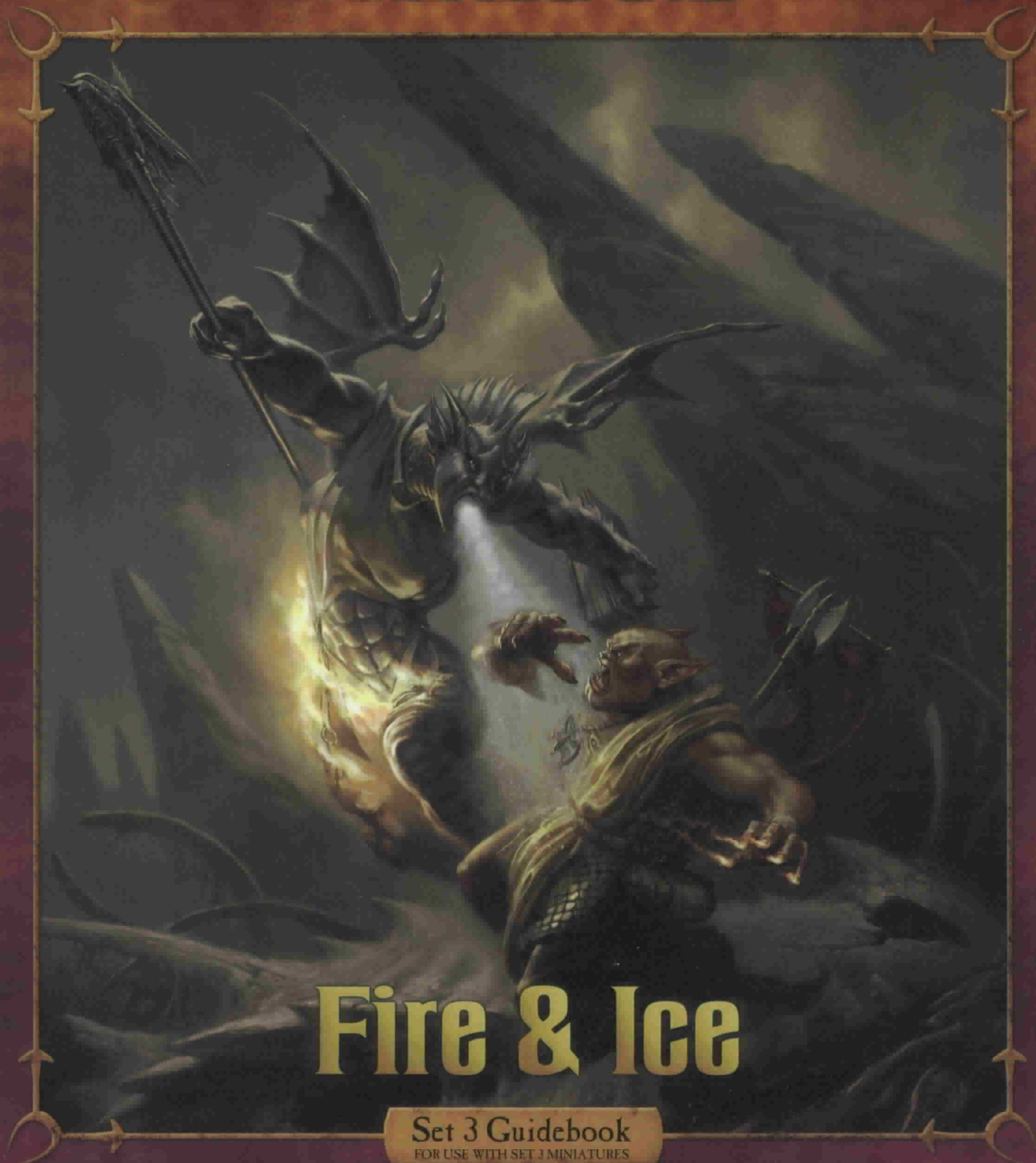


CHAINMAIL[®]

• MINIATURES GAME •

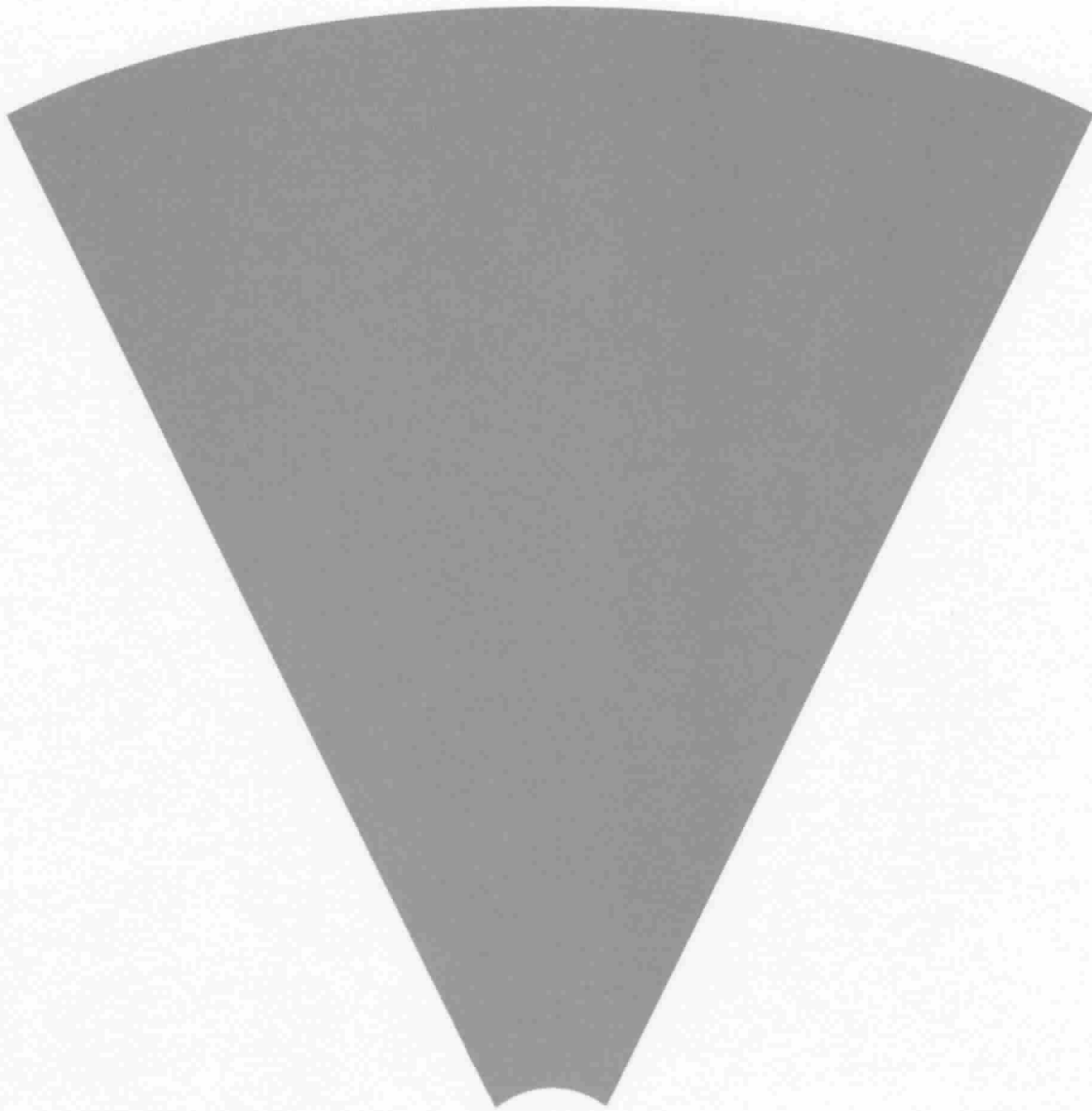


Fire & Ice

Set 3 Guidebook
FOR USE WITH SET 3 MINIATURES



Cone Template



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Chapter 1: Thalish Blood and Dragon Bones

A report to Her Most August Majesty, Queen Almira XXI, on the recent events of the Godwar, by Loremaster Elias, humble servant of Truth.

Your Majesty needs no briefing from me on the success of Thalish armies in the first years of the Godwar. Your generals no doubt keep you apprised of every detail of these efforts, but their knowledge of the more esoteric aspects of the war is perhaps not as robust as my own. May I once again offer my expertise in matters that go beyond the pale?

As you of course know, the Godwar was sparked by the death of mighty Stratis, beloved son of the holy Shield Mother. The quest for his artifacts has taken our warbands across the Sundered Empire and even into the lightless depths of ancient Zarum. Of late the skirmishes have shifted to a new location, and it is this fighting that has prompted my missive.

The first reports trickled in scant weeks ago. Gnomish rangers were spotted in a forlorn corner of the Sundered Empire. Ravillan bands were seen in the same area shortly thereafter, so we dispatched gnome infiltrators to investigate. Here is the report that came back:

Bones everywhere! Acre upon acre of bones and skulls, as far as the eye can see. They are so large we think they must be those of dragons. Our party spent last night hidden inside the ribcage of one

great beast. We saw many gnolls skulking about, and a gang of elves with a half-dragon of silvery hue. We still aren't sure what they are doing here, but we plan to stay until we find out.

Our brave gnome allies were never heard from again.

Thankfully, their sacrifice was not in vain. Even this scanty information was enough for me to divine the location and its significance. Allow me to quote a passage from Ambrosias's *Abyss Unleashed: The True Story of the Demon War*.

Without warning the sky above darkened, turning day into night. Ash rained down for nine days without letup, and false prophets shouted that the end of the world was nigh. At this junction an army of fiendish dragons boiled up from the Abyss. Advancing under cover of the ash, this draconic legion wreaked untold destruction on the armies of Good. But Bahamut, the platinum dragon, was not slumbering in his heavenly abode. His ever watchful eye had seen the suffering of the Old Races, and he prepared a counterstroke.

Galspad, a great gold wyrm, led a host of metallic dragons on the attack, ambushing the fiendish horde over the Plain of Edora. Dragons of brass, copper, silver, and gold shone in the darkness, beacons to all foes of the Abyss. Amid the swirling ash, they fought a desperate battle. Cacophonous roars filled the air, as chromatic and metallic dragons struggled with tooth and claw, spell and breath. Galspad and his kin routed their enemies and drove the fiendish wyrms straight back to the Abyss. But the price had been high. Hundreds of dragons had fallen on both sides, littering the plain below with smoldering corpses. Since that time the elves have called the battle site Scalebane.



As you can see, Your Majesty, this is clearly the site in question. The elves apparently regard the place as sacred and kept outsiders away from it for hundreds of years. After the elven retreat back to their city-states, Scalebane fell out of their sphere of influence. Perhaps they thought its remote location would protect it from desecration. If so, they have been proved wrong once again. Our warbands are now committed to the fighting there.

The People's Legion Marches On!

Elements of the People's Legion reached Scalebane two days ago after a fierce thrust through Horde-controlled territory. The hammers of freedom struck hard, breaking the orc line despite the vaunted discipline of the hobgoblin leadership. Legionnaire Gorchelm reports: "The hobgoblins were so desperate they threw boars into battle. We've been feasting on the beasts for two days!"

Now our brave warbands are taking the fight into the heart of Scalebane. The site of an ancient battle between metallic and chromatic dragons, Scalebane is a graveyard for hundreds of the creatures. In a crowded landscape of bones and skulls, the People's Legion perseveres with teamwork and battle prowess. "The fighting has been tough," asserts Comrade Commander Felgrimm, "but our revolutionary spirit cannot be quenched."

New allies from the Elemental Planes have joined our struggle in Scalebane. Lordan, hammer priest of Moradin, says, "This is the best location for summoning that we've found. We've even been able to contact ice paraelementals!"

But all is not well in the Inner Planes. Azers have also been spotted in the fighting at Scalebane. Our fiery cousins are still oppressed by a powerful nobility. Despots keep the azer workers and warriors in their place, while benefiting from their toil and blood. The nobles use their war with the efreet as an excuse for their draconian measures, but whom does this war benefit? Comrade Commander Felgrimm puts it best: "We are absolutely dedicated to spreading our revolution to any place where dwarves live in bondage. That includes the Elemental Plane of Fire!"

Well said, comrade! Let a new flame burn on the Plane of Fire: the flame of revolution!

The struggle continues on every front. Let no forge remain cold, let no garden remain untilled, and let no weapon remain idle. Let all workers and soldiers march shoulder to shoulder in the name of Mordengard and freedom!

