

CHAINMAIL®

• MINIATURES GAME •

Comprehensive Rules

This document serves as a rules reference for casual *CHAINMAIL*® games and league play. It includes material from the latest guides and releases. The table of contents below serves as a rough guide to this document, or the links available in the Bookmarks tab at left help you find what you're looking for quickly.

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1. Warband Building

100 BUILD WARBAND

You must build a warband before you can play. A warband comprises a number of models as well as terrain appropriate to the skirmish environment.

101 POINT VALUE

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.

102 FACTION

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

102.1 CROSS-FACTION MODELS

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

103 COMMAND CAPACITY

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

103.1 CROSS-FACTION WILD AND DIFFICULT TROOPS

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

104 GOOD AND EVIL MODELS

Good models can't be in a warband with evil models.

105 MULTIPLE COPIES OF THE SAME MODEL

You can have more than one copy of a given model.

106 IN-RESERVE MODEL

You can have a single model in reserve that will be in your warband only half the time. This model's normal cost must be no more than one-tenth the point value for your warband (see rule 101), and you pay half its normal cost (rounded up). At the start of each skirmish, roll a d20. If you roll 11+, the model is in your warband for that skirmish.

107 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.

108 WARBAND TERRAIN

Choose a number of pieces of terrain as part of your warband. The environment and the number of players affect which pieces of terrain you can use (see rule 501).

Number of Players	Terrain Pieces	
	Aboveground (3' by 3')	Underground (3' by 2')
2	3	4
3	2	3
4	1 or 2†	2
5+	1	2

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

2. Model Statistics

200 MODEL CARDS

Each model has a model card that lists its abilities.

201 NAME

This identifies the model.

202 COST

The points you must “pay” to have this model in your

warband. The model's cost is in the upper right corner of the card.

203 FACTION

The factions are Ahmut's Legion, Drazen's Horde, Kilsek, Mordengard, Naresh, Ravilla, and Thalos.

Some models belong to no faction. These are always considered cross-faction models.

204 TYPE

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

205 LEVEL

The model's overall power.

*206 SPEED

This is how many inches the model can move in a turn and still be able to attack. It can move up to twice this far and attack if it's charging (see rule 603.6). It can also move double its speed if it does nothing else. Sometimes a model must move twice its speed if it can (see rule 603.3)

A model that has an “F” in front of its speed score has the Flight special ability (see rule 701.2).

207 ARMOR

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

208 HEALTH

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

Half Health: When the model's health first drops to half its score, it must make a morale save (see rule 606.13) to avoid routing.

At 0 Health: When the model's health drops to 0, it's knocked down (see rule 605.44).

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

209 SAVE

This is how easily the model avoids or survives certain hardships and special attacks. A model must make a

successful save to avoid routing when damaged down to half health (see rule 606.13), to avoid the effects of a special ability or spell (see rule 700.6), to get up after being knocked down (see rule 605.443), and so on.

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

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

210 MELEE ATTACK

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

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

If the melee attack roll is a natural 1, then it's automatically a miss. If the melee attack roll is a natural 20, then it's automatically a hit, regardless of the enemy's armor. It might also be a critical hit (see rule 605.36). Some melee attacks are touch attacks (see rule 605.33).

211 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.

Blunt: If the damage line includes the word "blunt" (see rule 605.363), 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 rule 701.2).

Bonus Damage: Some weapons deal bonus damage (see rule 605.361), which is listed after a "+" sign. Bonus damage is not doubled on a critical hit.

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

Magic Damage: Some attacks deal magic damage. This works like normal damage, except that it is not affected by the Damage Reduction 1 special ability (see rule 701.2).

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

212 RANGED ATTACK

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

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

If this line includes a box (☐), then the model can make only one ranged attack per skirmish. Some ranged attacks are touch attacks (see rule 605.33).

213 RANGED DAMAGE

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

214 SPECIAL ABILITIES AND SPELLS

If the model has special abilities or spells, this is where they are listed. Each special ability and spell is described in Section 7: Special Abilities and Spells.

Some special abilities are weaknesses rather than strengths. Some special abilities are spelled out on the model card rather than being described in Section 7.

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

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

215 BASE SIZE

The size of a model's base is not listed among its statistics, but it does have an effect on play. Where a model can go is sometimes limited by its base size.

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

3. Terrain

300 TERRAIN AND GAME PLAY

Features of the battlefield affect game play.

301 TERRAIN CARDS

Terrain comes printed on cards. Only the part of the card that actually outlines the terrain affects the game. The rest, the background, has no effect on models. Some pieces of terrain include a clear area around them. The clear area has no effect on models,

but one card's terrain feature or clear area can't overlap another card's terrain feature or clear area (see rule 505.3).

302 TERRAIN AND MOVEMENT

Some terrain slows movement.

302.1 MOVEMENT COSTS

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

All movement costs are designated as "per" or "max."

302.11 Movement Cost per Piece of Terrain

Some terrain has a movement cost designated "per." Whenever a model enters, leaves, or crosses such a piece of terrain, it must pay that cost.

A model that encounters the same piece of terrain more than once pays the "per" cost each time. Likewise, if the model encounters different pieces of terrain with "per" costs, it pays the cost for each piece.

302.12 Maximum Movement Cost

Some terrain has a movement cost designated "max." If a model moves through more than one piece of terrain with a "max" cost during its turn, it pays only the highest such cost. It does not pay the penalty for each such section of terrain.

A model moving through terrain with "max" and "per" costs pays a total of the highest "max" cost plus each "per" cost.

302.13 Minimum Movement

Regardless of movement costs for terrain, a model can always move 1", or 2" if all it does on its turn is move, as long as the terrain is not impassable (see rule 303).

302.14 Flight and Movement Costs

The Flight special ability (see rule 701.2) can allow models to avoid movement costs.

303 IMPASSABLE TERRAIN

Some terrain is impassable. Models cannot move through impassable terrain.

304 TERRAIN AND LINE OF SIGHT

Some terrain blocks line of sight. Line of sight is blocked if a straight line from the center of one model's base to the center of another model's base passes through the terrain.

304.1 NEARBY TERRAIN BLOCKS LINE OF SIGHT

Unlike terrain that provides cover, attackers can't ignore nearby terrain when it blocks line of sight (see rule 306.11).

304.2 DETERMINING LINE OF SIGHT

You can determine line of sight between models at any time.

304.3 LINE OF SIGHT AND ATTACKS

Blocked line of sight can prevent a model from making attacks.

*304.31 Melee Attacks

A model can make a melee attack against a model to which it does not have line of sight, but it suffers a miss chance (see rule 605.384).

*304.32 Ranged Attacks

A model can't make a ranged attack against a model to which it does not have line of sight unless it receives the 4-point order to attack any target and the target is within 6". Even so, the attacker suffers a miss chance (see rule 605.384).

304.33 Charges

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

*304.34 Attacks of Opportunity

A model can't make an attack of opportunity (see rule 604.2) against a model to which it does not have line of sight.

304.4 LIMITED LINE OF SIGHT AND MEASUREMENT

Whenever line of sight is limited by distance (as in gloom or with a Blindsight ability), measure the range from base to base, not from center to center.

305 TERRAIN AND LINE OF EFFECT

Some terrain (such as high walls) blocks line of effect (see rule 700.1) for attacks, special abilities, and spells. Line of effect is blocked when no line between a spell or special ability's point of origin (see rule 700.11) touches another model's base without passing through the terrain.

*305.1 LINE OF EFFECT AND ATTACKS

A model can't make an attack or an attack of opportunity (see rule 604.2) against a model to which it does not have line of effect.

305.11 Line of Effect to Knocked Down Models
Terrain that normally provides cover to a model that is standing up instead blocks line of effect to that model if it has been knocked down.

306 COVER FROM TERRAIN

Sometimes terrain provides cover. This is a +4 bonus to the armor (see rule 207) of any creature targeted by an attack. A defender doesn't benefit from cover if it's in base-to-base contact with the attacker.

306.1 WHEN TERRAIN PROVIDES COVER

If a type of terrain has the entry "Cover" in the Cover column of the Terrain Summary on the next page, then that terrain provides cover when any straight line from the attacking model's base to the defending model's base passes through that terrain. If the terrain has the entry "If line of effect," then the terrain sometimes blocks line of effect. When it does, the presence or absence of cover is irrelevant, because the attacker can't make an attack against the model to which line of effect is blocked (see rule 305.1).

306.11 Ignoring Nearby Terrain

To get cover from a piece of terrain (or part of a piece of terrain), the defending model must be closer to the terrain than the attacker is.

306.12 Terrain and Knocked Down Models

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.

307 TERRAIN SPECIAL EFFECTS

A few pieces of terrain have special effects. These are listed below in alphabetical order.

+1 ATTACKS

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

AUTOMATICALLY CONFIRM CRITICALS

If an attacking model is touching the clear area surrounding the dragon skull, and rolls a natural 20 on an attack roll, the roll to see whether the hit is a critical hit is automatically successful. This applies only if the attack can deal critical damage.

BLOCK ATTACK 16

For any attack that goes through the web, the attacking player rolls a d20. (This is not a save and cannot be

adjusted in any way). On a 16+, the web has no effect on the attack. Otherwise the attack is negated. Attacks that deal energy damage or that don't involve attack rolls are not affected.

An attack goes through the web if the line from the center of the attacker's base to the center of the target's base touches the web. (If the attacker and target are in base-to-base contact, the attack is not blocked.) This is slightly different from determining whether terrain provides cover.

CLEAR AREA

The terrain feature has a clear area around it. When deploying terrain, the clear area can't overlap another piece of terrain or its clear area. In play, it has no game effect (unless specified).

DAMAGES MODELS THAT ENTER IT

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

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

ELEVATION

A hill grants elevation. A model on a hill is higher than models on the ground.

Elevation and Line of Sight

Higher elevation blocks line of sight and line of effect when it intervenes between models that are on lower ground, but it does not block line of sight or line of effect up onto or down off of the elevation. When determining line of sight, a model on a hill can overlook all terrain of equal elevation within 12" when determining line of sight, line of effect, and cover. It also overlooks such terrain that's closer to the elevated model than to a model on the ground. If two models each have elevation, they overlook terrain between them that is not high when determining line of sight, line of effect, and cover.

*On a Hill

A model in contact with a hill's border **or within its borders** is considered to be "on" the hill.

Line of Sight and Cover Between Elevated Models

If two models each have elevation, they overlook terrain between them that is not high (see High, below) when determining line of sight, line of effect, and cover.

