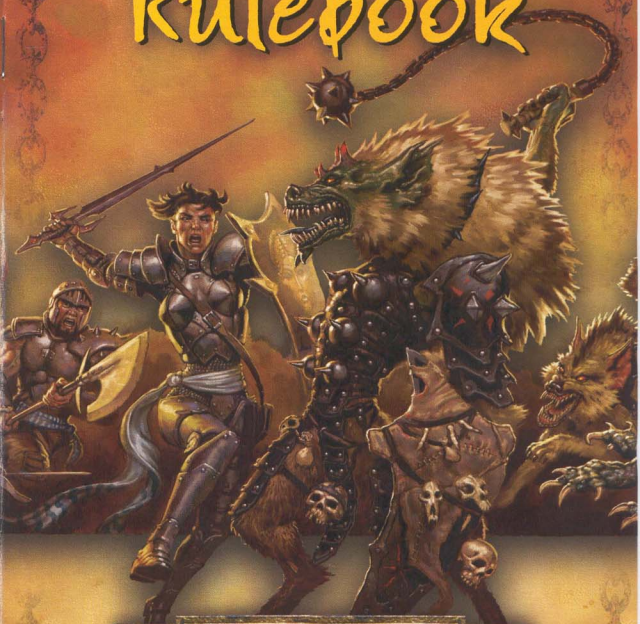


Rulebook



CHAINMAIL
MINIATURES GAME

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

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What You Get

The Chainmail® Starter Set includes the following:

Rulebook

This book, which includes Basic and Advanced Rules for two-player games, team games, and multiplayer, free-for-all games

Four Thalos Models

Human Paladin, Gnome Infiltrator, Human Glaiver, and Human Marine

Four Naresh Models

Demonic Gnoll Adept, Abyssal Maw, Gnoll Trooper, and Hyena

Thalos Starter Sheet

Key rules and information for playing your first skirmish with the Thalos models

Naresh Starter Sheet

Key rules and information for playing your first skirmish with the Naresh models

Model Cards

Cards describing the eight models in the Starter Set

Model Description Booklet

Information on the six factions battling in the Sundered Empire, with descriptions and play hints for the first eight models in each faction

Four Terrain Cards

Cards used to represent terrain in a skirmish

Twenty-Sided Die

The only die you need to play (abbreviated "d20")

Punch-out Counters

Counters used to keep track of damage dealt to your models. You can also use them to keep track of other scores or conditions.



Will You Become the God of War?

Battles rage across the Sundered Empire. When the God of War was killed, he cursed the land with endless bloodshed. Only a new God of War can lift the curse. Who has the power, the will, and the strength to achieve divinity and become the next God of War? Do you?

Welcome to War

Chapter 1: Godwar

Five years of fighting have scarred the lands of the Sundered Empire, and still the fires of war burn brightly. Armies crisscross Western Oerth, grinding life underfoot. The elven Empire of Ravilla stands in the midst of it all, beset by gnolls and demons, an undead legion, and a savage humanoid horde. The crusading humans and revolutionary dwarves are also in the fray, both bearing great strength of arms. This is not simply a war of good versus evil, but a war for godhood itself.

The roots of the Godwar run deep. Listen now and understand.

THE DEATH OF STRATIS

When the world was young, the gods strode the earth. They did not live on the Outer Planes or work through clergy as they do today. The gods were titans of passion who steered the fate of the world through countless generations. Sometimes they helped mortals, and sometimes they brought storms of destruction. After the hardship of the Demon War, however, the gods largely left the world to the young races. There was only one exception: the God of War.

Stratis, the God of War, could never spend his days languishing in heavenly courts. He lived for battle and the chaos of combat and needed the smell of blood in his nostrils. He scoured the earth looking for battle, and when he could not find it, he instigated it with his godly powers. The young races were honored by the attention, at least at first. But as war followed war, with no respite and no lasting peace, some began to spurn the God of War. Was there no peace because the young races could not get along, they asked, or because Stratis would not allow it?

"Warriors of Thalos, this is your hour of destiny. The continent is in chaos. We will march back to the lands of our ancestors and make right an ancient wrong. By the blood of Almira, I will make it so!"

—QUEEN ALMIRA XXI OF THALOS

It was the elven hero Marinn who finally took action. He gathered together a mighty group of heroes drawn from all the young races. These heroes dedicated themselves to freeing the young races from the tyranny of war. They gathered together artifacts of great power and then lured the God of War into an ambush. The conflict lasted a full day, and the raging Stratis cut down nearly all the mortal heroes. When only three remained, Marinn saw the opportunity he had been waiting for. A blow from the axe of the ogre champion Grench had gashed a hole in Stratis's breastplate. On a signal from Marinn, Grench and the human warrior Braddock rushed the God of War and grabbed hold of his arms. Then Marinn took his ancient elven blade and thrust it through the rended armor and into the god's heart.

Stratis shuddered as the artifact hit home. He threw off Grench and Braddock, breaking Grench's neck in the process. He then fell to his knees, kept alive only by the godly energies coursing through his body. He looked at Marinn and spat in disgust.

"You think the young races will be free now, elf?" the god scorned. "You are wrong, and every mortal will pay for your mistake. Until a new God of War rises to replace me, the young races will not know even a moment of peace. Remember what you have wrought here this day—remember as the corpses pile their way toward the heavens!

The God of War staggered to his feet and reached toward the sky. A whirlwind of fire appeared at his summons and carried the dying god high into the air. As Stratis ascended toward the heavens, he threw down his panoply, scattering it among the young races. Marinn and Braddock watched as weapon after weapon flew out of the whirlwind, arcing across the night sky like fiery meteors. These mighty artifacts would spark an unending conflict that would tear the world apart—this was the dying god's vengeance on the arrogant heroes of the young races.

Mother of War

Stern Alia, more commonly known in the Sundered Empire by her sobriquet, the Shield Mother, is a goddess of law and protection. Through chance or design, she is also the Mother of War, for her sons represent the three faces of battle. Heironeous is the god of just and honorable war. His half-brother and nemesis, Hextor, is the god of destruction and tyranny. And his youngest brother, Stratis, is the god of the art of war. The Shield Mother is also the tutelary goddess of the Thalish people.

A WORLD IN FLAMES

A report to Her Most August Majesty, Queen Almira XXI of Thalos, on the forces of war and the balance of power, by Loremaster Elias, humble servant of Truth.

Since the death of Stratis, Western Oerth has been rife with conflict. The godly artifacts provided the spark, and war spread like wildfire. Some say that the one who reassembles the panoply of Stratis will become the new God of War. If this is true, we have much to fear. Although our armies are strong, the world teems with evil forces. I have prepared this brief report for Your Majesty to show how much our world has changed in only five years. We have entered a new era. By the grace of the Shield Mother, I hope we survive it.

Ahmud's Legion

Ahmud was a nomad warlord who terrorized the Empire of Ravilla 300 years ago. After inflicting several stinging defeats on the elven armies, he was dispatched by the assassin Prisca and buried in an unmarked grave. If reports can be believed, the spear of Stratis brought Ahmud back from the

grave. With the aid of a mortal death cult dedicated to the god Nerull, Ahmut has raised an army of hideous undead. Ahmut may be Stratis's final vengeance on a world that turned its back on him.

Ahmut's Legion is an implacable foe. The undead never run away, and they are virtually immune to many weapons. Our soldiers do not relish the thought of facing slain comrades in battle, nor of enduring necromantic magic. The undead have no need for food, and foul weather hardly impedes them. Even in the depths of winter, the undead march on.

Drazen's Horde

The humanoids of the southlands have long fought among themselves, and individual tribes were never strong enough to make their presences felt in civilized lands. This changed with the emergence of Drazen, a hobgoblin leader of fearsome reputation. He created an alliance of orcs, bugbears,

"We've seen orc incursions before, but we always cleared them off in short order with arrows and felldrakes. What I've never seen are orcs, bugbears, ogres, and hobgoblins working together. This is a whole new kind of war."

—FELLERIN, GRAY ELF CAPTAIN

ogres, and other murderous riffraff. Despite their savagery, Drazen and his hobgoblins have forged these creatures into a cohesive army.

The hobgoblins give the Horde discipline, and the orc druids provide magical support. Drazen's Horde is primarily a shock army, and they field many tough troops, such as ogres and even owlbeats. Even though Drazen's tactics are limited by the nature of his soldiers, the Horde is a danger to be watched.

Mordengard

The dwarves of Mordengard overthrew their hereditary king just over 100 years ago. Rather than act sensibly and crown a queen to rule over them, the dwarves announced they were establishing a "People's State." It is their contention that the common dwarf should have a say in the way the nation is run. Preposterous, I know, but the dwarves are dedicated to their cause.

As you would expect from stout folks like the dwarves, their army is disciplined and tough. Their arms and armor are of the highest quality, and they excel at fighting in close quarters. In recent years, they have also begun to use an array of elementally powered weapons and allies from the Inner Planes. The dwarves are best at defensive warfare, where their lack of long-range weapons and mobility is less of a hindrance.

Naresh

Gnolls conquered the mountainous region northeast of Ravilla several centuries ago. Since then, they have continued to skirmish with the nearby wood elves, but they never mobilized for full-scale war until now. Their leader is a half-demon named Jangir who rules in the name of the gnoll

"Nerull, the Reaper of Flesh, has brought Ahmut to us. Under his command, we will scythe through our foes and usher in the Reign of Death!"

—OBREGAN, HIGH PRIEST OF NERULL

deity Yeenoghu. Jangir rules as priest-king, and he considers it destiny that the God of War's flail fell into his hands.

The army of Naresh is a mix of gnoll foot soldiers and demonic elites. Gnoll rangers are quite dangerous, having honed their skills fighting the wood elves. It is the power of the Abyss and the patronage of Yeenoghu, however, that make Naresh a power to be reckoned with.

Ravilla

An empire in name only, Ravilla now consists of the gray elf city-states and the northern wood elf enclaves. The rest of their empire has been overrun by gnolls, undead, and humanoids too numerous to mention.

The elves stubbornly cling to their mandate from the gods, claiming that only they can protect the world from a new demonic invasion. None deny the aid the elves gave to the gods during the Demon War, but that is ancient history.

Although they are beset on all sides, the elves cannot be discounted. Their wizardry is second to none, and their army is professional and well-seasoned. The wood elves are perhaps the best skirmishers and sharpshooters in the war, and they bring with them fierce felldrake allies. The elven army excels at hit-and-run tactics, but their light armor leaves them vulnerable in close combat.

Thalos

My Queen needs not the scribblings of a humble Loremaster to inform her of the state of her empire. You sent out the call, and the people have responded. Even now, our valiant paladins and powerful war machines are on the continent, marching toward our ancient homeland one mile at a time. By the blood of Almira and with the blessing of the Shield Mother, we will win back what is ours.

Our army has never been stronger, and our navy dominates the seas. With stout infantry, inspirational leadership, and the constructs of our gnome allies, we are ready for any enemy.

Chapter 2: Rules of Play

OVERVIEW

Each player has several models that represent **commanders** and troops, or models, in a **warband**.

The game is played in a series of rounds, with each model getting one turn per round. Players roll a twenty-sided die (**d20**) and add the appropriate modifiers to see whether those models' attacks and other actions succeed.

The two warbands start at opposite sides of a **battlefield** and fight. Models that suffer damage might lose their courage and flee (**rout**), or they might stand and fight until either they or their opposing models are destroyed.

OBJECT OF THE GAME

Your warband wins when your opponent has no models left on the battlefield. Specific scenarios (See Scenarios, page 54.) may change this objective.

MODEL STATISTICS

Each model has a model card that lists its abilities.

Name

This identifies the model, such as "Human Glaiver."

Faction

Each model belongs to one of several factions. The initial six factions are Ahmut's Legion (undead and death cultists), Drazen's Horde (savage humanoids), Mordengard (dwarves), Naresh (gnolls and demons), Ravilla (elves), and Thalos (humans).

Cost

The points you must "pay" to have this model in your warband.

Type

Some creatures are good, some are evil, and the rest are neutral. Good models and evil models can't be in the same warband, and neutral models can be in a warband with either good or evil models. Each model is also one of the following types: animal, beast, construct, dragon, elemental, humanoid, monstrous humanoid, outsider, or undead. A humanoid model has a subtype in parentheses, such as "(Dwarf)." You need to know a model's type only for some special abilities, such as spells or the various Fight abilities.

Level

The model's overall power.

Speed

This is how many inches the model can move in a turn and still be able to attack. It can also move up to twice this far and attack if it's **charging**. (See Charge, page 16.) It can also move double its speed if it does nothing else. Sometimes the rules say that a model must move **full speed**, such as when a model that is out of command advances toward an enemy model. Full speed means that a model can't stop until it has moved twice its speed or until it has reached its destination.

Armor

An enemy must roll this number or higher on an attack roll to hit the model.

Health

This is how tough the model is to destroy. When the model takes damage, its health is reduced by that amount. When the model's health drops to half, it must make a **morale save** (See Morale Saves, page 23.) to avoid fleeing the battlefield. When the model's health drops to 0, it's **knocked down**. (See Knocked Down, page 21.) When the model's health drops below 0, it's destroyed and must be removed from the game.

Save

This is how easily the model avoids or survives certain hardships and special attacks or overcomes certain special abilities and spells. A model must make a successful save to avoid routing when damaged down to half health, to **get up** after being knocked down, and so on. The number you must roll to be successful (the **Difficulty Class**) depends on what the save is for. If the d20 roll for an attempted save is a "**natural 1**" (a 1 on a d20, regardless of modifiers), then it automatically fails. If the roll is a "**natural 20**" (a 20 on a d20, regardless of modifiers), then it automatically succeeds, regardless of the Difficulty Class.

Melee Attack

This is how good the model is in hand-to-hand combat. Add this number to a d20 roll. If the resulting number is at least as high as the defender's armor, the attack is a hit.

If the melee attack roll is a natural 1, then it's automatically a miss. If the melee attack roll is a natural 20, then it's automatically a hit, regardless of the enemy's armor. It might also be a critical hit. (See Critical Hits, page 21.)

Human Slayer	
Thalos	
Good Humanoid (Human)	
Cost: 8	
Level: 1	Melee Attack: +4
Speed: 6	Melee Damage: 2
Armor: 15	Ranged Attack: —
Health: 2	Ranged Damage: —
Save: +2	

Special:
Abilities—Reach 1"

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Demonic Gnoll Adept



Human Paladin



A model may make a melee attack against any model with which it is in melee contact.

