character or creature is either always using the feat or never. Alter the model's scores accordingly.
- **Hide:** Give the model the Hide special ability with a rating equal to its skill bonus.
- **Point Blank Shot:** This grants +2 to a model's ranged attack rather than +1 on attack and +1 on damage, as in the roleplaying game.
- **Tumble:** Give the model the Tumble special ability with a rating of 8 + its skill bonus.

## Multiple Attacks

If a creature has multiple attacks, it gets the Extra Melee Attack or Extra Ranged Attack special ability. Here are some guidelines for handling this.

**Unify Attack and Damage Figures:** For creatures that deal different damages for different attacks, use an average of the different damages. If a D&D creature has a much better attack bonus with one attack than another, weigh the damage of the better attack more heavily than the damage of the lesser attack. Having the multiple attacks all be identical makes playing the model a lot easier.

**Drop Minor Attacks:** It's sometimes better to ignore secondary attacks that don't deal much damage or don't hit often, adjusting the main attack appropriately. For example, the D&D displacer beast has a bite attack that doesn't have reach, has a low attack bonus, and deals less damage than a tentacle. For the **Chainmail** model, we dropped the bite attack while generously rounding up the damage for tentacle attacks.

**Penalty for Multiple Attacks:** When a D&D character gets an extra attack at the cost of a −2 penalty on all attacks, such as a character fighting with two weapons or a monk's flurry of blows, simply subtract 1 from the **Chainmail** model's attack score. Use this score regardless of whether the model is making one or two attacks. Thus, when this model makes one attack, it has a lower attack bonus than it would have in the roleplaying game, but if it gets multiple attacks, its bonus is higher. Overall, the creature's power level remains the same, and it's easier to play.

**Combine Attacks:** If it makes the model easier to convert and control, you can treat multiple attacks as a single attack and combine their damage. For example, a D&D centaur's two

hoof attacks, which would normally deal 1 damage each, are treated as a single attack for 2 damage in regard to the **Chainmail** Centaur Trooper model. That change lets it deal equal damage with its sword and hooves. As another example, the drider's sword and bite attacks were combined to make a single poisonous melee attack for the Drider Trooper. Otherwise it would have different attacks, one poisonous and the others not.

### Named Special Abilities

If a D&D creature has a special ability that appears in the **Chainmail** game, such as Sneak Attack, simply use the **Chainmail** special ability.

**Damage Reduction:** Give all D&D creatures with damage reduction, regardless of the value, the **Chainmail** Damage Reduction 1 special ability.

**Turn Undead:** Give a cleric's Turn Undead special ability a rating of +3 for each of its levels over 1st, plus the character's Charisma modifier. Thus, a 2nd-level cleric with Charisma 12 has Turn Undead +4. (In D&D, turning also gets better by 3 points per level—the math just works a little differently.) For paladins, figure the Turn Undead rating the same way, based on their effective cleric levels.

### Spells

For spells named in the **Chainmail** game, use the **Chainmail** version. For other spells, either replace them with a spell described in Chapter 6: Special Abilities and Spells or create a simple, streamlined description for use in the **Chainmail** game.

**Domain Spells:** The **Chainmail** game allows clerics to use domain spells to cast spontaneous *cure wounds* and *inflict wounds* spells simply because it's easier not to keep track. It also uses a streamlined system for domain spells, since many D&D spells aren't so great on the battlefield.

### Damage Bonuses

Because a small bonus to damage in the roleplaying game (such as a ranger's +1 damage to a favored enemy) doesn't amount to much on the scale of the **Chainmail** game, convert it to an attack bonus. Thus, in the **Chainmail** game, Point Blank Shot gives a model +2 on its ranged attack score rather than +1 on its attack and damage. If attack and damage bonuses together amount to a high enough figure, you can convert the bonuses to damage at the standard 5-to-1 rate. For example, a low-level paladin gets Smite Evil +1, with the +1 damage representing both the attack bonus and damage bonus from D&D.

### Number of Uses

If a special ability has a limited number of uses but more than two or three, consider removing that limit. That way, you don't have to keep track of how many times a model has used the ability. You can make the ability weaker to compensate. Thus, in the **Chainmail** game a good cleric has no limit to the number of times it can attempt to use its Turn Undead ability, but the effect is not as powerful as it is in the D&D game.

### Duration

Keeping track of the duration of special abilities slows down the game. If possible, make a special ability last "for the rest of the skirmish," or provide for some chance each round that the effect may end. For example, a barbarian's rage in the D&D game generally lasts six rounds or so (depending on the character's Constitution score). Six rounds is close enough to a whole skirmish (or at least to a model's life span once a skirmish begins) that, in the **Chainmail** game, a barbarian such as the Dwarf Zealot is always considered to be raging, and its scores are figured accordingly.

If you want a duration of more than one round but less than the whole skirmish, then give the effect an "expiration chance." This is a d20 roll made each round; if the roll is within the range of the expiration chance, the effect ends. The *darkness* and *glitterdust* spells, for example, are too powerful to last until the end of the skirmish, so each has an expiration chance of 1–5.

### Morale Effects

The D&D roleplaying game lets players and Dungeon Masters determine how brave or cowardly characters and creatures are. In the **Chainmail** game, the rules and dice determine when models break and run. Assign models the Morale −2 and Cowardly special abilities to suit them.

**Scary:** Give Large creatures the Scary special ability with a rating of 1 for every 2 levels above 3rd. Undead creatures get a +1 bonus to their Scary rating if they have the Scary special ability. You can also use the Scary ability to represent a creature's fear-based ability, such as the krenshar's "scare" attack.

### Ignore Minor Features

Minor conditional bonuses or minor effects can often just be ignored. It's better to capture the style of a creature and have a model that's easy to use than to try to simulate every detail and end up with a model that slows down game play.

### DERIVING COSTS FOR NEW MODELS

There's no formula for calculating a model's cost. A model's various scores and special abilities interact in unusual ways, making models stronger or weaker in ways that a formula simply can't capture. Any usable formula would be so inaccurate that your common sense would be a better guide. Thus, assigning a cost to a new model is up to you and your friends.

### Comparison

The first thing to do is to compare it to other models whose costs you know and assign a cost that fits a model of its power. This method is simple and direct, but it takes practice.

As a rule of thumb, a model that's twice as powerful as an existing model should cost twice as much as that model. A model whose attack capability is twice as good as that of an existing model (but is otherwise similar) should cost about 40% more than that model. Likewise, a model whose defense

capability is twice as good as that of an existing model (but otherwise similar) should cost about 40% more than that model.

### Bidding

If you're playing with a group, an easy way to assign a cost is to have players "bid" on the model. Whichever player will pay the most for a new model gets to use it in his or her warband.

### PLAYER CHARACTERS IN THE CHAINMAIL GAME

Player characters can join any faction regardless of race (though alignment restrictions may still apply).

Player characters from the D&D game can be transferred into the **Chainmail** game as commanders. This lets a player play his or her own character plus an array of troops.

If converting a PC over to the **Chainmail** game means losing too many details, one option is to leave the character unchanged. This option works best if this is the only character that the player runs in the skirmish, as is usually the case in the D&D game. Treat the character as an independent troop (or commander). You might even want to let PCs ignore the "fog of war" and morale rules. When a PC deals damage to a **Chainmail** model, divide the damage by 5 before applying it. When the PC takes damage from a **Chainmail** model, roll 1d10 for each point of damage to determine how many hit points the player character loses.

## Skeleton and Zombie Templates

Skeletons and zombies in the **Chainmail** game are based on the optional skeleton and zombie templates posted on the Wizards website.

# Chapter 11: Modeling

I have always been drawn to the modeling aspects of wargaming. As much I enjoy the strategy and tactics involved in actual play, it was the figures themselves and the three-dimensional environments created for the game that hooked me. Miniature wargaming is much more than a glorified boardgame; it is a hobby that allows enthusiasts to create entire worlds, or at least battlefields.
—Mike McVey

## MINIATURES

There's nothing quite so satisfying as fielding a warband of beautifully painted miniatures—it brings a whole new level of excitement and realism to your games. For the beginner, this chapter describes simple techniques to get your miniatures ready for battle in double quick time, while the experienced hobbyist will find advice on painting each of the different factions to make them stand out.

### ASSEMBLY

Before you can put brush to metal and actually begin painting your miniatures, you'll need to do a little preparation. This doesn't take too long and ensures you have a neat and clean surface over which to apply the paint. It may sound tedious, especially when you're itching to open your paint pots and get going, but believe me—taking a little time here will make a huge difference to the finished product.

Some of the **Chainmail** models are one-piece castings, and others have two or more components that need to be joined together. In both cases the metal castings need to be "cleaned up" to remove any small marks or imperfections caused by the casting process so they don't spoil the detail.

### Tools and Materials

When preparing your models for painting, you'll need certain tools and materials: a craft knife, a pair of clippers, and some glue. It is also useful, but not essential, to have a couple of needle files and some fine abrasive paper, such as wet and dry. A pair of needlenose modeling pliers can be helpful for a number of tasks.

The best sort of craft knife is one with sturdy, interchangeable blades; curved blades are most useful for general preparation work. You can use either electrician's clippers or a pair specifically designed for craft use, just as long as they are sharp and capable of clipping the excess material away cleanly.

The only sort of glue you need when assembling multipart metal miniatures is "superglue." Pinning the pieces together can create stronger joins. If you wish to do this you will need a pin vise, a small drill bit, and some fine wire.

When using any new equipment or materials, be sure to follow the manufacturer's instructions for safe handling and proper disposal methods.



**TOOLS AND MATERIALS**
Here are a few tools that you will need to prepare your miniatures for painting: Files, craft knife, pin vise, clippers, needlenose pliers, superglue, and paper clips for pinning.

## Cleaning the Components

The casting process sometimes leaves excess metal on a miniature that needs to be cleaned away before you can begin painting. Commonly there is a raised mold line going all round the miniature, and often thin metal spikes are left by vents in the mold.

First, carefully remove any excess metal with your clippers. Always hold the miniature down against a surface when doing this to make sure that pieces of metal don't fly off. It's useful to lay down a thick piece of card to protect the surface that you are working on. Remember, when using knives and sharp tools, you should always cut away from yourself.



**CLEANING THE MINIATURE**
Use a file to clean away the mold lines. Hold it level with the surface and press down gently.