Terrain Summary

Terrain	Environment	Movement Cost	Line of Sight/Effect	Cover	Special
Briars	Aboveground	-2" max	—	Cover	—
Dragon claw	Both	-2" per	—	Cover	Low obstacle, clear area
Dragon skull (skull)	Both	No movement	Blocks both	If line of effect	Clear area
(clear area)		—	—	—	Automatically confirm criticals
Hall of evil (floor)	Both	—	—	—	One only
(walls)		No movement	Blocks both	If line of effect	Evil +1 attacks, roof
Hall of good (floor)	Both	—	—	—	One only
(walls)		No movement	Blocks both	If line of effect	Good +1 attacks, roof
Hedgerow	Aboveground	-2" per	—	Cover	Low obstacle
Hill	Aboveground	-1" per (special)	Blocks both	—	Elevation
Hissing pool	Underground	-1" max	—	—	Knocked down models destroyed, clear area
Hut (floor)	Both	—	—	—	Roof
(wall)		No movement	Blocks both	If line of effect	—
(window)		-2" per	—	Cover	Low obstacle
Mausoleum (floor)	Both	—	—	—	Roof
(wall)		No movement	Blocks both	If line of effect	High
Murder slab	Underground	—	—	—	Heal for kill
Quagmire	Both	No movement	—	—	—
Row of headstones	Both	-1" per	—	Cover	—
Row of trees	Aboveground	-2" max	Trees	Cover	Roof, trees, high
Sacred circle (idol)	Underground	No movement	Blocks both	If line of effect	—
(outer ring)		—	—	—	+1 attacks
Stake barrier	Both	-1" per	—	—	Damages models that enter it
Wall, high	Both	No movement	Blocks both	If line of effect	High
Wall, low	Both	-2" per	—	Cover	Low obstacle
Woods	Aboveground	-2" max	Trees	Cover	Roof, trees, high
Web	Underground	Save or stuck	—	—	Save or stuck, block attack 16, high

Hills and Movement Costs

A model pays the -1" movement cost only when it moves from off a hill onto or over the line designating the hill. (This penalty applies in addition to movement costs for moving in other terrain.) A model can move around on top of a hill or move down a hill with no penalty.

Elevation and Range

Elevated models count as 1" farther away for ranged attacks when attacked by lower models (but not for spells, commands, and so on). Models on the ground do not count as farther away when elevated models make ranged attacks against them.

Elevation and Combat

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

EVIL +1 ATTACKS

An evil model touching the floor of the hall of evil gets a +1 bonus on its melee attacks and ranged attacks.

GOOD +1 ATTACKS

A good model touching the floor of the hall of good gets a +1 bonus on its melee attacks and ranged attacks.

HEAL FOR KILL

A wounded, living model that destroys one or more models while touching the murder slab heals 1 damage per model destroyed. This effect triggers whether or not the model destroyed was a living model, and regardless of whether the destroyed model was itself touching the murder slab. Causing a model to rout off the battlefield does not trigger this effect.

HIGH

Models with elevation can't overlook high terrain when determining line of sight and line of effect, whether to a model on the ground or to another elevated model. See Elevation, above.

Underground, high terrain extends to the ceiling. Thus, even models with Flight (see rule 701.2) can't move over it. (When aboveground, models with Flight can move over high terrain normally.)

KNOCKED DOWN MODELS DESTROYED

Any model that is knocked down while any part of its base is touching the red area (interior) of the hissing pool is destroyed. The narrow edge around the pool does not have this effect.

*LOW OBSTACLE

Any model that is atop a low obstacle suffers a -2 penalty to its attacks and armor.

An out of command model with a ranged attack that is maneuvering into range for a shot (see rule 603.34) might find itself stopping on a low obstacle; if so, it may continue moving until it is off the low obstacle (see rule 603.342).

ONE ONLY

You can bring only one item of terrain of this type to a skirmish. You can never have more than one terrain item that has the "one only" special feature, even if they are different terrain (such as the hall of good and the hall of evil).

ROOF

The terrain protects models inside it from models with Flight moving above the terrain. If a model's center is on this terrain (or this part of the terrain), then the terrain blocks line of sight and effect from such models. Cylinder spells, such as *flame strike*, do not have line of effect to a model if any part of its base is under the roof.

SAVE OR STUCK

When a model touches the web terrain, it must make a save (Difficulty Class 13). If it succeeds, it moves normally. If it fails, it must stop. If a model starts its turn touching the web, it must succeed at this save to move at all.

When determining which enemy model is nearest, ignore the web terrain.

When determining the shortest path to a point (such as the focus point), a model may treat the web

terrain as impassable. A wild troop or routing model, however, must determine the shortest path without regard to the web. (Unlike the rules for the stake barrier, a model can treat the web as impassable only if it's moving toward a point, not when it's moving toward another model.)

TREES

If 2" or more of this terrain are between two models, the trees block line of sight and line of effect. If less than 2" of this terrain intervenes, the trees provide cover but do not block line of sight or line of effect.

4. General Rules

400 GENERAL RULES AND GAME PLAY

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

401 ROUNDING

Round fractions down. For example, if a model takes half damage from an attack that would otherwise deal it 1 damage, that model takes no damage.

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

402 NEAREST ENEMY MODEL

What a model can do on its turn often relies on determining the nearest enemy model. In an open battlefield with no obstacles or special conditions, the nearest enemy model is simply the enemy model that's nearest. The precise definition of the nearest enemy model depends on whether it applies to moving or making a ranged attack.

402.1 MANEUVERING TOWARD THE NEAREST ENEMY MODEL (OUT OF COMMAND)

A model maneuvering while out of command maneuvers full speed toward the nearest enemy model (if any).

402.11 Melee Contact

If any enemy models have melee contact against the acting model, the nearest of them is the nearest enemy model (even if the acting model doesn't have line of sight to these models).

402.12 Line of Sight

If no enemy models have melee contact against the acting model, the nearest enemy model is the nearest

model that's not knocked down and to which the acting model has line of sight (see rule 304).

402.13 Knocked Down Models

If the acting model has line of sight to no enemy models that aren't knocked down, the nearest enemy model is the nearest model that is knocked down (see rule 605.44) and to which the acting model has line of sight.

402.14 Proximity Awareness

If the acting model has line of sight to no enemy models, knocked down or otherwise, it has proximity awareness to enemy models within 6" (even though it does not have line of sight to them). It treats the nearest of these models that is not knocked down as the nearest enemy model. If all these models are knocked down, then the acting model treats the nearest one as the nearest enemy model.

402.15 No Nearest Enemy Model

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

402.16 Measure Distance along Shortest Path

For maneuvering models, measure the distances to enemy models along the shortest path toward those models. Take movement costs for terrain into account when determining the effective distance to the enemy models.

402.161 Models That Can't Be Reached

If there is no path to an enemy model (because the way to the model is blocked), then it can't count as the nearest enemy model.

402.162 Potential Obstacles

If the shortest path to an enemy model crosses a battlefield feature, such as the area of a *darkness* spell, that has a chance of stopping movement, the maneuvering model treats the feature as though it did not exist.

402.2 CHARGING THE NEAREST ENEMY MODEL

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

402.21 Melee Contact

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

402.22 Line of Sight

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

402.23 Command and Orders

A charging model charges the nearest enemy model regardless of whether it is under command. A model can receive an order to charge the second-nearest enemy model or any enemy model (see rule 607.6).

402.3 MAKING A RANGED ATTACK AGAINST THE NEAREST ENEMY MODEL

A model makes a ranged attack against the nearest enemy model.

402.31 Melee Contact

If the acting model has melee contact against enemy models, it can treat any of them as the nearest enemy model. A model can't make a normal ranged attack if an enemy model has melee contact against it, so this rule usually applies to casting spells and using ranged special abilities.

402.32 Line of Sight

If the acting model doesn't have melee contact against any enemy models, the nearest enemy model is the nearest model that's not knocked down and to which the acting model has line of sight.

402.33 Knocked Down Models

If the acting model has line of sight to no enemy models that aren't knocked down, the nearest enemy model is the nearest model that is knocked down and to which the acting model has line of sight.

*402.34 Command and Orders

A model makes a ranged attack against the nearest enemy model regardless of whether it is under command. A model can receive an order to make a ranged attack at the second-nearest enemy model or any enemy model (see rule 607.6). The 4-point order to attack any target even lets a model make a ranged attack against a model to which it does not have line of sight (if it at least has line of effect to that target and the target is within 6").

402.35 Measure Distance along a Straight Line

For a model making a ranged attack, measure the distances to enemy models along the shortest straight line

to those models. Movement penalties for terrain are irrelevant for ranged attacks.

402.36 Don't Ignore Unaffected Models

A model that could make a ranged attack can't ignore models that are unaffected by its attack. (The 2-point order to attack a clear target is an exception; see rule 607.6.)

403 MOVING TOWARD MODELS

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

403.1 MOVING DIRECTLY TOWARD MODELS

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

404 MOVING AWAY FROM MODELS

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

405 MEASURING

405.1 MEASURING DISTANCES BETWEEN MODELS

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

405.2 MEASURING FOR MOVEMENT

Measure a model's movement by how far the center actually moves.

405.3 TIED DISTANCES

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

405.4 PREMEASUREMENT

You may measure distances to help you decide which action a model will take.

406 ROTATING MODELS

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

407 TIED DICE ROLLS

When you get a tie on a roll, such as an initiative roll, reroll both tied dice.

408 MODEL STATISTICS

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

*409 ATTACKING ALLIED MODELS

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

409.1 ALLIED MODELS AND AREA EFFECTS

Sometimes an attack with a special ability or spell winds up damaging or even destroying an allied or nonhostile model. This restriction doesn't prohibit attacks against enemy models that also harm allies or nonhostile models.

410 MULTIPLE EFFECTS

Most effects combine with one another but not with themselves. Bonuses from an order, special combat situations, and special abilities are cumulative with each other and with bonuses from spells.

410.1 MULTIPLE CONDITIONS

Conditions (see rule 605.4) are not cumulative with themselves.

*410.2 MULTIPLE SPECIAL ABILITIES

Special abilities (see rule 701.2) are not cumulative with themselves.

410.21 Different Special Abilities

Different special abilities that affect the same thing are cumulative.

410.3 MULTIPLE SPELL EFFECTS

Different spells (see rule 702.7) that affect the same thing are not cumulative.

410.4 MULTIPLE MAGIC ITEMS

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

5. Prepare for Play

500 REQUIREMENTS FOR PLAY

Play requires a battlefield and two warbands.

501 CHOOSE ENVIRONMENT

There are two environments: aboveground and underground.

*501.1 ABOVEGROUND ENVIRONMENT

Skirmishes fought aboveground use a battlefield 3 feet by 3 feet wide, with each player taking an opposite edge. Models may exit the battlefield by any edge (see rule 604.4).

501.11 Aboveground Terrain Selection

The following pieces of terrain are available in the aboveground environment:

- Briars
- Dragon claw
- Dragon skull
- Hall of evil
- Hall of good
- Hedgerow
- Hill
- Hut
- Mausoleum
- Quagmire
- Row of headstones
- Row of trees
- Stake barrier
- Wall, high
- Wall, low
- Woods

501.12 Warband Terrain Aboveground

In the aboveground environment, choose three pieces of terrain for your warband.

501.2 UNDERGROUND ENVIRONMENT

Skirmishes fought underground use a battlefield 3 feet long by 2 feet wide, with each player taking an opposite narrow end. The two long sides of the battlefield are impassable. Models may exit the battlefield only by moving off one of the two narrow ends. Only the narrow ends count as battlefield edges for rules such as routing (see rule 605.47).

501.21 Underground Terrain Selection

The following pieces of terrain are available in the underground environment:

- Dragon claw
- Dragon skull
- Hall of evil
- Hall of good
- Hissing pool
- Hut
- Mausoleum
- Murder slab
- Quagmire
- Row of headstones
- Sacred circle
- Stake barrier
- Wall, high
- Wall, low
- Web

501.22 Warband Terrain Underground

In the underground environment, choose four pieces of terrain for your warband.