Melee Damage

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

If the damage line includes the word "blunt," then the weapon doesn't deal extra damage on a critical hit. It does, however, deal full damage to models with the Skeletal special ability. (See Skeletal, page 39.)

Ranged Attack

This is how good the model is at shooting things. Not all models can make ranged attacks. This works just like melee attack.

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

If this line includes the ☐ graphic, then the model can make only one ranged

attack per skirmish. You can use the graphic to keep track of whether the model has used its ranged attack for the skirmish.

Ranged Damage

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

Special

If the model has special abilities or spells, this is where they are listed. (Some special abilities are weaknesses rather than strengths.) Each special ability and spell is described in Chapter 3: Special Abilities and Spells, beginning on page 32. Certain models have the Commander ability. These models are commanders. They guide the actions of other models (troops).

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

BUILDING YOUR WARBAND: BASIC RULES

You build a warband by selecting the models you like.

Selecting Models

First, determine the point value for your warband. This total will depend on what you and your opponent agree on, and the total costs of all models in your warband must not exceed this predetermined point value. A 50-point warband is typical. For a warband with more powerful models, try 100 points.

- You can have more than one copy of a given model.
- All models must be from the same faction.
- The game plays fastest if you use no more than fifteen models in a warband.

Commander Limit

Total up the Commander **ratings** of your commanders. That number is the maximum number of troops (commanders are not considered troops) that you can have in your warband. A model with the Difficult Troop special ability counts as two troops. A model with the Independent Troop special ability doesn't count against this commander limit, but its cost still counts toward the point value of your warband.

In Reserve

You can have a single model in reserve that will be in your warband only half the time. This model's normal cost must be no more than one-tenth the cost of your warband, and you pay half its normal cost (rounded up). At the start of each skirmish, roll a d20. If you roll 11 or higher, the model is in your warband for that skirmish. For example, if you are building a 50-point warband, you may pay 3 points to have a Dwarf Legionnaire (cost 5) "in reserve."

Tactical Advantage

You can spend points to gain a tactical advantage. For each point you spend on tactical advantage, add +1 to your **scouting check**. These points must be "left over" from the building of your warband.

Terrain

Choose two pieces of terrain as part of your warband.

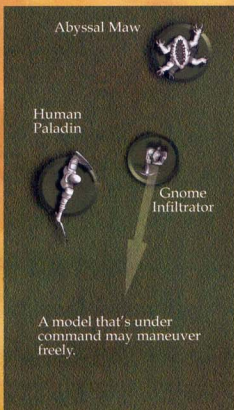
Setup

The skirmish takes place on a four-by-four-foot battlefield. To begin, players place terrain (such as the terrain cards that come with this Starter Set) and models on the field according to the Standard Skirmish scenario on page 55. After you've gotten a feel for the Standard Skirmish, you can try some of the variant skirmishes, which are also described in

Basic Rules

Some of the rules described here change if you are using the Advanced Rules (See Command Points: Advanced Rules, page 26.), which incorporate command points. The rules that change when you're using command points are marked as "Basic Rules."





Chapter 5: Scenarios, beginning on page 54.

You can use a ruler to measure distances for model movement, attacks, and so on. You can also use a tape measure, which is useful because you can bend it around corners when measuring.

Round Sequence

Each round, players take the following actions.

Roll Initiative

Each player rolls a d20 to see who will have **initiative**. The player with the higher roll decides who goes first. If there are three or more players, the one who wins initiative also determines whether play will proceed to the right or to the left that round.

Activate Models

Players take turns activating their models. The number of models you activate at a time depends on the size of your warband at the start of the round.

Table 2-1: Activating Models

<u>Warband Size</u>	<u>Models Activated</u>
1-4	1 at a time
5-8	2 at a time
9 or more	3 at a time

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

Include routing and knocked down models when you count your warband size.

What a Model Can Do

Basic Rules: The rules for these actions assume that the model

- is within 24" of an allied commander and has **line of sight** (See Line of Sight, page 48) to that commander,
- is within 6" of an allied commander (regardless of line of sight), or
- is a commander itself.

A model that meets one of these conditions is considered to be **under command**. If a model isn't a commander, doesn't have a commander within

6", and doesn't have line of sight to a commander within 24", then it is **out of command** (See Actions When out of Command, page 17.), and its options are limited.

Actions

Each round, a model gets one turn and may take one of the following five actions. (Models that are out of command have special limits on what they can do.)

Maneuver

A model may move in any direction or combination of directions up to its speed. After doing so, it can do one of the following:

- Make a melee attack. A model may attack an enemy model with which it is in **melee contact**.
- Make a ranged attack. A model may attack the nearest enemy model (only). A model can't make a ranged attack if an enemy model is in melee contact with it.
- Cast a spell. A model may cast an attack spell at the nearest enemy model (only) or a beneficial spell on the nearest allied model (or on itself). If an enemy model is in melee contact with this model when it casts a ranged spell (one with a 6" or greater range), this model must make a successful save or lose the spell. The Difficulty Class on the save is 15 + the spell's level. A model casting a nonranged spell (personal or touch) doesn't have to make this save.
- Take a special action. Some special abilities, such as Turn Undead +4, count as part of a maneuver, sort of like making an attack.
- Move again. After moving its speed, a model can move its speed again. It has then exhausted its turn.

If an enemy model is in melee contact with a model that then moves out of melee contact, the moving model must make a morale save or rout. (See Routing, page 24.) In addition, the enemy model that was in melee contact with the moving model makes a single **attack of opportunity** against it. (See Movement and Attacks of Opportunity, page 22.)

A model that moves off the battlefield is out of the game.

Actions

Each round, each model gets one turn and may take one of the following five actions.

Maneuver: Move up to its speed in inches and immediately attack, cast a spell, or move its speed in inches a second time.

Charge: Move at least 2" and at full speed in a straight line toward the nearest enemy model and make a melee attack, if possible.

Stand: Hold its position; attack, if possible.

Rally: Try to stop routing.

Get Up: Try to recover from being knocked down.



A model can't move through another model unless the other model is knocked down. A model can move over a knocked down model, but doing so incurs a 1" movement penalty (like moving over a terrain barrier), and a model can't stop on top of a knocked down model.

Charge

A model may move at full speed directly toward the nearest enemy model. It must move in a straight line directly toward the nearest part of the enemy model's base.

A model can't charge if it starts its turn with an enemy model in melee contact with it.

If the model encounters terrain that slows its movement (See Movement Costs, page 48.), if it has to squeeze between other models (See Squeezing between Obstacles, page 30.), or if it is

otherwise slowed down, it is no longer considered to be charging.

A charging model cannot move around obstacles or otherwise change direction.

A charging model cannot move less than full speed unless it comes into melee contact with an enemy model.

If a charging model comes into melee contact with an enemy model and has moved at least 2", it makes a melee attack with a +2 bonus to the roll. If it has moved less than 2", it doesn't gain this attack bonus.

Stand

The model may stand still. It may also attack or cast a spell, as described under Maneuver. (You can think of the stand action as "maneuvering 0".")

Rally

A routing model rallies as its action. It makes a morale save. If it succeeds, it does nothing else that turn—but is no longer routing. If it fails, it moves at full speed toward the nearest battlefield edge. A model that leaves the battlefield is out of the game.

Get Up

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

If the save is successful, the model's health rises from 0 to 1. (A model gains 1 health only if it is at 0. For example, a model that gets up after being knocked down by a poison attack does not gain 1 health after a successful save to get up.)

If the roll is a natural 1, the model is destroyed and should be removed from the game.

If a model is knocked down because of a special ability, not because its health is dropped down to 0, see the rules for that special ability.

For example, a Gnome Infiltrator is knocked down. On its turn, its controller rolls a d20 to get it up. The die comes up 18. Because the Infiltrator's save is +2, it gets up with 1 health. It can do nothing else on its turn.

Actions When out of Command

Without commanders, troops' actions are limited.

Basic Rules: The rules for the five actions previously described assume that the model is under command.

A model is under command if

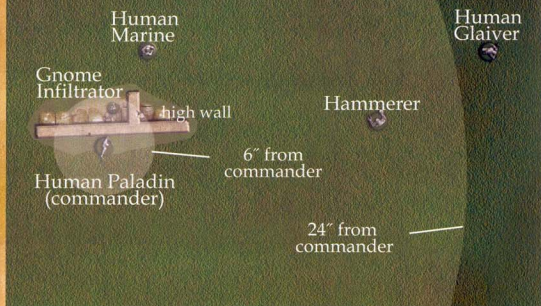
- it is a commander,
- it is within 6" of an allied commander (regardless of line of sight), or
- it is within 24" of an allied commander to which it has line of sight.

A model is out of command if

- it is not a commander,
- there is no allied commander within 6", and
- there is no allied commander within 24" to which it has line of sight.



A model is out of command if it's not a commander, it's not within 6" of a commander, and it can't see a commander within 24". The Marine and Glaiver are out of command. The Hammerer and Infiltrator are under command.



Routing and knocked down commanders don't count for putting other models under command (though routing commanders can still rally themselves).

Charge, Stand, and Get Up

An out of command model can charge, stand, or get up normally.

Maneuver Full Speed toward Enemy Only

If an out of command model maneuvers, it must move at full speed toward the nearest enemy model. Full speed means up to twice the model's speed. A model moving at full speed stops only when it comes into melee contact with the enemy model or has moved its maximum distance.

A model with a ranged attack must move toward the nearest enemy model if it moves at all, but it can move at less than full speed. Specifically, if it is going to make a ranged attack, it can stop moving when it moves from outside range to within range of the nearest enemy model.

For example, an out of command Gnome Infiltrator that is 26" from a Gnoll Trooper (the nearest enemy model) can advance 2" and then shoot its



crossbow (range 24") at the Trooper. (In practice, the player decides where to stop the Infiltrator without measuring the distance to the Trooper. To be safe, the player is likely to move the Infiltrator closer to 3" in order to make sure that it's within 24" of the Trooper.)

If there are no enemy models in line of sight, a maneuvering, out of command model must move at full speed toward the focus point of the battlefield. (Typically, the focus point is the center of the battlefield.)

No Rallying

While out of command, a routing model can't rally. Just as if it had attempted a morale save and failed, it moves at full speed toward the nearest battlefield edge.

Combat

Combat is an exchange of attacks. Wounded models might lose their nerve and flee, get knocked down, or be destroyed.

Attack and Damage

When a model attacks, roll a d20 and add the model's melee or ranged attack modifier, as appropriate.

If the result is at least as high as the

Damage Counters

The punch-out counters help you keep track of damage. You can also use them to keep track of other things. For example, you can use counters to keep track of command points, one-use ranged attacks, which models have acted this round, where the center of the battlefield is, and so on.

Abyssal Maw



Gnome Infiltrator



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

defender's armor, the attack succeeds. The attacking model deals its melee or ranged damage, as appropriate, which is subtracted from the defending model's health. Keep track of damage that a model has taken by placing damage counters on its base or somewhere near it. (Alternatively, you can place the counters on the model's record card or keep track with pencil and paper.)

If the attack roll is a natural 20, it automatically succeeds, regardless of the defender's armor. It might also be a critical hit. If the attack roll is a natural 1, it automatically misses, regardless of the attacker's attack bonus.

If the defending model's health drops to half or less, it must make a morale save. If a model has already succeeded in a skirmish at a morale save it made for dropping to half health, it doesn't have to make another one. (Thus, a

model that succeeded at its save and was healed doesn't need to make a morale save for dropping below half its health again.)

If a model's health drops exactly to 0, it's knocked down.

If a model's health drops below 0, it's destroyed. Remove it from the game.

Attack Modifiers

In addition to the attack modifiers already listed in a model's statistics, certain circumstances may further modify attack rolls. Some of these circumstances may also affect a model's armor, such as the following for melee and ranged attacks.

Melee Attack Modifiers

- Attacking from above: +1 attack
- Defender knocked down: automatic hit, double damage
- Multiple attackers: +2 attack

A model gets a +2 bonus to its melee attack against an enemy model if three or more hostile models are also in melee contact with that enemy model, including the attacker. (Knocked down, dazed, and routing models don't count because they aren't considered to be in melee contact with any model.)

- Attacker "on" a wall: -2 attack
- Defender "on" a wall: -2 armor

Ranged Attack Modifiers

- Attacking from above: +1 attack
- Defender has cover: +4 armor (See Cover, page 49.)

- Intervening models: +1 armor to the defender per intervening model. A model is "intervening" if its base is crossed by the line between the center of the attacker's base and the center of the defender's base.
- Defender contacting hostile model:* -4 attack
- Defender knocked down:** no modifier

**The attacker suffers this penalty if the defender is in base-to-base contact with at least one hostile model (usually the attacker's ally). Knocked down hostile models don't count.*

***See Knocked Down, below, for restrictions on targeting models that are knocked down.*

Critical Hits

If an attack roll is a natural 20, the attack automatically succeeds. Additionally, the attacker makes another attack roll (just like the first). If the second roll is successful, the defender takes double damage (like being hit twice).

Constructs, elementals, and undead are immune to critical hits. A natural 20 is still an automatic success, but the attacker doesn't get to roll again to see if the attack scored a critical hit.

Blunt weapons don't score critical hits. A natural 20 is still an automatic success, but the attacker doesn't get to roll again to see if the attack scored a critical hit.

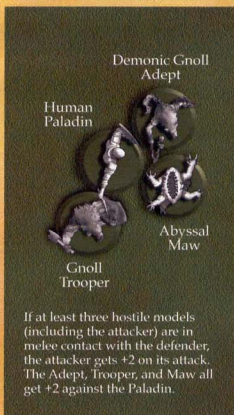
Knocked Down

A model whose health is reduced to 0 is knocked down. Lay a knocked down model on its side. The only action it can take while knocked down is to get up.

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

A knocked down model is not considered to be in melee contact with any other model, can't make attacks of opportunity, can't rout, and doesn't make morale saves.

For purposes of determining the nearest enemy, a model must ignore a knocked down enemy model unless there are no other enemy models in line of sight. (A model making a charge or a ranged attack charges or





shoots at the nearest standing enemy model, even if a knocked down enemy model is nearer.)