The next step is to remove the mold lines. There are two ways of doing this. The easiest is to carefully file them away with a needle file. Work with the file at an angle of ninety degrees to the mold line, and don't press down too hard. If you don't have any files, you can use a craft knife, holding it with the blade at right angles to the surface of the model and gently scraping away the excess metal. Don't try to remove too much in one go—you'll get far better results if you work gradually.

To get a really smooth finish on the surface, use some fine abrasive paper, gently rubbing it over the areas that you have been cleaning. With enough practice and patience you can remove all traces of the molding process from your miniatures.

## Assembling the Pieces

After cleaning up all of the separate pieces, you need to fasten them together. The best way to do this is to use superglue. Make sure that the pieces fit together properly and that they are clean and free from grease. Gently rub the areas to be joined with fine abrasive paper: This removes any grease or surface oxidation and gives the glue a good surface to bond to. A small amount of warping may occur when the models are cast, so that the pieces do not fit together quite as well as when the original was made. If this is the case, you may have to file a little material away from one side of the join. Remove the metal a bit at a time and keep on checking the fit until you are satisfied.



**GLUING**
Superglue is best for assembly. Don't apply too much glue to a join, and blow on it gently to speed up drying.

Next, apply a little glue to one of the surfaces to be joined. You only need a thin layer; if you flood the area, it will take too long to dry, and the join will actually be weaker. (If you accidentally apply too much glue, soak up the excess with a piece of tissue.) Then hold the two pieces together, making sure that your fingers are well away from the areas being joined. Blowing gently on the join will speed up the drying process. If there are several pieces to be joined, make sure that the glue on the first two components is dry before attaching the next piece.

## Attaching the Miniature to its Base

You may find that the tab on the miniature's base doesn't fit exactly into the slot on the plastic base, but it's easy to achieve a snug fit. The most common problem is that the fit is too loose. You can remedy this by putting a slight kink in the tab. Hold onto the miniature firmly (I like to wrap the model with a paper towel to stop sharp bits from digging into my fingers), and twist the tab slightly using a pair of pliers.

**BENDING TAB**
Sometimes the tab is too loose to create a snug fit between miniature and base. The best way to get around this is to put a slight kink in the tab with needlenose pliers.

**ATTACHING TO BASE**
Once the tab has been bent, you can achieve a more secure fit

## ADVANCED ASSEMBLY

The following techniques are more involved but reward you with especially clean, strong models.

### Pinning

You can strengthen the joins on your models with a technique called pinning, in which you drill a hole in the center of each of the surfaces to be joined and insert a short metal pin to tie them together. Joins that are pinned are far stronger and more permanent than those that are merely glued.

Although this sounds quite complex, it requires only one special tool, a pin vise. This is a miniature drill that you hold in the palm of your hand and twist to drill small holes. A 1 mm drill bit is the most useful. The "pin" is actually a small piece of wire, which you can buy from modeling shops. Alternatively, you can use a straightened-out metal paper clip.

The holes must go straight into the surface, not at an angle. Try to make them about 5 mm (about 1/4 inch) deep, and don't drill too close to the edge of the area. Make sure that the two holes line up when the pieces are put together. Glue one end of the wire into one of the holes and let it dry, then glue the two pieces together, inserting the wire into the other hole. Take care that the wire isn't too long for a snug fit.

**DRILLING**
Hold the pin vise between the first two fingers and the thumb, with the back resting in the palm of the hand. Hold the drill at ninety degrees to the surface and slowly twist. Rest the miniature on a sturdy surface so you don't slip and injure yourself.

**PINNING**
Clip a short length of wire and glue it into one of the holes, then apply some glue and join the two halves together, inserting the wire into the second hole.

## Filling

Sometimes, after you have joined two pieces together, you may see a slight gap between them. To create a more pleasing effect and hide the join, fill the gap with modeling putty. This is widely available from craft and hobby shops and is very straightforward to use: Just roll out a thin "sausage" of putty and lay it along the area to be filled. Use a modeling tool or toothpick to smooth out the putty and hide the join.

## Priming

When all of the assembly is complete and the miniature is attached to its base, it needs an undercoat of paint. The easiest way to do this is to use a spray primer. This is available from hobby shops, but you can usually get larger and cheaper cans from car-body and accessory shops.

A primer coat can be either black or white paint, depending on the color scheme of the miniature you are working on. When spray-coating miniatures, aim to create a thin, even covering that gives the paint something to adhere to. If you are using spray primer, always work outside, away from electrical equipment and naked flames.

## PAINTING

Once your miniatures are assembled and primed, you are ready to begin painting. This section describes tips and techniques for painting every sort of model. First come some general points to remember when painting, then specific techniques for dealing with different parts of the miniature.

### Tools and Materials

It's important to work in a well set-up painting area with a sturdy surface to work on. Make sure to cover the surface with newspaper to avoid damaging furniture. Even more important is good lighting and a comfortable seat that won't hurt your back. You'll also need an old pot or mug to keep water in and paper towels to dry your brush on. Something clean and white will serve as a palette: The best choices are a sheet of plastic card (available from hobby shops) or an old plate.

**PAINTING**
Make sure you are sitting in a comfortable position while painting. It's best if you can rest your elbows on a table and hold the miniature at about eye level; locking the hands together helps to keep the brush steady.

Of course, you will need some brushes. Not only are they the tools of your trade, they determine the quality of your painting, so don't just buy the cheapest you can find—or the most expensive. If you are just starting out, I recommend buying a few moderately priced brushes, probably made of synthetic hair, from an art store. Try size 1 and 0 brushes to start with, and perhaps a 00 brush for fine detail. Take care of your brushes: Even mid-priced ones aren't cheap, so don't replace them any more often then you have to.

### Where to Start

Once the model is cleaned up, primed, and ready for the first brushload of paint, where should you start? It's best to do the most inaccessible parts first—that way you won't ruin your earlier efforts trying to get the brush into awkward places. I like to start from the inside and work out, beginning with the skin, then working through the layers of clothing and armor, and finishing with decorations. The only place I break this rule is with the face, which I always paint last. The face is the focal point of the miniature, so it's important to get right. As well, painting the face ties everything together and brings the model to life, ready for battle, so it's appropriate to do this last.

## Highlighting and Shading

When you look at someone's clothing, you see that where the light hits the surface the colors are lighter, while areas in shade (such as creases and folds) are naturally darker. But because miniatures are so small, the effects of natural lighting are minimal. The answer is to artificially paint these lighting differences onto the model: Add lighter colors to areas that would catch the light, and deeper colors to folds and creases. These steps are called highlighting and shading, and they are the most important techniques to master.

Drybrushing and washing (discussed below) are two techniques to deal with heavily textured surfaces, such as fur and chainmail.

**Base Coat:** First, apply the base coat. This is the flat color over which the highlight and shading colors will be applied. Cover the surface evenly with no patchy or overlapping colors. The addition of highlighting and shading should just add the illusion of depth without altering the color.

**Mixing Shade and Highlight Colors:** If you are adding shade and highlight colors to an area, it means you will need three degrees of the same color: the base coat, the highlight tone, and the shade tone. The easiest way to get these is to mix them. You can create the highlight color by adding white to the base color. Just put a bit of the base color on your palette and mix in a little white until you get a lighter shade. This works best with cool colors, such as blue; in the case of warm colors, such as red, you can use yellow instead of white.

Shade colors are more of a challenge. These are deeper tones of the base color, rather than darker colors, and can be hard to mix. You could just add black to the color you are using, but it often makes the color muddy and unattractive, and in some cases the result is disastrous! Instead, you need to add a deeper hue to the base color.

**Shading:** Apply shade colors to the recesses and crevices of a model—the areas that would be in shadow if they were on a real object, such as the folds of a cloak. The deeper the fold or crease, the deeper the shade color. Once the base coat is dry, carefully apply the shade color in the recesses. One very easy way to add shading to a miniature is to apply a wash by slightly thinning the deeper color. The shade color naturally runs into recessed areas to create simple but effective shading. See the Enhancing Surfaces section on the next page for a more detailed discussion of washes.

**Highlighting:** When light hits a surface, it naturally catches the most prominent areas, such as the tops of folds and creases and the edges of belts and straps. You can represent this on miniatures by picking out these areas in a highlight color. As with so many aspects of miniature painting, there are no hard and fast rules. It's really a judgment call where to apply highlights, or how light the color needs to be. If you are adding highlight color to complement shaded areas, make sure that the shade color has had time to dry properly—especially if you applied the shading as a wash.

The above techniques make use of just one highlight and one shade color, but far more subtle results can be achieved by using more intermediate shades. This produces a gradation of color from deep to light that enhances the illusion of depth.

**BASE COAT**
The base coat is the initial flat coat of color that is laid down on an area. Aim for an even cover with no patchiness.

**SHADING**
Create depth by painting a deeper tone into the recesses.

**HIGHLIGHTING**
When the base coat is dry, create highlights by painting a lighter color onto the raised areas.

## APPLYING PAINT

With miniature painting, there are a few golden rules to remember.

**Never paint straight from the pot to the model.** Always put the color on your palette first. Even if you are using the color straight, you still need to see the consistency and remove most of the paint from the brush before you apply it to the model. Too much paint on the brush is disastrous: As soon as you touch the brush to the model, all that paint will flood onto the miniature. A good guide is that the bristles should come to a point when loaded with paint.

**Never paint on, or next to, paint that isn't dry.** One of the best things about acrylic hobby paint is that it dries quickly, but ensure it is totally dry before applying paint near it, or colors will mix on the model with very messy results! An old hair dryer is a very useful painting tool—it can cut drying time to a few seconds.

**Avoid using paint that is too thick.** Thick paint can fill in and obscure detail. If it looks "gloopy," put it onto the palette and add a little water. I always thin my paints; I'd rather apply two thin coats than one thick one and get more even coverage.

**Look after your brushes.** Don't overload them with paint: It should never go up to the metal ferrule. Wash brushes regularly—once the paint is dry on the bristles, it's not coming off. Never push or scrub the surface of the miniature, but drag the brush across the surface as if you were drawing. And never store brushes point down in your water pot!

**Keep your hands steady.** Most people's hands shake a little when they paint, and you need to minimize this tendency if you want good results. Rest your elbows on the painting table and lock your hands together so that you can move only the fingers that are holding your brush. This also puts the model at eye level while you are working on it.

**USING THE PALETTE**
Always put paint onto a palette from the pot, not straight to the miniature. It's important to see what the color and consistency are like before applying paint to the model.