502 CHOOSE SCENARIO

Players choose from the scenarios shown in the summary on the following page.

502.1 DEPLOYMENT AREA

The environment determines the size of a deployment area. In addition, deployment areas are either standard or split.

502.11 Standard Deployment

Choose one edge of the battlefield. Your opponent takes the opposite edge. Each player's deployment area is the strip within 4" of his or her edge of the battlefield.

502.12 Split Deployment

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

The middle warband player must set up his or her models 16" from the two battlefield edges (that is, entirely within a 4"-wide strip down the middle of the battlefield). The split warband player must set up half of his or her models within 4" of one edge and the rest within 4" of the opposite edge.

502.13 Double Split Deployment (Aboveground Only)

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

502.2 VICTORY CONDITION

A victory condition explains how you win a skirmish.

*Scenario Summary

Scenario	Deployment Area	Victory Condition	Special
Blood Harvest	Standard	Harvest divine sparks	Underground only Divine sparks
Breakthrough	Standard	Exit defender's edge	Aboveground only Scenario goal: defender's edge Defender places only one terrain card
Capture and Hold	Standard	Hold the center	Scenario goal: center
Double Pincer Move	Double split	Eliminate the enemy	Aboveground only
Hold the Skull	Standard	Capture dragon skull	Scenario goal: dragon skull Additional terrain: dragon skull (1)
Kill the Leader	Standard	Eliminate the enemy leader	—
Pincer Move	Split	Eliminate the enemy	Underground, battlefield ends are focuses
Pincer Move	Split	Score kills	—
Rapid Strike	Standard	Score kills	Underground, battlefield ends are focuses
Standard Skirmish	Standard	Eliminate the enemy	—
Take the Hall	Standard	Capture hall of good or hall of evil	Additional terrain: hall of good or hall of evil
Cave of Pain	Standard	Eliminate the enemy	Underground only Always gloom; +1 damage

502.21 Exit Defender's Edge

The attacker wins by getting at least one-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.

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

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. If the battle ends with models from both sides still on the battlefield, the defender wins.

502.22 Hold the Center

The center of the battlefield is the scenario goal (see rule 502.34).

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 battlefield. 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 battlefield, then neither player receives credit for victory that round, and the count starts over the next round that only one player's model or models qualify.

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

If all models are eliminated simultaneously, the skirmish is a draw.

502.23 Eliminate the Enemy

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

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

If all models are eliminated simultaneously, the skirmish is a draw.

502.24 Harvest Divine Sparks

A player whose models absorb five of the divine sparks (see rule 502.33) immediately wins. Models that gather sparks do not have to survive; their player gets credit for a spark as soon as it is absorbed. If neither side harvests five sparks, victory goes to the player whose models gather the most sparks or who eliminates all enemy models.

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

If all models are eliminated simultaneously, the player whose warband has absorbed the most sparks wins. If both sides have absorbed the same number of sparks, the skirmish is a draw.

502.25 Eliminate the Enemy Leader

In each warband, the on-faction model with the highest Commander rating is the "leader." A cross-faction model can't be the leader. This model plays normally, but you win by eliminating the enemy warband's leader.

If more than one model in a warband 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.

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

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

If both leaders are eliminated simultaneously, the skirmish is a draw.

502.26 Capture Dragon Skull

Victory is possible on the fourth and subsequent rounds. Starting on the fourth round, the winner is the only player to have a model or models touching the clear area of the dragon skull terrain piece at both the beginning and the end of the round. It doesn't have to be the same model at the start of the round as at the end of the round. Enemy models that touched the skull terrain during the round, but move away or are knocked down or eliminated before the end of the round, do not prevent victory.

A constrained model does not count toward victory, but an enemy constrained model does prevent victory. To win, the model at the start of the round and at the end of the round must not be constrained, and at neither time can there be an enemy model touching the skull terrain (constrained or not).

502.27 Score Kills

Each model is worth its cost (see rule 202) in victory points to the player whose models eliminate it, either by destroying it or routing it off the battlefield.

You win immediately when you eliminate enemy models equal to about 70% of the warband size, or when you reduce your opponent to one model. The victory points required vary by warband size as follows.

Warband Size	Victory Points Required
50	35
70	50
100	70
140	100

You also win immediately if you reduce your opponent's warband to 1 model.

*502.271 Attacking Allied Models

Models may not attack allies (see rule 409). If you eliminate one of your own models by some unusual circumstance, you receive no victory points for that model. Your opponent does receive victory points for that model.

502.28 Capture Hall of Good or Hall of Evil

Victory is possible on the fourth and subsequent rounds. Starting on the fourth round, the winner is the only player to have a model or models touching the specified terrain piece at both the beginning and the end of the round. It doesn't have to be the same model at the start of the round as at the end of the round. Enemy models that touched the terrain piece during the round, but move away or are eliminated before the end of the round, do not prevent victory.

Your constrained models do not count toward your victory, but enemy constrained models do prevent your victory. To win, you need a model that's not constrained to be at the terrain piece at both the beginning and end of a round, and no enemy models can be at the terrain piece, constrained or not.

502.3 SPECIAL ELEMENTS IN SCENARIOS

Some scenarios have special elements, which are explained below:

502.31 Aboveground Only (Breakthrough)

The scenario is available only in the aboveground environment.

502.32 Defender Places Only One Terrain Card (Breakthrough)

The defender places only one terrain card. Determine which player places terrain first, as normal. After the defender has placed a single terrain card, the attacker places the rest.

502.33 Divine Sparks (Blood Harvest)

Nine divine sparks are placed on the battlefield.

502.331 Setup of Divine Sparks

Use counters to indicate the position of the divine sparks. Set three counters up on the centerline of the battlefield, one at the center point and others 7" to the left and right of the center point. Set six other counters in two lines of three, 5" toward each player's battlefield edge from the counters on the centerline.

502.332 Terrain Placement

Impassable terrain may not be placed on top of divine sparks. Other pieces of terrain may be placed so that the divine sparks interact with them.

502.333 *Absorbing Divine Sparks*

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

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

If the save fails, the model cannot absorb the divine spark this turn. A model that rolls a natural 1 for its save takes 1 damage.

502.334 *Chain Absorbing Attempts*

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

502.335 *Simultaneous Actions*

The attempt to absorb a divine spark occurs at the end of the activated model's turn. If there are other effects that occur at the end of the model's turn, the model's player chooses which effect occurs first.

502.34 Scenario Goal: SPECIFIED LOCATION

(Capture and Hold, Capture the Skull, Take the Hall) Even a troop that is out of command may maneuver toward the specified location. A troop can do so even if an enemy model is in line of sight (which is different from the rule for focus points, see rule 603.32). In this case, the model moves at full speed toward the specified location.

502.341 *Wild Troops and SPECIFIED LOCATION*

A wild troop may not maneuver toward the specified location.

502.35 Scenario Goal: Defender's Edge (Breakthrough)

Even a troop that is out of command may maneuver toward (and off) the defender's battlefield edge. A troop may do so even if an enemy model is in line of sight (which is different from the rule for focus points, see rule 603.32).

502.351 *Wild Troops and the Defender's Edge*

A wild troop may not maneuver toward the defender's battlefield edge. A wild troop has two ways of getting off the defender's battlefield edge.

If a wild troop starts a round in base-to-base contact with an allied commander, and that commander moves off the defender's edge, the wild troop may maneuver toward (and off) the defender's edge this round. 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 edge.

A wild troop may exit the battlefield if routed.

502.36 Underground, Battlefield Ends Are Focuses (Pincer Move)

When this scenario is played underground, the battlefield ends (as well as the center of the battlefield) are focuses. An out-of-command troop maneuvering toward the focus point may maneuver toward either battlefield end or toward the center (see rule 603.32). A single model, however, may not maneuver toward more than one focus on a given turn.

502.37 Underground Only (Blood Harvest)

The scenario is available only in the underground environment.

502.38 Additional Terrain: TERRAIN TYPE (#)

In addition to the terrain each player brings, add terrain of the specified type and number.

*502.381 *Placing the Additional Terrain*

The scouting player places the additional terrain so that its center is directly over the center of the battlefield. The scouting player may rotate the terrain in any manner he or she chooses, so long as its center does not move. After choosing and placing the additional terrain, the scouting player begins normal terrain placement by placing the first piece of terrain.

502.39 +1 Damage

Every time a model takes damage, it takes an additional 1 special damage. This applies to all sources of damage: weapons, special abilities, spells, terrain effects, and so on. If an attack deals two types of damage (such as 1 + 1 fire), that still only counts as dealing damage once. The target takes the additional 1 special damage once, not twice.

If a special ability or spell prevents all the original damage (as Skeletal, Damage Reduction, or Spell Resistance might), then the target does not take the additional 1 special damage.

502.310 Always Gloom

The lighting condition is always gloom, and not even a good scouting check can change it to normal light.

503 LIGHTING CONDITIONS

If you are playing in the aboveground environment, lighting is normal. If you are playing in the underground environment, roll a d20 to determine whether the skirmish will be fought in normal light or in gloom.

d20 Roll Lighting Conditions

1–10 Normal light

11–20 **Gloom:** Line of sight is limited to 12".

Line of sight for humans and halflings is limited to 6". Gloom does not limit line of sight to models that are illuminated, such as by the *daylight* spell.

*504 SCOUTING CHECK

Each player makes a scouting check. Roll a d20. If your warband has a tactical advantage (see rule 107) or scouts (see the Scout special ability under rule 701.2), or both, add the bonuses to the scouting check.

The player with the highest roll is the scouting player.

504.1 LIGHT AND SCOUTING CHECKS

If you are playing in the underground environment, and the scouting player wins the scouting check by 10 or more, that player can choose the lighting conditions for the skirmish (unless the scenario specifies a fixed lighting condition).

505 TERRAIN PLACEMENT

After the scouting check, players alternately place terrain on the battlefield.

505.1 TERRAIN PLACEMENT IN THE ABOVEGROUND ENVIRONMENT

The scouting player chooses a piece of his or her own terrain and places it anywhere on the battlefield. The players then alternate selecting and placing terrain until all four pieces are placed.

505.2 TERRAIN PLACEMENT IN THE UNDERGROUND ENVIRONMENT

Players place two pieces of terrain at a time, with the scouting player placing first. The first piece of terrain placed by a specific player can be set down in any legal

position that player desires. All subsequent terrain must be within 3" of a piece of terrain that's already on the battlefield.

505.3 SPACING TERRAIN (ABOVEGROUND AND UNDERGROUND)

Two pieces of terrain can't overlap. Terrain cards can overlap, but not the borders of the terrain features themselves. Some pieces of terrain include a clear area around them. For purposes of terrain placement, these areas are considered part of the piece of terrain, and other pieces of terrain (or clear areas around other pieces of terrain) cannot overlap them. Clear areas have no effect on models.

You cannot place any impassable terrain within 2" of an edge of the battlefield or of another piece of impassable terrain.

506 DEPLOYMENT

The scouting player either deploys first or makes the other player deploy first.

506.1 DEPLOYING MODELS

The number of models you deploy at one time depends on the number of models in your warband.

Warband Size	Models Deployed
1–4	1 at a time
5–8	2 at a time
9–12	3 at a time
13+	1/4 of your warband (round up)

506.2 PLACING MODELS IN THE DEPLOYMENT AREA

The player who deploys first places a model or models within his deployment area. All of a model's base must be entirely within the deployment area.