Basic Rules: A knocked down commander doesn't count as a commander for determining whether troops are under command.

Certain special abilities can knock down a model even if it has more than 0 health.

Movement and Attacks of Opportunity

The area within 1" of a model is that model's **threatened area**. If a model is in an enemy model's threatened area and moves, the enemy model makes an attack of opportunity against it. The exception to this rule is that a model can move toward the nearest enemy model without drawing attacks of opportunity.

A model may make only one attack of opportunity per round. A model must make an attack of opportunity when it has the chance.

A model incurs an attack of opportunity as it moves out of melee contact with an enemy model. Additionally, the moving model must make a morale save or rout. (Routing and knocked down models are not considered to be in melee contact with other models.)

When Attacks of Opportunity Occur

A model makes an attack of opportunity in response to certain moves that an enemy makes. The attack of opportunity takes place when the enemy model is about to make its move, but before it actually does so.

For example, an Abyssal Maw moves past a Human Paladin (within 1" of the Paladin), and the Paladin makes an attack of opportunity against it. The attack occurs when the Maw is 1" from the Paladin—when it first contacts the threatened area, not when the Maw is closest to the Paladin, or as it's leaving the threatened area. In the same way, if the Paladin is in melee

contact with the Maw and the Maw moves away, the Paladin immediately gets an attack of opportunity against the Maw before it actually moves. If this attack knocks the Maw down, the Maw drops where it is, without having moved and while still in contact with the Paladin. On her action, the Paladin can strike the Maw without moving first.

If more than one model gets to make an attack of opportunity, their players determine the order in which they make their attacks. They make their attacks of opportunity one at a time, and they all make these attacks even if the moving model is knocked down or destroyed. If models controlled by more than one player (as in a multiplayer game) make attacks of opportunity, the player whose turn it is makes his or her attacks first, and the chance to make attacks of opportunity moves left around the table.

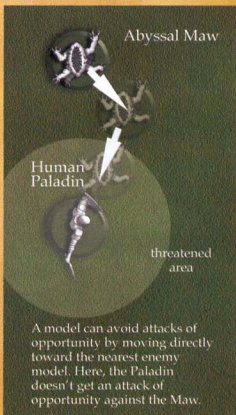
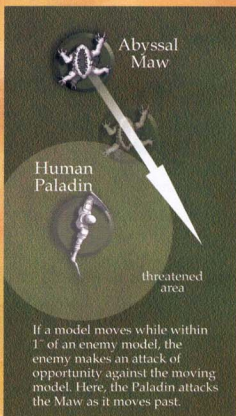
Morale

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

Morale Saves

A morale save is a save that a model makes to avoid fleeing. It works like any other save, using the rules in this section. A model must save for morale when

- its health first falls to half or less, or
- it moves away from an enemy model that is in melee contact with it. (Routing and knocked down models are not considered to be in melee contact with other models.)



A model making a morale save must succeed or rout. The Difficulty Class of the save depends on how many casualties the model's warband has suffered. Dead, knocked down, and routing models count as casualties, as do models that have routed off the battlefield.

If a model has more than half its health when making a morale save (as it might when moving out of melee contact with an enemy), then it gets a +5 bonus on its morale save (in addition to its normal save modifier).

Table 2-1: Morale Save Difficulty

<u>Warband Casualties*</u>	<u>Difficulty Class</u>
Less than half	13
One-half or more	18

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

Routing

A model that fails its morale save immediately moves at full speed (twice its speed) away from the enemy that caused it to make the morale save. It is now routed.

Moving out of melee contact with enemy models and moving while near them provokes attacks of opportunity normally. An exception is that a model that has just attacked a model (causing it to rout) can't then make an attack of opportunity against the routing model.

A routing model moves around obstacles to get farther away from the enemy model, but it can't move closer to the enemy model while doing so. A routed model moves less than full speed if terrain or other models block it, but it still moves as far away as it can. (It's possible that the routed model can't move at all, such as if it's pinned in a way that makes it unable to flee from the enemy.)

A routed model can't attack (even to make an attack of opportunity). Thus, it is never considered to be in melee contact with other models. A model that starts its turn routed can rally. If it is out of command, however, it can't rally, and it automatically moves at full speed toward the nearest battlefield edge. A model that leaves the battlefield is out of the game.

Getting up and Morale

Sometimes a model gets dropped to 0 health without getting dropped to half health first. In this case, it's knocked down before it ever makes a morale save for being dropped to half health. If the model later gets up (or is cured up to 1 or more health), it does not have to make a retroactive morale save for having dropped to half health or lower. (It is considered to have done so.)

Likewise, if a model can't rout for some other reason when it first drops to half health, it does not have to make its save later.

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

GENERAL RULES

A few general rules apply to game play.

Rounding

Round fractions down. If a model takes half damage from a fire bomb that would otherwise deal it 1 damage, for example, that model takes no damage.

Nearest Enemy Model

The nearest enemy model is the enemy model in line of sight to which the path is shortest. For example, for purposes of movement a model that's 4" away is "nearer" than a model that's 3" away but in the woods (which costs 2" to move within). Because it would effectively cost a model 5" of movement to reach the model in the woods, the model that's 4" away is considered "nearer."

A model that can't be reached (to which there is no path) must be ignored when determining the nearest model.

For example, a Gnoll Trooper that's in the corner of two high walls and surrounded by other models can't be reached by another model. No matter how close it actually is, it's not considered nearest to the models that can't get to it.

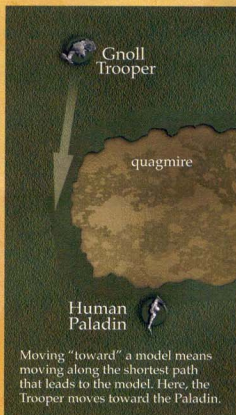
Because ranged attacks ignore movement costs, those costs don't count when determining the nearest enemy model for ranged attacks. In the first example, the nearest enemy model would be the one in the woods (3" away), even though the woods grant cover to the defender.

Moving "toward" and "away from" Models

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

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

If a rule says that a model moves "directly" toward or away from another model, that means that the model moves in a straight line toward or away from that model. For example, a charging model must move directly toward an enemy model.



Measuring

Measure distances between models from the nearest parts of each base. Technically, you should measure a model's movement by how far the center actually moves. This means that a model that turns a corner is limited by the distance that its center can move, not its inside edge.

You may not measure distances to help you decide which action a model will take. For example, choose whether to use a ranged attack, including a spell, before measuring the distance to the target model. If the target model turns out to be out of range, the attack is a failure.

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

Rotating Models

A model may rotate freely. A rotation must be around the model's center. The model's facing has no effect on game play.

Ties

When you get a tie on a roll, such as an initiative roll, reroll both tied dice. In a multiplayer game, everyone rerolls initiative if two or more players tie.

When there's a tie in terms of measurement, such as when two models are equally far away from a charging model, roll randomly to see which model is considered nearer. Because you measure after declaring an action, your action might wind up being different from what you intend.

For example, if a model charges, and it turns out that the model you thought was nearest isn't, then the charging model charges the one that is actually nearer. In this case, special orders that let a model ignore the nearest model don't force the model to do so. If a player isn't sure which model is nearest, for example, he or she might issue the order for the charging model to ignore the nearest model. That way, the charging model can charge the one the player wants even if measuring shows that it's actually the second nearest.

Model Statistics

Unless participants agree otherwise, you can look at your opponent's model statistics.

COMMAND POINTS: ADVANCED RULES

In the Advanced Rules, commanders get command points that they spend to direct their troops. At the beginning of each round, each commander has a number of command points equal to its Commander rating. At the end of the round, unspent command points are lost. They can't be saved from round to round. (See Commander, page 32.)

Building Your Warband

Use the Basic Rules, with the following changes.

Command Points

In the Advanced Rules, you can build your warband without a minimum number of command points. If your warband has more troops than the commanders can control, that just means some of the troops are going to have to be out of command each round. In fact, you can even build a warband with no commanders at all. (The exception to this rule is a model with the Wild Troop special ability. You must have 1 command point for each wild troop in your warband.)

Cross-Faction Models

Additionally, you may build a warband with models from different factions. Good models can't be in a warband with evil models, but otherwise you can mix models freely. Your warband, however, must have commanders if it has models from more than one faction. Ultimately, the warband's faction is determined by the faction with the most command points. All models of other factions are considered to be cross-faction models. You need 1 command point per cross-faction model, and command points from cross-faction commanders don't count. Cross-faction wild and difficult troops each count as two models for this purpose. Independent troops and commanders do not count against this limit.

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

For example, a primarily dwarven warband with a Centaur Trooper (Ravilla faction, difficult troop) and a Wood Elf Scout (Ravilla faction) must have at least 3 command points among its commanders (2 for the Trooper and 1 for the Scout).

Challenging Initiative (Two Players)

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

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

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

Challenging Initiative (Three or More Players)

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

1. All players roll for initiative (rerolling until there are no ties).
2. Each player, starting with the lowest roller and going up, decides whether to reroll.
3. A player who rerolls and doesn't exceed the highest initiative roll is out of the running and can no longer challenge initiative.

4. A player who rerolls and beats the highest initiative roll takes the lead.
5. Whoever finally wins initiative determines which player goes first and whether play proceeds to the left or to the right for that round.

Under Command

Just as in the Basic Rules, for a troop to act under command it must be within line of sight and 24" of an allied commander or within 6" of an allied commander (regardless of line of sight). Additionally, in the Advanced Rules a commander must spend 1 command point for a troop to be considered under command. If the commander doesn't spend the command point, then the troop is out of command, even if it meets the Basic Rules criteria for being under command.

It costs 2 command points to command a difficult troop. (See Difficult Troop, page 33.)

For example, a Human Paladin starts the round with 5 command points. First, a Human Glaiver moves forward to take a defensive position in front of a Gnome Infiltrator. Because this maneuver is not at full speed toward the nearest enemy model, the Glaiver can take this move only if under command. The Paladin must spend 1 command point to allow the Glaiver to take this move.

Next, the other player activates a Gnoll Trooper, which then charges the Glaiver. (The Glaiver makes an attack of opportunity against the Trooper before being attacked because the Glaiver has Reach 1".)

Then the Infiltrator shoots at the nearest enemy model, which is the Trooper. Because this action is legal even if the Infiltrator is out of command, the Paladin does not need to spend a command point on the Infiltrator. The Paladin still has 4 command points. She might spend these points on an order. (See Table 2-3: Orders, page 29.)

Issuing Orders

In addition to allowing troops to act under command, in the Advanced Rules commanders can use command points to improve their and their allies' performance.

Once per round, a commander can issue an order to a model within 24" and in line of sight or within 6" regardless of line of sight. Several orders have a special 6" range limit. You may have a commander issue an order to a model any time that model is about to do something that the order affects, such as make a roll or take an action. You may not issue an order when the opponent is about to do something, such as just before your opponent makes an attack roll. Commanders may issue some orders to themselves and any orders to other commanders.

For example, a Human Glaiver is struck by a Gnoll Trooper for 1 damage, dropping him from 2 health to 1. The Glaiver now needs to succeed at a morale save or rout. At this point, the player of the Glaiver decides to have the Human Paladin issue her one order for the round, spending 2 command points to give the Glaiver +4 on his morale save.

While a commander can issue only a single order each round, it can issue that order to several models over the course of the round, provided that the commander has enough command points. A commander that has issued an

Table 2-3: Orders

Effect	Models Affected	Command Cost
Attack rolls +2	Any other allied model within 6"	2
Morale saves +2	Any other allied model in contact with the commander	0
Morale saves +4	Any other allied model within 6"	2
Morale saves +8	Any other allied model within 6"	3
Saves to get up +4	Any other allied model within 6" of the commander	2
Model gains a spot on the battlefield as its "focus." Until a commander gives it a new focus, it may advance toward this spot as if it were the focus point of the battlefield.	Any	2
Model is "under command" (and may maneuver freely and rally).	Any	1*
Model may choose 2nd-nearest enemy model to charge, shoot at, or cast a spell at (instead of the nearest enemy model).	Any	2
Model may choose any enemy model within line of sight to charge, shoot at, or cast a spell at (instead of the nearest enemy model).	Any	4
Model may move after attacking or casting a spell instead of before.	Any	2
Model may decline to make attacks of opportunity.	Any	2

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



order of a given type may issue that same order (only) another time to a different model later in the round, each time paying command points for the order. For example, if the Paladin has spent command points to give the Glaiver +2 on attack rolls, she can later pay 2 more command points to issue the same order to a second model that round.

Some orders affect a model's die rolls. These orders affect only die rolls made after the order. You can't roll a die, see the result, and then decide whether to issue an order to influence the roll.

Commanders can't pool their command points to issue orders that they can't afford individually.

A routing or knocked down commander can't spend command points.

A model can receive only one order per round. (The order to be "under command" doesn't count against this limit.)

Orders issued on one round generally last until the end of that round.

Issuing Orders to Cross-Faction Models

Commanders have trouble commanding troops that are from other factions. Any order costs 1 more command point than normal if the troop and the commander are from different factions.

For example, if the Human Paladin has a Dwarf Shock Trooper in her warband, it would cost her 2 command points, not 1, to have the Shock Trooper act under command.

If a cross-faction troop is also a difficult troop, add the +1 cost for being cross-faction first before doubling the result.

EXPERT RULES

These rules rarely come up, but if you play long enough, you'll need them.

Squeezing between Obstacles

A model can "squeeze" between two other models if the space between them is at least half the width of the model's own base. It moves 2" less than normal when it squeezes through in this way, and it can stop only where



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

Likewise, a model can squeeze between pieces of terrain that block movement or between such a piece of terrain and a model.

"Accidentally" Encountering Enemy Models

Sometimes, while moving, a model encounters an enemy model that it was not approaching directly.

A charging model must stop if it moves to where an enemy is in melee contact with it. It may be able to attack the model that stopped it, but its movement is no longer considered a charge. It can't, therefore, attack if it's moved more than its speed, and it doesn't get the +2 bonus for charging.

A charging model must stop if it moves into base-to-base contact with an enemy model. It may be able to attack the model that stopped it, but its movement is no longer considered a charge. It can't, therefore, attack if it's moved more than its speed, and it doesn't get the +2 bonus for charging.