**MIXING COLOR**
Highlight tones can be mixed by adding a lighter shade to the base color. This can be either white or yellow for warm tones.

## Drybrushing

When you first look at a miniature, all the different surfaces and textures may seem a little daunting, but there are easy ways to produce great effects quickly and easily.

Drybrushing is the easiest and quickest way to highlight textured surfaces. As the name suggests, most of the paint is removed from the brush so that the bristles are fairly dry. Gently flicking the tip of the brush across the textured surface causes the paint to adhere only to the most prominent areas. The following example takes you step by step through drybrushing chainmail.

1. Before you start drybrushing, paint the chainmail with a base coat of black. Most of this will be covered by the drybrushed highlights, but it will show through in the recesses to provide shading.

2. Load up a midsize brush (I generally use a 1 for drybrushing) with a fairly dark silver metallic color. Don't put on too much paint—just enough to cover the bristles to about halfway up. Then wipe most of the paint back off again. Draw the brush back and forth on a paper towel until the paint leaves no easily visible trace.

3. Now carefully flick the tip of the brush back and forth across the surface of the chainmail several times. The pattern will get picked out in silver, with only the top surface taking the color.

4. Next, lighten the metallic color by adding a little silver and repeat the process.

5. Continue lightening the color and drybrushing onto the model, but each time make the brushstrokes lighter. In the end, you should be drybrushing with pure silver and only just touching the surface of the miniature with the tip of the brush. The whole aim of the process is to build up the highlights gradually to produce a subtle highlighting effect.

Drybrushing can be a fairly messy process—it's hard to keep the brush off surrounding areas. It's best to do all the drybrushing on a miniature first, so as not to spoil areas you've already painted.

**DRYBRUSHING STEP 1**
As with normal highlighting, the first stage is to paint a base coat onto the area you wish to drybrush. This should be a deep to middle tone of the color you are using.

**DRYBRUSHING STEP 2**
When the base coat is thoroughly dry, carefully flick a brush with a lighter tone across the surface of the miniature. The raised surfaces pick up the paint and create highlights.

**DRYBRUSHING STEP 3**
When the highlights are dry, you can create extra depth by adding a wash of a deeper tone.

## Washing

Washing is an incredibly handy technique and has more uses than drybrushing, as you can also apply it to a surface with only a subtle texture. To wash an area, thin the paint considerably, so that it runs off the raised areas and into the recesses— thus providing shading. It really is as easy as that! There are a few things to watch for, though. Avoid flooding the miniature with paint, which fills in the detail and creates a mess. Just dab the brush onto the miniature; the thin wash will be drawn onto the surface. The more you practice, the better you'll become at the technique.

One problem with using acrylic paint for washing is that the more you thin the paint, the weaker the color becomes. Artist's inks already have a thin consistency and contain quite intense pigments, making them ideal for washing. Undiluted colors are really strong, but you can further thin the ink to lessen the intensity.

## Painting Faces

The face is the most important part of the miniature. It's the one place that will naturally draw your eye, so it's important to get it right. Highlighting and shading faces is the same as painting any other area—you just need to be a little more precise. Most miniatures need only a three-color technique of base coat, shade, and highlight, but for really special miniatures (such as commanders), you may want to add another couple of layers of highlighting. The shading coat can either be painted on or applied as a wash. I prefer a wash of chestnut ink for most troops, but I paint the shade color on characters to achieve a more subtle effect.

**Painting Eyes:** Painting eyes is probably the first piece of detail painting that you will come across—and the one that most people are terrified of. But it's not really that hard; it just requires a good brush and some patience. The one thing to avoid is an eye that looks too open and staring. There are many different ways you can paint eyes, but the technique here is what I have always used to create shading around the eyes and ensure the miniature won't look too surprised. It looks great on everything from the most basic trooper to the best display miniature.

**PAINTING A FACE STEP 1**
Start with a mid-flesh tone for the base color, working to achieve a good even coverage.

**PAINTING EYES STEP 1**
Make sure that the eye sockets are properly shaded. The eyes will look more dramatic if the area round them is quite dark.

**PAINTING A FACE, SHADING**
Add a little chestnut brown to the base color and paint into the recesses to create shading. Shade the eye sockets, around the nose, under the lips, and along the hairline.

**PAINTING EYES STEP 2**
Paint the whole eye black. This isn't as hard as you might think, as the tip of a brush naturally forms this shape. Just make sure there isn't too much paint on the bristles.

**PAINTING A FACE, HIGHLIGHTING**
Paint a lighter flesh tone onto the raised areas: the bridge of the nose, across the brows, and along the cheekbones and jawline.
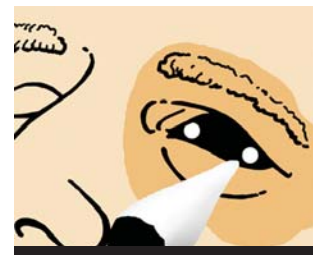
**PAINTING EYES STEP 3**
Finally, paint a tiny white dot at either end of the eye. This can be tricky at first, but it's easy once you get the hang of it. If you make a mistake, just touch over with black and try again.

## FACTION PAINTING TIPS

The seven different **Chainmail** factions each have individual qualities that you can bring out in the color scheme you choose.

### Ahmut's Legion

At first glance, this faction seems to offer the least scope for miniature painting—there are only so many ways you can paint bones! In fact, Ahmut's Legion is more challenging than you might think. Of course, there are the undead skeletons and zombies, but there are many different ways you can treat bare bones and rotting flesh. Ahmut's forces also include living commanders, such as the Human Shadow Priest, and living worshipers of Nerull. The overall color scheme is suitably stark and striking: Black is the main color and contrasts strongly with pale bones and bleached skin.

**◄ HUMAN SHADOW PRIEST**

One of the best leaders available to Ahmut's Legion, the Human Shadow Priest is a must for every warband. With the strong contrast between the dark armor, blood-red cloth, and pale skin, it is sure to stand out from the ranks.

**◄ GALLOWSGAUNT**

The leathery appearance of the Gallowsgaunt comes from layering washes of thin dark brown and green over a white base coat. It is then further highlighted with additional layers of brown mixed with flesh tones and white.

**◄ GITH REVENANT**

The Gith Revenant's paint scheme contrasts with the rest of Ahmut's Legion to emphasize its mysterious origins. The flesh is painted to look like a desiccated mummy, while the brass and copper tones of the armor hark back to an earlier time than the war-torn present.

**▼ STEP BY STEP: SKELETAL EQUICEPH**

**Step 1:** Base coat. Bone areas are painted chestnut brown, with armor and weapon in silver and bronze.

**Step 2:** Highlight and wash. Bones are highlighted with deep bone color, and an armor wash is applied to metal areas.

**Step 3:** Highlights. Bones are highlighted with bone color, armor with silver and gold. Sand adds texture to the base.

**Step 4:** Finishing. Bones get a final highlight of bone and white, with blood streaks added to weapon. Drybrushing adds gray to the hair and finishes the base.

## Drazen's Horde

Drazen's Horde is by far the most diverse of all the **Chainmail** factions. Whereas most of the other factions are dominated by a particular race, the Horde comprises various humanoid and monstrous troops. This offers great appeal and scope for the painter—there is always a fresh challenge round the corner to stretch your skills. If it's variety you're after, then Drazen's Horde is for you! Still, you can tie together its disparate elements by using warm tones, such as red and yellow.

▲ **ORC RAGER**
The Rager is a heavily muscled brute. His taut flesh provides a great opportunity for dramatic highlights.

▲ **ETTIN**
The Ettin Trooper features large areas of flesh, unlike the small bits found on most models. The painting technique is thus quite different. The base color is very prevalent with fewer brightly contrasting highlights. Highlights are used to round out the muscle structure, with shadows painted darker to add more depth.

▼ **STEP BY STEP: HOBGOBLIN ADEPT**

**Step 1:** Base coat. Skin gets a terracotta base, the sash a deep chestnut, and the armor silver.

**Step 2:** Highlight and wash. Skin is highlighted with a mix of terracotta and flesh tone, while the sash gets deep red. A metal wash is applied to the armor.

**Step 3:** Highlighting. Flesh tone highlights the skin, red the sash. Black areas are picked out with deep gray while armor gets silver. Sand adds texture to the base.

**Step 4:** Finishing. A final light flesh tone is applied to skin, and orange finishes the sash. Drybrushing and static grass complete the base.

### Kilsek

The subterranean shadow world of the drow is clearly reflected in Kilsek's cold paint schemes. Their dark skin and armor with shocking white hair confers a stark uniformity. The black flesh has been sparingly highlighted with warm browns to give some life to their faces. Blues come through in their armor to contrast the warmer highlights of the flesh, with very little metallic paint. All and all, Kilsek is a study in "less is more."

**◄ DROW WIZARD**

The Drow Wizard's staff is a sinister-looking thing, painted accordingly. It started with a base coat of black, then was highlighted with brighter and brighter shades of gray to bring out details. Washing with dark brown ink gives it an unclean finish.

**◄ DROW RANGER**

The Drow Ranger's leatherwork offers some challenges. As a drow, the model should be dark, but so dark that it loses detail. The two-tone quality "pops out" the brown nicely while maintaining an overall dark balance. Highlight sparingly to avoid harsh lines.

**► TROGLODYTE WARRIOR**

Even as a mere servant of Kilsek, the Troglodyte Warrior stands out among its masters. Since the armor is not of drow make, its colors can be more natural and less dark.

**► DISPLACER BEAST**

As the largest model in the Kilsek faction, the Displacer Beast is sure to draw attention. Even when painted in standard drow palette, it has a luminous, almost electric feel.

**▼ STEP BY STEP: KUO-TOA TROOPER**

**Step 1:** Base coat. The Kuo-Toa's skin is dark green, while the spear shaft is brown and the spearhead silver. Yellow brings out the eyes.

**Step 2:** Highlight and wash. Olive green highlights the skin, with mid-brown on the spear shaft. Armor wash highlights the spearhead.

**Step 3:** Highlights. Skin is further highlighted with light olive green. The eyes get a white touch-up, while the spearhead gets silver. Sand is applied to the base.