506.3 COMPLETING DEPLOYMENT

Players alternate placing models in their deployment areas until all models are placed.

*507 PREPARATORY SPELLS

After deployment is complete, but before rolling for initiative, each spellcaster in the scouting player's warband can cast **one beneficial spell**. (The spellcasters on the other side must wait to cast spells until the skirmish begins.)

6. Skirmishes

600 ROUNDS

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

601 ROLL INITIATIVE

Each player rolls a d20 to see who will have initiative. The player with the higher roll decides who goes first.

601.1 CHALLENGING INITIATIVE

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.

601.11 Winning Initiative on a Reroll

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.

601.12 Tied Initiative on a Reroll

If you reroll initiative and tie your opponent's roll, you lose initiative.

602 ACTIVATE MODELS

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

602.1 NUMBER OF MODELS ACTIVATED

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

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

†Include routing and knocked down models.

603 ACTIONS

Unless a model's actions are restricted by some condition or special ability, it can maneuver (see rules 603.2 and 603.3), stand (see rule 603.4), or charge (see rule 603.6) when activated. If the model maneuvers or stands, it can take one of several additional actions afterward (see rule 603.5).

603.1 UNDER COMMAND

A model's options when activated depend on whether it is placed under command. Commanders and independent troops (see Commander and Independent Troop under rule 701.2) are always under command. Other models must be placed under command by a commander (see rule 607.134) or are out of command.

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

603.2 MANEUVER (UNDER COMMAND)

A model that is under command may move in any direction or combination of directions up to its speed (see rule 206). Then it may take one of several additional actions (see rule 603.5).

603.21 Maneuvering into a Threatened Area

A model maneuvering while under command can stop or keep moving when it enters a threatened area (see rule 604.2), as its player wishes.

603.3 MANEUVER (OUT OF COMMAND)

A model that maneuvers while out of command must move at full speed toward its destination. It cannot stop moving until it reaches its destination or has moved twice its speed.

603.31 Destination: Nearest Enemy Model

If the out of command model has line of sight to one or more enemy models, it must maneuver full speed toward the nearest enemy model to which it has line of sight (if it maneuvers at all). It stops when it has moved twice its speed or when it makes melee contact against the model toward which it is advancing.

603.311 Proximity Awareness

If the out of command model does not have line of sight to any enemy models, but it has proximity awareness to enemy models, it must maneuver at full speed toward the nearest of these models (if it maneuvers at all). It stops when it has moved twice its speed or when it makes melee contact against the model toward which it is advancing.

603.312 Contact and Unseen Models

Regardless of actual line of sight, a model is aware of any model in base-to-base contact with it or that has melee contact (see rule 605.11) against it.

603.32 Destination: Focus Point

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

603.33 Destination: Scenario Goal

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

603.34 Models with Ranged Attacks

An out of command model with a ranged attack (which could be a normal attack, special ability, or spell) must move toward the nearest enemy model if it moves at all, but it can stop at the first point in its path at which it is in range of and has line of sight and line of effect to an enemy model. If the maneuvering model was advancing toward a scenario goal, toward the focus point, or toward a different enemy model, then it can't attack this turn.

603.341 Models with Multiple Ranged Attacks

If a model maneuvering under rule 603.34 has ranged attacks with different ranges, use the longest range to determine where the model is allowed to stop.

603.342 Moving over a Low Obstacle

If an out of command model with a ranged attack moves under rule 603.34 and would stop on a low obstacle (see rule 307), the model may continue advancing until it is not on a low obstacle. This special rule does not allow a model to move in a different direction or to move farther than its speed allows it.

603.35 Accidentally Maneuvering into a Threatened Area

Sometimes a model maneuvering while out of command encounters the threatened area of an enemy model it was not approaching.

603.351 Maneuvering toward the Nearest Enemy Model

A model maneuvering toward the nearest enemy model while out of command may stop when it enters a different enemy model's threatened area.

603.352 Maneuvering toward the Focus Point

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

603.353 Maneuvering toward a Scenario Goal

A model maneuvering toward a scenario goal (in a scenario that has one) while out of command may stop when it enters an enemy model's threatened area.

603.36 Accidentally Maneuvering into Base-to-Base Contact

Sometimes a model maneuvering while out of command moves into base-to-base contact with an enemy model other than the model toward which it was advancing. If the enemy model has melee contact (see rule 605.11) against the maneuvering model when their bases touch, the maneuvering model must stop. If the enemy model does not have melee contact against the maneuvering model when their bases touch, the maneuvering model may stop. If the model stops and it has not already moved more than its speed, it can make a melee attack.

603.37 Accidentally Encountering Unseen Models

If an out of command model is advancing toward the nearest enemy, the focus point, or a scenario goal, and it enters an unseen enemy model's threatened area (not the model toward which it was advancing), it cannot stop.

**603.371 Attacks of Opportunity from Unseen Models*

If an unseen model makes an attack of opportunity (see rule 604.21) against a model maneuvering while out of command, the maneuvering model must stop if it was maneuvering toward the focus point. It may stop if it was maneuvering toward the nearest enemy model or a scenario goal.

603.4 STAND (UNDER OR OUT OF COMMAND)

A model can opt to not move at all (stand). It may stand regardless of whether it is under command and regardless of line of sight to enemy models. After standing, it may take one of several additional actions (see rule 603.5).

603.5 ACTIONS AFTER MANEUVERING OR STANDING

After a model moves or stands, it can do one of the following:

- Make a melee attack (see rule 605.1).

- Make a ranged attack (see rule 605.2).
- Cast a spell (see rule 702.1).
- Take a special action (see rule 603.7).
- Maneuver or stand again.

603.6 CHARGE (UNDER OR OUT OF COMMAND)

To charge, a model moves at full speed (see rule 603.3) directly toward the nearest enemy model in line of sight. It must move in a straight line directly toward the nearest part of the enemy model's base. A model with the Reach 1" special ability that is under command does not have to stop as soon as it makes melee contact against its target. It can move in closer and even make base-to-base contact (within the normal limits of a charge).

603.61 Limits on Charging

Certain situations prevent a model from charging.

603.611 Minimum Distance (2")

A charging model must move at least 2" for the move to be considered a charge.

603.612 Starting in Melee Contact

A model can't charge if, at the start of its turn, an enemy model has melee contact (see rule 605.11) against it.

603.613 Slowed Movement

If the charging model encounters battlefield conditions or terrain that slows its movement, if it has to squeeze between obstacles or other models (see rule 604.13), or if it is otherwise slowed down, it is no longer considered to be charging. Instead it is maneuvering.

603.614 Charging in a Straight Line

A charging model that moves around an obstacle or otherwise changes direction is no longer considered to be charging. Instead it is maneuvering.

603.62 Accidentally Charging into a Threatened Area

A charging model cannot stop if it accidentally moves into an enemy model's threatened area, so it may suffer an attack of opportunity (see rule 604.21) if it moves past an enemy model.

603.63 Accidentally Charging into Base-to-Base Contact

A charging model must stop if it moves into base-to-base contact with an enemy model, other than the model being charged, that has melee contact against

the charging model. It may be able to attack the model that stopped it, but its movement is no longer considered a charge. The move instead is treated as a maneuver.

603.64 Accidentally Encountering Unseen Models during a Charge

If a model charges into an unseen model's threatened area or into base-to-base contact with such a model, treat the charging model normally (rules 603.62 and 603.63).

603.65 Attack Bonus for Charging

If a charging model makes melee contact (see rule 605.11) against the enemy model it was charging and has moved at least 2", it makes a melee attack (see rule 605.1) with a +2 bonus on the attack roll. If it has moved less than 2", it doesn't gain this attack bonus.

603.7 SPECIAL ACTIONS

Using some special abilities, such as Turn Undead, can be performed after a model maneuvers or stands instead of an attack (see rule 603.5). The description of the special ability notes whether it requires a special action. Taking a special action generally follows the rules for spellcasting, except that a model can freely take a special action when enemy models have melee contact against it.

604 MOVEMENT

A model generally moves up to its speed in inches.

604.1 SLOWED OR BLOCKED MOVEMENT

Terrain and models slow or block movement.

604.11 Moving through and around Terrain

Terrain can slow down a model when it moves (see rule 302). Some types of terrain are impassable (see rule 303), and models must move around them.

604.12 Moving through Other Models

A model can't move through another model unless the other model is knocked down (see rule 605.44).

604.121 Moving through a Knocked Down Model

A model can move over a knocked down model (see rule 605.44), but doing so incurs a 1" movement cost for each such model crossed.

A model can't stop on top of a knocked down model. A knocked down model is considered to occupy the same space it was in while it was up.

604.13 Squeezing between Obstacles

A model can squeeze between two other models if the space between them is at least half the width of the model's own base. Likewise, a model can squeeze between pieces of terrain that block movement or between such a piece of terrain and a model.

604.131 Squeezing Movement

A model incurs a 2" movement cost each time it squeezes between obstacles, and it can stop only where there is room for its base. If it doesn't have enough movement to squeeze past the models, it can't squeeze through partway on that turn.

604.2 THREATENED AREAS AND ATTACKS OF OPPORTUNITY

The area within 1" of a model is that model's threatened area. If a model has the Reach 1" special ability (see rule 701.2), then the area within 2" of the model is its threatened area.

*604.21 Movement and Attacks of Opportunity

If a model is in an enemy model's threatened area and moves, the enemy model makes an attack of opportunity against it, provided the enemy model has line of sight and line of effect to the moving model (see rules 304.3 and 305.1). An attack of opportunity is a single melee attack (see rule 605.1).

604.22 Currently Closest Enemy Model Exception

A model does not draw attacks of opportunity if it moves toward the enemy model that is currently closest to the moving model. Determine the currently closest enemy model in the same manner as the nearest enemy model (see rule 402), but without regard to line of sight. Ignore knocked down models when determining which model is currently closest.

604.23 Number of Attacks of Opportunity

Each Round

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

604.24 When Attacks of Opportunity Occur

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

604.241 Multiple Attacks of Opportunity

If two or more models make attacks of opportunity at the same time, their player decides the order in which the attacks occur.

604.25 Contacting a Model with Reach 1"

When a model comes into base-to-base contact with an enemy model that has the Reach 1" special ability, the enemy model makes an attack of opportunity against the moving model. The model with Reach 1", however, does not get this attack of opportunity if the model that contacts it has moved 1" or less this turn.

604.3 LEAVING MELEE CONTACT

If an enemy model has melee contact (see rule 605.11) against a model that then leaves its melee contact, the maneuvering model must make a morale save or rout.

In addition, the enemy model that had melee contact against the moving model makes a single attack of opportunity (see rule 604.21) against it.

*604.31 Maneuvering toward the Nearest Enemy Model

If a maneuvering model moves toward the nearest enemy model (see rule 402), and in doing so leaves an enemy model's melee contact, the maneuvering model doesn't have to make a morale save. Only a model with the Reach 1" special ability (see rule 701.2) can have melee contact against an enemy model and not be that model's nearest enemy.

604.4 LEAVING THE BATTLEFIELD

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

605 COMBAT

Combat is an exchange of attacks.