At first we assumed the gnolls had been drawn to Scalebane in the search for Stratis's panoply, especially once warbands from the other factions arrived. We have defeated warbands from Drazen's Horde and Naresh, yet we still have found no hint of any godly artifacts. At the same time, we have encountered increasing numbers of outsiders, creatures from other planes of existence come to fight in the Godwar. In less than two weeks, I have seen an ice paraelemental, a hellhound, an azer, and several demons. I now have a theory to explain both phenomena.

I have come to believe that Scalebane is a place of unique qualities, perhaps due to the enormous magical energies expended here during the Demon War. Whatever the cause, it seems that the fabric of reality is thinner here than elsewhere. It is thus easier to "pierce the veil," if you will, and contact other planes. It also makes summoning creatures easier than normal, which accounts for the increased number of extraplanar beings in the fighting at Scalebane. And herein lies our great opportunity.

Consider this, Your Majesty. Long ago Bahamut sent his dragons to fight for the cause of righteousness. Now we are enmeshed in a struggle so vast, its like has not been seen since the Demon War. Our troops are shedding blood at a site closer to the Outer Planes than anywhere else in the Sundered Empire. This may be our best chance to appeal to Bahamut and show him our zeal. Who could resist our might with the Lord of the North Wind on our side?

I urge you to seize this opportunity, Your Majesty. Send the High Cleric of the Shield Mother to Scalebane right away and give us a new weapon in the Godwar.

Dragons for Thalos!

Fighting is now constant, which suits me. The orc troops have run several times from the skeletal orcs of Ahmut's Legion. Worthless cowards! We must laugh at death. That is true strength.

I've sent a warband into Scalebane to capture some prisoners. We must torture a few gnolls to find out what they're up to. Elves too. The bugbears will complain that there isn't enough meat on the elves. They are lucky to eat at all.

I continue to enforce proper hobgoblin discipline. We will teach the orcs and goblins what it means to serve Drazen. In the past week, I passed the following sentences:

- Three orcs executed for cowardice.
- Two bugbears executed for disobeying orders.
- Eight goblins executed for desertion.
- One ogre executed for drunkenness on duty.

We need 200 crossbow bolts as soon as possible. The scouts shoot at anything that moves. I also request the assistance of an orc druid. I need more dire boars, since one of my warband commanders (since executed) managed to lose all of ours in his first encounter with the dwarves. The druid should be interested in Scalebane. It is a strange place, and I hope he can tell us of its nature. Perhaps this orc won't be as worthless as the rest of his race.

For Drazen and victory!

—Captain Matko

Chapter 2: New Rules

This chapter spells out new, revised, and clarified **Chainmail** rules. This includes new and revised rules introduced in the Set 2 guidebook, *Blood & Darkness*.

Where a rule has changed, the relevant text is highlighted in **bold text**.

OUT OF COMMAND MODELS WITH RANGED ATTACKS

Clarification: When an out of command model with a ranged attack is moving, it can stop as soon as it “lines up a shot.” That is, it is allowed to stop at the first point in its path at which it is in range of and has line of sight to an enemy model. If it does not stop at that point, it must move full speed (as any other model). If the maneuvering model was not advancing toward the model to which it lined up the shot (if it was advancing toward the focus point or toward a different enemy model), then it can’t attack this turn.

MELEE AND RANGED ENERGY DAMAGE

Clarification: Some models deal energy damage (acid, cold, electricity, fire, or sonic) in addition to or instead of normal damage. For example, the Azer Trooper deals 1 damage plus 1 fire damage in melee. Special bonus damage, such as the Azer’s additional fire damage, is not doubled when base damage is doubled, such as on a critical hit. If the only damage dealt by an attack is energy damage, though, it is still doubled on a critical hit.

ROUTING COMMANDERS AND ORDERS

Clarification: A routing commander can take no action other than rallying itself. Not only can’t a routing commander spend command points, it can’t issue any orders—not even a 0-point order.

CROSS-FACTION DIFFICULT TROOPS

Revised Rule: A cross-faction model with the Difficult Troop x[#] special ability counts as **a number of cross-faction models equal to its Difficult Troop rating**.



ORC CHAMPION & DIRE BOAR

WILD TROOPS AND CROSS-FACTION MODELS

Revised Rule: Wild troops and cross-faction troops **both** count against the warband’s total command points (not counting cross-faction commanders). For example, a Mordengard faction led by a Dwarf Cleric (with 3 command points) could contain a Dire Badger (wild) and a Horned Felldrake (cross-faction, Difficult Troop x2).

It would not be able to gain any more wild **or cross-faction** models until it first gained another Mordengard commander.

Cross-faction commanders and independent troops **do** count normally against the limit of cross-faction troops in the warband.

COMMAND SPELL AND THE BATTLEFIELD EDGE

New Rule: A model affected by the **command** spell treats the **battlefield edge as impassable terrain**. That is, you can’t use this spell to drive a model off the battlefield and out of the game.

LEADERS IN “KILL THE LEADER”

Revised Rule: In this scenario, the leader isn’t the model with the highest Commander rating, it’s the model with the highest Commander rating **that’s not cross-faction**. Even if a cross-faction model has the most command points, it’s still not the leader.

NEW AND REVISED RULES FROM SET 2

These rules first appeared in the Set 2 guidebook and are reproduced here for easy reference. Where a rule has changed, this is indicated in **bold text**.

Proximity Awareness: If an out of command, maneuvering model has line of sight to no models, but there are enemy models within 6” of it (out of line of sight), the model must move full speed toward the nearest of these models instead of toward the focus point.

Attacks against Blinded Enemies: An attacker gets a +3 bonus when attacking a model that can’t see it (**but only if the attacker can see the defender**).

Touch Attacks: A model with the “touch” designator in its Melee Attack or Ranged Attack line rolls against armor 11 instead of the target’s actual armor.

Magic Damage: Some models deal magic damage. Magic damage is not reduced by the Damage Reduction special ability. (The models in this set do not have Damage Reduction, but some future models will.)

Morale Saves and Special Attack Abilities: When a model takes damage and is affected by a special ability or effect (such as poison) from the same attack, resolve the special effect before making any morale save for the damage dealt.

Command and One-Way Line of Sight: For a commander to issue an order to another model, the two models must have line of sight to each other (or be within 6” of each other).

Order to Target “Any Model”: A model that receives the 4-point order to target “any enemy model” can target a knocked down model or even a point on the battlefield. With this order, a model can even make a ranged attack against a model that it can’t see (such as a hiding Halfling Sneak). Before attacking in this case, it must roll 11+ on a d20 or its attack automatically misses. Of course, a model can’t make a ranged attack against a model or point on the battlefield if terrain blocks the attack, such as when the target is on the other side of a high wall.

Scent: Scent has a range of 12”.

Chapter 3: Special Abilities and Spells

This chapter describes new special abilities and spells.

SPECIAL ABILITIES

These descriptions refer to the specific models in Set 3 that have these special abilities. They, naturally, work the same way for other models from other sets.

VARIABLE EFFECTS

Whenever you see a special ability with a CAPITALIZED word in its name, it has a variable effect. The description provides further details.

AIMING CONE EFFECTS

Some special abilities, such as Cold Blast 5, are “cones,” ranged attacks that affect models in a cone-shaped area. The model using this ability aims at the nearest enemy model, as normal for a ranged attack. The centerline of the cone must intersect the center of the target model’s base. All models whose bases are touched by the cone are also affected.

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

As with normal ranged attacks, an out of command, maneuvering model may stop advancing toward the nearest enemy model when the maneuvering model comes within the cone’s range (“lines up a shot”).

Cone effects are blocked by terrain that blocks line of sight, such as a dragon skull. 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 (or another type of attack that “spreads”) at a model that is out of range. This is an indirect way of attacking a model that is in range but out of line of sight (such as a hiding Halfling Sneak). In this situation, a player with a model that is out of line of sight and in the area of effect can disallow the attack (provided it is against an out-of-range model).

SPECIAL ABILITY DESCRIPTIONS

The following special abilities are arranged in alphabetical order.

Blind-Fight

This model is less susceptible than others to difficulty fighting when it can’t see, such as when it is blinded.

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. (Blind-Fight doesn’t affect ranged attacks.) See the Seeing and Not Seeing sidebar for a summary of the effects of blindness.

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

When this model can’t see, it can still move at normal speed

(rather than at half speed), and it does not risk getting disoriented when it enters a dark area.

Cold Blast [#]: See ENERGY Blast [#].

Cold Vulnerability: See ENERGY Vulnerability.

Darkvision 24"

Drow not only see in the dark, they see twice as far as most other creatures that see in the dark. A Drow Archer in gloom has line of sight to 24" instead of 12". (See Chapter 4: Scenarios in the Set 2 guidebook for a discussion of gloom.)

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

Death Strike

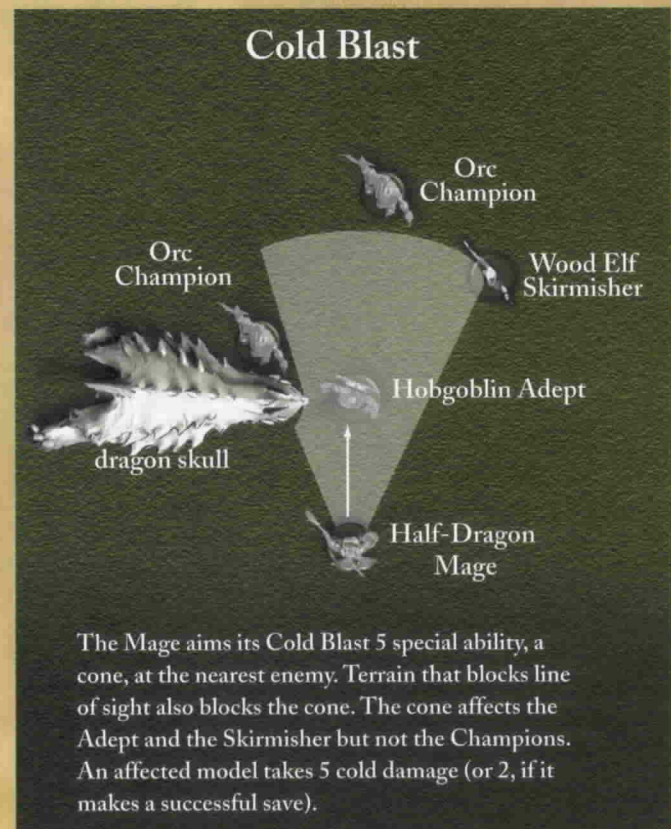
The Dire Boar keeps fighting even when it should be dead or knocked down.

When the Dire Boar takes damage that reduces its health to 0 or below, it immediately makes a melee attack against an enemy model with which it is in melee contact (if any). This interrupts any other attacks or actions that are underway. Whether or not there is an eligible target, the Dire Boar is then destroyed.

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

Death Touch [#]

As Death Touch 1, except that it destroys a living model whose health is equal to or lower than the listed number.



ENERGY Blast [#]

A model with this ability, such as the Half-Dragon Mage, can let loose a powerful blast of energy in a cone that damages those within it. Types of energy are: acid, cold, electricity, fire, and sonic.

Using this special ability counts as a ranged attack. It produces a cone, which the model aims normally. Each model touched by the cone 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, such as fire damage for a Hell Hound's Fire Blast 1.

Use the cone template to determine which models are touched.

Unlike a normal ranged attack, ENERGY Blast [#] is usable while enemy models are in melee contact with the model. For example, if the Half-Dragon Mage is in melee contact with more than one model, it can select any one of them as the target of its Cold Blast 5.

ENERGY Vulnerability

This model is especially susceptible to the listed type of energy (acid, cold, electricity, fire, or sonic). If the model takes damage from an attack of that type, it takes twice as much as normal. For example, the Ice Paraelemental's melee attack deals 2 damage plus an additional 1 cold damage. If an Ice Paraelemental strikes a Hell Hound (which has Cold Vulnerability), the attack deals 2 melee damage plus 2 cold damage. Only the cold damage is doubled.

If the attack in question allows a save, apply the doubling first. For example, the Azer Trooper has Cold Vulnerability. If it is caught within the Half-Dragon Mage's Cold Blast 5, it takes 10 cold damage. If it make a successful save, it takes 5 cold damage instead.

Fire Blast [#]: See ENERGY Blast [#].

Fire Vulnerability: See ENERGY Vulnerability.

Illuminated

The Azer Trooper shines in the light of its own flames. In gloom, other models trace line of sight to the Azer as if in normal light. (See Chapter 4: Scenarios in the Set 2 guidebook for a discussion of gloom.)

Sidestep

The Human Templar is mobile even while in combat.

If the Human Templar moves 1" or less in a turn, and nothing slowed or hampered it (such as going over a low wall or being blinded), then this movement does not provoke attacks of opportunity. This movement also does not force a morale save for moving out of melee contact with other models.