**Step 4:** Finishing. Final highlights are applied to the skin. Drybrushing and static grass complete the base.

## Mordengard

The forces of Mordengard are the most straightforward miniatures to paint of all the factions. Most of the troops in a warband will be dwarves, with a similar size and style—Mordengard doesn't have a large number of beasts and monsters. Thus, few other warbands have such a strong group identity. Couple that with the fact that they are fast to paint, and you have a very appealing set of miniatures. Mordengard troops generally feature silver metallic armor and leather tones.

**▲ DWARF LIGHTNING LANCER**

The Lightning Lancer has large amounts of leather, offering the opportunity to experiment with new color combinations while maintaining the Mordengard feel. The lightning globe is vividly painted, adding colors seldom seen among the dwarves.

**▶ DWARF ZEALOT**

The exposed, heavily muscled frame of the Zealot sets it apart from most of the dwarves. Painting the hair gray ties it in with the large amount of metal, giving the model a distinctly barbaric feel.

**▶ ICE PARAELEMENTAL**

For an icy look, add washes of light blue over a white base coat to build up pale shadows. Further white highlights evoke the gleam of the ice. Feel free to add even more highlights to imitate the reflection of sunlight.

**▼ STEP BY STEP: DWARF HAMMER PRIEST**

**Step 1:** Base coat. The armor and weapon are painted with silver and bronze. Dark flesh forms the skin base; the tabard is painted deep red.

**Step 2:** Wash and highlight. Metal wash is applied to the armor. Mid-flesh tone highlights the skin, and red the tabard.

**Step 3:** Highlight. Armor and weapon get silver and gold highlights, while the skin gets flesh tone and the tabard gets bright red. Sand is applied to the base.

**Step 4:** Finishing. Final highlights are applied to the flesh, and eyes are dotted in with white. Armor and weapon get final highlights of bright silver and gold. Drybrushing and static grass complete the base.

## Naresh

The gnoll and demon legions of Naresh offer a great challenge and can really let your painting skills shine. Not only are there a wide variety of miniatures to paint, but they can be approached in many ways, as demonstrated by the miniatures shown here. The overall effect is dark and sinister, emphasizing colors such as deep green, deep brown, and black.

**► WEREWOLF TROOPER**

Gray fur helps the Werewolf Trooper stand out nicely from the gnolls. Dark on the back with a pale belly, only the gray-brown flesh reveals the Werewolf's unnatural origins. The green blade ties the model into the colors of Naresh.

**◄ GNOLL MONK**

Natural fur colors contrast nicely with the alien flesh tones of the gnolls. The fur of the Gnoll Monk starts with a base coat of drab brown, drybrushed with yellow. A dark brown wash was applied liberally over the surface, enhanced with pale yellow and white highlights once dry.

**▲ ETTERCAP**

The Ettercap continues the Naresh penchant for freaky critters. Its striped patterns are based on those found in real-world spiders. A good reference source can provide endless color schemes.

**▼ STEP BY STEP: ABYSSAL EVISCERATOR**

**Step 1:** Base coat. The body receives a base coat of deep purple, while the scales get terracotta. Claws are picked out in dark brown.

**Step 2:** First highlight. The skin is highlighted with purple, scales with deep red, and tongue with mid-green.

**Step 3:** Second highlight. The skin gets further highlights of purple, and the scales bright red. Sand adds texture to the base.

**Step 4:** Finishing. The skin is finished with highlights of purple and white, scales with orange, and the tongue with bright green. Drybrushing and static grass finish the base.

## Ravilla

The elves of Ravilla are a bright alternative to the somber color schemes of the opposing evil factions. The wood elves and gray elves, while using quite different colors, share common themes. Felldrakes, the other main component of a Ravilla warband, work best with colors that complement those of the elves. Green and gold are common in the gray elf models, while shades of brown predominate among the wood elves, but each group uses some of the other's colors.

**▲ HALF-DRAGON MAGE**

To emphasize the silver dragon heritage of the Mage, its skin was painted with a base coat of pale gray. A blue wash over the dry paint adds metallic tints, with white highlights to bring out the surface detail.

**▲ CENTAUR TROOPER**

A dynamic paint scheme can bring models to life. The Centaur Trooper was painted to give the impression of one complete creature rather than a human torso stacked onto a horse's body. The dark skin color sets it nicely apart from the elves, while the warm accessory colors tie into Ravilla's predominant look.

**◄ WOOD ELF STARSTRIKE ARCHER**

The autumn hues of the Starstrike Archer offer an example of a painting theme. Its orange, yellow, and red colors are reminiscent of leaves in the fall. Absent are the green accessories commonly found in Ravilla's forces. Other seasonal patterns could be equally effective.

**▼ STEP BY STEP: WOOD ELF RANGER**

**Step 1:** Base coat. Armor is painted deep brown. The skin gets a base coat of light flesh, and the cloak leather brown.

**Step 2:** Wash. Brown ink is applied to the armor, while flesh wash covers the skin areas.

**Step 3:** Highlights. Armor gets highlights of mid-brown, and skin gets light flesh. The cloak is highlighted with light tan.

**Step 4:** Finishing. The rivets on the armor are dotted in with gold, the eyes are painted in with white, and the cloak gets a wash of thin yellow ink. Flock adds texture and finishes the base.

## Thalos

The island kingdom of Thalos is the stronghold of the humans in the Sundered Empire, so most of your warband will be human troops. Alongside them stand half-elves and the gnomes with their mighty constructs. The main colors for Thalos troops are a strong mid-blue coupled with ivory white; this gives the miniatures a clean, neat appearance and reflects the nation's maritime roots. Contrast these colder hues with warm tones on the foot troops' armor, along with Mediterranean skin tones.



**▲ HALF-ELF SORCERER**
To reflect the individualism of the Half-Elf Sorcerer, this model ignores the typical Thalos paint scheme. Very deep colors help the figure stand out on the battlefield. Tattoos also add to the model's exotic feel.



**► THALISH CLAY GOLEM**
To get a convincing clay appearance, start with a gray base coat washed with several layers of green, brown, and dark gray for a mottled color, then highlight in a lighter gray followed by white. A blue sash ties the model neatly into the ranks of Thalos.

**▼ STEP BY STEP: OGRE PENITENT**

**Step 1:** Base coat. Skin is base coated with deep flesh, the loincloth with deep blue. The chains and weapon get a silver coat, while bells and decorations are done in brass.

**Step 2:** Highlight and wash. Armor wash is applied to all metal areas. Blue areas get highlights of mid-blue, and skin gets mid-flesh.

**Step 3:** Highlights. Skin is highlighted with standard flesh tone, and blue with light blue. Brass areas are highlighted with gold. Sand adds texture to the base.

**Step 4:** Final highlights and finishing. Skin gets highlights of light flesh, while blue gets light blue and white. Drybrushing and static grass complete the base.

## THEMED WARBANDS

One of the most effective ways to make your models stand out from the competition is to create a unique look and feel for your warband. With seven **Chainmail** factions to choose from and a wide variety of miniatures in each, it's easy to create a personalized warband. There are many ways to create a theme, including model selection, color scheme, conversions, and base details. A well-modeled warband should be able to tell a story with only its appearance.

To create a themed warband, you must first think of a concept. This can be as simple as a contingent made up of only orcs, or as sophisticated as a strike force of camouflaged elven guerrilla fighters made up of only independent troops and commanders. Consider unifying details and color schemes as well as the makeup of the warband. The more planning you put into your theme, the more cohesive the final result will be.

You should also decide on a tone for your warband. Are your forces bright and vibrant, stark and grim, or dark and fearsome? Choose a limited palette that you can work into your models to tie the warband together. Then decide on some uniform details like the color of jewels and trim of clothing. You can also add themed surface details like tattoos, or paint weapons in gray-toned, nonmetallic colors. Be careful, though, to maintain an individual appearance for each model so they do not all look the same.

A couple of good examples of themed warbands are Ravilla's "Autumn" and Thalos's "Arcane Outcasts." Each has strong unifying characteristics while maintaining the character of individual models.

## "Arcane Outcasts" Warband

This Thalos warband is a grim collection of antiheroes made up entirely of nonhuman models. I chose a stark, high-contrast palette to give them a threatening and unfriendly look. Skin is painted in pale flesh tinged with deep reds and purples for an unhealthy pallor. The bits of clothing that cover these outcasts are painted in dark browns to bring out the flesh tones. Nonmetallic metal tones on weapons and accessories give them a cool, clean look.

Some of the models underwent considerable conversion to make them unique to the warband. The runes covering the Thalish Clay Golem were etched into a thin layer of epoxy putty. The Ogre was heavily modified for a more savage appearance. Pieces of a hacked-up Gallowsgaunt serve as war trophies. Sculpting the models' bases from epoxy putty, covered with runes, completes the exotic, arcane look of the warband.

## "Autumn" Warband

Painted to resemble the changing leaves of autumn, this elven warband maintains a strong group dynamic. The models include a nice range of woodland creatures with the Centaur Trooper as the centerpiece.

Additional modeling can be another very effective method of tying figures together. Simple model conversions give them details in common. The only conversion among the "Autumn" group is the leaf-covered bow of the Centaur, which links it nicely with the other elven bows. Another simple way to unify a warband is themed bases: The "Autumn" bases resemble a rocky forest floor and were left predominantly green to contrast with the warm colors of the models.

▲ **"ARCANE OUTCASTS" WARBAND**

▼ **"AUTUMN" WARBAND**

## MODELING TERRAIN

Modeling does not end with the assembly and painting of figures. You can build ruins or jungles or mountain ranges—whatever comes to mind. Underground games can take place in elaborate tunnels or dungeons. The only limit is your imagination. With that said, it is time to get into the basics of constructing 3-D terrain.

The **Chainmail** game includes some fantastic cardboard terrain pieces that are invaluable for new players or for competitive play. Easy to use and well defined, card terrain has the advantage of functioning the same way game after game. But after a while, it may become a bit dull: Why limit yourself to a card that reads "hill" when you can build a scale-model hill for your armies to fight over?

A big part of the draw of miniature wargames is the illusion created by the combination of players' imagination and highly detailed models. Three-dimensional terrain heightens the illusion by adding a further level of realism. If you want to know whether your Orc Berserker can see around a hill, you can bend down to eye level and see for yourself. It is also a lot easier to attract new players with a modeled environment. Observers will be naturally drawn into your conflicts across the Ghostwind Plateau if they can see the plateau with their own eyes.

Most important, though, modeling terrain is great fun.

### TOOLS AND MATERIALS

When creating your own 3-D terrain, you'll need certain tools and materials.