605.1 MELEE ATTACKS

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

*605.11 Melee Contact

To have melee contact against an enemy the model's base must touch the enemy model's base, or the enemy model must be within the model's reach (see the Reach 1" special ability under rule 701.2).

605.111 Line of Effect

Terrain that blocks line of effect (see rule 305) blocks melee contact.

605.112 Not Constrained

A model that is constrained (see rule 605.42) does not have melee contact against any other model.

605.113 Melee Contact against Multiple Enemy Models

A model that has melee contact against multiple enemy models can choose to make a melee attack against any of them, even knocked down models.

605.2 RANGED ATTACKS

To make a ranged attack, a model must have an enemy model within range and must have line of sight (see rule 304.3) and line of effect (see rule 305.1) to the enemy model. The model can't make a ranged attack if an enemy has melee contact against it.

605.21 Ranged Attacks against the Nearest Enemy Model

A model making a ranged attack can only attack the nearest enemy model (see rule 402.3) unless it receives an order that allows it to attack a different model (see rule 607.6).

605.3 ATTACKS AND DAMAGE

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

605.31 Successful Attacks

If the result of an attack roll is at least as high as the defender's armor (see rule 207), the attack succeeds. The attacking model deals its melee or ranged damage (see rules 211 and 213), as appropriate, which is subtracted from the defending model's health (see rule 208).

605.32 Natural 20s and Natural 1s

If the attack roll is a natural 20, it automatically succeeds, regardless of the defender's armor. It might also be a critical hit (see rule 605.36). If the attack roll is a natural 1, it automatically misses, regardless of the attacker's attack number.

605.33 Touch Attacks

A model making a touch attack rolls to hit armor 11 instead of the enemy model's actual armor.

605.331 Armor Bonuses from Cover and Intervening Models

If a piece of terrain or an intervening model provides the defender with an armor bonus, that armor bonus applies to touch attacks.

605.34 Losing Health

A model can suffer adverse effects from losing health.

605.341 Morale Save at Half Health

If the defending model's health drops to half or less, it must make a morale save (see rule 606.13).

605.342 Knocked Down at 0 Health

If a model's health drops exactly to 0, it's knocked down (see rule 605.44).

605.343 Destroyed Below 0 Health

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

605.35 Energy Damage

Certain creatures are able to resist, or are vulnerable to, some types of energy damage (see rule 701.2). Energy damage is otherwise dealt normally.

605.36 Critical Hits

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

605.361 Critical Hits and Bonus Damage

Bonus damage from a special ability or spell (see rule 700.4) is not doubled on a critical hit.

605.362 Immunity to Critical Hits

Construct, elemental, and undead creatures (see rule 701) are immune to critical hits. A natural 20 is still an automatic success.

605.363 Blunt Weapons

Blunt weapons don't score critical hits. A natural 20 is still an automatic success.

605.37 Attack Modifiers

In addition to the attack numbers already listed in a model's statistics, certain circumstances may further modify the attack roll. Some of these circumstances may also affect a model's armor (see rule 207). See table on the next page.

When a melee attack is made against a model that is not in base-to-base contact with the attacker, use the second set of modifiers.

605.371 Multiple Attackers Bonus

A model gets a +2 bonus on its melee attack against an enemy model if two or more other hostile models also have melee contact (see rule 605.11) against that enemy model.

*Attack Modifiers

Melee Attack Modifiers (in base-to-base contact)

Attacker charging	+2 attack
Attacking from above (see Elevation in rule 307)	+1 attack
Defender knocked down (see rule 605.44)	automatic hit, double damage
Multiple attackers (see rule 605.371)	+2 attack
Attacker "on" a low obstacle (see rule 307)	-2 attack
Defender "on" a low obstacle (see rule 307)	-2 armor
Defender stunned (see rule 605.49)	+3 attack
Defender unable to see attacker (see rule 605.374)	+3 attack
Attacker unable to see defender (see rule 605.38)	Miss chance 1-10
Order: attack +2 (see rule 607.6)	+2 attack

Melee Attack Modifiers (not in base-to-base contact)

Attacker charging	+2 attack
Attacking from above (see Elevation in rule 307)	+1 attack
Defender has cover (see rule 306)	+4 armor
Intervening models (see rule 605.372)	+1 armor to the defender per intervening model
Defender knocked down (see rule 605.44)	automatic hit, double damage
Multiple attackers (see rule 605.371)	+2 attack
Attacker "on" a low obstacle (see rule 307)	-2 attack
Defender "on" a low obstacle (see rule 307)	-2 armor
Defender stunned (see rule 605.49)	+3 attack
Defender unable to see attacker (see rule 605.374)	+3 attack
Attacker unable to see defender (see rule 605.38)	Miss chance 1-10
Order: attack +2 (see rule 607.6)	+2 attack

Ranged Attack Modifiers

Attacking from above (see Elevation in rule 307)	+1 attack
Defender has cover (see rule 306)	+4 armor
Intervening models (see rule 605.372)	+1 armor to the defender per intervening model
Defender contacting hostile model (see rule 605.373)	-4 attack
*Defender knocked down (see rule 605.44)	no modifier (but see rule 605.442)
Attacker "on" a low obstacle (see rule 307)	-2 attack
Defender "on" a low obstacle (see rule 307)	-2 armor
Defender stunned (see rule 605.49)	+3 attack
Defender unable to see attacker (see rule 605.374)	+3 attack
Attacker unable to see defender (see rule 605.38)	Miss chance 1-10
Order: attack +2 (see rule 607.6)	+2 attack

605.372 Intervening Models

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

605.373 Ranged Attack Target Contacting a Hostile Model

A model making a ranged attack suffers a -4 penalty on its attack if the defender is in base-to-base contact with at least one hostile model. Knocked down hostile models don't count. Whether either model has melee contact against the other is not relevant.

605.374 Defender Unable to See Attacker

When a model attacks another model that cannot see it, the attacking model gets a +3 bonus on its attack roll, provided that the attacker can see the defender.

605.38 Unseen Defenders

Attackers can sometimes attack unseen defenders, but with a chance to miss outright.

605.381 Melee Attacks against Unseen Defenders

A model may freely make a melee attack against an unseen model, but with a miss chance (see rule 605.384). This also applies to melee attacks that are tied to special abilities and spells.

605.382 Ranged Attacks against Unseen Defenders

A model may only make a ranged attack against a defender to which it does not have line of sight if it receives a 4-point order to attack any target (see rule 607.6). It still needs line of effect (see rule 305) to the target, and it has a miss chance.

605.383 Special Ability and Spell Ranged Attacks against Unseen Defenders

A model can target certain special abilities and spells against a defender to whom it does not have line of sight.

If the special ability or spell uses a ranged attack roll, then the model might be able to attack a model to which it does not have line of sight, as with a normal ranged attack (see rule 605.382), and with the normal miss chance (see rule 605.384).

If the special ability or spell affects an area or models in an area, then the model can center the attack on or aim the attack toward a point to which it does not have line of sight, provided it receives the 4-point order to attack any target (see rule 607.6) and has line of effect to that point.

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

605.384 Miss Chance

If a model makes an attack roll against an unseen model, the attacker rolls a d20. If the result is 11+, the attack occurs normally. If the roll is 1-10, the attack automatically misses.

The Blind-Fight and Blindsight special abilities (see rule 701.2) reduce or eliminate the miss chance.

605.4 CONDITIONS

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

605.41 Blinded

A blinded model does not have line of sight (see rule 304) to any other model. Proximity awareness (see rule 603.311) may allow a blinded model that is out of command to maneuver toward an enemy model. A blinded model is aware of any model in base-to-base contact with it or that has melee contact against it (see rule 603.312). A blinded model's speed is divided by 2.

If a blinded model has melee contact against an enemy model, it can attack, but with a miss chance (see rule 605.384). A blinded model can't make attacks of opportunity.

Most models gain a +3 bonus to their attack rolls when attacking a blinded model (see rule 605.374), provided that they can see the blinded model.

605.42 Constrained

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

*605.43 Entangled

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

605.44 Knocked Down

A model whose health is reduced to 0 is knocked down. Lay a knocked down model on its side (or otherwise indicate that it is knocked down). A knocked down model is constrained (see rule 605.42); the only action it can take while knocked down is to get up (see rule 605.443).

Certain special abilities (see rule 701.2) and spells (see rule 702.7) can knock down a model even if it has more than 0 health.

605.441 Knocked Down Models and Melee Attacks

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

605.442 Knocked Down Models and Nearest Enemy

For purposes of determining the nearest enemy, a model must ignore a knocked down enemy model unless there are no other enemy models in line of sight.

The 4-point order to attack any target (see rule 607.6) allows a model to charge or make a ranged attack against a knocked down model. A model that is under command can maneuver toward a knocked down model.

605.443 Getting Up

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

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

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

605.444 Gaining Health and Getting Up

If a model is knocked down because it is at 0 health, it immediately gets up if it gains health.

605.445 Knocked Down Due to a Special Ability or Spell

If a model is knocked down because of a special ability or spell, see the rules for that special ability or spell.

605.446 Knocked Down while Routing

A model that was routing (see rule 605.47) when it got knocked down is still routing when it gets up.

605.45 Paralyzed

A paralyzed model is treated as knocked down (see rule 605.44) and can make a save each round to get up (Difficulty Class 22). A paralyzed model's health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health (see rule 605.444). A *cure wounds 0* spell (see rule 702.7) doesn't help a paralyzed model get up. Even if it rolls a natural 1 on its save to get up, a paralyzed model is not destroyed. Orders (see rule 607.6) can't grant a paralyzed model a bonus on its save to get up.

605.451 Paralyzed Models and Attacks

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

against paralyzed models gain a +4 bonus on the attack roll. A model with Sneak Attack gains the bonus damage against a paralyzed model, unless it is more than 6" away.

605.452 Paralyzed Models and Nearest Enemy

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

605.453 Paralyzed and Routing

A paralyzed model cannot rout.

**605.46 Poisoned*

A poisoned model is treated as knocked down (see rule 605.44) and can make a save each round to get up. A poisoned model's health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health (see rule 605.444). If a poisoned model's health is 0 (or drops to 0), it is destroyed. A *cure wounds 0* spell (see rule 702.7) doesn't help a poisoned model get up. Orders (see rule 607.6) can't grant a poisoned model a bonus on its save to get up.

**605.47 Routing*

A model that fails its morale save (see rule 606.1) immediately moves at full speed (see rule 603.3) away from the enemy that caused it to make the morale save. It is now routing. Routing models are constrained (see rule 605.42).

605.471 Routing and Attacks of Opportunity

A routing model that moves while in enemy models' threatened areas provokes attacks of opportunity (see rule 604.21) normally.

605.472 Routing Attack of Opportunity Exception

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

**605.473 Routing Movement*

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

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

605.474 Rallying (Under Command)

A model that starts its turn routing can rally if it is under command (see rule 603.1).

A routing model makes a morale save (see rule

606.1) to rally as its action. If it succeeds, it does nothing else that turn but is no longer routing. If it fails, it moves at full speed toward the nearest battlefield edge. A model that leaves the battlefield is out of the game.