Smite TYPE +[#]

When attacking a model of the listed type, this model can gain the listed bonus to damage. If no type is listed, 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 ability against a model of the wrong type, it has no effect and is wasted.

Special bonus damage from Smite is not doubled when base damage is doubled, such as on a critical hit.

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 the listed number or more, the spell affects the model normally. Otherwise the spell has no effect on it.

The 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 Archer cannot ignore another model's armor bonus from *mage armor* +4. Finally, Spell Resistance does not apply to spells that did not take effect on the resistant model at the time that they were cast (such as an enemy model using a +1 bonus from *bull's strength* +1 on an attack against the Drow Archer).

Spontaneous Cure

With the introduction of higher-level spells, models can spontaneously cast more powerful *cure* spells.

- 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

Spontaneous Inflict

With the introduction of higher-level spells, models can spontaneously cast more powerful *inflict* spells.

- 1st-level spell slot: *inflict wounds* 1
- 2nd-level spell slot: *inflict wounds* 2
- 3rd-level spell slot: *inflict wounds* 4

Turn Undead +[#]

As the Turn Undead +4 special ability, except that you roll a d20 and add the listed bonus. Compare this number to the turning check in Table 3-1: Turning Undead. For every whole multiple of 3 above 27, the level of undead affected increases by 1, as shown on the table.

Table 3-1: Turning Undead

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

WILD AND DIFFICULT TROOP x2

The Dire Boar is practically uncontrollable.

A model with the Wild and Difficult x2 special ability follows the rules for both wild troops and difficult troops. It costs 2 command points to put it under command (4 for a cross-faction commander). It also counts as two models against the limit of wild and cross-faction troops in a warband, or as four models if it's in a cross-faction warband.

SPELLS

The following spells are arranged in alphabetical order.

Bull's Strength +1

The target model gains a +1 bonus on melee attacks and melee damage for the rest of the battle.

Level: Adp 2, Brd 2, Clr 2, Sor/Wiz 2

Range: Touch [Beneficial]

Burning Hands 1

This spell creates a cone of fire. All models touched by the cone take 1 fire damage; use the cone template to determine which models are touched. A model that makes a successful save takes no damage.

Level: Adp 1, Sor/Wiz 1

Range: 6" cone [Offensive]

Save: 13

Cure Wounds [#]

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 constructs. Against undead, *cure wounds* [#] works as though it were *inflict wounds* [#] and allows a save to avoid the damage.

Cure wounds 0 works differently. See the Starter rulebook.

Good clerics cast *cure wounds* [#] spontaneously (see the Spontaneous Cure special ability).

Level: *Cure wounds* 1 Adp 1, Brd 1, Clr 1, Drd 1, Pal 1

Cure wounds 2 Clr 2, Pal 2

Cure wounds 3

Adp 2, Brd 2, Drd 3, Pal 3

Cure wounds 4

Clr 3, Pal 4

Range: Touch [Beneficial (offensive against undead models)]

Endurance +2

The target model gains a +2 bonus to 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.

Endurance +2 works only on living models.

Level: Adp 2, Clr 2, Sor/Wiz 2

Range: Touch [Beneficial]

Glitterdust

The target model and all models within 2" of the target model's center are covered in a cloud of golden dust. The cloud vanishes almost instantly, but the dust remains on the models it has covered.

The spell outlines invisible models in the area, rendering them visible (no save). Models caught in the cloud also are blinded (see the Seeing and Not Seeing sidebar) unless they make a successful save. You can use the *glitterdust/sound burst* 1 4" template to determine which models are affected.

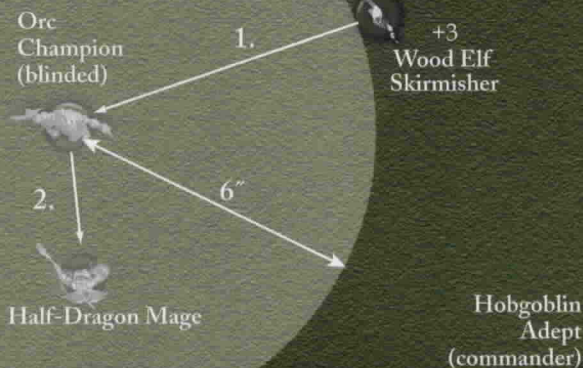
Roll a d20 at the end of each affected model's turn. On a 6+, this spell's effects continue for that model. On a 1–5, the spell's effect ends for that model.

Level: Brd 2, Sor/Wiz 2

Range: 24" [Offensive]

Save: 14 (blinding only)

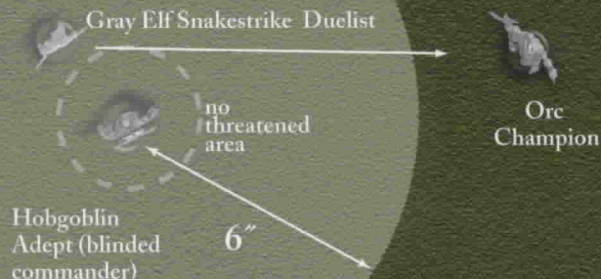
Effects of Blindness



1. Since the Skirmisher can see the Champion and that Champion can't see the Skirmisher, the Skirmisher gets a +3 bonus on its ranged attack against the Champion.

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 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 Duelist issues itself the 2-point order to charge the second closest model. It passes within 1" of the blinded 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 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).

Inflict Wounds [#]

The casting model makes a melee touch attack (against armor 11 instead of against the defender's armor). If the attack succeeds, it deals the listed damage to the defender. The model takes half damage if it makes a successful save.

Inflict wounds [#] doesn't work on constructs. Against undead, *inflict wounds [#]* works as though it were *cure wounds [#]* (so there's no save).

Evil clerics cast *inflict wounds [#]* spontaneously (see the Spontaneous Inflict special ability).

Level: *Inflict wounds 1* Clr 1

Inflict wounds 2 Clr 2

Inflict wounds 4 Clr 3

Range: Touch [Offensive (beneficial to undead models)]

Save: *Inflict wounds 1* 13

Inflict wounds 2 14

Inflict wounds 4 16

Invisibility

The spell's subject vanishes from sight and cannot be seen by other models. (See the Seeing and Not Seeing sidebar.)

If an invisible model attacks, the spell ends after the invisible model's attack. See the What is an Attack? sidebar for details.

Level: Ahmut Cleric 2, Brd 2, Sor/Wiz 2

Range: Touch [Beneficial]

Magic Weapon +1

The subject's weapon becomes magical. The target model gains a +1 bonus on melee attacks for the rest of the battle.

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 only applies 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 special ability. Models in Set 3 do not have Damage Reduction, but some future models will.

Level: Brd 1, Clr 1, Pal 1, Sor/Wiz 1

Range: Touch [Beneficial]

Sound Burst 1

The spell blasts a small area with a tremendous cacophony.

The target model and all models within 2" of the target model's center take 1 sonic damage. Each such model is also stunned until the end of its next turn unless it makes a successful save. (See the Stunned Models sidebar for a summary of this effect.)

You can use the *glitterdust/sound burst 1 4"* template to determine which models are affected.

Level: Brd 2, Clr 2

Range: 6" [Offensive]

Save: 14

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 the 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 it 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 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 model. 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.

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 divided by 2. 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).

What Is An Attack?

The *invisibility* spell ends if its subject makes an "attack." The following rules define attacks.

- Making a melee or ranged attack is always an attack.
- Using a spell or special ability is an attack if it affects an enemy model. If a spell or special ability 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 spell or special ability 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").
- Spells or special abilities that affect only friendly models are not attacks, even if their effects are indirectly harmful to the enemy. For example a bard's Inspire Courage +2 ability grants allied models a +2 bonus on attacks against enemy models, but it is itself not an attack.

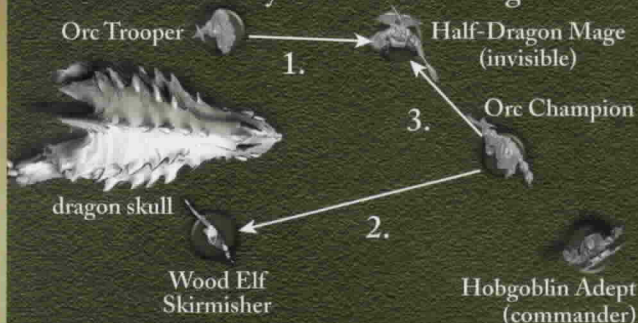
Stunned Models

Various special abilities and spells, such as *sound burst 1*, can cause a model to become stunned. Only living models can be stunned.

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

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

Invisibility and Maneuvering

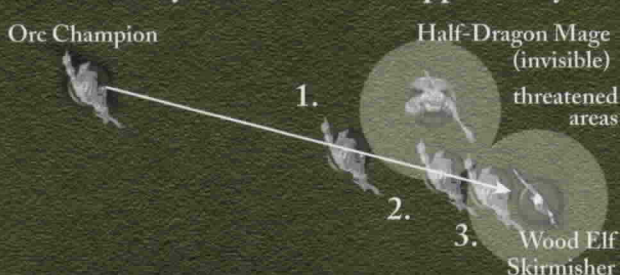


1. The Trooper doesn't have line of sight to any enemy models, but it has proximity awareness of enemies within 6". If it moves while uncommanded, it must move toward the nearest of those models. It can't charge the invisible Mage because it doesn't have line of sight to it.

2. The Champion doesn't have line of sight to the invisible Mage. If it moves while uncommanded, 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.

Invisibility and Attacks of Opportunity



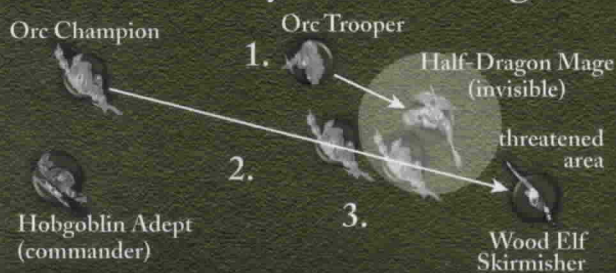
The Champion doesn't have line of sight to the invisible Mage, so it charges the nearest enemy model it can see.

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 and Attacking

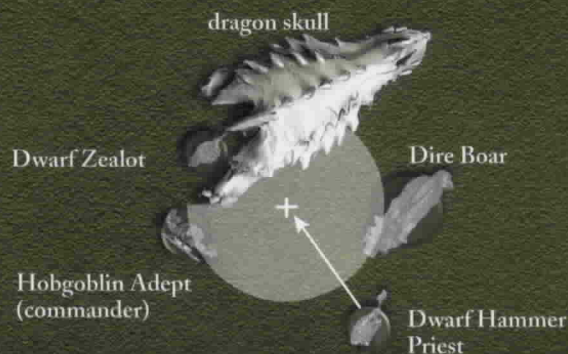


1. The Trooper can't see the invisible Mage, so it would normally throw its javelin at the Skirmisher. With a 4-point command to target any point on the battlefield, it can throw at the Mage. It must still roll 11+ on a separate d20 roll or automatically miss because it can't see its target.

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.

Casting *Sound Burst 1*



The Dwarf Hammer Priest issues itself the 4-point order to target any point on the battlefield rather than the nearest enemy model. It places its *sound burst 1* spell where it touches both enemies. The dragon skull blocks the spell's effect, so the Zealot is not affected. Each affected model takes 1 sonic damage; additionally, it is stunned unless it makes a successful save.

Chapter 4: Scenarios and Terrain

Fire & Ice focuses on battles fought aboveground in ancient dragon graveyards—fields littered with the skeletal remains of great wyrms.

This chapter covers two-player scenarios, four-player team scenarios, multiplayer scenarios, and terrain.

New Information

The scenario rules that follow are complete in themselves. Consequently they repeat information originally presented in the **Chainmail** Starter. Changes from the Starter are highlighted in **boldface**, with the exception of entirely new scenarios. These are Scenario 2, Double Pincer Move, Scenario 3, Rapid Strike, and Scenario 4, Hold the Skull.

TWO-PLAYER SCENARIOS

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

Table 4-1: Random Two-Player Scenarios

d20 Roll	Two-Player Scenario
1-8	1. Set 3 Standard Skirmish
9-11	2. Double Pincer Move
12-14	3. Rapid Strike
15-17	4. Hold The Skull
18-20	5. Breakthrough (Set 3)

Changes to the Standard Skirmish

There are two main differences between the Standard Skirmish in the Starter and that for Set 3.

- The battlefield is smaller.
- Players get 70 points to build their warbands instead of 50 points.