A charging model, however, does not have the option to stop if it accidentally moves into an enemy model's threatened area, so it may suffer an attack of opportunity if it moves past an enemy model.

A model maneuvering toward the nearest enemy model while out of command may stop when it enters an enemy model's threatened area, but it does not have to.

A model maneuvering toward the focus point of a skirmish while out of command must stop when it enters an enemy model's threatened area.

A model maneuvering toward a scenario-specified goal (in a scenario that has one) while out of command, such as the defender's board edge in the Breakthrough scenario, may stop when it enters an enemy model's threatened area, but it does not have to.

A model maneuvering while under command may stop or keep moving, as its player wishes.

Attacking Allied Models

A model may not attack allied models. In some rare cases, it becomes worthwhile for a model to attack allied models, but this tactic is usually used to help fulfill some victory condition and wouldn't actually make sense in the game world.

Multiple Conditions and Effects

Conditions are not cumulative. A stunned model that gets stunned again, for example, is still just stunned. A routed model that would normally have to succeed at a morale save or rout does not have to make the save because it's already routing.

Special abilities are not cumulative with themselves. A model within 2" of two allied Human Paladins, for example, gets a total of only +4 on morale saves and saves against fear effects, not +4 for each Paladin.

Chapter 3: Special Abilities and Spells

Different models have different special abilities, and some have access to spells. Some special abilities are disadvantages rather than advantages.

SPECIAL ABILITIES

Sometimes a special ability contradicts a general rule. For example, the rules say that a model at 0 health is knocked down, but the Undead Creature special ability says that an undead model at 0 health is destroyed. In these cases, the special ability takes precedence. (You can think of many special abilities as “ways models break the rules.”)

Ratings

Many special abilities and spells have numbers, or ratings, to indicate the magnitude of their effects. For example, the *magic missile* 1 spell deals 1 damage to a target model, and the *shield of faith* +2 spell adds +2 to a target model's armor. A “[#]” indicator instead of a specific rating means that the rating for that special ability can vary from model to model. A special ability or spell with one or more □ symbols after it can be used only once per □ in a skirmish.

Special Ability Descriptions

The following special abilities are arranged in alphabetical order.

Aura of Courage +4

All allied models within 2" of this model gain a +4 bonus to morale saves and to saves against fear effects.

Cleave

This model's mighty blows can sometimes strike more than one enemy. Once per round, if this model hits an enemy model with a melee attack and destroys the model or causes it to become knocked down, this model can immediately make an extra melee attack against a different enemy model with which it is in melee contact. Destroying a model that's already knocked down, however, does not allow a model with Cleave to make the extra melee attack.

Commander [#]

This model is a commander, not a troop. It has command points equal to its Commander rating.

Basic Rules: When you build your warband, your commanders' total command points must at least equal the number of troops (not commanders).

Advanced Rules: Commanders can spend their listed number of command points each round. A knocked down or routing commander can't spend command points.

Construct Creature

This model is a machine or animated object. It is not a living model. It has the Immune Critical Damage, Immune Mind-Affecting Spells, Immune Paralysis, Immune Poison, Immune Sleep, Immune Sneak Attacks, Immune Stun, and

Fearless special abilities. If it ever drops to 0 health, it is destroyed instead of knocked down.

Cowardly

At the end of each turn that this model takes, if it began and ended its turn more than 6" away from all allied models, it must make a morale save or rout. That is, as long as this model is within 6" of an allied model at the beginning or end of its turn, this model doesn't have to make the save. (Remember, a model whose health is at more than half gets +5 on its morale save.)

Knocked down and routing models do not count when determining whether a cowardly model is within 6" of an ally.

The model has to roll the save even if it started its turn knocked down or stunned, as long as it gets up or recovers.

Death Touch 1

This model makes a death touch as a melee attack against armor 11 instead of the defender's armor. If the attack succeeds, and the defender has 1 health, the defender is destroyed. It's the defender's current health (taking damage into account) that counts. Death Touch 1 does not affect models with 2 or more health.

For example, a Human Death Cleric has Death Touch 1. If she succeeds at a melee attack (against armor 11), she can destroy a model that has 1 health.

Death Touch 1 works against only living models.

Difficult Troop x2

This model is hard to control.

Basic Rules: When determining how many models can be in your warband, this troop counts as two.

Advanced Rules: When this model receives a command, it costs double the normal number of command points. (If the command already costs extra command points, such as because the commander and troop are from different factions, apply the multiplier after the increase.)

Elemental Creature

This model has the Immune Critical Damage, Immune Paralysis, Immune Poison, Immune Sleep, Immune Sneak Attacks, and Immune Stun special abilities. In addition, because an elemental has no clear front or back, attackers can't get the multiple attackers bonus against it.

Evasion

This model is skilled at escaping from damage-based effects that would affect less-agile models. When this model succeeds at a saving throw that would normally reduce damage to one-half, it takes no damage instead. For example, the Human Swiftwing Disciple takes no damage with a successful save against the Dwarf Scorchers' fire bomb.

Extra Melee Attack

If this model doesn't move, it can make one extra melee attack (like the first melee attack). This special ability doesn't allow a model to make extra attacks of opportunity.

Extra Ranged Attack

Same as Extra Melee Attack, but for ranged attacks.

Fearless

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

Fight Dwarf -4

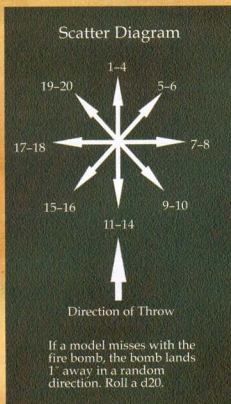
This model suffers a -4 penalty on attack rolls made against dwarves. This penalty applies even against ranged attacks (regardless of distance).

Fight TYPE +1

This model gains a +1 bonus to attack rolls made against creatures of the listed type. This bonus applies to melee attacks and to ranged attacks against models within 6" of the attacker. It does not apply if the defender is more than 6" away because the model can't strike as precisely from beyond that distance.

Fire Bomb 2

This model makes a ranged attack against armor 11 instead of the defender's armor. If it succeeds, the fire bomb strikes the defender (centered on its base). Otherwise, it lands 1" away in a random direction, possibly landing on a different model. (Roll using the scatter diagram below.) If the fire bomb hits a model, it deals 2 damage to it. In any case, it deals 1 damage to each model that it did not strike and that is within 3" of the center of the blast (the center of the struck model or the place where the bomb landed). Each affected model suffers only half damage (round down) if it saves (Difficulty Class 13). The damage is fire damage, so creatures that are immune to fire take no damage, and creatures that resist fire damage take less than normal.



Hide 13

If this model has cover relative to an enemy model, the enemy model is not considered to have line of sight to this model. The enemy model may try to establish line of sight despite the Hide 13 ability. To do so, it must make a successful save (Difficulty Class 13). The opponent makes this save after deciding that it's the model's turn but before deciding what the model will do.

Immune ATTACK

This model is immune to the listed effects.

- Immune Critical Damage: Critical hits don't deal extra damage to the model.
- Immune Mind-Affecting Spells: Mind-affecting spells do not affect the model.
- Immune Paralysis: Paralysis doesn't affect the model.
- Immune Poison: Poison doesn't affect the model.
- Immune Sleep: The *sleep* spell doesn't affect the model and can't even select this model as a model to be affected.
- Immune Sneak Attacks: Sneak attacks don't deal extra damage to the model.
- Immune Stun: Stun effects don't affect the model.

Independent Troop 0

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

Basic Rules: This model doesn't count against your troop limit when you build your warband. (Some models have an Independent Troop rating of 2 or more, which allows them to issue orders to themselves. These models, however, are not in the Starter Set.)

Inspire Courage +2

This model sings or chants and plays an instrument to fill allies with courage. All allies that are of this model's faction and that are within 6" of it get a +2



bonus on attack rolls, morale saves, and saves versus fear effects. If this model is knocked down or routing, its Inspire Courage +2 ability has no effect.

Morale -2

This model suffers a -2 penalty on all morale saves and saves against fear effects.

Point Blank Shot +2

This model gets a +2 bonus on ranged attack rolls against enemy models within 6".

Poison [#]

A living model struck by a model with a poison attack must save at the listed rating (which is the Difficulty Class) or be poisoned. A poisoned model is treated as knocked down, except that

- its health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health (such as from *cure wounds 1*);
- *cure wounds 0* doesn't help it; and
- if its health is 0 (or drops to 0), it dies immediately; orders can't grant it a bonus on its save to get up.

Constructs, elementals, undead, and certain outsiders are immune to poison.

Powerful Charge +2

When this model charges and hits with a melee attack, the attack deals +2 damage.

Special bonus damage, such as from Powerful Charge +2, is not doubled when base damage is doubled, such as on a critical hit.

Precise Shot

This model can make ranged attacks at an enemy model in contact with hostile models without suffering the normal -4 penalty to its attack roll.

Reach 1"

This model has a long melee weapon or naturally long arms, allowing it to strike in melee from a distance. Reach 1" has the following effects:

- This model's threatened area is the area within 2". (A normal model's threatened area is the area within 1".)
- This model's melee range is 1". It can make melee attacks against models up to 1" away. (A normal model's melee range is 0".) This model is considered to be in melee contact with enemies within 1". For example, an enemy model half an inch away must make a morale save and provokes an attack of opportunity if it moves out of melee contact (as normal for a model breaking base-to-base contact with an enemy).
- When charging and out of command, this model must stop as soon as it's in melee range (1" away). If this model is under command, it has the option of continuing the charge until it is closer or even in actual base-to-base contact.
- Terrain between this model and the model it's attacking (if any) grants a

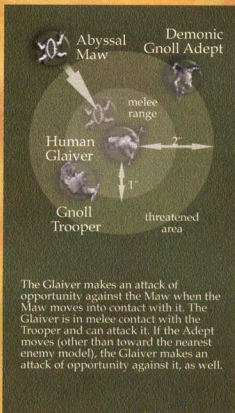
cover bonus (+4 to armor) to the defending model as if the attack were a ranged attack. (If the model bases are actually in contact, cover does not apply because no terrain is between them.) Likewise, intervening models each grant a +1 bonus to the defender's armor, as with ranged attacks.

- If an enemy model comes into base-to-base contact with this model, this model can make an attack of opportunity against it. (A model without Reach 1" doesn't have this ability.) The enemy model, however, avoids this attack of opportunity if it has moved 1" or less when it contacts this model.

Rend +3

If this model successfully strikes a single enemy model with both melee attacks, the second attack deals +3 damage. (All models with Rend +3 also have the Extra Melee Attack special ability.)

Special bonus damage, such as from Rend +3, is not doubled when base damage is doubled, such as on a critical hit.



Resist Acid, Cold, Electricity, Fire 4

This model automatically takes 4 less damage from acid, cold, electricity, and fire attacks. Subtract the listed rating (4 in this case) from each such attack (minimum 0).

For example, the Demonic Gnoll Adept is effectively immune to the Dwarf Scorchers' Fire Bomb 2 special ability because it has Resist Acid, Cold, Electricity, Fire 4.

The models detailed in this Starter Set don't deal acid, cold, or electricity damage, but future models will.

Scary [#]

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

At the end of this model's turn, all susceptible models with which it is in melee contact must succeed at morale saves or rout. If it is in melee contact with more than one susceptible model, the player whose turn it is decides the order in which those models make their saves. (See Morale Saves, page 23.)

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

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



For example, a Battered Skeletal Troll (with Scary 2) moves to within 1" of a Dwarf Cleric, attacks it (because it has Reach 1"), and misses. At the end of the Troll's turn, the Cleric (level 2) makes a morale save, fails, and routs. Moving away from the Troll provokes an attack of opportunity from the Troll.

Scent

This creature's senses (especially smell and hearing) are so keen that it can locate nearby enemies even if it can't see them. When considering which enemy model is nearest for purposes of this model's movement options, enemy models within 6" are considered to be potential nearest models even if this model doesn't have line of sight to them.

For example, an enemy separated from this model by 3" of woods is not ruled out as possibly the nearest enemy model even though this model doesn't have line of sight to it. Count line of sight normally for other purposes (such as charging).

Scout +4

This model adds +4 to any scouting check made before a skirmish. For each model with the Scout +4 special ability that you have in your warband, you gain +4 to your scouting check. For example, if you have two Wood Elf Scouts in your warband, you get +8 to your scouting check.

Skeletal

Whenever this model takes damage from an attack, (exceptions below), roll a d20 for each point of damage. For each d20 that rolls 11+, 1 point of damage is negated. This model does, however, take full damage from blunt weapons, spells, fire, and other special attack types.

Slow Ranged Attack

This model can't make a ranged attack in the same turn that it moves. (It has to take time to load the weapon.)

Smite Evil +1

When attacking an evil model, this model can gain a +1 bonus to damage. You must declare that you are using Smite Evil +1 before rolling the attack roll. The Smite Evil +1 attempt is wasted if the attack misses. If the model attempts to use Smite Evil +1 in an attack against a model that isn't evil, it has no effect and is wasted.

Special bonus damage, such as from Smite Evil +1, is not doubled when base damage is doubled, such as on a critical hit.

Sneak Attack +1

This model is skilled at maneuvering to make a deadly strike against a distracted opponent. It has three related special rules.

1. This model gains the +2 multiple attackers bonus on its melee attack roll when the defending model is in contact with two or more enemies (including this model). (A model without Sneak Attack +1 gets the bonus only when the defender is in contact with three enemies.)

2. This model deals an extra 1 melee damage against a living model whenever it gets the multiple attackers bonus on its attack.
3. This model deals an extra 1 damage with a melee or ranged attack against a living, knocked down, or stunned model, provided that the target is within 6". (This model deals only 1 extra damage even if conditions 2. and 3. both apply.)

Special bonus damage, such as from Sneak Attack +1, is not doubled when base damage is doubled, such as on a critical hit.

Sorcery

This model does not know a set number of each spell available to it. Instead, a set number of spells is available to it at each spell level. Each time this model casts a spell, it loses one spell slot of that level (or of a higher level, if it has no spell slots of that level left).

For example, the Human Sorcerer knows five 1st-level spells. He can cast *magic missile* 1 five times or *magic missile* 1 four times and *mage armor* +4 once. (There's no point in casting *mage armor* +4 more than once.)