605.475 Rallying (Out of Command)

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

605.48 Sleeping

A sleeping model is treated as knocked down (see rule 605.44) and makes a save each round to get up. A sleeping model's health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health (see rule 605.444). Even if it rolls a natural 1 on its save to get up, a sleeping model is not destroyed. A sleeping model gets up at the end of any turn it takes damage. A *cure wounds 0* spell (see rule 702.7) doesn't help a sleeping model get up. Orders (see rule 607.6) can't grant a sleeping model a bonus on its save to get up.

605.481 Waking Up Sleeping Models

A model that ends its movement in base-to-base contact with a sleeping model can automatically wake it up. The sleeping model gets up immediately. Constrained models (see rule 605.42) can't wake up sleeping models.

605.49 Stunned

A stunned model is constrained (see rule 605.42). It can't take any action other than to stand (or get up if it's knocked down). A stunned model can't rout and doesn't make morale saves.

605.491 Attack Bonus against Stunned Models

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

606 MORALE

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

606.1 MORALE SAVES

A morale save is a save that a model makes to avoid routing. It works like any other save (see rule 209). A model has to make a morale save when it is reduced to half health, it leaves another model's melee contact, or is the subject of a special ability or spell that requires a morale save. A model that fails its morale save immediately moves at full speed away from the enemy that caused it to make the morale save. It is now routing (see rule 605.47) and remains routing until successfully rallied.

606.11 Morale Save Difficulty

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

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

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

606.12 Morale Save Bonus

If a model has more than half its health when making a morale save, it gets a +5 bonus on its morale save.

606.13 Morale Saves Due to Damage

A model must make a morale save immediately when first reduced to half health or less.

606.131 Dropping to Half Health More Than Once

If a model has already made a morale save (successful or not) during the skirmish for dropping to half health, it doesn't have to make another one during that skirmish.

606.14 Morale Saves and Special Attack Abilities

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

606.15 Morale Saves and Being Knocked Down

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

607 ORDERS

Commanders can use command points (see the Commander special ability under rule 701.2) to improve their own and their allies' performance.

607.1 ISSUING ORDERS

Once per round, a commander can issue an order to a model within 24" and in line of sight (see rule 304); the model receiving the order must have line of sight to the commander. A commander can issue an order to a model within 6" regardless of line of sight.

607.11 Commanders as Subjects of Orders

Commanders may issue some orders to themselves and any orders to other commanders.

607.111 "Allied" Models

If the order says it can be issued to "any" allied model, it can be issued to the commander itself. If the order says it can be issued to "any other" allied model, it can't be issued to the commander itself.

607.112 Models in Warband Only

Commands can't be issued to enemy models or models not in the commander's warband.

607.12 Orders with Range Limits

Several orders have a 6" range limit (see rule 607.6). If no range is specified, the commander can issue the order to a model within 24".

607.13 When Orders Can Be Issued and Received

A commander can issue an order to a model any time that model is about to do something that the order affects. A commander cannot issue an order when the opponent is about to do something.

607.131 Conditions and Orders

Several conditions (see rule 605.4) can prevent a commander from spending command points or issuing orders.

607.132 Number of Orders Received

A model can receive only one order per round.

607.133 Number of Orders Issued

A commander can issue only a single order each round. However, a commander that has issued an order of a given type may issue that same order (only) another time to a different model later in the round, each time paying command points for the order.

607.134 Under Command

The order to be under command doesn't count against the limit of orders a commander can issue or that a model can receive.

607.2 EFFECTS OF ORDERS

Some orders affect a model's die rolls. These orders affect only die rolls made after the order.

607.3 DURATION OF ORDERS

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

*Kinds of Orders

Order and Effect	Models Affected	Command Cost
Attack +2 Model gains a +2 bonus on attack rolls.	Any other allied model within 6" of the commander	2
*Attack Any Target Model may choose any enemy model within line of sight to charge, make a ranged attack against, or cast a ranged spell at (instead of the nearest enemy model). The model may even target a knocked down model or a point on the battlefield. The attacker needs line of sight to charge a model. The model can make a ranged attack against a model or point to which it has line of effect but not line of sight. If so, the attacker suffers a miss chance (see rule 605.384). If neither the commander nor the attacker has line of sight to the target point, then the target point must be within 6" of the attacker.	Any allied	4
Attack Clear Target When selecting the target of a ranged attack, the model ignores all enemy models that benefit from cover, intervening models, or hostile contact. Alternatively, a model casting a ranged spell ignores all models that are immune to the spell.	Any allied	2
Attack 2nd-Nearest Enemy Model may choose the second-nearest enemy model to charge, make a ranged attack against, or cast a ranged spell at (instead of the nearest enemy model).	Any allied	2
Decline Attack of Opportunity Model may decline to make attacks of opportunity.	Any allied	2
Delay Move Model may move after attacking, casting a spell, or taking a special action instead of before. A model may receive this order after attacking, casting a spell, or taking a special action.	Any allied	2
Get Up +4 Model gains a +4 bonus on saves to get up.	Any other allied model within 6" of the commander	2
Morale +2 Model gains a +2 bonus on morale saves.	Any other allied model in base-to-base contact with the commander	0
Morale +4 Model gains a +4 bonus on morale saves.	Any other allied model within 6" of the commander	2
Morale +8 Model gains a +8 bonus on morale saves.	Any other allied model within 6" of the commander	3
New Focus Model gains a spot on the battlefield as its focus. Until a commander gives it a new focus, the model may advance toward this spot as if it were the focus point of the battlefield. The model loses its previous focus (or focuses).	Any allied	2
Under Command Model is under command (may maneuver freely and rally).	Any allied	1†

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

607.4 NO POOLING COMMAND POINTS

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

607.5 ISSUING ORDERS TO CROSS-FACTION MODELS

Any order costs 1 more command point than normal if the troop and the commander are from different factions.

607.51 Issuing Orders to Cross-Faction Difficult Troops

If a cross-faction troop is also a difficult troop (see the Difficult Troop special ability under rule 701.2), add the

+1 cost for being cross-faction before applying the Difficult Troop multiplier.

607.6 KINDS OF ORDERS

The various types of available orders are listed in the table on this page.

608 END OF A TURN

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

609 END OF A ROUND

A round ends when all models have taken their turns.

7. Special Abilities and Spells

700 MODELS, SPECIAL ABILITIES, AND SPELLS

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

700.1 LINE OF EFFECT

For ranged special abilities and spells, line of effect works like line of effect for ranged attacks (see rule 605.2). The model needs line of effect from itself to the target model or point.

For special abilities and spells that affect areas, line of effect is the line between a special ability's or spell's point of origin (see rule 700.11) and the limit of the special ability's or spell's area. Certain pieces of terrain block line of effect. A model is within the special ability's or spell's area if a line of effect touches the model's base.

700.11 Point of Origin

A spell's point of origin is usually the center of the base of the model using the ability or casting the spell.

700.111 Circles

When a special ability or spell having a circular effect is centered on a model, the center of that model's base is the point of origin. When a special ability or spell having a circular effect is centered on a point on the battlefield, that point is the point of origin.

700.112 Cones

Special abilities and spells that affect models within a cone have the center of the acting or casting model's base as the point of origin.

700.113 Cylinders

Special abilities and spells that affect models within a cylinder have an imaginary circle above the battlefield as the point of origin. Only terrain that has a roof (see rule 307) blocks the lines of effect from the cylinder's point of origin.

700.2 RATINGS

Many special abilities and some spells have numbers (ratings) to indicate the magnitude of the abilities' effects. A "[#]" indicator instead of a specific rating means that the rating can vary from model to model.

700.3 VARIABLE ELEMENTS

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

700.4 BONUS DAMAGE

Some abilities and spells allow a model to deal bonus damage. This bonus damage is not doubled when base damage is doubled, such as on a critical hit.

*700.5 CONE EFFECTS

Some special abilities and spells affect models in a cone-shaped area. The model using the cone effect aims the cone at the nearest enemy model, as for a ranged attack (see rule 605.2). The centerline of the cone must intersect the center of the target model's base. All models whose bases are touched by the cone are also affected.

Though the cone acts in many ways like a regular ranged attack, a model may use a special ability cone attack even when enemy models have melee contact against it. (If the cone attack is a spell, the normal rule for casting ranged spells applies; see rule 702.111).

As with a ranged attack, the model can receive orders that allow it to aim the cone at the second-nearest model or at a point on the battlefield (see rule 607.6).

As with a ranged attack, an out of command, maneuvering model may stop advancing toward the nearest enemy model when the maneuvering model comes within the cone's range (see rule 603.34).

Cone effects are blocked by terrain that blocks line of effect (see rule 700.1). When a cone is partially blocked by terrain, determine the cone's edge by drawing a line from the attacker's center along the edge of the blocking terrain.

Sometimes a competitive opponent might deliberately aim a cone at a model that is out of range as an indirect way of attacking a model that is within range but out of line of sight. In this situation, a player with a model that is out of line of sight and in the area of effect can disallow the attack.

700.6 SAVES AGAINST SPECIAL ABILITIES AND SPELLS

Many offensive special abilities and most offensive spells allow saves. If a target makes a save of at least the listed Difficulty Class, the special ability or spell is negated or reduced in power.

700.7 WHAT IS AN ATTACK?

Sometimes a spell or special ability prevents the subject from attacking or ends when the subject attacks. The following rules define attacks.

- Making a melee or ranged attack is always an attack.
- Using a spell or special ability is an attack if it affects an enemy model. If a spell or special ability produces an ongoing effect, it is considered an attack only at the time it is cast.
- A spell or special ability need not have any immediate consequences to constitute an attack.
- Spells or special abilities that affect only friendly models are not attacks, even if their effects are indirectly harmful to the enemy.

701 SPECIAL ABILITIES

701.1 USING SPECIAL ABILITIES

How a model uses a special ability depends on what that ability does.

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

701.11 Automatic Use

Most special abilities are automatic, such as Immune Mind-Affecting Effects.

701.12 Attacks

Some special abilities work just like attacks.

701.121 Melee Attacks and Charging

If a special ability works the same as a melee attack (including a melee touch attack), it can be made as part of a charge.

701.122 Ranged Effects

For special abilities that are like ranged attacks, use the normal rules for selecting the target (see rule 402.3).

*701.13 Special Actions

Some special abilities require the model to take a special action. If a special ability uses a ranged attack roll, then the model can't use that ability while an enemy has melee contact against it. If the special ability doesn't use a **ranged** attack roll, then it can use the ability freely regardless of whether an enemy model has melee attack against it.

701.14 Unique Rules

Some special abilities have unique rules for how they're used, described fully under the ability's entry.

701.15 Constrained Models and Special Abilities
Some special abilities "shut off" when the model that has them is constrained (see rule 605.42).

701.2 SPECIAL ABILITY DESCRIPTIONS

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

Acid ABILITY: See the corresponding ENERGY ability.

Acid Spit [#]

The model's ranged attack is a touch attack with a 6" range that deals [#] acid damage.

*Aid Attack +[#]

All melee attacks against an enemy model that is in base-to-base contact with this model gain a +[#] bonus. This special ability does not function while this model is constrained.

Aura of Courage +[#]

All allied models within 2" of this model gain a +[#] bonus on morale saves and on saves against fear effects. This special ability continues to function when the model is constrained.

This is a mind-affecting effect.

Aura of Protection +[#]

All allied models of this model's faction within 6" of this model gain a +[#] bonus to all saves (including morale saves and saves to get up). This special ability does not function while this model is constrained.