1. SET 3 STANDARD SKIRMISH

This is the simplest Set 3 scenario and serves as the base for all variations.

Battlefield

Three feet long by three feet wide, with each player taking an opposite edge.

Warbands

Each player has a warband whose total point value does not exceed 70.

Warband Terrain Selection

Each player brings two pieces of terrain. See Set 3 Terrain on page 14 for allowable terrain types.

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.

Terrain Placement

The scouting player gets to choose a piece of terrain (either his or her own or the other player's) and place it anywhere on the battlefield. The players then alternate selecting and placing terrain until all four pieces are placed.

Two pieces of terrain can't overlap. (The cards can overlap but not the terrain features themselves.) **Some Set 3 terrain has a "clear area" that can't overlap other terrain features or clear areas. See Set 3 Terrain on page 14.**

Placing Impassable Terrain

Don't place any **impassable** terrain within 2" of the side of the battlefield or another piece of impassable terrain.

Preparatory Spells

Each spellcaster in the scouting player's warband can cast one preparatory spell on itself or another model in the warband.

Deployment

The scouting player either deploys first or makes the other player deploy first. The player who deploys first places a model or models **entirely within 4" of his or her edge of the battlefield**. (All of a model's base must be entirely **within 4" of the edge**.)

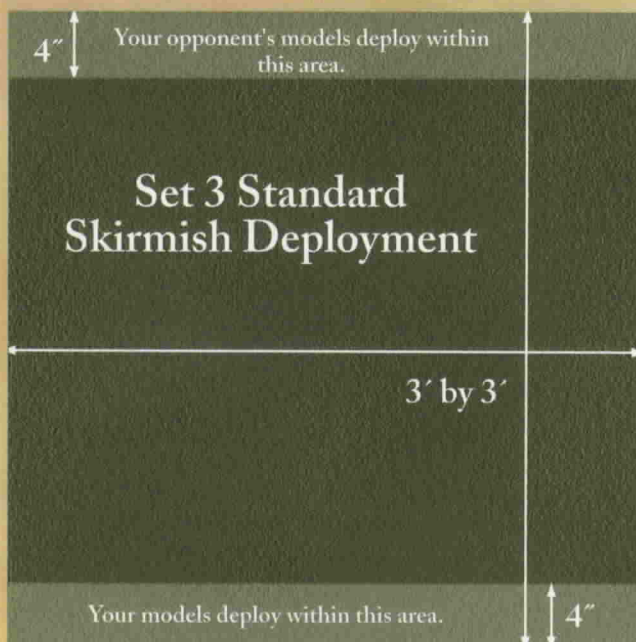
Players then alternate placing models until all models are placed.

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

Victory

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

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



2. DOUBLE PINCER MOVE

Same as the Set 3 Standard Skirmish scenario, with the following exception.

Deployment

Each player sets up half of his or her models within a 6" square in one corner of the battlefield and the remaining half within a 6" square in the diagonally opposite corner.

3. RAPID STRIKE

Same as the Set 3 Standard Skirmish scenario, with the following exceptions.

Victory

This scenario rewards early success.

Victory Points: Each model is worth its cost in victory points to the player whose models eliminate it. Causing an enemy model to rout off the battlefield counts as eliminating that model.

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-Dragon Mage's Cold Blast 5 special ability, you receive no victory points for that model. Your opponent does receive victory points for that model.

Winning: The first player to accumulate 50 victory points wins immediately. You also win immediately if your opponent is left with only one model on the battlefield.

If you are playing with other than 70-point warbands, you win when you accumulate victory points equal to about 70% of the warband size, or when you reduce your opponent to one model.

4. HOLD THE SKULL

Same as the Set 3 Standard Skirmish scenario, with the following exceptions.

Terrain

In addition to the two pieces of terrain each player brings, add one dragon skull. See Set 3 Terrain on page 14 for details about this new piece of terrain.

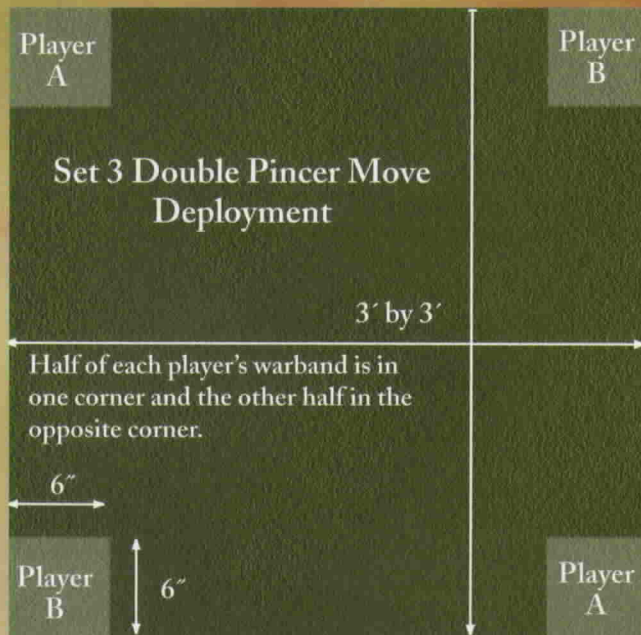
Terrain Placement

The dragon skull must be placed so that the skull itself covers or touches the center of the board. The first player to place terrain must position the skull, and the scouting player may make the other player place first.

Victory

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 dragon skull terrain piece (the skull itself or the area surrounding it) 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 skull terrain during the round, but move away or are knocked down or eliminated before the end of the round, do not prevent victory.

Routing, knocked down, and paralyzed models do **not** count for purposes of determining victory in this scenario.



Moving toward the Skull

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

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

5. BREAKTHROUGH (SET 3)

Same as the Set 3 Standard Skirmish scenario, with the following exceptions.

Attacker and Defender

Each player rolls a d20. The winner chooses whether to be the attacker or the defender.

Terrain Placement

Place the first two terrain pieces normally. Then the attacking player places the last two.

Victory

The attacker wins by getting at least half of his or her models off the defender's battlefield edge. (Routing models count as successes if they rout off the defender's battlefield edge.) The defender wins by preventing the attacker from winning, usually by eliminating more than half the attacker's models.

If the defender is eliminated and half the attacking models are still alive, the attacker may still lose; if among the attacker's remaining models are wild troops and no commander, the attacker has no way to get the wild troops across the defender's battlefield edge.

If the battle ends with models from both sides still on the battlefield, the defender wins. The defender can declare the battle ended if, for five consecutive rounds, none of his or her models have taken damage, been attacked, or made saves, and if no attacking model has exited across the defender's battlefield edge in that time.

Moving toward the Defender's Edge

Even a troop that is out of command may maneuver toward (and past) the defender's battlefield edge. A troop can do so even if an enemy model is in line of sight (which is different from the rule for focus points).

Exception: A wild troop may not maneuver this way. A wild troop has two ways of getting off the defender's battlefield edge.

- If a wild troop starts a round in contact with an allied commander, and that commander moves off the battlefield, the wild troop may maneuver toward (and past) the defender's battlefield edge this round (as a normal troop can). If the wild troop has already acted this round, however, this rule does not give it an extra turn in which to get across the defender's battlefield edge.
- As always, a wild troop may exit the battlefield if routed.

TEAM SCENARIOS

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

1. SET 3 STANDARD SKIRMISH (TEAM)

Same as the **Set 3 Standard Skirmish** scenario for two players, with the following exceptions.

Battlefield

Each player gets a corner of the battlefield. Teammates sit diagonally across from each other, if feasible. If not, play progresses in a "figure 8," so that teammates do not take turns one after the other.

Warbands

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

Terrain Placement

The scouting player places terrain first, and the chance to place terrain next then passes to the left or to the right, as the scouting player chooses.

Preparatory Spells

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

Deployment

The scouting player chooses which player deploys first and whether the chance to deploy passes to the left or to the right. Players must deploy their models entirely within **6" squares in their respective corners (similar to the two-player Double Pincer Move)**.

Victory

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

2. PINCER MOVE (TEAM)

Same as the **Starter Pincer Move (Team)** scenario, with the following exceptions.

Deployment

Both players comprising the middle team must set up their models **14" from the two board edges** (that is, entirely within an **8"-wide strip** down the middle of the battlefield). On the split team, one warband sets up within **4" of one edge** and the other within **4" of the opposite edge**. Teammates still sit across from each other.

3. RAPID STRIKE (TEAM)

Same as the **Set 3 Standard Skirmish (Team)** scenario, with the following exceptions.

Victory

This scenario rewards early success.

Victory Points: Each model is worth its cost in victory points to the team whose models eliminate it. Causing an enemy model to rout off the battlefield counts as eliminating that model.

Eliminating Your Own Models: As usual, models may not attack allies. If you eliminate one of your own **team's** models by some unusual circumstance, such as the Half-Dragon Mage's Cold Blast 5 special ability, you receive no victory points for that model. **The other team** does receive victory points for that model.

Winning: The first team to accumulate 100 victory points wins immediately. You also win immediately if both the opposing warbands are left with only one model (or none) each on the battlefield.

If you are playing with other than 70-point warbands, you win when your team accumulates victory points equal to about 70% of the other team's combined warband size, or when you reduce the opposing warbands to one or fewer models each.

4. HOLD THE SKULL (TEAM)

Same as the **Hold the Skull** scenario, with the following exceptions.

Victory

Victory is possible on the fourth and subsequent rounds. Starting on the fourth round, the winning team is the only team to have a model or models touching the dragon skull terrain piece (the skull itself or the area surrounding it) 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, nor do the models have to be owned by the same player. Enemy models that touched the skull terrain during the round, but move away or are knocked down or eliminated before the end of the round, do not prevent victory.

Routing, knocked down, and paralyzed models do **not** count for purposes of determining victory in this scenario.

5. BREAKTHROUGH (SET 3 TEAM)

Same as the **Set 3 Standard Skirmish (Team)** scenario, with the following exceptions.

Battlefield

Teammates sit diagonally across from each other (if feasible), or play progresses in a "figure 8," so that two teammates don't take turns one after the other. Each team has an edge instead of a corner (as in Breakthrough for two players).

Terrain Placement

Place the first two terrain pieces normally. Then the attacking players place the last two.

Deployment

Each model must be entirely within 4" of its team's board edge (as in Breakthrough for two players).

Victory

The attacking team wins by getting half its models (combined) across the defenders' battlefield edge. One attacking player's warband can be entirely eliminated, and that team can still win if the other teammate gets enough models across.

If the battle ends with models from both teams still on the battlefield, the defenders win. The defenders can declare the battle ended if, for five consecutive rounds, none of their models have taken damage, been attacked, or made saves, and if no attacking model has exited across the defenders' battlefield edge in that time.

Moving toward the Defender's Edge

As Breakthrough for two players.

MULTIPLAYER SKIRMISH

This scenario is for three or more players who are fighting in a free-for-all.

Same as the **Set 3** Standard Skirmish scenario, with the following exceptions.

SEQUENCE OF PLAYERS

Players agree in what order they'll sit around the battlefield. If players can't agree, randomly determine seating order.

TERRAIN PLACEMENT

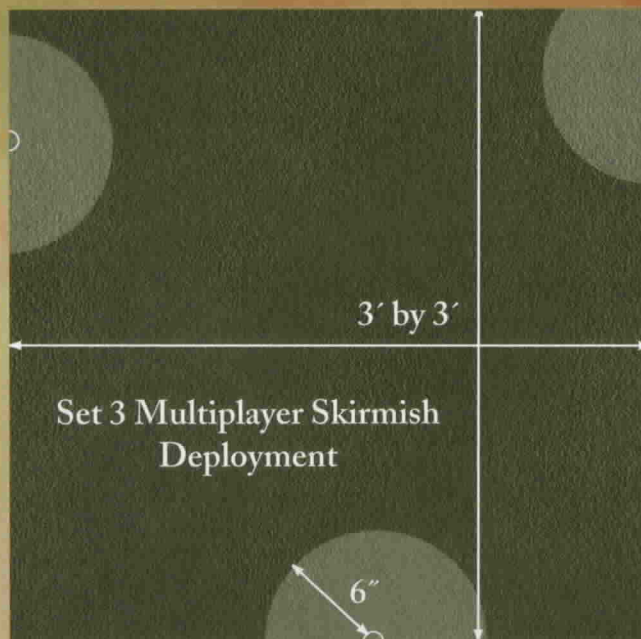
Each warband provides **two pieces of terrain (if there are three players) or one piece of terrain (if there are four or more players)**. Players agree on how all the terrain is placed. (If players can't agree, they each roll a d20. The winner determines who places the first piece and whether the chance to place the next piece of terrain passes to the left or to the right.)