**Epoxy:** This is a two-part plastic adhesive that is mixed together to set. Epoxy is very strong and can set in as little time as thirty seconds. It also releases toxic fumes while it cures, though, so use it only in a well-ventilated area.

**Epoxy Putty:** This is an easy-to-use, two-part putty. There are many brands and varieties available, and most mix easily using water. They usually have a set time of one to three hours. Be sure to wear protective gloves when using epoxy putty—it can be harmful if exposed to skin. Read the directions on the package carefully before you begin.

**Flock:** Generally flock refers to any material glued onto the surface of terrain or onto a miniature's base. There are endless varieties of flock creating the appearance of everything from grass to basalt wastes. To apply flock, brush a thin layer of white glue over the surface you wish to cover. Then sprinkle the flock heavily over the glue. The glue will take a couple of hours to dry. Once it dries, simply blow off the excess flock. You should apply flock over a bowl or box to collect the unused portions for later use.

**Foam Core:** Foam core comes in sheets of foam pressed between card. It is fairly strong and easy to work with. In modeling, foam core is used mostly for construction of walls and buildings.

**Hot Wire Cutter:** This is a battery- or cord-powered tool that uses a heated wire to easily slice through sheets of foam. Hot wire cutters produce toxic gases as they cut through foam, so remember to use them only in a well-ventilated area.

**Foam Insulation:** Found in most large hardware stores, foam insulation is one of the best materials available to terrain modelers. It is reasonably priced and typically available in 4´ by 8´ sheets, with thickness varying between 1/2˝ to 2˝. Foam insulation can easily be cut with knives or hot wire cutters to create hills and other large features.

**Lichen:** These bits of dried and colored moss are available at hobby stores. Glue lichen to terrain features to create bushes.

**Serrated Blade:** Serrated blades can be anything from small saws to steak knives. They are ideal for creating rough surface textures on foam insulation.

**Spray Varnish:** This is a finisher coat for models. Varnish can be sprayed over flocked surfaces as well to keep the flock from rubbing away.

## THE BASICS

Before you get started building your own terrain, you should have a clear idea of what you're going to build. I suggest making a rough drawing of the terrain piece. You can keep it very simple, though more elaborate pieces will require greater detail. The drawing should be considered a guideline as you work rather than a blueprint. Be prepared to deviate from your original concept, making modifications as you go to solve unexpected problems or to add unplanned details.

Once you have a picture of what you want to build, it is time to plan out how to proceed. Everything has to be done in stages. Generally you cannot move to a new stage until the previous stage is complete. On larger terrain pieces, though, you maybe able to work on several stages at once while waiting for various elements to dry or cure.

You'll need to decide what materials to use. For instance, will you make your wall out of foam core sections or putty blocks? Try to keep your intended final product in mind when thinking about materials. Hard wood may make a more solid base than plastic card, but it will also be heavy and less easy to work with.

Prepare a work space when you are ready to begin, laying out newspaper for messier projects. Make sure all your tools and materials are on hand where you can easily find them, and set up a fan to help speed dry times.

It is also important to remember safety concerns. Make sure you have proper ventilation; some substances are toxic. Take care to avoid cutting toward yourself, work on a cutting mat, and always use sharp blades. Modeling becomes less fun when it involves an unexpected trip to the emergency room.

The following sections explain how to construct three basic types of terrain: tree stands, low walls, and hills. These are some of the building blocks for more challenging projects. You can also combine different terrain features into one piece to add complexity lacking in card terrain. Why not cover a hill with trees or add ruins to your forest?

## TREE STAND

A tree stand is a great basic terrain piece. It looks attractive on a table and is very easy to construct. By placing several tree stands close together, you can make a whole forest. Logistically, there are only a couple of things to keep in mind, such as the size of the base and the distance between trees. The larger the base, the more trees it can accommodate. There should be enough room to move and place models within the terrain without being crowded.

You will need to construct a base and some trees. This requires very few materials. Bases are generally made from foam core or plastic card, though other materials are certainly possible. Hobby stores carry plenty of prebuilt trees for model railroading and wargaming, though some people prefer to create their own from twigs or wire and flock. You'll also need white glue, flock, and paint. Bits of bark, rocks, or twigs are useful for additional detail.

Begin by outlining the shape of your base on foam core or plastic card. Each material has its own benefits. Plastic card is very light and strong, while foam core is less expensive but is thicker and prone to warping when wet.

Your base material determines the cutting method. If you are using foam core, use a sharp hobby knife. For a cleaner cut, do this in two steps. Score the foam with your first pass, carefully following the lines you drew. Then make a second pass along the scored lines, cutting completely through the foam core. Any rough edges can be easily removed with sandpaper. The easiest way to cut plastic card is to score the surface, tracing your lines with a sharp hobby knife but not cutting all the way through. Then just bend the plastic card and snap out your base. In a pinch, you can use scissors to cut plastic card. When you have your base cut out, trim away any jagged edges to leave a smooth shape.

Now it's time to glue on the trees. White glue does the job readily and tends to dry in about two hours. If you are using plastic card bases, superglue or epoxy also works well. These adhesives can cure in less than two minutes, greatly reducing your wait times. Make sure the trees are solidly fastened into place before moving on.

## Finishing Touches

There are several ways to proceed once you have constructed your tree stand. The easiest is to paint the base in a solid green or brown color. When the paint is dry, add a layer of flock over the base. Even if the flock wears away, the base coat will show through to fill the gaps. For greater durability, lightly spray the flock with a varnish that will help it stick.

If you intend to paint the flocked base, you don't have to worry about applying a coat of paint before flocking. Just glue flock to the base and paint when dry. The surface detail added by the flock is easy to pick up with drybrushing. You can also add highlights to the trees themselves by drybrushing them with pale colors like white or light yellow.

Blending these techniques produces a higher level of finish. Apply gritty flock to the base and paint like dirt or sand when dry. By adding grass flock to the edges you can create the appearance of earth showing through the grass. Additional details create the illusion of forest floor. Bits of bark look like fallen trees, twigs mimic tree stumps, and pebbles create a more realistic surface texture. Larger surface details, like bits of ruined walls, may be added even before the trees are glued down.

## LOW WALL

Walls come in endless shapes, sizes, and states of repair. Three-dimensional low walls offer many possibilities, so we will focus on those. (High walls can be very high indeed!)

Here it is especially important to think about materials when imagining the final piece. If you want to create part of a collapsed building, it's best to use foam core. A wall made of rocks or bricks should use putty or foam insulation. You will also need plastic card, paint, glue, and flock.

Begin by cutting a base from plastic card. I prefer this material for low walls because they will sit closer to the ground than they would on foam core. Bases should be narrow so that models can get right up next to the wall. You should also consider the shape of the wall. You can cut the base into an "L" shape for a corner or a straightaway for a longer wall section.

Next it is time to begin construction. For foam core walls, draw out the shape you want. The easiest method to make sure the piece will sit flat on the base is to use the straight edge of the sheet for the bottom of the wall. Cut the shape cleanly from the foam core with a hobby knife. Use white glue to adhere the edge to the base and let it dry. Then coat the surface of the wall with white glue and add a bit of gritty flock to give it a rocklike texture.

If you are building your wall out of foam insulation "bricks," begin by cutting the foam into long square strips using a hobby knife or hot wire cutter. Cut the strips into smaller blocks that will be used to build your wall. If the bricks are rather small, a knife is safer—it's easy to burn your fingers with the hot wire.

When you have the blocks cut out, use white glue to stack and assemble them into your wall. You can make the wall as high as you like, as long as it does not fall over while drying. Once the glue is dry, brush on a little more over the surface. This creates a hard outer layer that will protect the wall and create a better surface for painting.

You can work putty to resemble either brick or rock. Start with a ball of putty about half the size of a fingertip. Then either roll it into a ball to form a building stone or shape it into a rough brick with your fingers. Stack the still-wet putty shapes onto the base to form the wall. Wet putty bonds without the need for glue.

### Finishing Touches

Whatever method you chose to build the wall, let it dry thoroughly before you begin to paint. Paint the wall with grays and browns to create a stonelike effect. When the paint dries, add a "dirty" wash of thinned brown or black to make the finish more natural. Paint the base with solid brown or green; once the paint is dry, glue flock to the base. You can add pebbles, twigs, or other details to the base for a more natural look, just as with a tree stand.

## HILL

Hills are wonderful terrain pieces; it's easy to create all sorts of effects with them. They can be as large or sophisticated as you like. Stacking several layers onto one another builds higher hills. You can even stack smaller terrain features on top of hills or incorporate them directly into the design.

Keep utility in mind when planning out your hills. Wargame hills do not look exactly like hills found in nature: They should be more or less flat so that models can stand on them. Rounded hills may look nice, but they will not be very useful. Remember to leave enough flat surface area to accommodate several models on each level of the hill. Some areas should be left fairly plain so that other terrain pieces can be stacked on top.

First, spend some time thinking about the look you want. Do you want grass-covered mounds, rocky cliffs, or something in between? Generally, hills are made from foam insulation. You can simulate many textures with this material, depending on the tools you use. A hot wire cutter is good for carving gradual slopes and clean surfaces, while a serrated blade is ideal for rough and rocky patches.

You will require white glue, paint, toothpicks, and flock. You will also need the appropriate cutting tool, and possibly sandpaper to smooth surfaces. When you are ready to begin, draw the shape of your hill onto the foam sheet and cut it out.

If you intend to stack several layers for a tiered hill, trace the previously cut-out shape back onto the foam sheet. Then draw a shape for the new layer within the confines of the previous layer. Make sure you leave enough room for models to stand when the layers are stacked on top of one another.

Create cliffs by precisely tracing some of the lines from the previous tier onto the next tier. When you are ready to cut, pin the layers together with toothpicks and cut them together to form a sharp, vertical cliff face. Make sure some sides of the upper tiers are smaller than those of lower tiers to make slopes that models can climb.

If you want rounded edges for your hills, use a sharp bread knife or a hot wire cutter. A bread knife will do the job nicely, but the finish may require some sanding. You can use a smaller knife for finer details.

A hot wire cutter is a great tool for cutting foam. With practice, you can create very fine surface details and shapes quickly. It has a few drawbacks, though. Cutting foam this way produces toxic gases, so keep your workspace well ventilated, or better yet, work outside. The wire is also fragile and requires careful handling. Cut slowly to minimize stress: Let the heat cut the foam rather than tugging at it with the wire. Make sure you keep a firm grasp on the trigger so that the heat is always on. And mind the wire—it is, after all, hot.