Blind-Fight

A model with Blind-Fight that is unable to see an enemy model only needs to roll 6+ on a d20 instead of 11+ (see rule 605.384) to make a normal melee attack against that enemy.

When an unseen enemy model makes a melee attack against this model, the enemy model does not get the usual +3 bonus on the attack roll (see rule 605.374). The enemy model still gets that bonus with ranged attacks.

When this model can't see, it can still move at normal speed (rather than at half speed, see rule 605.41), and it does not risk getting disoriented when it enters a dark area (see the *darkness* spell under rule 702.7).

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

Blindsight [#]~

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

This model does not suffer a miss chance (see rule 605.384) when it makes an attack, regardless of darkness, invisibility, or displacement effects, provided the model being attacked is within this model's Blindsight range.

*Blindsight Only [#]~

The model can interact normally with nearby models **that it can't see**. It effectively has line of sight to models within [#]~ but not to more distant models. Anything that blocks line of effect blocks this line of sight.

*Burrow [#]

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

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

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

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

The model can't remain underground after its turn.

Cleave

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

Cold ABILITY: See the corresponding ENERGY ability.

Commander [#]

This model is a commander, not a troop. It has [#] command points.

Commanders can spend their listed number of command points each round (see rule 607).

*Constrict [#]

When this model hits another model whose base is smaller than its own, the opposing model loses its next turn unless it makes a successful save (Difficulty Class equal to [#]). Make the save immediately.

If a moving model is hit by an attack of opportunity from this model (see rule 604.2), the moving model must succeed at a save (Difficulty Class equal to [#]) or stop and lose the rest of its turn. A model that is stopped as the result of an attack of opportunity does not lose its next turn.

Construct Creature

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

Cowardly

At the end of each turn that this model takes, if it both began and ended its turn more than 6" away from all allied models, it must make a successful morale save (see rule 606.1) or rout. Constrained models do not count when determining whether a cowardly model is within 6" of an ally.

Damage Reduction 1

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

Darkvision [#]~

This model has line of sight to [#]~ when in gloom instead of 12" (see rule 503). Darkvision has no effect in

normal lighting conditions. The model still can't see in a *darkness* spell (see rule 702.7).

Death Attack [#]

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

Death Attack affects only living models. This is a death effect.

Death Strike

When this model takes damage that reduces its health to 0 or below, it immediately makes a melee attack against an enemy model against which it has melee contact (see rule 605.11). This interrupts any other attacks or actions that are underway. The model is destroyed after it makes its Death Strike attack, whether or not there is an eligible target.

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

Death Touch [#]

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

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

Deflect Arrows +[#]

The model's armor gains a +[#] bonus against ranged attacks. This bonus does not apply to touch attacks.

Difficult Troop ×[#]

When this model receives an order, multiply the order's cost in command points by [#].

If the order already costs extra command points, such as because the commander and troop are from different factions (see rule 607.5), multiply the order's cost after the increase.

If this model is a cross-faction troop in a warband, it counts as [#] cross-faction troops.

Displacement

Just as if attacking an unseen enemy, a model making an attack roll against this model must roll an 11+ on a separate roll or automatically miss. The miss chance from Displacement is not cumulative with any miss chance this model may gain from being unseen in some other way.

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

This is a displacement effect.

Electricity ABILITY: See the corresponding ENERGY ability.

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, attackers can't get the multiple attackers bonus against it (see rule 605.371).

*ENERGY Blast [#]

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

Using this special ability counts as an **attack**. It produces a cone (see rule 700.5). Each model touched by the cone takes [#] damage unless it makes a successful save (Difficulty Class 13), in which case it takes only half damage. The damage is of the stated type.

*ENERGY Bolt [#]

A model with this ability can let loose a powerful bolt of energy that damages those touched by it.

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

ENERGY Bomb [#]

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

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

If this model receives the 4-point order to target a point on the battlefield (see rule 607.6), it must still make a successful attack roll to hit that point. If the model misses, the bomb scatters.

Scatter Table (d20)

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

ENERGY Vulnerability

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

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

Evasion

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

Extra Melee Attack x[#]

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

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

Extra Ranged Attack

Same as Extra Melee Attack, but for ranged attacks.

Fearless

This model always succeeds at morale saves 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 +[#]

This model gains a +[#] bonus on attack rolls made against creatures of the listed type or subtype. This bonus applies to melee attacks and to ranged attacks against models within 6" of the attacker.

Fire ABILITY: See the corresponding ENERGY ability.

Flight

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

Other Models: While moving, a model with Flight ignores models without Flight. It can't end its move with any portion of its base overlapping another model's base. Other models with Flight can make attacks of opportunity against, gain melee contact against, and impede the movement of a model with Flight (as if neither model had Flight).

Attacks of Opportunity: Enemy models don't make attacks of opportunity against this model when it moves through their threatened areas (see rule 604.21). There are two exceptions to this rule: other models with Flight, which make such attacks of opportunity normally, and models in whose threatened area this model starts its movement.

High Terrain: Aboveground, this model can cross high terrain (see rule 307) as if the terrain were not there, but it is affected by high terrain where it begins or ends its movement. Underground, high terrain reaches to the ceiling, so a model with Flight is affected by it normally.

Nonhigh Terrain: This model can cross and even end its turn on terrain as if the terrain were not there, unless the terrain is high. It is not affected by the terrain's special effects unless the terrain is high.

Roofed Terrain: This model can cross terrain with a roof (see rule 307) unless it is high terrain underground. While moving over the roof, it does not provoke attacks of opportunity from models under the roof (even from other models with Flight). It can't end its move on roofed terrain. The model can also move under a roof, but it must enter and move through the terrain as if it did not have Flight. When under a roof, the model draws attacks of opportunity from other models normally and can't move over them.

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

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

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

Charging: A model with Flight can only charge a model to which it has line of sight at the start of its turn. Flight does not alter the rules for line of sight.

*Hide [#]

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

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

The 4-point order to **attack any target** (see rule 607.6) allows an enemy model to make a ranged attack against a hiding model even if the attacker fails its save. In this case, the attack has a miss chance (see rule 605.384).

If this model's target does not have line of sight to it when it attacks (such as with a ranged attack from behind cover), then this model gets the +3 bonus for attacking a model that can't see it (provided it can see the target). The target model makes a save just before this model attacks. If this model also has the Sneak Attack special ability, it might be able to use that ability when hiding.

Illuminated

The model shines in its own light. In gloom (see rule 503), other models trace line of sight (see rule 304.3) to the model as if in normal lighting conditions.

Immune ATTACK

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

- Immune Critical Damage: Critical hits don't deal extra damage to the model.
- Immune ENERGY: Attacks that deal the listed energy damage do not affect the model.
- Immune Mind-Affecting Effects: Mind-affecting effects do not affect the model.
- Immune Paralysis: The model cannot be paralyzed (see rule 605.45).
- Immune Poison: The model cannot be poisoned (see rule 605.46).
- Immune Sleep: Sleep effects don't affect the model and can't even select this model as a model to be affected.
- Immune Sneak Attacks: Sneak attacks don't deal extra damage to the model.
- Immune Stun: The model cannot be stunned (see rule 605.49).

Immune Spells

The Immune Spells special ability is like Spell Resistance (see that entry), except:

- It always works. A spellcasting model can't overcome the immunity.
- This model's player can't choose for it not to resist a spell (such as a beneficial one).

Improved Evasion

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

Independent Troop [#]

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

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

Inspire Courage +[#]

All allies that are of this model's faction and that are within 6" of it get a +[#] bonus on attack rolls, morale saves, and saves against fear effects. This special ability does not function while this model is constrained. This is a mind-affecting effect.

Magic Stone [#]

The model can empower stones to make them magic ranged weapons. A Magic Stone attack deals [#] blunt damage, or 2×[#] blunt damage to undead models. Its damage is also magic.

Mighty Fortitude

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

Mighty Reflexes

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

Mighty Will

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

Morale +/-[#]

This model applies a +[#] bonus or a -[#] penalty on all morale saves and saves against fear effects.

Paralyzing Strike [#]

A model struck by a model with a Paralyzing Strike attack must make a successful save (Difficulty Class equal to [#]) or be paralyzed (see rule 605.45).

This is a paralysis effect.

Point Blank Shot +[#]

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

Poison [#]

A model struck by a model with a Poison attack must make a successful save (Difficulty Class equal to [#]) or be poisoned (see rule 605.46).

Powerful Charge +[#]

When this model charges and hits with a melee attack, the attack deals [#] additional damage.

*Precise Shot

This model can make ranged attacks at an enemy model in base-to-base contact with **hostile** models (see rule 605.373) without suffering the normal -4 hostile model contact penalty on its attack roll.

*Reach 1"

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

- This model can make melee attacks against models up to 1" away. This model has melee contact against enemies within 1".
- This model's threatened area is the area within 2". (A normal model's threatened area is the area within 1"; see rule 604.2.)
- When out of command and maneuvering or charging toward an enemy model, 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.
- Terrain between this model and the model it's attacking grants a cover bonus (see rule 304) 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 (see rule 605.372) each grant a +1 bonus to the defender's armor, as with ranged attacks.
- If an enemy model comes into base-to-base contact with this model, this model can make an attack of opportunity against it. The enemy model, however, avoids this attack of opportunity if it has moved 1" or less when it contacts this model.

Rend +[#]

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

Resist ENERGY [#]

This model automatically takes less damage from one or more types of energy attack: acid, cold, electricity, fire, and sonic. Subtract [#] from the damage dealt by each

such attack (minimum damage 0). If the model makes a successful save and takes half damage, apply the Resist ENERGY [#] special ability to the reduced damage, not to the original damage.

Scary [#]

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

At the end of this model's turn, all susceptible models against which it has melee contact must succeed at morale saves or rout (see rule 606.1). If it has melee contact against more than one susceptible model, the player whose turn it is decides the order in which those models make their saves.

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

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

Scent

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

Scout +[#]

This model adds +[#] to any scouting check made before a skirmish. For each model with the Scout special ability that you have in your warband, you gain +[#] to your scouting check.

Set versus Charge +[#]

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

*Shield Mate +[#]

Any allied model that is in base-to-base contact with this model gets a +[#] bonus to armor.

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

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

Sidestep

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

Skeletal

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

Magic damage can be negated as normal damage is. If melee or ranged damage is increased by some effect that does not otherwise change it, this additional damage can also be negated normally.

Sleep Blast [#]

Using this special ability counts as an attack. It produces a cone (see rule 700.5). Each living model touched by the cone must make a successful save (Difficulty Class equal to [#]) or fall asleep (see rule 605.48).

This is a mind-affecting sleep effect.

Slow Ranged Attack

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

Smite TYPE +[#]

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

*Sneak Attack +[#]

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

- This model gains the +2 multiple attackers bonus (see rule 605.371) on its melee attack roll if one or more other hostile models also have melee contact against that enemy model.
- This model deals +[#] melee damage against a living model whenever it gets the +2 multiple attackers bonus on its attack (see rule 605.371).
- This model deals +[#] damage with a melee or ranged attack against a living model whenever

it gets the +3 unseen attacker bonus on its attack (see rule 605.374), provided that the target is within 6".