SCOUTING CHECK

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.)

DEPLOYMENT

The scouting player determines who deploys first and whether the next chance to deploy passes to the left or to the right. Players deploy their models entirely within 6" of their home spots.



VICTORY

This scenario rewards early success.

Victory Points: Each model is worth its cost in victory points to the player whose models eliminate it. Causing an enemy model to rout off the battlefield counts as eliminating that model.

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-Dragon Mage's Cold Blast 5 special ability, you receive no victory points for that model. All your opponents receive victory points for that model.

Winning: The first player to accumulate 50 victory points wins immediately. You also win immediately if no opponents are left with more than one model on the battlefield.

If you are playing with other than 70-point warbands, you win when you accumulate victory points equal to about 70% of the warband size, or when you reduce all your opponents to one or fewer models.



ICE PARAELEMENTAL

SET 3 TERRAIN

Set 3 battles are fought aboveground, so use aboveground terrain for Set 3 scenarios. The sacred circle and hissing pool from Set 2 are not allowed. Additionally, since dragon graveyards are located in the remote wilderness, not all aboveground terrain is available. They are far from civilization, so there are no structures. The following six types of terrain cannot be chosen: hedgerow, hut, mausoleum, row of headstones, high wall, and low wall.

The eight types of terrain that can be chosen are listed on Table 4-2, including two new types of terrain.

DRAGON SKULL

The partly buried skulls of great wyrms are scattered across the landscape. Some trace of draconic might lingers around them.

If an attacking model is touching the clear area surrounding the

skull, and rolls a natural 20 on an attack roll, the attack is automatically a critical hit. This applies only if the attack can deal critical damage, so blunt weapons, for example, are not affected.

The clear area around the terrain itself cannot be overlapped by other terrain.

DRAGON CLAW

Even the claws of the great wyrms are massive objects and can provide cover on the battlefield.

A dragon claw is treated exactly as a low wall. The clear area in front of the terrain itself cannot be overlapped by other terrain.

SPECIAL TERRAIN EFFECTS

See the Starter rulebook for effects not defined on Table 4-2: Set 3 Terrain.

Table 4-2: Set 3 Terrain

Terrain	Movement Cost	Line of Sight	Cover	Special
Briars	-2" max	—	Cover	—
Hill	-1" per (special)	Special	—	Provides elevation
Dragon claw	-2" per	—	Cover	-2 attacks and armor
Dragon skull	No movement	Blocks line of sight	If line of sight	If an attacker touches the clear area surrounding the skull, a natural 20 on the attack roll is automatically a critical hit (if the attack can deal critical damage).
Quagmire	No movement	—	—	—
Row of trees	-2" max	2" or more blocks line of sight	Cover	—
Stake barrier	-1" per	—	—	Damages models that enter it
Woods	-2" max	2" or more blocks line of sight	Cover	—



Chapter 5: Warriors of the Sundered Empire

Set 3 adds new models for the six factions introduced in the Starter, as well as mercenaries and other unaligned troops, including another Drow. The pages that follow take a closer look at each.

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



Campaign Information

You may want to use the commanders and independent troops from Set 3 when playing the *Ghostwind Campaign*. Their class and level information is provided below for reference.

Model	Class and Level	Possessions of Note
<i>Commanders</i>		
Human Shadow Priest	Clr3/Ftr1	Heavy mace, full plate, large steel shield
Hobgoblin Adept	Adp4	Heavy mace, chain shirt
Dwarf Hammer Priest	Clr3/Ftr1	Maul, throwing axe, full plate
Gnoll Cleric	Gnoll 2/Clr2	Full plate, 3-headed light flail, large shield
Gray Elf Imperial Noble	Ari4	Breastplate, longsword
Human Paladin of Stratis	Pal4	Morningstar, half-plate, spiked large steel shield
<i>Independent Troops</i>		
Half-Dragon Mage	Wiz4	Quarterstaff
Wood Elf Skirmisher	Ftr3	Halfspear, longbow



AHMUT'S LEGION

Ahmut and his necromancers get ever more vile with their undead creations.

HUMAN SHADOW PRIEST

Even before the return of Ahmut, Nerull's cult was proscribed in both Ravilla and Thalos. In those harrowing days, cultists survived through trickery, deceit, and murder. While the time for hiding has passed, the lessons of those difficult years have not been forgotten. The Human Shadow Priest is a cleric of Nerull from the old school. Nerull approves of any ruse that snuffs out life, and the Shadow Priest is an expert at deadly trickery. It can turn itself or its troops invisible or make ears bleed with staccato bursts of dreadful noise.



Sculptor: Jim Warner

SKELETAL EQUICEPH

The equicephs were one of the Old Races that used to dominate Western Oerik. Large, horse-headed humanoids, they were a peaceful people. Rampaging Abyssal armies wiped them out during the Demon War, and no living equiceph has been seen since. Clerics of Nerull, always fond of plundering ancient battlefields, found the remains of a tribe of equicephs. Now the Skeletal Equiceph walks the world again, brought back to unlife by forbidden magic and denied peace even in death.



Sculptor: Will Hannah

GALLOWSGAUNT

The Gallowsgaunt is a hideous undead creature, created by a cruel necromancer from the decayed corpse of a criminal hanged on a gallows tree. Its limbs have been removed and replaced with sticks torn from the tree of the criminal's doom. Negative energy animates this gruesome assemblage into the service of Ahmut. A polearm shoved through the ribcage provides the final touch. The Gallowsgaunt is fast despite the makeshift nature of its "limbs." The unnatural aura of the creature sends enemies fleeing, especially those already worn down in battle.



Sculptor: Jerzy Montwill



DRAZEN'S HORDE

The Horde don't play at politics—they just go where the fighting is.

HOBGOBLIN ADEPT

Hobgoblins revere the deity Maglubiyet above all others. He is the leader of the goblinoid pantheon and the ultimate commander of the hobgoblin war machine. Adepts are Maglubiyet's most common agents among the goblinoid tribes, providing magical power to Drazen's Horde and offering sacrifices to Maglubiyet. The victims—usually unfortunate prisoners but sometimes goblins that have displeased the adept—are always beheaded with a battleaxe, the deity's symbol. Maglubiyet demands blood, conquest, and glory in equal measure, and the Hobgoblin Adept willingly provides all three.



Sculptor: Jerzy Montwill

DIRE BOAR

Orc druids recruit dire animals for Drazen whenever they can, and they especially favor dire boars. These are enormous creatures whose powerful tusks can impale the toughest of opponents. Unleashed at the proper time, the Dire Boar can wreak havoc; even when wounded to the point of collapse or imminent death, it lashes out ferociously. The strain of this final attack is enough to kill immediately a Dire Boar that would otherwise be able to hang onto life.



Sculptor: Jason Wiebe

ORC CHAMPION

Orcs generally aren't smart enough to be great war leaders, but their natural strength and combativeness can make them great soldiers. The Orc Champion is a hero of its native tribe. It is tougher and deadlier than the average orc warrior. Hobgoblin commanders find stalwarts like the Orc Champion invaluable on the battlefield. It is a soldier other orcs can admire and (the hobgoblins hope) emulate.



Sculptor: Will Hannab



MORDENGARD

The dwarves find it easier to summon elemental allies at Scalebane.

DWARF HAMMER PRIEST

Hammer priests are the militant arm of the church of Moradin the Soulforger, leader of the dwarven pantheon. They are rigorously trained to lead troops in battle and put their divine magic to best use in wartime. The Dwarf Hammer Priest is a paragon of the order. It is a rock on the battlefield, providing spiritual inspiration to troops while wielding its mighty hammer to deadly effect.



Sculptor: Roy Eastland

ICE PARAELEMENTAL

The four elemental planes—Air, Earth, Fire, and Water—are the cornerstones of creation and a source of many allies for Mordengard. Not all elementals fit neatly into these categories, however. Some, like the Ice Paraelemental, mix two elements together (in this case, air and water). The Ice Paraelemental is the living embodiment of chill. Its touch is cold enough to cause painful frostbite, while the jagged protrusions on its fists and arms only make things worse.



Sculptor: Will Hannab

DWARF ZEALOT

Some dwarves march to war to defend their families, while others do it out of a sense of duty. The Dwarf Zealot charges into battle because the fire of revolution burns in its veins. The Zealot's faith is so strong it has a near religious quality. That seems blasphemy to some, but the Zealot is beyond caring about such things. A fearless champion of the revolution, it is ready to spread insurrection across the Sundered Empire.



Sculptor: Roy Eastland



NARESH

Yeenoghu is most pleased with his foul disciples. Gnolls and demons have proved a deadly combination.

GNOLL CLERIC

Jangir is both priest and king of Naresh, and he takes both duties seriously. The Gnoll Cleric also has two roles: cleric and commander, representing Yeenoghu in the Sundered Empire and Jangir on the battlefield. Naresh troops know better than to disobey. To do so would be both heresy and treason, the punishments for which are lengthy and gruesome. Just one viewing of a demon-gnawed corpse is enough to reinforce the Gnoll Cleric's command.



Sculptor: Ben Siens

ABYSSAL EVISCERATOR

In the infinity of the Abyss, the dark home of demonkind, millions of creatures scabble and clash in endless struggle. Demons are creatures of pure hate, equal parts evil and chaos. They fight with everything, especially among themselves. The Abyssal Eviscerator is a brutish demon from the 423rd layer of the Abyss. It is a hunter, trained to fight in darkness and to sniff out foes. Like an animal, it enjoys playing with its food before eating it. It grabs captured prey with its strong upper arms and then lets the small, clawed hands that protrude from its stomach tear into the helpless victim.



Sculptor: Ben Siens

DEMONIC GNOLL ARCHER

The longer the Godwar goes on, the more demonic blood intermingles with that of the gnoll population. The Demonic Gnoll Archer is another product of such an unholy union; the taint of the Abyss permeates it to the core. With its unnatural strength, the Archer can use a bow with a mighty pull. It launches arrows with such power that they often go in one side of an enemy and out the other.



Sculptor: Ben Siens



RAVILLA

Scalebane has lain undisturbed for countless centuries, and the elves will fight hard to maintain its sanctity.

GRAY ELF IMPERIAL NOBLE

Even at the height of the Empire of Ravilla, only a small number of gray elf families exerted real political power. Each of these families has a long and glorious lineage dating back to before the Demon War. The Gray Elf Imperial Noble is the scion of one such family. It carries an ancestral banner into battle as a warning to enemies and a rallying point for allies. Command comes easily to the Imperial Noble, due to both birth and training. It bloods its blade when necessary but prefers leading to fighting.



Sculptor: Paul Muller

HALF-DRAGON MAGE

Half-dragons are a rarity these days. The gray elves worked closely with the metallic dragons during the Demon War, but since then the good dragons have largely withdrawn from the Sundered Empire. The Half-Dragon Mage, child of an elf and a silver dragon, has built on its natural powers by studying magic. With its ancestry and abilities, it is the perfect choice for the fighting in Scalebane. The Half-Dragon Mage's frosty breath gives the enemies of Ravilla a small taste of what the chromatic dragons suffered during the Demon War.



Sculptor: Paul Muller

WOOD ELF SKIRMISHER

The wood elves claim to be the greatest practitioners of irregular warfare in the Sundered Empire. The Wood Elf Skirmisher is a powerful argument for that assertion. It is fast and lightly armored, and its longbow lets it control the battlefield. The Skirmisher is a master of hit-and-run tactics and excels at using terrain to cover its movements. Best of all for gray elf commanders, the Skirmisher needs no battlefield instructions. It already knows how to fight this war.



Sculptor: Paul Muller



THALOS

The human crusade marches ever on.

HUMAN PALADIN OF STRATIS

The lights went out for the paladins of Stratis the day their lord died: The deity they had dedicated their lives to, slain by a band of deluded "heroes." Some of these paladins found succor in the church of the Shield Mother, others retired to lives of desperate contemplation, and yet others tread darker paths. The Human Paladin of Stratis longs to join Stratis in death—not as a coward, but in battle, like the deity. Having already accepted death, the Paladin of Stratis fights without fear and without pity. It won't surrender to oblivion until the bodies of its enemies surround it in heaps.



Sculptor: Jim Warner

OGRE PENITENT

Ogres may be stupid, but even they are capable of moments of spiritual clarity. The Ogre Penitent used to fight with Drazen's Horde, but clerics of the Shield Mother made it see the light. Now it knows it must atone for its evil deeds, and it lashes itself with a scourge to show remorse. The Ogre Penitent also fights for Thalos, bringing a little bit of giant power to Her Majesty's Forces of Justice. The clerics still marvel at their achievement and hope to bring more ogres into the fold of the Shield Mother.