Spontaneous Cure

This model can expend a spell slot to cast a *cure wounds* spell of the same level.

- 0-level spell slot: *cure wounds* 0
- 1st-level spell slot: *cure wounds* 1

If used against an undead creature that the caster fails to hit, the original spell is not expended.

Spontaneous Inflict

This model can expend a 1st-level spell to cast an *inflict wounds* 1 spell.

For example, the Human Death Cleric can attempt to expend, or "use up," *cause fear* (a 1st-level spell) to cast *inflict wounds* 1 in its place.

If the Death Cleric fails to hit the defender, the original spell is not expended.

Stunning Attack 12

Just before making a melee attack, this model can declare that its attack will be a stunning attack. If the attack hits, it inflicts its regular damage, and the struck model is stunned until after its next action. The struck model can avoid being stunned by making a successful save (Difficulty Class 12). Only living models can be stunned.

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

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

Thrown Weapon

This model's ranged weapon is one that can be thrown, such as a javelin. The model can make a ranged attack with a +2 bonus at the end of a charge. If the model is under command, it can stop short of a full charge, but must still charge at least 2" to get the +2 bonus to the attack roll. It must attack the enemy model at which it was charging. (An order can change the target of the charge, but can't let the model attack a model other than the one it is charging.)

Tumble 13

Each time an enemy model would make an attack of opportunity against this model, the enemy model must make a save (Difficulty Class 13). If the save fails, the enemy model can't make the attack of opportunity against this model. (Failing the save does not use up the enemy model's single attack of opportunity per round.)

Turn Undead +4

A model can turn undead as a special action.

When this model attempts to turn undead, roll a d20 and add +4. Compare this number to the turning check on Table 3-1: Turning Undead to find the level of creature affected. The closest undead model with that level or lower (and within 6" and in line of sight) routs. (If two or more models are equally close, the Turn Undead +4 attempt affects the one with the lowest level.) A routing undead model can be rallied only by an evil cleric commander. Other commanders can't rally it.

An undead model within 6" of an allied evil cleric commander can use that cleric's level as its own to resist turning (if the cleric's level is higher than the undead model's).

Table 3-1: Turning Undead

<u>Turning Check</u>	<u>Level Affected</u>
Up to 9	none
10-12	1
13-15	2
16-18	3
19-21	4
22-24	5

Undead Creature

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

Unreliable Troop 11

Each time you activate this model or have it make an attack of opportunity, try to roll 11+ on a d20. If you do, the model acts normally. Otherwise, its action is to do nothing.

Untrained Troop

Basic Rules: This model is always considered to be out of command.

Advanced Rules: This model can't receive orders.

Wild Troop

This model can't use intelligent strategies or even exercise caution. It races off after the enemy or comes to its commanders when called, and that's about it.

Basic Rules: A wild troop may not stand if it has any enemy model in line of sight (unless it is already in melee contact with an enemy model). It must charge the enemy model or advance toward it at full speed. It also may not move toward the focus point of the battlefield, as a normal model can when no enemy models are in line of sight.

The exception to these limits is that a wild troop that is under command may move at full speed toward the nearest commander. If, while moving toward the commander, it comes within an enemy model's threatened area, it must move toward that enemy until it is in melee range with the enemy or it runs out of movement. It must then attack if it can.

A wild troop that is out of command and has no enemy models in line of sight must stand.

Wild troops get up and rally normally.

Advanced Rules: As above. Additionally, the only order a wild troop can accept is to be under command. The only maneuver it can execute is to move at full speed toward the commander that put it under command (not toward the nearest commander).

Woodland Stride

This model can move through vegetation (briars, row of trees, woods) without paying the movement costs. Cover and line of sight still work normally.

Woodland Stride doesn't help a model affected by the *entangle* spell.

Wood elves and druids of 2nd level or higher have Woodland Stride.

SPELLS

Spells are a certain type of special ability. Each spellcaster can cast only a limited number of spells per skirmish.

Casting Spells

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

Ranged Spells: Spells work like ranged attacks if they have ranges of 6", 24", or "sight." This means, among other things, that a model must cast a ranged spell at the nearest enemy model.

A spellcaster can try to cast a ranged spell while in melee contact with an enemy. Doing so, however, is difficult. If the model makes the attempt, it must make a save (Difficulty Class of 15 + the spell's level) or it loses the spell (as if it has cast the spell to no effect).

If a ranged spell is beneficial, treat allied models as enemy models (and ignore enemy models) to determine which model the caster casts the spell on.

The spellcaster also has the option of casting the spell on itself.

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

Nonranged Spells: Nonranged spells—those with a range of touch or personal—work like melee attacks. Casting one does not draw attacks of opportunity. If the range is touch, the spellcaster can cast it on any model with which it is in melee contact or on itself. If the spell's range is personal, the spell affects only the caster.

No spell, of any range, can be used as part of a charge.

Saves

Most attack spells allow saves. If a target makes a save of at least the listed Difficulty Class, the spell is negated. (Rather than be negated, some spells instead have reduced effects upon a successful save. See each spell description.)

Spell Levels

Spell levels determine which casters have access to which spells and in what quantity, but the spell level almost never directly affects game play.

Class Abbreviations

Along with a spell's level are the classes of spellcaster that can cast it. For example, the level entry for *sleep* is Adp 1, Sor/Wiz 1. This means that it is a 1st-level spell that only adepts, sorcerers, and wizards can cast.

Spellcaster class abbreviations are: Adp (adept), Brd (bard), Clr (cleric), Drd (druid), Pal (paladin), Rgr (ranger), Sor (sorcerer), Wiz (wizard).

Multiple Spell Modifiers

When two spells grant bonuses to the same statistic, only the larger bonus applies. For example, if the Dwarf Cleric casts *shield of faith* +2 on the Gray Elf Wizard, the Wizard gains a +2 bonus to his armor. If the Wizard then casts *mage armor* +4, he gets a +4 bonus instead. He can't use both the +2 bonus from one spell and the +4 bonus from another.

Bonuses from any two different orders, special combat situations, and special abilities, however, are cumulative with each other and with bonuses from spells.

Spell Descriptions

The following spells are arranged in alphabetical order.

Cause Fear

The target model routs, just as if it had failed a morale check.

This spell is a mind-affecting fear effect. It works only on living models of 5th level or lower.

Level: Clr 1

Range: 6"

Save: 13

Command

The caster speaks a single word, which the target is compelled to obey. *Command* forces the target model to do something immediately and (one way or another) makes that model lose its next turn. When casting *command*, the caster chooses one of the following three commands.

"Approach!"—The target moves its speed (not full speed) toward the caster. Moving past enemy models can draw attacks of opportunity, but the target does not need to make morale saves for moving out of melee contact with enemy models. The target then loses its next turn. (In a way, it's taken its turn ahead of time.)

"Fall!"—The target falls. Treat it as knocked down, except that on its next turn it automatically gets up. (There is no roll.) If the model is knocked down for any other reason (such as poison), the *command* spell has no effect on the model.

"Flee!"—The target moves at full speed away from the caster. Moving past enemy models can draw attacks of opportunity, but the target does not need to make morale saves for moving out of the melee range of enemy models. The target then loses its next turn. (In a way, it's taken its turn ahead of time.)

The caster can cast *command* on an allied model. If so, determine legal targets by ignoring all enemy models and treating all allied models as enemy models. The target, even though an ally, still makes a save against the spell.

Command is a mind-affecting spell. It has no effect on wild troops, which can't understand the caster's orders, or on knocked down, dazed, or stunned models, which can't follow the orders. It affects only living models.

Level: Clr 1

Range: 6"

Save: 13

Cure Wounds 0

If the target model has 0 health, *cure wounds 0* allows the model to make an immediate save to get up. (The model is not destroyed as a result of rolling a natural 1 on this roll.)

Level: Adp 0, Drd 0

Range: Touch

Cure Wounds 1

The target model regains 1 health lost to damage. Its health can't be raised above its normal score.

Cure wounds 1 doesn't work on constructs.

Against undead, *cure wounds 1* works as though it were *inflict wounds 1*.

Level: Adp 1, Drd 1, Pal 1

Range: Touch

Save: None (13 if used against undead models)

Daze

The target model's next action must be to recover from being dazed (to do nothing). *Daze* works only on living humanoids of 4th level or lower.

A dazed model can't make attacks of opportunity, grant the multiple attackers bonus to allied models, or spend command points until after it has



recovered (until it has taken an action to do nothing). The model can rout if forced to do so, but it is still dazed until it has taken a turn to recover.

Level: Sor/Wiz 0

Range: 6"

Save: 12

Entangle

The target model and all models within 8" of the target model's center become entangled as the nearby plants "come alive," reach out, and wrap around them. An entangled model is unable to move. Each turn that it attempts to move, an entangled model must make a save. If it succeeds, it moves normally—it has broken free and is no longer entangled. If it fails, it can't move this turn. (The *entangle* spell has no effect on a model's ability to attack, cast spells, issue commands, and so on.)

Level: Drd 1

Range: Sight

Save: 13

Ghost Sound

This spell causes distracting sounds to surround the enemy. The target model can't give or receive orders until after its next turn. A commander affected by *ghost sound* can't even issue orders to itself.

Level: Adp 0, Brd 0, Sor/Wiz 0

Range: 6"

Save: None

Guidance +1

The target model can apply a +1 bonus to any one attack roll or save. The player must declare the use of this bonus before rolling the die.

Level: Brd 0, Clr 0

Range: Touch

Inflict Wounds 1

This model makes a melee attack against armor 11 instead of against the defender's armor. If the attack succeeds, it deals 1 damage to the defender. The model takes no damage if it succeeds at its saving throw.

Inflict wounds 1 doesn't work on constructs. Against undead, *inflict wounds 1* heals damage as though it were *cure wounds 1*.

Level: Clr 1

Range: Touch

Save: 13 (no save when used on undead models)

Mage Armor +4

The caster gains a +4 bonus to its armor for the rest of the skirmish.

Level: Sor/Wiz 1

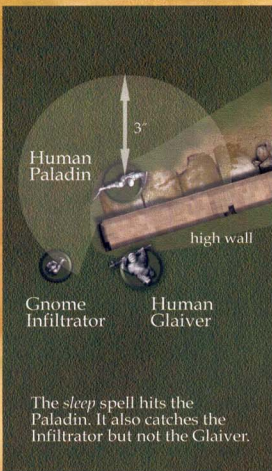
Range: Personal

Magic Missile 1

A bolt of pure energy streaks from the caster's hand and unerringly strikes its target. This spell deals 1 damage to a target model, with no save allowed.

Level: Sor/Wiz 1

Range: 24"



Resistance +1

The target model gets +1 on all its saves for the rest of the skirmish.

Level: Brd 0, Clr 0

Range: Touch

Shield of Faith +2

The target model gains +2 to its armor for the rest of the skirmish.

Level: Clr 1

Range: Touch

Sleep

This mind-affecting spell affects living models within 3" of the center of effect (usually the center of the nearest enemy model). It affects models whose levels total, but do not exceed, 4. The caster does not choose which models are affected. Instead, the spell selects models automatically. It selects the model with the lowest level first (or the closer one if two are tied for lowest), then the model with the



second-lowest level, and so on, until it runs out of models or the next one would take it over 4 total levels.

For example, if there were two 1st-level goblins, two 2nd-level gnolls, and one 4th-level ogre within 3" of the spell's center, the spell would select the two goblins and whichever gnoll was closer to the spell's center. If there were only a goblin and an ogre within 3" of the center of the spell's effect, it would affect only the goblin.

Each affected model must save or fall asleep. A sleeping model is treated as knocked down and can make a save each round to get up, with the following exceptions:

- A sleeping model's health is irrelevant. It doesn't regain health if it gets up, nor does it get up if it regains health (from *cure wounds* 1).
- A model that ends its movement in contact with a sleeping model can automatically wake it up. The sleeping model gets up immediately. Knocked down, stunned, or dazed models can't wake up sleeping models.
- A sleeping model gets up at the end of any turn it suffers damage.
- Even if it rolls a natural 1 on its save to get up, a sleeping model is not destroyed.
- Orders can't grant a sleeping model a bonus on its save to get up.
- *Cure wounds* 0 doesn't help a sleeping model (as it does with poison).

Knocked down models are not eligible to be selected by this spell, but routing models are.

Level: Adp 1, Sor/Wiz 1

Range: 24"

Save: 13

Chapter 4: Terrain

Woods, walls, and other features of the battlefield affect game play, giving tactical advantages to the warbands that use the terrain well. These rules cover the terrain found in the Starter Set and faction boxes, as well as terrain you can create yourself.

Terrain Cards

Terrain comes printed on cards in the Starter Set and in faction boxes.

Only the part of the card that actually outlines the terrain affects the game. The rest, the background, has no effect on models.

Movement Costs

Sometimes terrain (such as briars) "costs" inches to move into, within, or out of. A model must pay this cost if any of its movement for the turn occurs in the terrain. The distance the model travels is reduced by this amount.

Woods, briars, and rows of trees have a movement cost designated "max." This means that if a model moves through more than one piece of terrain of this type, it pays only the maximum penalty. It does not pay the penalty for each such section of terrain (as it does for low walls, hedges, and so on, which are designated "per").

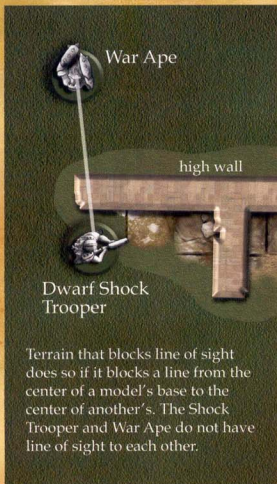
Regardless of these movement costs, a model can always move 1" (if any movement through the terrain is allowed at all).

Other types of terrain (such as quagmires) are impassable.

Line of Sight

Some terrain (such as high walls) blocks line of sight. Line of sight is blocked if a straight line between the center of one model's base to the center of another model's base passes through the terrain.

When this terrain doesn't block line of sight, it might still provide cover. (This situation can occur with the hut wall, mausoleum wall, and high wall, whose cover descriptions are "if line of sight.") If *any* line from the attacking model's base to the defending model's base passes through this terrain, it provides cover, if it doesn't



block line of sight altogether. (Terrain directly beneath a model's base doesn't provide cover.) Cover is a +4 bonus to armor against ranged attacks.