Serrated knives create believable, rough surfaces. After cutting out your hill, you can add texture by cutting lines into its surface to create the appearance of crumbling rock. A series of horizontal lines cut into the hillside quickly achieves the desired effect.

## Finishing Touches

You can now shape the hill by cutting or sanding down any rough edges. It is also possible to blend techniques to create more interesting hills. You might roughly cut away portions of a smooth hill to create rocky areas showing through the grass, or sand down some rocky areas to create patches of vegetation.

If you are building a hill with several layers, begin by gluing the layers together. Pin them together with toothpicks to keep them where you want them while the glue sets. Once the glue is dry, remove the toothpicks.

When you have the shape you are looking for, brush on a couple of layers of glue to harden up the surface. (I usually add two or three coats.) Let the glue dry completely before applying the next coat. Hills hardened this way will stand more wear, and their surface will be easier to paint.

There are several ways to finish your hill. For a rock or dirt surface, mix gritty flock to your last coat of glue. Once the glue is dry, paint the surface in natural colors to suit your tastes. For a grassy hill, lay down a base coat of green or brown paint over the last dry layer of glue. When the paint is dry, apply another layer of white glue and sprinkle flock over the surface. For a mix of textures, add gritty flock to the last coat of glue in the areas you want to keep rocky. Then paint the whole hill, adding grassy flock to the areas you wish to cover.

## DETAILED FINISH

Fine details can make your terrain memorable. You can employ a number of finishing techniques to add some extra detail to your terrain pieces. Wash coats make rock more realistic, moss or shrubs produce believable vegetation, and bits of refuse create a lived-in look.

A wash is thinned-out paint that is spread over a base coat to bring out surface details. The opposite of drybrushing, which highlights raised areas, washing emphasizes the crevices. To apply a wash coat to rock, thin out paint with water and spread it over the dry surface. Additional washes give the surface a more natural finish.

There are a couple of ways to add moss to a terrain piece. If you are using washes, take a pinch of green flock and blow it over the still-wet wash coat. The flock will stick to the wash, giving a very realistic finish. If you want more

controlled mossy areas, add a dab of glue to the dry surface. Then either sprinkle it with flock or add a bit of lichen to the glue. "Lichen" is dried moss that has been colored. It is available at most hobby stores. Avoid bright colors, which will not look natural.

You can make bushes out of larger pieces of lichen. Just add a bit of glue where you want the bush and press the lichen into it.

Bits of refuse make the most effective finishing details, conveying the idea of a bloody battlefield or ancient ruin. (Old or broken models are a great source of materials.) Once you have completed the basic surface area, glue down whatever pieces you like. This terrain is covered with discarded weapons and skulls. Wait until the terrain is completely dry before adding these high-detail features; you do not want to dirty or obscure them with excess washes or flock. Once they are glued down, their details should be painted to stand out clearly.

## ADVANCED PROJECT: THE MAUSOLEUM

You can construct larger, more elaborate terrain from basic techniques. Assembling the mausoleum pictured here used the steps for hill, wall, and tree construction described in the previous pages. Though an advanced project, it works on the same fundamental principles.

This piece is based on conceptual drawings that were done for the cover of this book. The detailed floor plan for the terrain board started from those drawings.

The grounds and the mausoleum itself were built out of foam insulation, cutting and assembling hills just as described earlier. With the basic lay of the land complete, the surface was sanded and modeled to create natural contours. Once the grounds were nearly finished, construction began on the building.

Adding layers of glue hardens up the foam for a solid surface to work on later. When the glue was dry, additional surface detail was sculpted with epoxy putty pressed into the mausoleum walls as a base for runes etched into the surface. Finally came larger terrain features added to the grounds: the fence, trees, vaults, and gravestones.

Once the putty and glue dried, the whole terrain board was painted and flocked, giving the mausoleum a dark, forlorn air while maintaining a natural appearance. The piece becomes complete with a few extra surface details, such as moss growing over stones, spying crows, and exposed skulls.

# Glossary

**acid:** A kind of energy (see **energy**).

**action:** What a model does on its turn (including maneuver, stand, charge, rally, and so on.)

**activating models:** Activating a model allows it to take a turn, and each model gets one turn during each round. Each model completes its turn, including any attacks, before the next model activates (even if you are activating multiple models). A round ends when all models have been activated.

**allied model:** A model that is a member of your warband. Two allied models cannot attack each other.

**area spell:** A spell that affects an area of the battlefield, not just models within an area.

**armor:** A model statistic that determines how difficult a model is to hit. An enemy must roll this number or higher on an attack roll to hit the model.

**attack of opportunity:** A single melee attack allowed by a model whenever an enemy model is in its threatened area and moves. A model may make only one attack of opportunity per round. A model must make an attack of opportunity when it has the chance. The exception to this rule is that a model can move toward the currently closest enemy model without drawing attacks of opportunity.

**away from:** A model moves "away from" another model when it moves along the path that gets it as far away as it can get on its current turn. The model may not come closer to the model it's moving away from.

**battlefield:** The play area where warbands fight.

**beneficial spell:** A spell that confers a desirable effect on the caster or an allied model.

**blinded:** A blinded model does not have line of sight to any other model. A blinded model's speed is divided by 2. If a blinded model has melee contact against an enemy model, it can attack, but with a miss chance. Most models gain a +3 bonus on their attack rolls when attacking a blinded model, provided that they can see it.

**blunt:** An attack that does not deal double damage on a critical hit (see **critical hit**). A blunt weapon does, however, deal full damage to creatures with the Skeletal special ability.

**chain:** A group of models each currently within 2″ of at least one other model. If you are using the optional **squad** rules, you can simultaneously activate and issue orders to all models in a chain.

**charge:** An action in which a model moves at full speed and in a straight line toward the nearest part of an enemy model's base, then immediately makes an attack against that enemy model.

**cold:** A kind of energy (see **energy**).

**command capacity:** The total of the command ratings of all the on-faction commanders in a warband. The command capacity of your warband determines the number of cross-faction and wild troops the warband can contain.

**commander:** A model with the Commander special ability.

**constrained:** Unable to act freely. A constrained model can't attack, cast spells, make attacks of opportunity, grant the multiple attackers bonus to allied models, use optional special abilities, spend command points, or issue orders until after it has recovered. A constrained model does not have melee contact against any other model.

**cost:** A model statistic that determines how many points you must "pay" to have the model in your warband.

**cover:** Terrain sometimes provides cover. This is a +4 bonus to the armor of any model targeted by a ranged attack if that attack crosses the terrain. This bonus applies only if the defending model is closer to the terrain than the attacking model is.

**critical hit:** If an attack roll is a natural 20, the attack automatically succeeds. Additionally, the attacker makes another attack roll. If the second roll is successful, the defender takes double damage. Bonus damage from a special ability or spell is not doubled on a critical hit. Only living models are susceptible to critical hits, and blunt weapons don't score critical hits, but a natural 20 is still an automatic success.

**cross-faction model:** A model whose faction is different from the warband it's in, the commander issuing it an order, or the model to which it is issuing an order.

**d20:** A twenty-sided die.

**Difficulty Class:** The number that a model must meet or exceed with a save (d20 + its save statistic) for the save to be successful.

**electricity:** A kind of energy (see **energy**).

**enemy model:** A model that is a member of an opponent's warband.

**energy:** One of five kinds of damage (acid, cold, electricity, fire, and sonic). Certain creatures are able to resist, or are vulnerable to, some types of energy.

**entangled:** An entangled model is unable to move. Each turn that it attempts to move, an entangled model must make a save. If it succeeds, it moves normally and is no longer entangled. If it fails, it can't move this turn.

**field:** If you are using the optional **pool** rules, you field a warband of models selected from the pool.

**focus point:** Typically the center of the battlefield. Certain scenarios and orders may change this standard. An out of command, nonwild model that is not aware of enemy models moves at full speed toward the focus point (if it moves at all).

**full speed:** A model moving at full speed can't stop until it has moved twice its speed or until it has reached its destination. An out of command model that moves must move at full speed.

**get up:** An action in which a model attempts a save (Difficulty Class 20) to recover from being knocked down. A model may take no other action on a turn in which it attempts to get up, whether it fails or succeeds.

**health:** A model statistic that determines how much damage it takes to knock the model down. When the model takes damage, its health is reduced by that amount. When the model's health drops to half, it must make a morale save to avoid routing. When the model's health drops to 0, it's knocked down. When the model's health drops below 0, it's destroyed and removed from play.

**impassable terrain:** Terrain through which no movement is allowed.

**initiative:** At the beginning of each round, each player rolls a d20 to see who has initiative. The player with the highest roll decides who goes first. If there are three or more players, the one who wins initiative also determines whether play will proceed to the right or to the left that round.

**in-reserve model:** A single model that is in your warband only half the time and that costs half as much as normal (round up). The model's normal cost can't be more than one-tenth the point total of your warband.

**knocked down:** A model whose health is reduced to 0 is knocked down. The only action that a model may take while knocked down is to get up. A knocked down model is constrained.

**level:** A model statistic that indicates the model's overall power.

**line of effect:** Some terrain blocks line of effect. Line of effect is blocked when no line can be drawn between a special ability's or spell's point of origin to another model's base without passing through the terrain. Melee attacks, ranged attacks, special abilities, and spells are blocked by terrain that blocks line of effect.

**line of sight:** Some terrain, special abilities, and spells block line of sight. Line of sight affects which model counts as nearest, attacks, and commands. Line of sight is blocked if a straight line between the center of one model's base to the center of another model's base passes through the terrain.

**living model:** Certain special abilities can only affect living models. Construct creatures and undead creatures are not living models.

**magic damage:** A kind of damage that is not reduced by Damage Reduction 1.

**maneuver:** An action in which a model moves up to its speed. It can then attack, cast a spell, take a special action, or move its speed a second time.

**measuring:** Measure distances between models from the nearest parts of each base.

**melee attack:** A model statistic that measures how good the model is in hand-to-hand combat. This term is also used for the act of making a melee attack (an attack against an enemy it has **melee contact** against). When the model makes a melee attack, add the model's melee attack statistic to a d20 roll. If the resulting number is at least as high as the defender's armor, the attack is a hit.