Sculptor: Will Hannab

HUMAN TEMPLAR

In times of peace, the templars guard the Shield Mother's holy places. They are soldiers, not clerics, and they show their devotion through the sword. When the Godwar began, the church organized the templars for the great human crusade. The Human Templar is a veteran of the Godwar and a stalwart servant of the Shield Mother. Its attacks combine hard-hitting blows with deft footwork.



Sculptor: Jerzy Montwill



MERCENARIES AND THREATS UNKNOWN

Outsiders are no surprise, but where have the drow come from?

DROW ARCHER

There have been so many drow sightings of late that the even the Oligarchs of Ravilla can't deny the truth. The drow are back—but why? The Drow Archer has no answers to give. It is aboveground to find out about the Godwar and report back to its masters. The Drow Archer often hires itself out as a mercenary, so as to get up close and personal with the competing armies. Its skill with the bow rivals that of its wood elf cousins, and so far no commander has turned down its services.



Sculptor: Paul Muller

HELL HOUND

The forces of Hell have yet to become embroiled in the Godwar. This worries priests of the Shield Mother, who fear they have failed to detect the devils' evil schemes. The appearance of Hell Hounds in the fighting around Scalebane has added to their consternation. Are these vicious, fire-breathing creatures the harbinger of a greater diabolic army or convenient allies for the forces of evil? Only time will tell.



Sculptor: Will Hannab

AZER TROOPER

Azers are an exotic branch of the dwarven race that live on the Elemental Plane of Fire. Their metallic skin is tough enough that they eschew armor. As creatures of fire, their bodies radiate intense heat and their weapons are sheathed in flame. The Azer Trooper is a warrior sent or summoned from the Inner Planes. It does not often fight alongside its Mordengard kin, as might be expected, because of the azers' political structure. Powerful nobles rule their cities on the Elemental Plane of Fire, and this type of feudalism is anathema to Mordengard.



Sculptor: Roy Eastland

SET 3 MODEL CHECKLIST

Models with C# are commanders with # command points.

AHMUT'S LEGION

Name	Cost
<input type="checkbox"/> Human Shadow Priest (C5)	32
<input type="checkbox"/> Skeletal Equicéph	27
<input type="checkbox"/> Gallowsgaunt	10

DRAZEN'S HORDE

Name	Cost
<input type="checkbox"/> Hobgoblin Adept (C4)	18
<input type="checkbox"/> Dire Boar	29
<input type="checkbox"/> Orc Champion	14

MORDENGARD

Name	Cost
<input type="checkbox"/> Dwarf Hammer Priest (C4)	30
<input type="checkbox"/> Ice Paraelemental	26
<input type="checkbox"/> Dwarf Zealot	14

NARESH

Name	Cost
<input type="checkbox"/> Gnoll Cleric (C4)	26
<input type="checkbox"/> Abyssal Eviscerator	27
<input type="checkbox"/> Demonic Gnoll Archer	18

RAVILLA

Name	Cost
<input type="checkbox"/> Gray Elf Imperial Noble (C4)	13
<input type="checkbox"/> Half-Dragon Mage	30
<input type="checkbox"/> Wood Elf Skirmisher	18

THALOS

Name	Cost
<input type="checkbox"/> Human Paladin of Stratis (C6)	22
<input type="checkbox"/> Human Templar	18
<input type="checkbox"/> Ogre Penitent	18

MERCENARIES AND THREATS UNKNOWN

Kilsek

Name	Cost
<input type="checkbox"/> Drow Archer	11

Mercenaries (No Faction)

Name	Cost
<input type="checkbox"/> Hell Hound	10
<input type="checkbox"/> Azer Trooper	8



Chapter 6: Warbands

The following six warbands showcase a few of the combatants who will contest the dragons' graveyard of *Fire & Ice* under your command. Each of the warbands has strengths, but you should be able to beat them with a bit of practice.

AHMUT'S LEGION: TALL SHADOWS

This warband throws dark shadows indeed but requires thoughtful balancing. The Human Shadow Priest and Skeletal Equiceph are hugely powerful. The Gallowsgaunt is highly specialized but vulnerable. Blending these strengths successfully means careful use of the Shadow Priest's various spells.

Cast *shield of faith* +2 on the Shadow Priest or the Equiceph to make a strong combat model even stronger. The spell is of little use to the Gallowsgaunt—raising its armor from 11 to 13 isn't much of an improvement. *Invisibility* is better for the Gallowsgaunt, with an eye toward its ultimate role.

The Gallowsgaunt's greatest power is its Scary 4 special ability, which forces models of level 4 or lower to check morale when contacted by it. However, morale saves aren't difficult for models that have more than half their health, in warbands that have more than half their models, so the Gallowsgaunt is best employed as a reserve to be thrown late into the fight when the enemy has

MODEL	COST
Commander	
1 Human Shadow Priest (C5)	32
Troops	
1 Skeletal Equiceph	27
1 Gallowsgaunt	10
	69
Terrain	
2 Dragon skull	
Tactical Advantage	
+1	

suffered casualties. Therefore, your best bet is to cast *invisibility* on it early. Soften the enemy up with *sound burst* 1 spells, then hit them with the Skeletal Equiceph, backed up by the Shadow Priest with *cause fear* spells and its own formidable melee power. Any spells the Shadow Priest doesn't have time to cast can be turned into spontaneous *inflict wounds* spells, allowing the Priest to "heal" damage suffered by the undead troops.

Only then, when you've reduced the enemy warband to half strength and beat up the remaining models enough to weaken their morale saves, do you commit the Gallowsgaunt. With luck, your enemies will break and run, allowing the Equiceph and the Shadow Priest to finish them off with opportunity attacks.





DRAZEN'S HORDE: TUSK 'N' BURN

The centerpiece of "Tusk 'n' Burn" is the awesome Dire Boar, a savage killer that most enemy warbands would prefer to fight from a safe distance. This warband's other models complement the Boar's raw melee power.

Your biggest decision is whether to hold the Dire Boar back, using 2 command points to call it to the Hobgoblin Adept every round, or let it loose against the enemy before your slower troops can reach the fray. Either way, have the Adept cast *bull's strength* +1 on the Dire Boar as soon as possible so that the Boar deals 4 damage in melee. If the Boar is destined to die, make sure that it is in melee, using its Death Strike ability to unleash one final 4-damage attack.

MODEL	COST
Commander	
1 Hobgoblin Adept (C4)	18
Troops	
1 Dire Boar	29
1 Orc Champion	14
1 Azer Trooper (cross-faction)	8
	69
Terrain	
2 Dragon skull	
Tactical Advantage	
+1	

The Orc Champion has the advantage of being strong in melee without being difficult to command (unlike the Dire Boar, which is both a wild and a difficult troop). Maneuver it so as to do the most good, or keep it around as a bodyguard for the Adept (who should have plenty of command points to give the Champion bonuses).

The Azer Trooper's role is to engage as many foes as possible at once, just long enough for the Hobgoblin Adept to spray the whole mob with *burning hands* 1. Enemies caught in the cone should take some damage, leaving the fire-immune Azer untouched to press the attack.

MORDENGARD: DELIBERATE GLACIER

"Deliberate Glacier" starts very slowly, all the while cocking massive fists for a haymaker that enemy warbands should rush to avoid.

Rather than simply charging into battle as most Mordengard warbands do, this one prefers to move in carefully. If you don't win the scouting check, it's not a problem: You can easily spend three rounds casting spells to get this warband's troops ready for combat. With an *endurance* +2 spell cast on it, the fearless Dwarf Zealot has 7 health. With both *endurance* +2 and *shield of faith* +2, the already formidable Ice Paraelemental has 10 health and 20 armor. If your foe gives you the time to cast either of the two *magic weapon* +1 spells, so much the better. Otherwise, swap them for *cure wounds* 1 spells later in the battle.

Give the Hammer Priest the chance to cast *sound burst* 1 without catching your own troops in the blast. Maneuvering the Zealot into position for a charge can also pay off, since its Powerful Charge +1 ability lets it deal 4 damage if it hits. With 4



MODEL	COST
Commander	
1 Dwarf Hammer Priest (C4)	30
Troops	
1 Ice Paraelemental	26
1 Dwarf Zealot	14
	70
Terrain	
2 Dragon skull	

command points, the Hammer Priest can maneuver or rally both your difficult troops in the same round, or give one of them a +2 bonus on its attack roll.

Once your troops are in melee, your strategy is simple: Bash things hard. Try to use the Paraelemental against enemies who don't resist cold, so that it can deal its full 3 damage. If your enemy has a spellcaster or ranged attacker who is making life tough for you, try maneuvering the Zealot out of melee to attack the back-row model. Being fearless, the Zealot doesn't make a morale save for moving out from melee contact, and against enemies who deal only 1 damage per hit, it can afford to take an opportunity attack.

NARESH: ALL LETHALITIES

"All Lethalities" is deadly from a distance and tough up close.

This warband can use magic both offensively and defensively, so your first decision is which way to go. Should the Gnoll Cleric cast two *magic weapon +1* spells on the Demonic Gnoll Archers, or start by buffing someone up with *shield of faith +2*? If you go the second route, you then have to decide whether to improve the already impressive armor of the Cleric or an Archer, or protect the vulnerable Abyssal Maw.

Once you maneuver your Archers into firing position, the choices get more exciting. With 4 command points, the Gnoll Cleric can either give both Archers a +2 bonus on their attack rolls or direct one of them against any enemy model. Given that the Archers' ranged attacks deal 2 damage, enemy archers and low-armor spellcasters might run after taking just one such hit.

MODEL	COST
Commander	
1 Gnoll Cleric (C4)	26
Troops	
2 Demonic Gnoll Archer	36
1 Abyssal Maw	8
	70
Terrain	
2 Quagmire	

Unlike most bow specialists, the Demonic Gnoll Archers hit even better in melee than they do at range! It's better to keep them at a distance, since they have only 3 health, but when a foe manages to close, they can fight effectively with high armor plus good melee attack and damage. Hold the Abyssal Maw back, out of line of sight if possible, until the battle gets closer. Then let it loose to finish off enemies wounded by the Archers.

This sort of battle is where the Gnoll Cleric thrives. It can pick off a foe with the *cause fear* spell, or just wade into combat while giving its troops bonuses to attack or rally.

RAVILLA: COLD AND QUICK

"Cold and Quick" makes do without command—even though the Gray Elf Imperial Noble gives Ravilla a worthy commander. Its important models are independent troops, capable of maneuvering and rallying themselves.

Ranged attacks are key to this warband, and you need to take full advantage of its capabilities. Start by catching as many enemy models as possible in the Half-Dragon Mage's *glitterdust* spell. Those that fail their saves will be blinded, cutting their speed in half and giving your Wood Elf Skirmishers a +3 bonus to hit them with ranged attacks (as well as more time to shoot). Extra time for firing arrows is important, because you don't have the command points to order your Skirmishers to fire at targets other than the closest models. Don't bunch up your troops: They can't stand up in a congested melee. Spreading out should enable you to make more ranged attacks.

MODEL	COST
Troops	
1 Half-Dragon Mage	30
2 Wood Elf Skirmisher	36
Reserve	
1 Crested Felldrake	<u>3</u>
	69
Terrain	
1 Row of trees	
1 Quagmire	
Tactical Advantage	
+1	

The Half-Dragon Mage has the Independent 2 special ability, so it can give itself the order to attack the second nearest enemy model. That can be particularly effective with *glitterdust*, as well as the Mage's two *magic missile 1* spells. The circumstances of the skirmish determine how to use these latter spells, either casting them early on, to inflict immediate damage, or waiting to use their guaranteed damage to force a morale save or knock down an enemy model.

The Mage's two *invisibility* spells are of less use to this warband, since the spell's effects end as soon as the affected model attacks. But that still allows another ranged attack at a +3 bonus against an enemy who is not affected by *glitterdust*. The 50% miss chance to attacks against invisible models can also make the difference in a tight endgame.

If you get lucky and can recruit the Crested Felldrake for the battle, it is a nice bonus for the endgame. Hold it out of combat as long as possible. If it routs, you have no command points to

rally it, and your warband will be one model away from taking half casualties. If possible, hide the Felldrake where your enemy can't even see it. Its ability to maneuver toward the center and its Scent will get it into combat later in the game.

The key to victory is timing the Mage's Cold Blast 5 attack. Ideally, you'll catch a number of enemy troops clustering to attack one of your other models. It's also worth holding for the final confrontation. Even if the battle does come down to surviving enemies in melee with your surviving models, both the Skirmishers and the Mage have enough health to fight toe to toe for a round or two, and high melee attacks to do some damage.