Woods are a special case. If 2" or more of woods are between two models, the woods block line of sight. If less than 2" of woods intervene, the woods provide cover but do not block line of sight.

Unlike terrain that provides cover, attackers can't ignore nearby terrain when it blocks line of sight. (See Cover, below.)

Unlike measuring, you can determine line of sight between models at any time.

A model can't make an attack of opportunity against a model to which it does not have line of sight.

Cover

Sometimes terrain (such as low walls) provides cover. This is a +4 bonus to the armor of any creature targeted by a ranged attack if

- that attack crosses the terrain, and
- the defending model is closer to the terrain than the attacker is. (That is, the attacker ignores cover for terrain that is closer to it than to the defender.)

A ranged attack is considered to cross terrain if any line from the attacker's base to the defender's base passes through the terrain.

Terrain that normally provides cover to a model that is standing up instead blocks line of sight to that model if it has been knocked down.

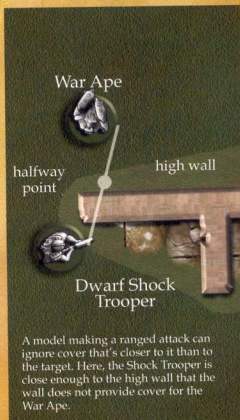
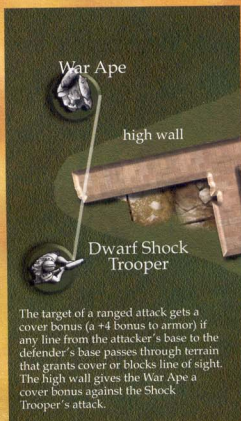


Table:4-1 Terrain

Terrain	Movement Cost	Line of Sight	Cover	Special
Briars	-2" max	—	Cover	—
Hedgerow	-2" per	—	Cover	-2 attacks and armor
Hill	-1" per (special)	Special	—	Provides elevation
Hut (wall)	No movement	Blocks line of sight	If line of sight	—
Hut (window)	-2" per	—	Cover	-2 attacks and armor
Mausoleum (wall)	No movement	Blocks line of sight	If line of sight	—
Quagmire	No movement	—	—	—
Row of headstones	-1" per	—	Cover	—
Row of trees	-2" max	2" or more blocks line of sight	Cover	—
Stake barrier	-1" per	—	—	Damages models that enter it
Wall, high	No movement	Blocks line of sight	If line of sight	—
Wall, low	-2" per	—	Cover	-2 attacks and armor
Woods	-2" max	2" or more blocks line of sight	Cover	—

Special Terrain Effects

A few pieces of terrain bear special mention.

Hedgerow, Hut (Window), and Low Wall

These features are easy to defend. Any model that is atop them (or in the window) is at a disadvantage and suffers a -2 penalty to its attacks and armor. While the model is physically on top of the feature, this position actually represents the model leaning over the hedgerow or wall or into the window.

As explained earlier, an advancing, uncommanded model with a ranged attack may stop when it comes into range. If doing so puts the model on a hedgerow, hut window, or low wall, the model may continue advancing until it is off the obstacle (even if it would normally stop there), thus avoiding the -2 penalties. This special rule doesn't allow a model to move in a different direction or to move farther than its speed allows.

Hill

A hill grants elevation. A model on a hill is higher than models on the ground. Higher elevation blocks line of sight when it intervenes between models that are on lower ground, but it does not block line of sight up onto or down off of the elevation. When determining line of sight, a model on a hill can ignore all terrain of equal elevation within 24". Past 24", equal elevation blocks line of sight as if the model were on the ground.

A model in contact with a hill's border is considered to be "on" the hill. (Think of this border as a contour line representing the midpoint of a slope, not where the slope starts.)

When determining line of sight and cover from one elevated model to another, ignore intervening briars, hedges, hills, low walls, and rows of headstones.

A model pays the -1" movement cost only when it moves from off a hill onto or over the line designating the hill. A model can move around on top of a hill or move down a hill with no penalty. There is, however, a -1" penalty for moving up on higher hills. (See Higher Hills, page 53.)

Models on a hill count as 1" farther away for ranged attacks when attacked by lower models (but not for spells, commands, and so on).

An elevated model gets a +1 bonus to attack a lower model. If one model is in contact with the border of a hill (the "contour line") and another is not, the one in contact with the border is considered higher or lower, as appropriate.

For example, a model in contact with a hill border is considered to be "higher" than a model neither on the hill nor in contact with the border. Conversely, a model in contact with a hill border is considered to be "lower" than a model both completely on the hill and not in contact with the hill border. Models that are both in contact with a hill border are considered to be at the same elevation.



Row of Trees

A row of trees functions identically to woods but is not as thick, which makes it easier to see through. Thus, a row of trees would provide cover to an archer standing behind it, but not block line of sight.

Stake Barrier

If a model enters a stake barrier from the direction in which the stakes are pointing, the stakes "attack" the model. The attack roll is $d20+5$ and deals 1 damage if it hits.

A model (other than a wild troop or routing model) can treat a stake barrier as an impenetrable barrier when determining which enemy model is nearest or which path to an enemy model (or other point) is shortest.

Custom Terrain

You can buy or build terrain and use it on the battlefield. This terrain can be as simple as pieces of construction paper or felt cut into the "footprint" of the terrain, or as complex as 3-D, painted models of buildings, ruins, and more.

The easiest way to handle custom terrain is to make it work like the terrain described here. Otherwise, you can invent new and unusual terrain as long as you and your opponent agree on how to treat the terrain.

Setup with Custom Terrain

Because custom terrain is more involved than terrain cards, you can use a variant method to deploy it. In the two-player Standard Skirmish scenario, for example, you can set up the board first and then have whoever wins the scouting check decide on which of the four sides to start, with the other player starting on the opposite side.



Higher Hills

You can represent hills with multiple contour lines, with each representing a 5-foot change in elevation. You can build the terrain with successively smaller, "higher," and lighter colored pieces of felt or with 1"-thick flat pieces of 3-D terrain.

Crossing a contour line "up" entails a movement cost of $-1"$, but crossing one down does not. (This penalty applies in addition to movement costs for moving in other terrain.) For ranged attacks, models that are higher than other models count as $1"$ farther away for each contour line the attack crosses. The contour line, even if represented as a 3-D, $1"$ rise, does not prevent melee contact. Higher models get a $+1$ attack bonus in melee against lower models. If one model is in contact with the contour line and another is not, the one in contact with the contour line is considered higher or lower, as appropriate.

When determining line of sight to or from a higher model to one on a lower elevation, ignore all lower and equal elevation within $24"$ of the higher model. When determining line of sight between two models on equal elevation, ignore all lower and equal elevation between them.

These rules for hills imply hills with level tops, where no model completely on the hill has a height advantage over other models completely on the hill. To simulate a steeply peaked hill, place a token on the hill to represent its peak. A model on the hill is higher than another if its center is closer to the peak than the other's center. Movement that takes a model closer to the peak entails a movement cost of $-1"$.

Chapter 5: Scenarios

On the tattered battlefields across the Sundered Empire, the forces of various factions clash time and again. The **Chainmail** game focuses on the dynamic struggles between elite strike teams rather than on battles between masses of infantry. Often, a skirmish is a straightforward fight to the death. At other times, however, the combatants fight for other goals. This section outlines various scenarios, each with its own rules for setting up and winning.

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

Usually, players build warbands (including choosing terrain) before knowing which scenarios will be played or what the other players' warbands are. This system of randomly determining scenarios favors flexible warbands.

TWO-PLAYER SCENARIOS

Roll a d20 to see which scenario you'll play. Different warbands are better or worse at different scenarios. Playing a variety of scenarios is a good test of your warband's overall abilities.

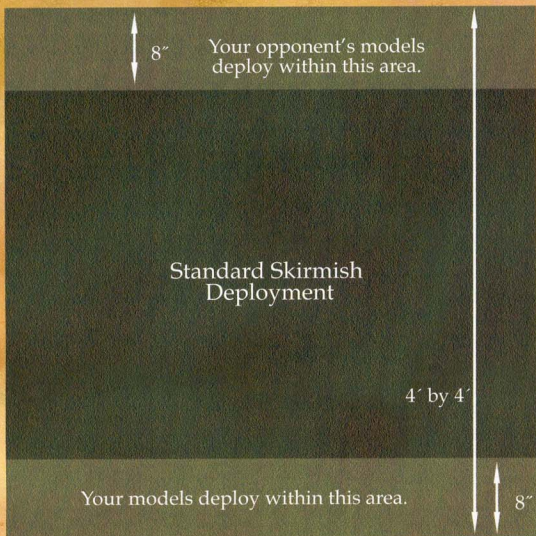


Table 5-1: Random Two-Player Scenarios

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

1. Standard Skirmish

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

Battlefield

Four feet by four feet, with each player taking an opposite side. (If you don't have an area that big to play on, try to have at least four feet between the players' edges, even if the battlefield is less than four feet wide.)

Warbands

Each player has a warband. This warband can be one of the four-model Starter Set warbands or any number of models whose total point value does not exceed 50 or some other amount that the players agree on. (See Building Your Warband: Basic Rules, page 12.)

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. (See Tactical Advantage, page 13.) 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.)

Preparatory Spells

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

Placing Impassable Terrain

As a general rule, don't place any **impassable** terrain (such as a high wall) within 2" of the side of the battlefield or of another piece of impassable terrain. That way, even models on large bases will be able to move between pieces of terrain and between the terrain and the edge of the battlefield.



Deployment

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

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

Victory

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

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

2. Pincer Move

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

Middle Warband and Split Warband

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

Deployment

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

3. Kill the Leader

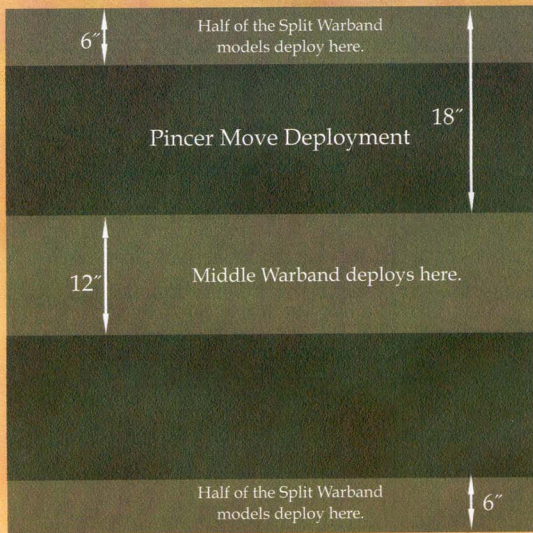
Same as the Standard Skirmish scenario, with the following exceptions.

Warbands

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

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

Each player knows who the other's leader is.



Alternative Terrain Setup

Instead of using the standard rules for terrain, players can set up terrain however they like, with whatever sort of terrain they like.

If you're playing an asymmetrical scenario (in which the two players have different setup or terrain rules), set up the terrain before you know which player is playing which side. For the Breakthrough scenario, for example, decide as you place terrain which board edge will be the defender's board edge. The terrain should favor the attacker. Then roll a d20 to see which player chooses whether to be the attacker or the defender.

If you're playing a symmetrical scenario, set up the board first. Both players then make scouting checks, and the winner chooses which of the four sides will be his or her side of the battlefield. The other player then takes the opposite edge.

Varying the amount and type of terrain you use, and setting up terrain differently changes the relative power of models. You may find that some models become stronger and some weaker, depending on how you set up terrain. For example, wild troops and troops with good ranged attacks are generally weaker on battlefields with a lot of terrain that blocks line of sight.

Victory

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

4. Capture and Hold

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

Victory

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

Moving toward the Center

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

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

5. Breakthrough

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

Attacker and Defender

Roll a d20. The winner chooses whether to be the attacker or the defender.

Terrain Placement

The defender places only one terrain card. After the defender has placed a terrain card, the attacker places the rest.

Victory

The attacker doesn't need to eliminate the defender's models. 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 per player. Each warband supplies only one piece of terrain for the skirmish.

1. Standard Skirmish (Team)

Same as the 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.

Warbands

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

Terrain Placement

Each warband provides one piece of terrain, not two. 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 10" of both edges of the battlefield that comprise their corners.

Victory

Your team wins if both the opposing warbands are defeated.

2. Pincer Move (Team)

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

Deployment

Both players comprising the middle team must set up their models 18" from the two board edges (that is, entirely within a 12"-wide strip down the middle of the battlefield). On the split team, one warband sets up within 6" of one edge and the other within 6" of the opposite edge. Teammates still sit across from each other.

3. Kill the Leader (Team)

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

Leader

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

Victory

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

4. Capture and Hold (Team)

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

Victory

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

Player
A

Player
B

Team Standard Skirmish Deployment

Players A and C are teammates.

Players B and D are teammates.

10"

Player
D

10"

Player
C

5. Breakthrough (Team)

Same as the 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

After either defending teammate has placed a piece of terrain, the attackers alternate placing the rest.

Deployment

Each model must be entirely within 8" 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



Orc Druid
Sculptor: Mike McVey

defender's battlefield edge. An attacking player's warband can be entirely eliminated, and that team can still win if his or her teammate gets enough models across.

MULTIPLAYER SKIRMISH

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

Same as the 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 one piece of terrain. 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 192" around; divide 192" 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

Play until only one side has forces left on the table. Victory does not necessarily go to the last player with models on the table. Instead, victory is awarded to the player who has struck hardest against his or her foes.

Base Victory Points: Each model is worth its cost in victory points to the player whose models eliminate it. For the purpose of victory point awards, causing an enemy model to rout off the battlefield counts as eliminating that enemy model.

Bonus Victory Points for Early Kills: The first half of the casualties from each player's warband awards double victory points to the opponents who eliminate those models. "Half" a warband is determined by the number of models in a player's warband, not by the models' costs. Round down. A warband of three models awards double victory points to the opponent who causes that warband's first casualty. A warband of four or five models

Multiplayer Setup

Players' home spots are spaced evenly around the edge of the battlefield. Players deploy their warbands entirely within 6" of their home spots.

awards double victory points to the opponents who eliminate the first two models from that warband, and so on.

Eliminating Your Own Models: As usual, models may not attack allies. If, by some unusual circumstance, such as a Dwarf Scorcher's fire bomb, you manage to eliminate one of your own models, you receive no points for that model and all your opponents receive victory points for that model. (The above double-victory points clause still applies.)