**melee contact:** A model has melee contact against another model if it can attack that other model. Usually, melee contact means base-to-base contact. The enemy model, therefore, usually has melee contact against yours when your model has melee contact against it. There are two exceptions to this general rule. First, some conditions prevent models from attacking; they therefore don't have melee contact against enemy models, even those they're touching. A constrained model, for example, does not have melee contact against other models. Second, models with the Reach 1″ special ability have melee contact against enemy models that are up to 1″ away from them. Those enemy models, however, do not have melee contact against the model with Reach 1″ unless they are in base-to-base contact (or have Reach 1″ themselves).

**melee damage:** A model statistic that indicates how much damage the model deals with a successful melee attack. This number is subtracted from the defending model's health.

**morale save:** A save that a model makes to avoid routing. It works like any other save.

**movement cost:** Sometimes terrain "costs" inches to move into, within, or out of. A model must pay this cost if any of its movement for the turn is in the terrain. The distance the model travels is reduced by this amount.

**multiple attackers:** A model gets a +2 bonus on its melee attack against an enemy model if two or more other hostile models have melee contact against that enemy model.

**name:** A designation that identifies a model, such as Human Paladin.

**natural 1:** A d20 roll that comes up 1, regardless of modifiers. This indicates an automatic failure.

**natural 20:** A d20 roll that comes up 20, regardless of modifiers. This indicates an automatic success.

**nearest enemy model:** The nearest enemy model is the one in line of sight (or proximity awareness) to which the path is shortest. Intervening terrain and/or models may play a role in determining the nearest enemy model. A knocked down enemy model doesn't count as the nearest enemy unless no other models do.

**offensive spell:** A spell that causes damage or confers an undesirable effect on an opposing model.

**on-faction:** A model that is the same faction of the warband it's in, as the commander issuing it an order, or as the model to which it is issuing an order.

**out of command:** A model is out of command if it is not a commander or independent troop and no commander spends a command point to put the model under command. The actions that an out of command model can take are limited.

**paralyzed:** A paralyzed model is treated as knocked down and can make a save each round to get up (Difficulty Class 22). A paralyzed model's health is irrelevant. An enemy model does not ignore paralyzed models the way it usually ignores knocked down models. Ranged attacks against paralyzed models gain a +4 bonus on the attack roll.

**point of origin:** The point from which a special ability or spell emanates. This is usually the center of the base of the model using the ability or casting the spell. When a special ability or spell having a circular effect is centered on a model, the center of that model's base is the point of origin. When a special ability or spell having a circular effect is centered on a point on the battlefield, that point is the point of origin.

**poisoned:** A poisoned model is treated as knocked down and makes a save each round to get up. A poisoned model's health is irrelevant. If a poisoned model's health is 0 (or drops to 0), it is destroyed.

**pool:** A group of models from which you create a warband to **field**. This is an optional rule.

**preparatory spell:** After deployment, each spellcaster in a scouting player's warband can cast one beneficial spell. (The spell can't change the positions of models.) The opposing player's spellcasters must wait until the game begins to cast spells.

**proximity awareness:** An out of command model that doesn't have line of sight to enemy models is aware of all enemy models within 6″. For maneuvering, the nearest of these models counts as the nearest enemy model.

**rally:** An action in which a model attempts to stop routing. On its turn, a routing model that's under command makes a morale save. If it succeeds, it does nothing else that turn but is no longer routing. If it fails, it moves at full speed toward the nearest battlefield edge. A model that leaves the battlefield is out of the game. Out-of-command models can't rally.

**ranged attack:** A model statistic that measures how good the model is at attacking from a distance. This term also refers to the act of making a ranged attack (an attack against an enemy that is within line of sight and line of effect, and within the attack's range). Not all models can make ranged attacks. Ranged attacks work just like melee attacks.

**ranged damage:** A model statistic that indicates how much damage the model deals with a successful ranged attack. This works just like melee damage.

**rating:** A number that indicates the magnitude of a special ability or spell's effect. For example, the "+4" in "Aura of Courage +4" is that special ability's rating.

**round:** A skirmish is played in rounds. A round ends when all models have taken their turns.

**routing:** A condition in which a model moves at full speed away from an enemy model that caused it to fail a morale save (or, on subsequent turns, toward the nearest battlefield edge). A routing model is constrained.

**save:** A model statistic that measures how easily a model avoids or survives certain hardships or special attacks. This term also refers to the act of attempting to avoid or survive the event. To make a save, add the model's save statistic to a d20 roll. If the resulting number meets or exceeds the effect's Difficulty Class, the save is a success.

**scouting check:** A roll made to see which player chooses and places terrain first and decides who deploys first. Each player rolls a d20 and adds any bonuses from tactical advantage.

**scenario goal:** A special rule of a scenario. An out of command model, other than wild troops, can maneuver toward the scenario goal even if enemy models are in line of sight (which is different from the rules for focus points).

**skirmish:** A **Chainmail** battle.

**sleeping:** A sleeping model is treated as knocked down, except that its health is irrelevant. Even if it rolls a natural 1 on its save to get up, a sleeping model is not destroyed.

**special damage:** Damage, usually from a special ability or spell, that bypasses some defenses that protect against normal damage.

**speed:** A model statistic that indicates how many inches the model can move in a turn and still be able to attack. It can move twice this far and attack if it's charging. If it's not charging, it can still move twice its speed if it does nothing else.

**spell level:** The level of a spell determines which spellcasters have access to it and in what quantity.

**squad:** A group of two to six models of the same name that you activate all at once on a given round. Once activated, each model in the squad takes the same basic action. To count as part of a squad, each model must be currently within 2″ of at least one other model in the squad (forming a **chain** of models). This is an optional rule.

**stand:** An action in which a model holds its position. It may then attack, cast a spell, or use a special ability, if possible.

**stunned:** A stunned model is constrained. It can't take any action other than to stand (or get up if it's knocked down). A stunned model can't rout and doesn't make morale saves. Other models get a +3 bonus on attack rolls against a stunned model.

**subtype:** A model's type sometimes includes a subtype in parentheses, such as "(Dwarf)."

**tactical advantage:** A scouting advantage gained by spending points "left over" from building a warband. For each point you spend, add +1 to your scouting check.

**terrain:** Physical features and obstacles of the battlefield that affect game play.

**threatened area:** The area within 1″ of a model. If an enemy model is in a model's threatened area and moves, the model makes an attack of opportunity against the enemy model. *Exception:* A model moving toward the currently closest enemy model does not provoke attacks of opportunity.

**toward:** A model moves "toward" another model when it moves along the shortest path between them. This path might be indirect if the model has to skirt terrain that is impassable or that slows movement.

**touch attack:** Some attacks and special abilities allow a model to ignore an opponent's armor. The attacking model rolls to hit armor 11 instead of the opposing model's actual armor.
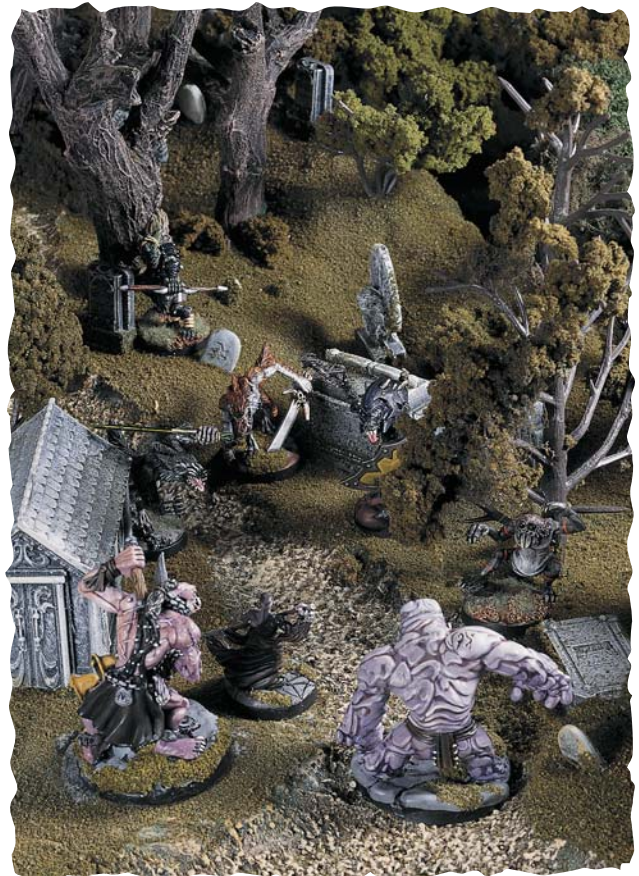
**turn:** A model's turn ends when it has finished acting. If the model is subject to multiple effects at the end of its turn, the model's player decides the order in which they occur.