THALOS: HARMONIOUS BLADES

"Harmonious Blades" is all about efficient management. With 6 command points, the Human Paladin of Stratis can easily maneuver all its troops. Since none of the troops are difficult, the Paladin can even give three of them a +2 bonus on attack rolls in the same round!

Start the battle by casting the Paladin's *magic weapon +1* spell on the model you plan to depend on most. Which model that is depends on the warband you're facing.

MODEL	COST
Commander	
1 Human Paladin of Stratis (C6)	22
Troops	
1 Human Templar	18
1 Ogre Penitent	18
1 Gnome Infiltrator	8
1 Human Warrior	<u>4</u>
	70
Terrain	
1 Hill	
1 Dragon claw	

Against numerous enemies, use the Human Templar's Sidestep special ability to shift in melee, setting up the chance for a Cleave attack after dropping one foe. If the enemy has troublesome models hiding behind the front ranks, the Templar can even break off combat, move 1", and then move 1" again on its next turn without suffering an attack of opportunity. Deploy the Ogre Penitent against an enemy with Reach 1". Order the Gnome Infiltrator to pick off soft targets in the enemy's rear ranks, or just fire into the melee.

The Paladin does not deal high damage in melee but does have Extra Melee Attack, which makes it especially useful for finishing off weakened or knocked down enemies. Its Aura of Courage +4 should keep the Templar and the Infiltrator from failing morale saves.

Two of the Paladin's other special abilities can be decisive in close battles. Smite Evil +1 makes for a great one-time punch, and *cure wounds 2* is the perfect antidote to the Ogre Penitent's low armor, or to keep the Templar alive if the Penitent has fallen.

Chapter 7: Basing Your Miniatures

Once you've painted your **Chainmail** miniatures, you'll need to affix them to bases. This stage of miniature painting is often neglected, and some people do it almost as an afterthought, but in reality it is as important as any other part of the process. You'll be letting all your hard work go to waste if you present your beautifully painted miniature on a badly thought-out and poorly finished base.

There's no limit to the different ways you can base your miniature; we'll look at just a few of them here.

TOOLS AND MATERIALS

You will need a few basic tools and materials to finish the bases on your miniatures. All of these are inexpensive and readily available from hobby, hardware, and craft stores. A stock of these supplies will last almost a lifetime, since only tiny quantities are needed for each base.

When using any new equipment or material, be sure to follow the manufacturer's instructions for safe handling and proper disposal.

- **Glue:** White woodworkers' glue (PVA), such as Elmer's brand, is best for basing. It can be thinned with water and isn't too hard on your brushes. You can get it from any hardware or craft store.
- **Old Brushes:** Never throw your paintbrushes away! When they are too tatty for fine painting, use them for drybrushing and gluing—and when they are past even this, you can stir paint with the handles.
- **Flock:** This is made from either shredded foam or sawdust that has been colored in various natural shades. It is most commonly used by railway modelers for making scenic terrain and is available from hobby, craft, and sometimes art stores. Another similar material is static grass, which is made up of millions of minute fibers that stand upright when glued and look remarkably like real grass.
- **Sand or Gravel:** This is great for creating rough and broken terrain. One of the best places to get it is from a pet store; they are full of useful materials for scenery and basing. Look in the aquarium section for sands and gravels.
- **Modeling Putty:** Any putty that sets hard will do the trick. It's useful for everything from filling gaps in the base's slot to sculpting ground texture.

STANDARD BASING

There are a couple of straightforward ways you can finish off the base on a miniature. The simplest is to use scenic flocking: Just paint a thin layer of white glue on top of the base and cover it in flock. There are lots of different colors of flock available, generally in natural shades of green or brown, so you can choose which best suits the miniature.

When you are applying the glue, be careful not to get any on the model's feet or the sides of the base—the flock will stick to them too. If you do get flock where you don't want it, make sure you remove it straight away. Even though the glue is water soluble, always use an old brush and wash it thoroughly afterward so you can use it again.



1. Paint a fairly generous coat of glue onto the top surface of the base. Be careful not to get any on the feet of the miniature.



2. While the glue is still wet, dip the miniature into the flock and make sure it covers the base completely. Leave the glue to dry for 10-15 minutes and then gently tap the sides of the base to remove any excess flock.

Another basing technique is to use fine sand instead of flock, and then paint the sand. You can get all sorts of good effects; for example, if you want it to look like grass, just paint it mid-green and then drybrush it with lighter shades. The application technique is the same: Spread the glue on the top of the base and cover it in sand. (I keep my sand in a shallow container and dip the base into it.) Let the sand dry thoroughly before painting it.

You also need to paint the sides of the base. Again, this is a matter of personal taste. I prefer black or very dark green, but it depends on the color of the basing material and the general feel of the model. Sometimes the base has little molding marks on the sides. Make sure to trim these off so the sides are neat and even before you apply paint.



CHAINMAIL

• MINIATURES GAME •



SCENIC BASING

A great way to add character and originality to a miniature is to mount it on a scenic base. It's good fun too. As with so many aspects of the hobby, it pays to think about the character of the miniature you are basing. For example, it makes no sense to cover the base of a subterranean monster with grass-green flock: It would be far more in character to create a dungeonlike feel. On the other hand, if you are basing a Wood Elf Skirmisher, you really need some foliage to put the model in context.

Using simple techniques, you can apply both flock and sand to create a broken, more natural feel. Just paint glue over part of the base and cover it in flock, then repeat the process with sand. Another alternative is to use static grass, which produces a strikingly realistic effect. (See the Applying Static Grass sidebar for more about this material.) Use modeling putty to create some basic groundwork, then work over it with different materials to add great textures.

If you decide to put a little more effort into your bases, the best place to start is in your local hobby or modeling store, especially one that caters to railway modelers. The shelves hold all sorts of things that will look great on the bases of your miniatures, such as balsa wood to make broken stakes. Pieces from other miniatures also work really well—try adding bits of broken weapons or bones. It's often more effective to keep things simple with a few details, rather than loading the base with embellishment that will draw the eye away from the miniature.

If you are adding scenic material, it's best to model the base separately from the rest of the miniature. Use modeling putty to fill the slot in the base so you have a blank surface to work over. To build up some basic groundwork, just add putty to the surface of the base and sculpt it into the desired shape. When this is dry you can add flock, sand, or other textures and paint it. To attach the miniature, carefully clip away the tab on the feet and pin the miniature onto its new base.

Here are some examples of scenic bases for miniatures.

► **Wood Elf Ranger:** The rocks on this miniature were made from modeling putty. Flock and static grass were added after they were painted.



▲ **Battered Skeletal Troll:** The base for this heavily converted miniature was made from modeling putty with skulls and details embedded. The grass was made from strands of twine.



▲ **Goblin Scout:** This miniature was cut off just below the waist and set into the ground to make it look like it is firing from a foxhole.

APPLYING STATIC GRASS

Static grass can produce some great effects on your bases. It's easy to use, but keep a couple of things in mind to get the best out of it. Glue the grass on in small clumps rather than across the whole surface of the base. When it's in place, lightly drybrush it to blend with the colors on the rest of the base.



Apply glue quite thickly to a small area, then apply a small clump of the static grass, pressing it down into the glue.



Using a pin or other sharp object, push down into the static grass in a few places. This helps get the "blades" pointing up.

Appendix 1: Set 2 Models

This appendix reproduces the game statistics for all twenty-one models in Set 2, in game-card format so that you can copy them as needed when creating your warbands.



CRAZED MINOTAUR CULTIST 25 PTS.
 Ahmut - Evil Monstrous Humanoid
 LEVEL 6

SPEED	6"
ARMOR	14
HEALTH	8
SAVE	+5

SPECIAL ABILITIES
 Difficult Troop x3
 Extra Melee Attack
 Powerful Charge +1
 Reach 1"
 Scary 1
 Scent

MELEE	Attack: +4 Damage: 4
RANGED	Attack: — Damage: —



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GHOUL 14 PTS.
 Ahmut's Legion - Evil Undead
 LEVEL 2

SPEED	6"
ARMOR	14
HEALTH	3
SAVE	+2

SPECIAL ABILITIES
 Undead Creature
 Extra Melee Attack
 Paralyzing Strike 14*
 Turn Resistance +2

MELEE	Attack: +2 Damage: 1, Paralyzing Strike 14
RANGED	Attack: — Damage: —



*The Ghoul's Paralyzing Strike 14 does not affect elves.

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SKELETAL DWARF SOLDIER 5 PTS.
 Ahmut's Legion - Evil Undead
 LEVEL 1

SPEED	3"
ARMOR	19
HEALTH	1
SAVE	+2

SPECIAL ABILITIES
 Undead Creature
 Skeletal

MELEE	Attack: +3 Damage: 1
RANGED	Attack: — Damage: —



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OGRE DELVER

Drazen's Horde - Evil Giant

LEVEL 5

	SPEED	8"
	ARMOR	18
	HEALTH	9
	SAVE	+4

SPECIAL ABILITIES

Difficult Troop x2
Extra Melee Attack
Fight Dwarf -4
Fight Human +1
Reach 1"
Scary 1
Scout +4
Thrown Weapon

	MELEE	
	Attack: +9	
	Damage: 2	
	RANGED	
	Attack: +3 □, 6"	
	Damage: 2 blunt	



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BUGBEAR TROOPER

Drazen's Horde - Evil Humanoid (Goblinoid)

LEVEL 3

	SPEED	6"
	ARMOR	17
	HEALTH	3
	SAVE	+2

SPECIAL ABILITIES

Scent
Thrown Weapon

	MELEE	
	Attack: +4	
	Damage: 1 blunt	
	RANGED	
	Attack: +3 □, 6"	
	Damage: 1	



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ORC TROOPER

Drazen's Horde - Evil Humanoid (Orc)

LEVEL 1

	SPEED	4"
	ARMOR	14
	HEALTH	1
	SAVE	+0

SPECIAL ABILITIES

Cowardly
Morale -2
Thrown Weapon

	MELEE	
	Attack: +2	
	Damage: 2 blunt	
	RANGED	
	Attack: +0 □, 6"	
	Damage: 1	



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DWARF RANGER

Mordengard - Good Humanoid (Dwarf)

LEVEL 3

	SPEED	4"
	ARMOR	16
	HEALTH	5
	SAVE	+5

SPECIAL ABILITIES

Commander 2
Extra Melee Attack
Fight Elf +1
Fight Orc +1
Scout +4
Thrown Weapon

	MELEE	
	Attack: +5	
	Damage: 1	
	RANGED	
	Attack: +5 □, 6"	
	Damage: 1	



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STONECHILD

Mordengard - Good Outsider

LEVEL 2

	SPEED	4"
	ARMOR	19
	HEALTH	4
	SAVE	+4

SPECIAL ABILITIES

Blind-Fight
Cleave
Immune Acid
Immune Poison
Magic Stone 1
Thrown Weapon

	MELEE	
	Attack: +6	
	Damage: 3	
	RANGED	
	Attack: +4, 6"	
	Damage: Magic Stone 1	



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DWARF THUNDERLASHER

Mordengard - Good Humanoid (Dwarf)

LEVEL 2

	SPEED	4"
	ARMOR	17
	HEALTH	2
	SAVE	+4

SPECIAL ABILITIES

Fight Orc +1
Reach 1"
Sonic Strike 13




	MELEE	
	Attack: +2 touch	
	Damage: Sonic Strike 13	
	RANGED	
	Attack: -	
	Damage: -	



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tiefling fighter Naresh - Evil Outsider LEVEL 3

	SPEED	6"
	ARMOR	15
	HEALTH	6
	SAVE	+3

SPECIAL ABILITIES

Commander 2

Blind-Fight

Cleave

Resist Cold,

Electricity, Fire 1

SPELLS

2nd - darkness □



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gray elf snakestrike duelist Ravilla - Good Humanoid (Elf) LEVEL 3

	SPEED	6"
	ARMOR	18
	HEALTH	4
	SAVE	+3

SPECIAL ABILITIES

Independent Troop 2

Immune Sleep

Reach 1"



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howler Naresh - Evil Outsider LEVEL 6

	SPEED	12"
	ARMOR	17
	HEALTH	8
	SAVE	+7

SPECIAL ABILITIES

Difficult Troop x2

Cowardly

Extra Melee Attack

Morale -2

Scary 1

Scent



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spitting fell drake Naresh - Good Dragon LEVEL 3

	SPEED	6"
	ARMOR	16
	HEALTH	4
	SAVE	+4

SPECIAL ABILITIES

Difficult Troop x2

Acid Spit 1

Immune Paralysis

Immune Sleep





Scent



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howler Naresh - Evil Outsider LEVEL 6