Lost Cause: A player may earn so many victory points that no other player can pull ahead. If this happens, that player wins immediately (though the players may agree to keep playing in order to determine who comes in second).

FREE-FORM SCENARIO

The Standard Skirmish and other scenarios allow you to set up quickly and play repeatedly with a great variety of warbands. If you wish to custom build a scenario, however, you may do so. Basically, one player sets the stage and the other player chooses which side to play. This format allows you to recreate (that is, invent) specific battles in the Sundered Empire, with your imagination as the only limit.

Players

Two. One player takes the role of "setup player."

Battlefield and Deployment Scheme

Any as determined by the setup player, but four feet by four feet is standard. The setup player also determines the deployment rules, but the standard is to deploy all models within 8" of a player's edge of the battlefield.

Terrain Placement

The setup player selects and places the terrain.

Warbands

The setup player selects models for both players.

Victory

The setup player determines the victory conditions.

Warband Choice

After reviewing the battlefield, deployment scheme, terrain, warbands, and victory conditions established by the setup player, the other player decides which warband to play. The setup player plays the other warband.



Chapter 6: Dungeons & Dragons Conversion

The **Dungeons & Dragons Chainmail** miniatures game is based closely on the **Dungeons & Dragons** roleplaying game, so you can take creatures, characters, spells, and other elements from the roleplaying game and convert them for use in the **Chainmail** game. This section shows you how to do so.

Before you start using **D&D** roleplaying statistics to generate **Chainmail** scores, ask yourself if you want to

- use the **D&D** roleplaying game as a source of ideas for **Chainmail** creatures or
- use the **Chainmail** game to replicate **D&D** roleplaying creatures and combat.

The **Chainmail** game follows the first option. It takes creatures, special abilities, and spells from the **D&D** game and recasts them in a format that is true to their original natures but easier and faster to use. If you want your **Chainmail** games to run smoothly and quickly even after you've added new creatures, you should take the same approach. If you want to preserve all the various special abilities and detailed rules related to a **D&D** character or monster (the second option), you'll wind up including many more details than a normal **Chainmail** model has, and you'll need to use **D&D** rules to interpret many of those features. This chapter helps you turn a **D&D** character or monster into a model with **Chainmail** scores. If you want to retain more **D&D** elements, then you'll need to find your own balance between **D&D** features and **Chainmail** features.

Deriving Chainmail Scores

To derive **Chainmail** scores, you'll need to start with **D&D** scores. You might want to address special abilities (including feats) first because they can affect the other scores. Special abilities and model costs each warrant their own sections, below.

Name

Name the model whatever makes sense. In the **Chainmail** game, models with class names are usually commanders (such as Dwarf Fighter). Models that aren't commanders have more descriptive names, even if those models are members of regular **D&D** classes (such as Dwarf Shock Trooper, which is a fighter). The exception is "Warrior," which is used for troops, not commanders. Models without classes are commonly called "Troops," such as the Gnoll Trooper, unless the model is the sort of creature that never has a class at all, such as the Hyena.

Faction

The model might be a member of a faction. You could also give it the catch-all tag of "mercenary," which means that it's a cross-faction model for every faction. Or it could be part of a new faction of your own design.

Cost

Figure out model costs last (if at all). (See Deriving Costs for New Models, page 71.)

Type

The model is good, evil, or neutral, as appropriate. It retains its D&D type, such as "aberration."

Level

The model's corresponding Hit Dice in the D&D game.

Speed

The model's D&D speed divided by 5. (1 inch = 5 feet) Models with burrowing and flying abilities create special problems for the **Chainmail** game, especially when it comes to special scenarios. Rules for burrowing and flying, however, are not covered in the Starter Set.

Name: _____

Faction: _____

Type: _____

Cost: _____

Level: _____ Melee Attack: _____

Speed: _____ Melee Damage: _____

Armor: _____ Ranged Attack: _____

Health: _____ Ranged Damage: _____

Save: _____

Special:

Blank Model Record Sheet

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Armor

The model's **D&D** Armor Class (possibly modified, depending on hit points and health).

Health

The model's **D&D** hit points divided by 5. Round up or down as seems appropriate for the creature. If a creature has only 1 or 2 hit points, give it 1 health but deduct 1 from its armor score to compensate for rounding up so much.

Melee Attack

The model's **D&D** melee attack bonus (possibly modified, depending on melee damage and number of attacks).

Melee Damage

The model's average **D&D** melee damage divided by 5. If you round up or down by .4 or .5, you should decrease or increase the model's melee attack to compensate.

For example, in the roleplaying game the Dwarf Fighter deals 7.5 damage on average. If you divide that by 5, you get 1.5. You could round that down to 1 and give the model an additional +1 to its melee attack, but we instead rounded it up to 2 damage and decreased the model's melee attack by 1.

If the model's weapon deals less damage than other weapons of its size but has a special feature to balance its low damage, you can assign its damage in the **Chainmail** game as if the model were using a weapon that did more damage.

For example, the Human Death Cleric has a scythe, which deals 2d4 normal damage and x4 critical damage. Because the **Chainmail** game doesn't handle variable critical multipliers, the Death Cleric's damage is derived from standard damage for a two-handed martial weapon (in this case, 2d6 for a greatsword).

Ranged Attack and Damage

As melee attack and damage. For thrown weapons, give the model a 6" range. For projectile weapons, give the model a 24" range. Give a model with a ranged weapon either a one-shot limit or no limit on the number of ranged attacks it may make. (Keeping track of ammunition is a hassle but remembering whether a model has used its single ranged attack is easy.)

Save

The average of the model's three **D&D** saves (fortitude, reflex, will). For commanders, round up from .33 to the next higher number. For dwarves, add +2 (on top of the computed average) to account for their resistance to poison and spells and for their good morale and general toughness.

Special

See the next section.

Deriving Special Abilities

Handling D&D special abilities in the **Chainmail** game is a matter of finesse. These guidelines cover the basics, but some special abilities will demand a treatment not covered here. Use your best judgment.

Troop Type

The troop type is unique to the **Chainmail** game in that it doesn't have a ready parallel in the **D&D** game.

Powerful creatures usually have the Difficult Troop special ability. They don't like following orders, and the increased cost of commanding them balances the increased benefit of doing so.

Player characters usually have the Independent Troop special ability. They are used to making their own decisions in combat.

Creatures with Intelligence scores of 1 or 2 usually have the Wild Troop special ability. They don't have the capacity to follow detailed orders, such as "veer right at half speed."

Characters can be commanders. Generally, the higher level a character is and the better its Intelligence, Wisdom, and especially Charisma are, the better it is as a commander. The Commander special ability also reflects qualities that aren't measured by **D&D** statistics, such as how well-suited a character is to working with others on the battlefield.

Only characters unsuited for the battlefield, such as commoners, have the Untrained Troop special ability.

Feats

Some **D&D** feats appear as special abilities in the **Chainmail** game. Give a creature with such a feat the appropriate special ability. For example, Cleave in the roleplaying game is the same as Cleave in the **Chainmail** game.

Some feats simply improve a creature's scores, and these improvements are reflected in the creature's **Chainmail** scores. For example, Toughness improves hit points, so it can improve health in the **Chainmail** game.

If a character or creature has feats that are hard to model, such as

Skeleton and Zombie Templates

Skeletons and zombies in the **Chainmail** game are based on the optional skeleton and zombie templates posted on the Wizards of the Coast website at www.wizards.com. These templates allow skeletons and zombies to retain some of the features from their former, living forms.

Combat Casting, ignore the feat or choose a different D&D feat for the model.

Some feats from the roleplaying game work slightly differently in the **Chainmail** game. For example, in the **Chainmail** game Dodge simply grants a +1 bonus to armor; don't worry about declaring a specific dodge opponent.

Power Attack gives a model +1 damage but -5 on its melee attack. It's available only to creatures that have a base attack of +3 or more (because +1 or +2 to damage in the roleplaying game doesn't amount to much in the **Chainmail** game).

Point Blank Shot +2 grants +2 to a model's ranged attack rather than +1 to attack and +1 to damage, as in the roleplaying game.

For Ambidexterity, Two-Weapon Fighting, and Rapid Shot, see Multiple Attacks, below.

Multiple Attacks

If a creature has multiple attacks, it automatically gets the **Chainmail** ability Extra Melee Attack or Extra Ranged Attack. (It's possible for a **Chainmail** model to have multiple extra attacks, although none of the models in the Starter Set do.) Adjust the numbers so that all attacks have the same attack bonus and damage.

When a D&D character gets an extra attack at the cost of a -2 penalty on all attacks, such as a character fighting with two weapons or a monk's flurry of blows, simply subtract 1 from the model's attack bonus. Then, when this model takes one attack, it has a lower attack bonus than it would have in the roleplaying game, but if it gets multiple attacks, its bonus is higher.

For creatures that deal different damages for different attacks, use an average of the different damages. If a creature from the roleplaying game has a much better attack bonus with one attack than another, weigh the damage of the better attack more heavily than the damage of the lesser attack.

If it makes the model easier to convert and control, you can treat multiple attacks as a single attack and combine the damage. For example, a centaur's two hoof attacks, which would normally deal 1 damage each, are treated as a single attack for 2 damage in regard to the Centaur Trooper model.

Named Special Abilities

If a D&D creature has a special ability that appears in the **Chainmail** game, such as Sneak Attack, simply use the **Chainmail** special ability.

For purposes of turning undead, give a model's Turn Undead special ability a rating of +3 for each of its levels over 1st plus the character's Charisma modifier. (Thus, a 2nd-level cleric with 12 Charisma has Turn Undead +4.)

Player Characters in the Chainmail Game

Player characters can join any faction regardless of race (though alignment restrictions may still apply).

Player characters from the **D&D** game can be transferred into the **Chainmail** game as commanders. This lets players play their own characters plus an array of troops.

If converting a player character over to the **Chainmail** game means losing too many details, one option is to leave the character unchanged. This option works best if the player character is the only character that the player runs in the skirmish, as is usually the case in the **D&D** game. Treat the character as an independent troop (or commander). When the player character deals damage to a **Chainmail** model, divide the damage by 5 before applying it. When the player character takes damage from a **Chainmail** model, roll 1d10 for each point of damage to determine how many hit points the player character loses.

Player characters may be too mobile and versatile to work well in the **Chainmail** game, at least as described in these Starter Set rules. In the **D&D** game, many battles take place indoors, where walls and doors restrict movement. In the **Chainmail** game, most of the battles take place in the open, and the rules for command and maneuvering restrict movement. As independent troops (or commanders), player characters will be very maneuverable and probably rather powerful. Just as the Dungeon Master in a **D&D** game chooses battles appropriate to the player characters, so in the **Chainmail** game should you take care to set up meaningful skirmishes if you're going to use wild cards, such as **D&D** player characters.

Spells

For spells named in the **Chainmail** game, use the **Chainmail** descriptions. For other spells, either replace them with a spell described here or create a simple, streamlined description for use in the **Chainmail** game.

The **Chainmail** game allows clerics to use domain spells to cast spontaneous cures and inflictions simply because it's easier to do so.

Damage

Because a small bonus to damage in the roleplaying game (such as a ranger's +1 damage to a favored enemy) doesn't amount to much on the scale of the **Chainmail** game, convert it to an attack bonus. Thus, in the **Chainmail** game, Point Blank Shot +2 gives a model +2 to its ranged attack rather than +1 to its attack and damage.

Number of Uses

If a special ability has a limited number of uses but more than two or three, consider removing that limit. That way, you don't have to keep track of how many times a model has used the ability. You can make the ability weaker to compensate. Thus, in the **Chainmail** game a good cleric has no limit to the number of times it can attempt to use its Turn Undead ability, but the effect is not as powerful as it is in the **D&D** game.

Duration

Keeping track of the duration of special abilities slows down the game. If possible, make a special ability last "for the rest of the skirmish," or provide for some chance each round that the effect may end. For example, a barbarian's rage in



the D&D game generally lasts six rounds or so (depending on the character's Constitution score). Six rounds is close enough to a whole skirmish (or at least to a model's life span once a skirmish begins) that, in the **Chainmail** game, a barbarian (such as the Orc Berserker) is always considered to be raging, and its scores are figured accordingly.

Morale Effects

The D&D roleplaying game lets players and Dungeon Masters determine how brave or cowardly characters and creatures are. In the **Chainmail** game, the rules and dice determine when models break and run. Assign models the Morale -2 and Cowardly special abilities to suit them. Give Large creatures the Scary special ability with a rating of 4 less than their Hit Dice.

Ignoring Minor Features

Minor conditional bonuses, secondary attacks for low damage at low attack bonuses, or minor effects can often just be ignored. It's better to capture the style of a creature and have a model that's easy to use than to try to simulate every detail of a creature and end up with a model that slows down game play.

Deriving Costs for New Models

There's no formula for calculating a model's cost. A model's various scores and special abilities interact in unusual ways, making models stronger or weaker in ways that a formula simply can't capture. Any usable formula would be so inaccurate that your common sense would be a better guide. Thus, assigning a cost to a new model is up to you and your friends.

The first thing to do is to compare it to other models whose costs you know and assign a cost that fits a model of its power.

As a rule of thumb, a model that deals twice as much damage as another model should cost about forty percent more than that other model (all else being equal). Likewise, a model that can withstand twice as much damage as another model should also cost about forty percent more (all else being equal). One that can deal twice the damage and withstand twice the damage should cost double.

If you're playing with a group, an easy way to assign a cost is to have players "bid" on the model. Whichever player will pay the most for a new model you've created gets to use it in his or her warband.



Converting Chainmail Scores to the D&D Game

If you want to use **Chainmail** characters and creatures in a D&D game, you have three options.

First, you can use the quick-and-dirty system to convert a model's health and damage scores: For each point of health, roll 2d4 for hit points, and for each point of damage (melee or ranged), roll 1d10. These results won't perfectly match what you would normally see in the D&D game, but they're close enough. If you're feeling industrious, you can adjust some of the creatures' saving throws up and others down instead of using the single save.

Second, you can write up a creature in complete D&D format, using ability scores, skills, and so on. This thorough system essentially means building a D&D creature from scratch using **Chainmail** scores as your guide.