**type:** An indicator in a model's statistics that describes its alignment (good, evil, or neutral) and its nature, such as animal, humanoid, or undead.
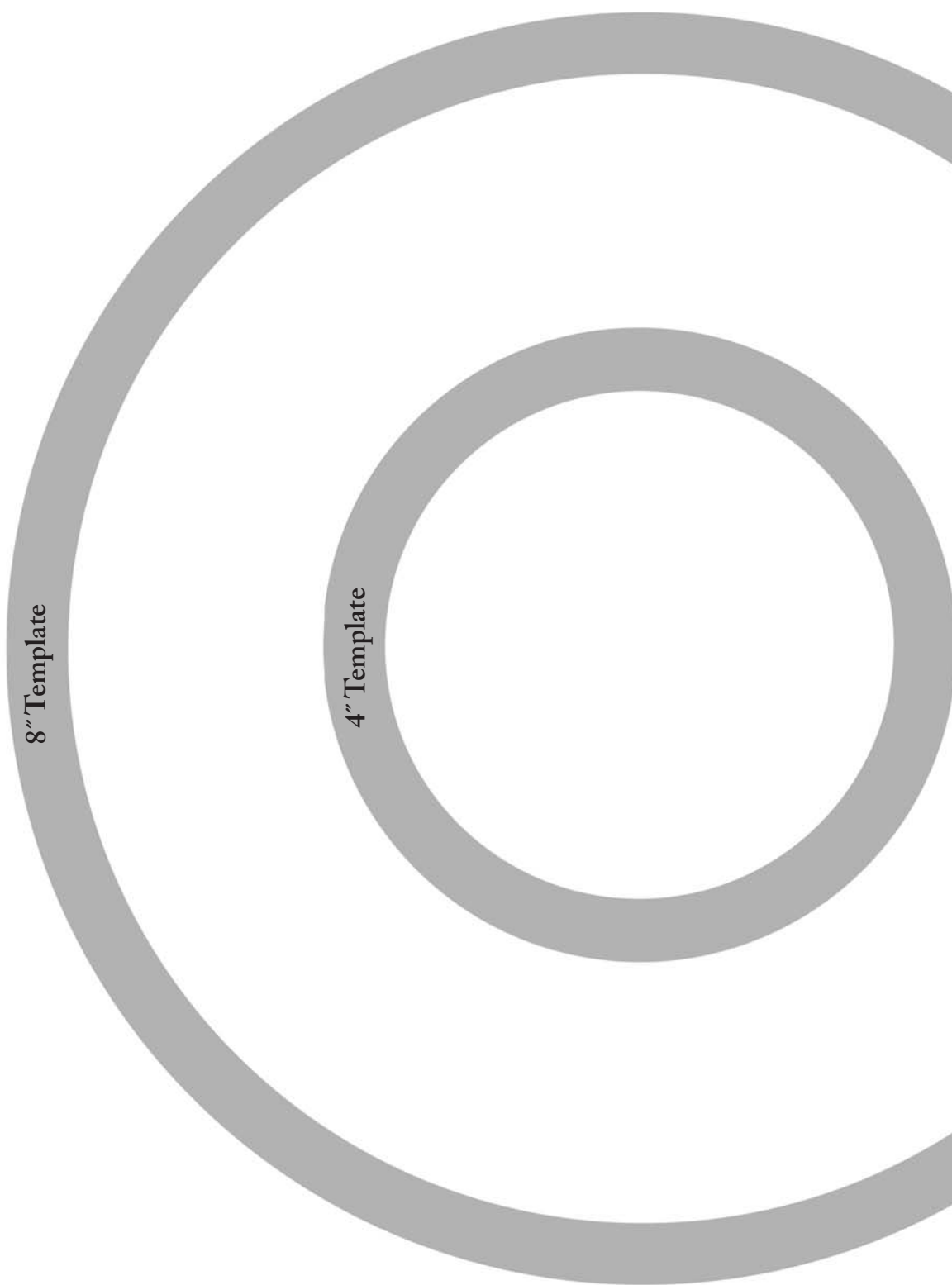
**under command:** A model is under command if it is a commander or independent troop or if a commander issues an order to put it under command. Models that are under command have more options than models that are out of command.

**warband:** The models and terrain that comprise a player's forces on the battlefield.
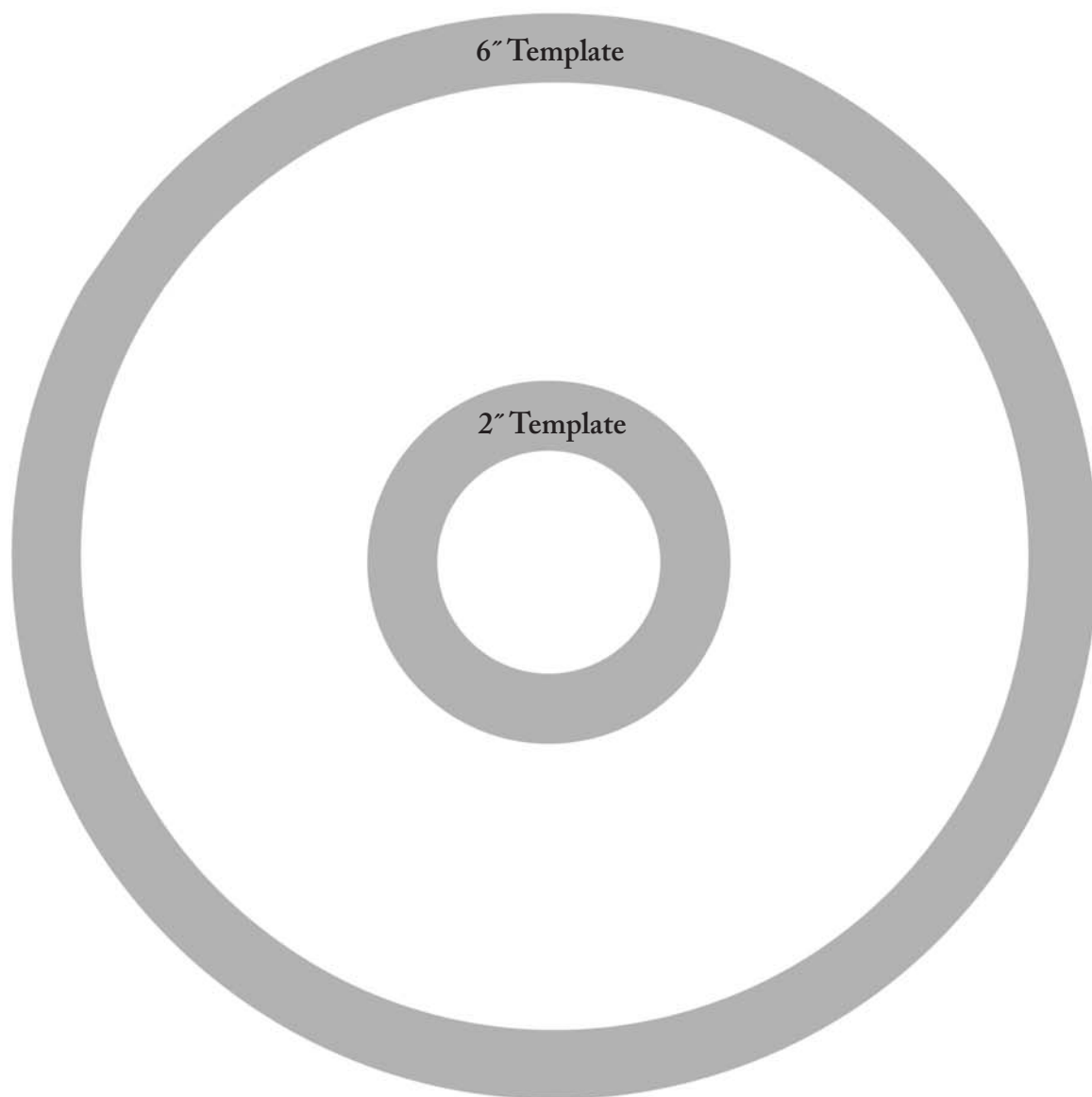
**warlord:** In a campaign, an on-faction commander with a cost of up to 30 points. No other commander in the warband can have more command points than the warlord.
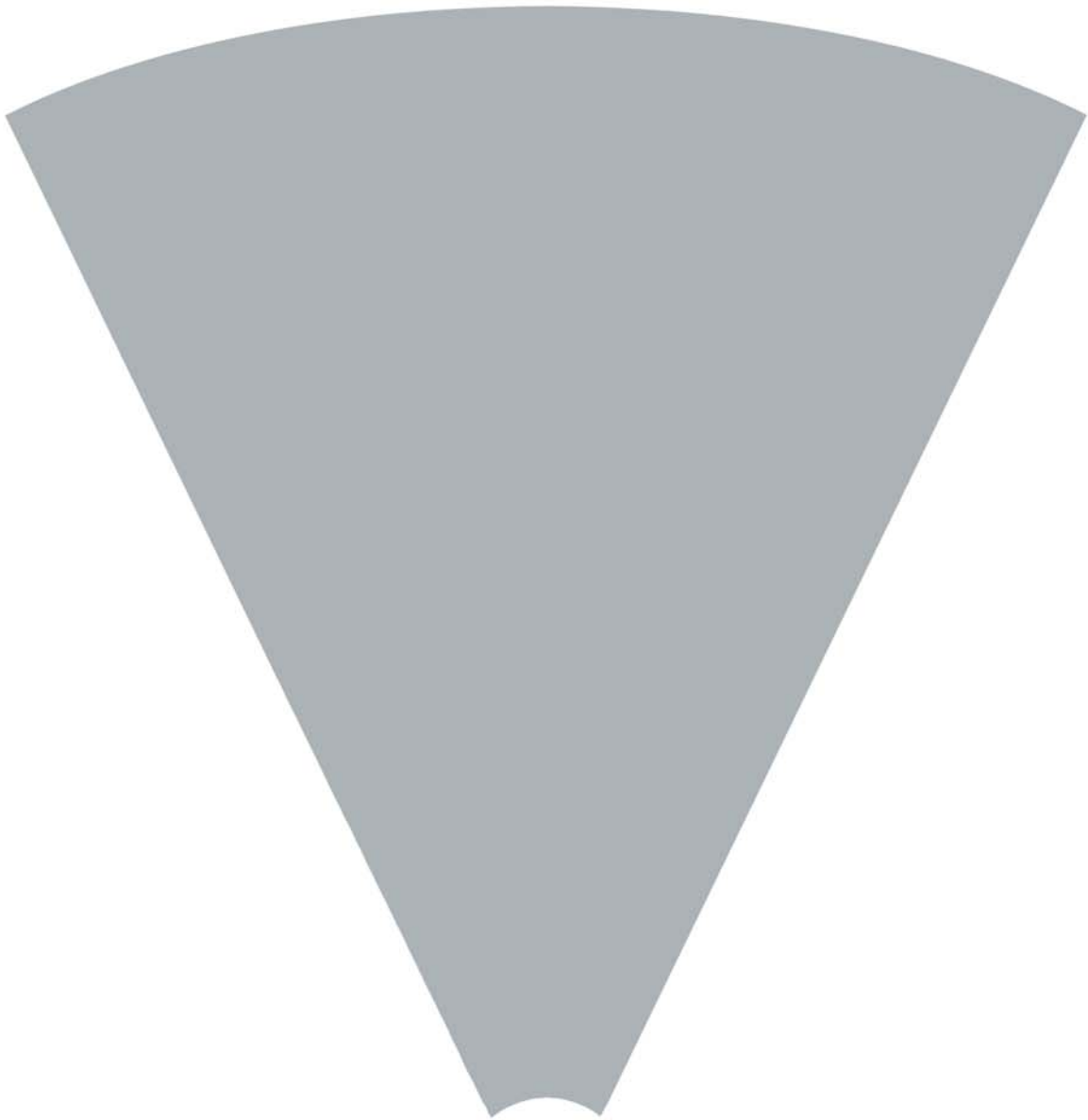
# Circle Templates (8″ and 4″)

8″ Template

4″ Template

# Circle Templates (6″ and 2″)

6″ Template

2″ Template

# Cone Template