	SPEED	12"
	ARMOR	17
	HEALTH	8
	SAVE	+7

SPECIAL ABILITIES

Difficult Troop x2

Cowardly

Extra Melee Attack

Morale -2

Scary 1

Scent



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gnoll warrior Naresh - Evil Humanoid (Gnoll) LEVEL 3

	SPEED	4"
	ARMOR	15
	HEALTH	4
	SAVE	+2

SPECIAL ABILITIES



—



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gray elf warrior Ravilla - Good Humanoid (Elf) LEVEL 1

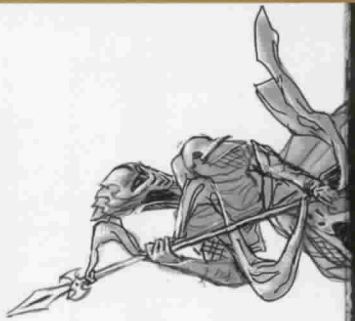
	SPEED	4"
	ARMOR	16
	HEALTH	1
	SAVE	+1

SPECIAL ABILITIES

Immune Sleep

Reach 1"

Set versus Charge +1



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AASIMAR CLERIC
 Thalos - Good Outsider
 LEVEL 2

18 PTS.

MELEE	SPEED 4"
Attack: +3 Damage: 1 blunt	ARMOR 16
RANGED	HEALTH 3
Attack: — Damage: —	SAVE +4

SPECIAL ABILITIES
 Commander 4
 Resist Acid, Cold, Electricity 1
 Spontaneous Cure
 Turn Undead +5

SPELLS
 0 - guidance +1 □ □
 0 - resistance +1 □ □
 1st - command □ □
 1st - shield of faith +2 □ □
 2nd - daylight □

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PULVERIZER
 Thalos - Good Construct
 LEVEL 3

21 PTS.

MELEE	SPEED 8"
Attack: +6 Damage: 2 blunt	ARMOR 21
RANGED	HEALTH 3
Attack: Conc Damage: Sonic Shriek 13	SAVE +0

SPECIAL ABILITIES
 Unreliable Troop 11
 Construct Creature
 Blindsight Only 8"
 Extra Melee Attack
 Sonic Shriek 13

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HUMAN WARRIOR
 Thalos - Good Humanoid (Human)
 LEVEL 1

4 PTS.

MELEE	SPEED 4"
Attack: +3 Damage: 1	ARMOR 17
RANGED	HEALTH 1
Attack: — Damage: —	SAVE +2

SPECIAL ABILITIES

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OTYUGH
 No Faction - Neutral Aberration
 LEVEL 6

15 PTS.

MELEE	SPEED 4"
Attack: +3 Damage: 1	ARMOR 17
RANGED	HEALTH 6
Attack: — Damage: —	SAVE +4

SPECIAL ABILITIES
 Difficult Troop x2
 Constrict 10
 Extra Melee Attack
 Reach 1"
 Scary 1

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

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GRIMLOCK TROOPER
 No Faction - Evil Monstrous Humanoid
 LEVEL 2

9 PTS.

MELEE	SPEED 6"
Attack: +3 Damage: 2	ARMOR 15
RANGED	HEALTH 2
Attack: — Damage: —	SAVE +2

SPECIAL ABILITIES
 Blindsight Only 8"
 Scent

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

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DROW WARRIOR
 Kilsek - Evil Humanoid (Elf)
 LEVEL 1

10 PTS.

MELEE	SPEED 6"
Attack: +2 Damage: 1	ARMOR 16
RANGED	HEALTH 1
Attack: +0, 24" Damage: Poison 13	SAVE +1

SPECIAL ABILITIES
 Darkvision 24"
 Immune Sleep
 Poison 13
 Slow Ranged Attack
 Spell Resistance 12

SPELLS
 2nd - darkness □

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Appendix 2: Set 2 D&D Game Statistics

Here are D&D® game statistics for some Set 2 models.

AHMUT'S LEGION

Skeletal Dwarf Soldier: CR 1/3; Medium-size undead; HD 1d12; hp 6; Init +6; Spd 15 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+2/x3, battleaxe); SQ Undead, half damage from piercing and slashing weapons, cold immunity, darkvision 60 ft.; AL N; SV Fort +0, Ref +2, Will +2; Str 15, Dex 15, Con —, Int —, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead: Undead immunities.

Possessions: Battleaxe, scale mail, large wooden shield.

DRAZEN'S HORDE

Ogre Delver: Rgr1; CR 3; Large giant; HD 4d8+16, 1d10+4; hp 47; Init +0; Spd 40 ft.; AC 18 (touch 9, flat-footed 18); Atk +9 melee (1d8+7/x3, battleaxe) / +9 melee (1d8+3/x3, battleaxe), or +3 ranged (1d8+7/x3, warhammer); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Darkvision 60 ft., favored enemy humans (+1); AL CE; SV Fort +10, Ref +1, Will +0; Str 25, Dex 10, Con 18, Int 9, Wis 8, Cha 6.

Skills and Feats: Climb +8, Hide -6, Listen +1, Spot +1, Wilderness Lore +2; Track, Weapon Focus (battleaxe).

Possessions: 2 battleaxes, warhammer, chain shirt.

MORDENGARD

Dwarf Thunderlasher: War1/Exp1; CR 1; Medium-size humanoid (dwarf); HD 1d8+1, 1d6+1; hp 10; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +2 melee touch (sonic strike, thunderlash); Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with thunderlash); SA Sonic strike; SQ Dwarf traits; AL LG; SV Fort +3, Ref +1, Will +2; Str 13, Dex 12, Con 13, Int 9, Wis 10, Cha 6.

Skills and Feats: Climb +0, Craft (metalworking) +4, Craft (stoneworking) +1, Jump +0; Exotic Weapon Proficiency (thunderlash).

Sonic Strike (Ex): A creature hit with a thunderlash takes 1d8 points of sonic damage and must make a successful Fortitude save (DC 13) or be stunned for 1 round.

Possessions: Thunderlash, chain shirt, large steel shield.

Stonechild: CR 3; Medium-size outsider (Earth, Good); HD 2d8+11; hp 20; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +6 melee (2d6+6/19-20, greatsword) or +4 ranged (1d6+1, *magic stone*); SA *Magic stone* 1/day; SQ Acid and poison immunity, darkvision 60 ft.; AL NG; SV Fort +7, Ref +3, Will +3; Str 19, Dex 10, Con 19, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +4, Craft (stoneworking) +6, Listen +5, Search +5; Blind-Fight, Cleave, Power Attack, Toughness.

Magic Stone (Sp): Once per day as the spell cast by a 3rd-level cleric.

Possessions: Greatsword, breastplate.

RAVILLA

Spitting Felldrake: CR 2; Medium-size dragon; HD 3d12+3; hp 22; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6+3, bite) or +5 ranged (2d4 acid, acid spit); SA Acid spit; SQ Dragon; AL NG; SV Fort +4, Ref +5, Will +3; Str 14, Dex 14, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Hide +8, Jump +3, Listen +4, Spot +4; Weapon Focus (bite).

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

THALOS

Pulverizer: CR 3; Medium-size construct; HD 3d10; hp 16; Init +0; Spd 40 ft.; AC 21 (touch 10, flat-footed 21); Atk +7 melee (1d6+5, 2 slams); SA Sonic shriek; SQ Construct, blindsight 40 ft., unreliable; AL N; SV Fort +1, Ref +1, Will +0; Str 20, Dex 10, Con —, Int —, Wis 8, Cha 4.

Sonic Shriek (Ex): Once per round as a standard action a pulverizer can loose a cone of sonic energy 30 feet long. Everything in the cone takes 1d8 points of sonic damage. Creatures in the cone are stunned for 1 round unless they make successful Fortitude saves (DC 13).

Construct: Construct immunities.

Unreliable (Ex): The pulverizer is thus sometimes slow to react to the changing environment around it. Each round a pulverizer attempts to act, roll a d20. On an 11+ it acts normally. Otherwise, it takes no action.



SKELETAL DWARF SOLDIER, OGRE DELVER, DWARF THUNDERLASHER, STONECHILD, SPITTING FELLDRAKE, AND PULVERIZER.

DRAGON CLAW



Dragon Claw

Movement Cost: -2" per

Cover: yes (+4 armor)

A model on a dragon claw suffers -2 to attacks and armor.

Serre de dragon

Coût de déplacement : -2" par

Abri : Oui (+4 à la classe d'armure)

Une figurine sur une serre de dragon subit -2 aux attaques et à la classe d'armure.

Artiglio di drago

Costo di movimento: -2" per

Copertura: sì (+4 all'armatura)

Una miniatura che si trova su un artiglio di drago subisce -2 agli attacchi e all'armatura.

Drachenklaue

Bewegungskosten: - 2 Zoll pro

Deckung: ja (+4 Rüstungswert)

Eine Figur, die auf einer Drachenklaue steht, erhält einen Abzug von -2 auf ihre Angriffe und auf ihren Rüstungswert.

Garra de Dragón

Coste de Movimiento: -2" por

Cobertura: sí (+4 a la armadura)

Una figura en una garra de dragón sufre -2 a los ataques y a la armadura.

DRAGON SKULL



Dragon Skull

Movement Cost: no movement

Line of Sight: blocked

If an attacking model touches the ground surrounding the skull,
a natural 20 on the attack roll is automatically a critical hit.

Crâne de dragon

Coût de déplacement : Aucun déplacement possible

Champ de vision : bloqué

Si un attaquant touche le sol entourant le crâne, un 20 naturel au jet d'attaque est
automatiquement un critique.

Teschio di drago

Costo di movimento: nessun movimento

Linea di vista: bloccata

Se una miniatura in attacco tocca il terreno intorno al teschio, un 20 naturale al tiro
diventa automaticamente un colpo critico.

Drachenschädel

Bewegungskosten: keine Bewegung möglich

Sichtlinie: blockiert

Wenn eine angreifende Figur den Boden, der den Schädel umgibt, berührt, ist eine
natürliche 20 beim Angriffswurf automatisch ein kritischer Treffer.

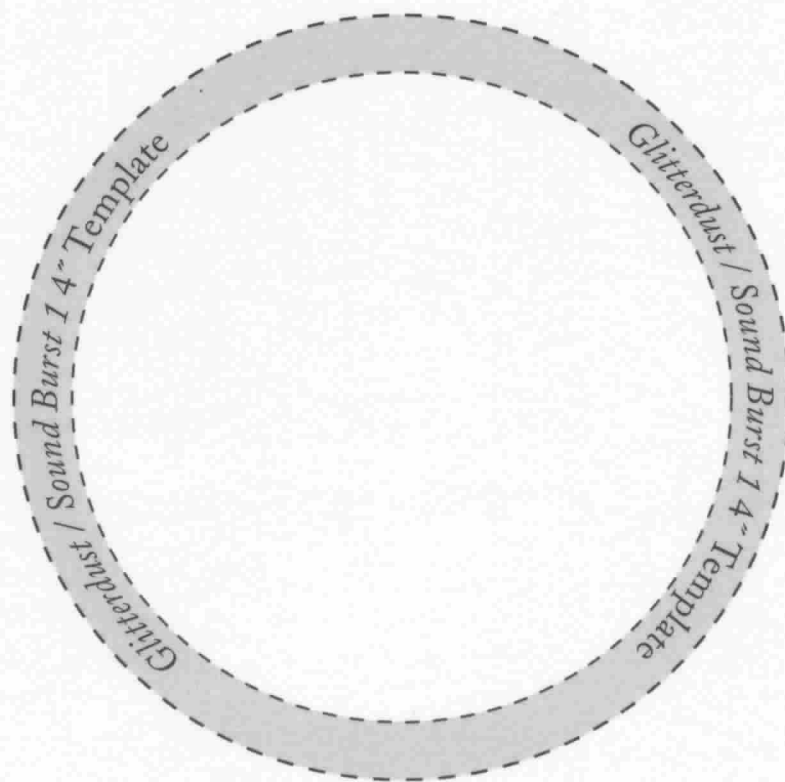
Calavera de Dragón

Coste de Movimiento: sin movimiento

Línea de Visión: bloqueada

Si una figura atacante toca el terreno alrededor de la calavera,
un 20 natural en la tirada de ataque es un
golpe crítico automático.

Glitterdust / Sound Burst 1 4" Template



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Fire & Ice



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Ages ago, great legions of dragons battled in the skies above the Plain of Edora. Their skeletal remains cover the ground now known as Scalebane. Brave warbands have converged on the draconic graveyard, seeking powerful magic and formidable allies.

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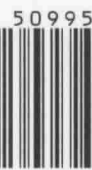
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