Third, many new **Chainmail** creatures will appear in *Dragon*® Magazine with their D&D scores, so you won't have to do any work at all to use them in the roleplaying game.

Chapter 7: Preparing Models for Painting

Your **Chainmail** Starter Set contains some of the finest miniatures on the market. We have attempted to provide you with dynamically posed, expertly sculpted, and finely cast miniatures of the highest quality. While these figures look great right out of the box, you can make them look even better by taking a few minutes to clean and prime them before painting. In addition, multipiece models will need to be assembled. If you've never done this before, don't worry. It's easy, and we'll guide you through the process up the point of painting.

WHAT YOU'LL NEED

- A hobby precision knife
- A small file
- Glue (either superglue or five-minute epoxy)
- Spray primer

REMOVING FLASH

Miniatures often have bits of excess metal hanging off them. This is known as flash, and it's a by-product of the molding process. Removing it is the first step of preparing your models, so take out your precision knife and cut away any excess bits.

FILING AWAY PARTING LINES

Sometimes small ridges form where the two halves of the mold meet. These are known as parting lines, and you'll want to file these away. They are usually very fine lines, so it takes only a minute to take care of them.

CHECKING THE FIT

Larger models often come in multiple pieces. Some miniatures simply cannot be cast as single pieces, so their molds are carefully cut apart and the pieces cast separately. Before you attempt to glue together the pieces of such a model, clean all the parts as instructed above. Then check the fit of the pieces to make sure they fit snugly together. If they do not, file down the pieces until you have a better fit. For the glue to make a strong bond, you'll want to make sure the pieces have maximum contact.

ASSEMBLING THE MINIATURES

All the models that come in the Starter Set require some assembly before they'll be ready for painting. This is a very straightforward process that won't take much time; just follow the simple steps that follow. As a general point on models that have several parts, you should allow the glue to dry thoroughly on each piece before attaching the next piece. Many



Stone Spike
Sculptor: Roy Eastland

people use superglue because it dries very quickly. Others prefer five-minute epoxy. While epoxy is more labor-intensive, requiring you to hold the pieces together for five minutes, it creates a stronger bond and is especially recommended for larger miniatures.

Naresh Models

Demonic Gnoll Adept

1. Glue the Adept's body to its base.
2. Glue the right arm (with flail) to the body.
3. Glue the shield to the peg on the back of the Adept's left hand.
4. Glue the tail into the hole on the back of the Adept. The tail can be positioned so that it can also be glued to the Adept's left shin for extra strength.

Abyssal Maw

1. Glue the Maw's left and right body halves together, making sure that the mouth is open.
2. Glue the body to its base, making sure that the back leg is in contact with the base surface.
3. Glue the left arm to the left body half.
4. Glue the right arm to the right body half.

Gnoll Trooper

1. Glue the Trooper's body to its base.
2. Glue the Trooper's head to its body.
3. Glue the shield and hand to the Trooper's wrist. The shield can be positioned so that its bottom tip is glued to the Trooper's foot for extra strength.

Hyena

Glue the Hyena to its base.

Thalos Models

Human Paladin

1. Glue the Paladin to its base.
2. Glue the sword onto the Paladin's arm.

Gnome Infiltrator

1. Glue the Infiltrator's body to its base.
2. Glue the bow to the end of the crossbow.

Human Glaiver

1. Glue the Glaiver's body to its base.
2. Glue the glaive and arms to the body at the Glavier's elbows. Note: You might have to twist the glaive for the arms to fit.

Human Marine

1. Glue the Marine's body to its base.
2. Glue the bow to the end of the crossbow.

PRIMING

Now that your miniatures are clean (and assembled, if applicable), you can apply an undercoat of primer. This undercoat provides a nice surface for the application of paint and is recommended if you plan to paint your models.

Primer comes in a variety of colors, though white and black are the most common. Use white if you plan to use bright colors, and black if you want a more subdued look. Several brands of spray primer are available, and you should be able to find them at your local hobby retailer. It's also possible to hand prime your miniatures, but this takes longer.

Once you've finished priming your figures, you're ready to paint!



*Skeletal War Dog
Sculptor: Will Hannah*



Glossary

activating models: Activating a model allows it to take a turn, and each model gets one turn during each round. Each model completes its turn, including any attacks, before the next model activates (even if you are activating multiple models). A round ends when all models have been activated.

Advanced Rules: Rules that incorporate command points as they relate to giving orders, challenging initiative, and building warbands with cross-faction models.

armor: A model statistic that determines how difficult a particular model is to hit. An enemy must roll this number or higher on an attack roll to hit the model.

attack of opportunity: A single melee attack allowed by a model whenever an enemy model is in its threatened area and moves. A model may make only one attack of opportunity per round. A model must make an attack of opportunity when it has the chance. The exception to this rule is that a model can move toward the nearest enemy model without drawing attacks of opportunity.

"away from": A model moves away from another model when it moves along the path that gets it as far away as it can get on its current turn.

Basic Rules: Rules that do not incorporate command points as they relate to giving orders, challenging initiative, and building warbands with cross-faction models.

battlefield: The play area (usually four feet by four feet) where warbands battle.

blunt: A type of weapon that doesn't deal extra damage on a critical hit. A blunt weapon does, however, deal full damage to creatures with the Skeletal special ability.

charge: An action in which a model moves at full speed and in a straight line toward the nearest part of an enemy model's base.

commander: A model with the Commander special ability.

commander limit: In the Basic Rules, this is the maximum number of troops (commanders are not considered troops) that may be in your warband. The number of troops in your warband may not exceed the combined number of command points of your commanders. This limit does not exist in the Advanced Rules.

cost: A model statistic that determines how many points you must "pay" to have the model in your warband.

cover: Terrain (such as low walls) sometimes provides cover. This is a +4 bonus to the armor of any model targeted by a ranged attack if that attack crosses the terrain. This bonus applies only if the defending model is closer to the terrain than the attacking model is. That is, the attacking model ignores cover for terrain that is closer to it than to the defending model.

critical hit: If an attack roll is a natural 20, the attack automatically succeeds. Additionally, the attacker makes another attack roll (just like the first). If the second roll is successful, the defender takes double damage (like being hit twice). Only living models are susceptible to critical hits, and blunt weapons don't score critical hits, but a natural 20 is still an automatic success.

cross-faction model: In the Advanced Rules, you may build a warband with models of different factions. If a warband has models from more than one faction, that warband's faction is the faction with the most total command points. (You must have a commander in a warband with models from different factions.) All models of other factions are considered to be cross-faction models. To have

cross-faction models in your warband, you must have a certain minimum number of command points. In addition, it costs more command points for a commander of one faction to issue an order to a model of a different faction.

d20: A twenty-sided die.

Difficulty Class: The number that a model must meet or exceed with a save (d20 + its save modifier) for a save to be successful.

focus point: Typically the center of the battlefield. Certain scenarios and orders may change this standard. An uncommanded model that does not have line of sight to enemy models moves at full speed toward the focus point (if it moves at all).

full speed: A model moving at full speed can't stop until it has moved twice its speed or until it has reached its destination. An uncommanded model that moves must move at full speed.

get up: An action in which a model attempts a save (Difficulty Class 20) to recover from being knocked down. A model may take no other action on a turn in which it attempts to get up, whether it fails or succeeds.

health: A model statistic that determines how much damage it takes to knock the model down. When the model takes damage, its health is reduced by that amount. When the model's health drops to half, it must make a morale save to avoid routing. When the model's health drops to 0, it's knocked down. When the model's health drops below 0, it's destroyed and must be removed from the game.

impassable terrain: Terrain through which no movement is allowed.

initiative: At the beginning of each round, players roll a d20 to see who has initiative. The player with the higher roll decides who goes first. If there are three or more players, the one who wins initiative also determines whether play will proceed to the right or to the left that round.

in-reserve model: A single model that is in your warband only half the time and that costs half as much as normal. The model's normal cost can't be more than one-tenth the point total of your warband.

knocked down: A model whose health is reduced to 0 is knocked down. Lay a knocked down model on its side. The only action that a model may take while knocked down is to get up.

level: A model statistic that indicates the model's overall power.

line of sight: Some terrain (such as high walls) blocks line of sight. Line of sight is blocked if a straight line between the center of one model's base to the center of another model's base passes through the terrain.

maneuver: An action in which a model moves up to its speed and immediately attacks, casts a spell, takes a special action, or moves its speed a second time.

measuring: Measure distances between models from the nearest parts of each base. You must choose whether to use a ranged attack, including a spell, before measuring the distance to a target model.

melee attack: A model statistic that measures how good the model is in hand-to-hand combat. When the model attacks, add this number to a d20 roll. If the resulting number is at least as high as the defender's armor, the attack is a hit.

melee contact: A model is in melee contact with another model if it can attack that other model. Usually, melee contact means base-to-base contact. The enemy model is, therefore, usually in melee contact with your model when your model is in melee contact with it. There are two exceptions to this general rule. First, some models can't attack and therefore aren't in melee contact with enemy models, even those they're touching. A routing or knocked down model, for



example, is not in melee contact with other models. Second, models with the Reach 1" special ability are in melee contact with enemy models that are up to 1" away from them. Those enemy models, however, are not in melee contact with the model with Reach 1" unless they are in base-to-base contact (or have Reach 1" themselves).

melee damage: A model statistic that indicates how much damage the model deals with a successful melee attack. This number is subtracted from the defending model's health.

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

movement cost: Sometimes terrain (such as woods) "costs" inches to move into, within, or out of. A model must pay this cost if any of its movement for the turn is in the terrain. The distance the model travels is reduced by this amount.

multiple attackers: A model gets a +2 bonus to its melee attack against an enemy model if three or more hostile models are in melee contact with that enemy model, including the attacker. (Knocked down and routing models don't count.)

name: A designation that identifies a type of model, such as Human Paladin.

natural 1: A die roll that comes up 1, regardless of modifiers. This indicates an automatic failure.

natural 20: A die roll that comes up 20, regardless of modifiers. This indicates an automatic success.

nearest enemy model: The nearest enemy model is the one in line of sight to which the path is shortest. Intervening terrain and/or models may play a role in determining the nearest enemy model.

out of command: In the Basic Rules, a model is out of command if it is not a commander, there is no allied commander within 6", and there is no allied commander within 24" to which the model has line of sight. The actions that an out of command model can take are limited. The Advanced Rules are as the Basic Rules, but a model is also out of command if no commander spends a command point to put the model under command.

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

rally: An action in which a model attempts to stop routing. On its turn, a routing model makes a morale save in an attempt to rally. If it succeeds, it does nothing else that turn but is no longer routing. If it fails, it moves at full speed toward the nearest battlefield edge. A model that leaves the battlefield is out of the game. Uncommanded models can't rally.

ranged attack: A model statistic that measures how good the model is at attacking from a distance using a crossbow, dart, gun, and so on. Not all models can make ranged attacks. Ranged attacks work just like melee attacks.

ranged damage: A model statistic that indicates how much damage the model deals with a successful ranged attack. This works just like melee damage.

rating: A number that indicates the magnitude of a special ability or spell's effect. For example, the "+4" in "Aura of Courage +4" is that special ability's rating.

rounding: Round fractions down. For example, if a model takes half damage from a fire bomb that deals 1 damage, that model takes 0 damage.

routing: A condition in which a model moves at full speed away from an enemy model that caused it to fail a morale save. A routing model can't attack, even to make attacks of opportunity, and is not considered to be in melee contact with other models.

save: A model statistic that measures how easily a model avoids or survives certain hardships or special attacks. To avoid routing when damaged down to half health, to avoid the effects of a spell, to get up after being knocked down, or to survive other hardships, a model must make a successful save. Add this number to a d20 roll. If the resulting number meets or exceeds the save's Difficulty Class, the save is a success. The number you need to roll depends on what the save is for.

scouting check: A d20 roll made to see which player chooses and places terrain first and decides who deploys first. Roll a d20 and add any bonuses from tactical advantage.

special: The section of a model's statistics that lists that model's special abilities and spells, if applicable. (Some special abilities are weaknesses rather than strengths.)

speed: A model statistic that indicates how many inches the model can move in a turn and still be able to attack. It can move twice this far and attack if it's charging. If it's not charging, it can still move twice its speed if it does nothing else.

spell level: The level of a spell determines which spellcasters have access to it and in what quantity.

stand: An action in which a model holds its position. It may also attack or cast a spell, if possible. (You can think of the stand action as "maneuvering 0".)

tactical advantage: A scouting advantage gained by spending points "left over" from building a warband. For each point you spend, add +1 to your scouting check.

terrain: Physical features and obstacles of the battlefield that affect game play.

threatened area: The area within 1" of a model. If an enemy model is in a model's threatened area and moves, the model makes an attack of opportunity against the enemy model. Exception: A model moving toward the nearest enemy model does not provoke attacks of opportunity.

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

type: An indicator in a model's statistics that describes its alignment (good, evil, or neutral) and its nature, such as animal, humanoid, or undead.

under command: In the Basic Rules, a model is under command if it is within 24" of an allied commander and has line of sight to that commander, is within 6" of a commander regardless of line of sight, or is a commander itself. Models that are under command have more options than models that are out of command. In the Advanced Rules, in addition to the requirements of the Basic Rules, a commander must spend 1 command point for a model to be considered under command.

warband: The models and terrain that comprise a player's forces on the battlefield.



*Gnome Infiltrator
Sculptor: Jerzy Montwill*

Orders

Effect	Models Affected	Command Cost
Attack rolls +2	Any other allied model within 6"	2
Morale saves +2	Any other allied model in contact with the commander	0
Morale saves +4	Any other allied model within 6"	2
Morale saves +8	Any other allied model within 6"	3
Saves to get up +4	Any other allied model within 6" of the commander	2
Model gains a spot on the battlefield as its "focus." Until a commander gives it a new focus, it may advance toward this spot as if it were the focus point of the battlefield.	Any	2
Model is "under command" (and may maneuver freely and rally).	Any	1*
Model may choose 2nd-nearest enemy model to charge, shoot at, or cast a spell at (instead of the nearest enemy model).	Any	2
Model may choose any enemy model within line of sight to charge, shoot at, or cast a spell at (instead of the nearest enemy model).	Any	4
Model may move after attacking or casting a spell instead of before.	Any	2
Model may decline to make attacks of opportunity.	Any	2

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