- This model deals +[#] damage with a melee or ranged attack against a living model that is knocked down, *held*, stunned, or paralyzed, provided that the target is within 6". (This model deals only +[#] damage even if conditions 2 and 3 both apply).

Sonic ABILITY: See the corresponding ENERGY ability.

Sonic Shriek [#]

Using this special ability counts as an attack. It produces a cone of sonic energy (see rule 700.5). Each model touched by the cone takes 1 sonic damage. Each such model is also stunned (see rule 605.49) until the end of its next turn unless it makes a successful save (Difficulty Class equal to [#]).

Sonic Strike [#]

The model makes a melee touch attack. If the attack hits, it deals 1 sonic damage to the defending model. Additionally, the struck model is stunned (see rule 605.49) until the end of its next turn unless it makes a successful save (Difficulty Class equal to [#]).

Sorcery

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

Spell Resistance [#]

After casting a spell that can affect a model with Spell Resistance, the casting model must make a level check (d20 + the casting model's level). If the result is [#] or more, the spell affects the model normally. Otherwise the spell has no effect on it.

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

Spell Resistance does not apply to area spells, which affect areas of the battlefield rather than targeting models, nor does it apply to spells that affect other models. Spell Resistance does not apply to spells that did not take effect on the resistant model at the time that they were cast.

Spontaneous Cure

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

- 0-level spell slot: *cure wounds 0*
- 1st-level spell slot: *cure wounds 1*
- 2nd-level spell slot: *cure wounds 2*
- 3rd-level spell slot: *cure wounds 4*
- 4th-level or 5th-level spell slot: *cure wounds 5*

If used against an undead creature that the 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* spell of the same level instead.

- 1st-level spell slot: *inflict wounds 1*
- 2nd-level spell slot: *inflict wounds 2*
- 3rd-level spell slot: *inflict wounds 4*
- 4th-level or 5th-level spell slot: *inflict wounds 5*

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

Steal Life [#]

If this model hits and deals damage to a living enemy model with a melee attack, it gains [#] health. Multiple increases in health from Steal Life are cumulative with themselves.

This bonus health can raise the attacking model's health above its normal score. This bonus health does not affect the point at which the model must make a morale save for dropping to half health, nor does it allow the model to be healed above its normal health score.

Stench

Living models in base-to-base contact with this model suffer a -2 penalty on their attack rolls. Models with the Stench special ability are immune.

If this model is within 12" of a model with the Scent special ability, the model with Scent can't use Scent to be aware of any model without Stench.

*Stunning Attack [#]

Just before making a melee attack, this model's player can declare that its attack will be a stunning attack. If the attack hits, it deals its regular damage, and the struck model is stunned (see rule 605.49) until the end of its next turn unless it makes a successful save (Difficulty Class equal to [#]). Only living models can be stunned.

Thrown Weapon

The model can make a ranged attack with a +2 bonus at the end of a charge (see rule 603.65). 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.

*Tumble [#]

Each time an enemy model would make an attack of opportunity against this model (see rule 604.21), the enemy model must make a save (Difficulty Class equal to [#]). If the save fails, the enemy model can't make attacks of opportunity against this model for the rest of this turn. (Failing the save does not use up the enemy model's single attack of opportunity per round.)

Turn Resistance +[#]

This model resists attempts to turn undead as if it were [#] levels higher.

Turn Undead +[#]

This model can turn undead as a special action.

When this model attempts to turn undead, roll a d20 and add [#]. Compare the total to the turning check on the table below to find the level of creature affected. For every whole multiple of 3 above 25, the level of undead affected increases by 1.

The closest undead model with that level or lower (and within 6" and in line of effect) routs. (If two or more models are equally close, the Turn Undead attempt affects the one with the lowest level.) A routing undead model can be rallied only by an evil cleric commander.

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

Turning Check	Level Affected
Up to 9	none
10-12	1
13-15	2
16-18	3
19-21	4
22-24	5
25-27	6
...	...
+3	+1

Tyrannical Rally

If this commander puts a routing model under command, the morale save to rally automatically succeeds. Tyrannical Rally does not work on commanders, wild troops, or cross-faction models.

Undead Creature

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

Unreliable Troop [#]

Each time you activate this model or have it make an attack of opportunity, you must roll [#]+ on a d20 for the model to act normally. Otherwise, its action is to do nothing.

Untrained Troop

This model can't receive orders (not even the order to be under command) and it can't be in a cross-faction warband.

Veil of Shadow

If the lighting condition is gloom (see rule 503), a ranged or melee attack made against the model automatically misses unless the attacker rolls an 11+ on a separate d20, as if the attacker were attacking an unseen enemy. If the lighting condition is normal light, a ranged or melee attack made against this model automatically misses unless the attacker rolls a 6+ on a separate d20.

Only attacks that involve an attack roll are affected. Attacks that don't involve attack rolls, such as cones or the *magic missile 1* spell, have no miss chance.

An attacker with the Blind-Fight special ability only needs to roll 6+ in gloom to avoid the automatic miss, and in normal light the attacker doesn't have a miss chance. Blind-Fight, however, doesn't help with ranged attacks.

Attackers with a Blindsight special ability ignore the effects of the Veil of Shadow, provided that the veiled model is within the range of the Blindsight ability.

Veil of Shadow is ineffective if this model's center is in the area of a *daylight* spell.

If two different circumstances require miss chances (such as when someone attacks a model with Veil of Shadow in the area of a *darkness* spell), only apply the harsher miss chance.

This is a darkness effect.

Web Spinner [#]

A model hit by this model's ranged attack is entangled (see rule 605.43). The Difficulty Class to break free is [#].

Web Walk

The web terrain (see the Terrain Summary in rule 307) does not affect this model's movement but still affects its ranged attacks. It cannot be entangled by models with the Web Spinner special ability.

Wild Shape

This model can take on the shape of a wild animal. It doesn't become a wild troop and does not change size. Using this special ability is a special action.

The special ability has the following effects.

- The model regains 1 health (only if wounded).
- The model's speed increases to 10".
- The model gains a +1 bonus on its save.
- The model can't make ranged attacks, cast spells, or issue orders.

The model may revert to normal form as a special action.

Wild Troop

A wild troop that is out of command must move toward the nearest enemy model (unless it already has melee contact against an enemy model). It must charge the nearest enemy model or advance toward it at full speed.

A wild troop that is out of command and is not aware of any enemy models must stand. It cannot move toward the focus point of the battlefield, as a normal model can when no enemy models are in line of sight.

The only order a wild troop can accept is to be under command. A wild troop that is under command may move at full speed toward the commander that has it under command. If, while moving toward the commander, it comes within an enemy model's threatened area, it must move toward that enemy until it makes melee contact against the enemy or it runs out of movement. It must then attack if it can.

Wild troops get up and rally normally.

Wild and Difficult Troop \times [#]

This model follows the rules for both wild troops and difficult troops. Putting this model under command costs [#] command points (double that number for a cross-faction commander). It also counts as [#] models against a warband's command capacity (see rule 103), or $2 \times$ [#] in a cross-faction warband.

*Woodland Stride

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

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

702 SPELLS

Each spellcaster can cast only a limited number of spells per skirmish.

702.1 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.

702.11 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.

702.111 Casting Ranged Spells while in Melee Contact

A spellcaster can try to cast a ranged spell while an enemy has melee contact against it. 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 model casts an offensive ranged spell, and more than one enemy model is in base-to-base contact with it, the spellcasting model can select any of those models as the nearest enemy model.

702.112 Beneficial Ranged Spells

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.

702.113 Sight Range

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

**702.12 Nonranged Spells*

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

702.121 Casting Nonranged Spells

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

702.122 Casting Touch Spells

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

702.123 Casting Personal Range Spells

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

702.124 Spellcasting and Charging

No spell, regardless of its range, can be cast as part of a charge.

702.13 Aiming Area-Affecting Spells

Some spells affect an area of the battlefield rather than a model or models. Their range entries include the "[Area]" designator. A model can cast an area-

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

702.2 SPELL LEVEL

A spell's level determines which casters have access to which spells and in what quantity, but the spell level almost never directly affects game play. Some spells are available to clerics of particular factions or to specific creatures. Such spells are so designated in the level entry.

702.3 SPELLCASTER CLASSES

Listed with a spell's level are the classes of spellcaster that can cast it.

702.31 Spellcaster Class Abbreviations

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

702.4 EXPIRATION CHANCE

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

702.5 MULTIPLE SPELL MODIFIERS

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

702.51 Spell Modifiers and Other Modifiers

Bonuses from an order, special combat situations, and special abilities are cumulative with each other and with bonuses from spells.

702.6 VARIANT SPELLS

Certain models may have a standard spell with a different rating or level from normal. Refer to the standard spell description to determine what the spell does in general but use the new rating or level. The new rating generally changes the amount of damage the spell deals or otherwise changes the effect. For a spell of a different level that allows a save, change the save's Difficulty Class to fit the new level, as shown on the following table.

Spell Level	Difficulty Class
0	12
1	13
2	14
3	16
4	17
5	18

702.7 SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

Acid Arrow 2

The casting model makes a ranged touch attack. If the attack hits, the target model takes 2 acid damage.

Level: Sor/Wiz 2

Range: Sight [Offensive]

Bane

All enemy models within 12" of the casting model at the moment of casting suffer a -1 penalty on attack rolls until the end of the skirmish. The casting model does not select individual targets for this spell.

Level: Clr 1

Range: 12" [Offensive]

Benediction +1

The casting model and all allied models within 12" of the casting model at the moment of casting gain a +1 bonus on saves until the end of the skirmish.

Level: Adp 1, Clr 1, Pal 1

Range: 12" [Beneficial]

Bestow Curse

The target model is overcome by a curse if it does not make a successful save.

Whenever the cursed model starts its turn or would make an attack of opportunity, its player rolls a d20. On 11+, the model acts normally. Otherwise, it does nothing. (If it fails to make an attack of opportunity, the attempt doesn't count against its limit of one attack of opportunity per round.)

Ongoing spells, such as *hold person*, still have their normal chance to expire.

A model with the Unreliable special ability requires two rolls, one for the curse and one for being unreliable.

Level: Adp 3, Brd 3, Clr 3, Sor/Wiz 4

Range: Touch [Offensive]

Save: 16

Bless +1

The casting model and all allied models within 12" of the casting model at the moment of casting gain a +1 bonus on attack rolls until the end of the skirmish.

Level: Adp 1, Clr 1, Pal 1

Range: 12" [Beneficial]

Blindness

The target model is blinded for the rest of the skirmish (see rule 605.41).

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

Range: 24" [Offensive]

Save: 14

Bull's Strength +1

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

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

Range: Touch [Beneficial]

Burning Hands 1

This spell creates a cone of fire. All models touched by the cone take 1 fire damage. A model that makes a successful save takes no damage.

Level: Adp 1, Sor/Wiz 1

Range: 6" cone [Offensive]

Save: 13

Cat's Grace +2

The target model gains a +2 bonus on ranged attacks and a +2 bonus to armor for the rest of the skirmish.

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

Range: Touch [Beneficial]

Cause Fear

The target model routs, just as if it had failed a morale check. It moves away from the casting model.

This spell is a mind-affecting fear effect. It works only on living models of 5th level or lower. (If this spell is listed with a rating, this spell can affect a living model up to that level.)

Level: Adp 1, Brd 1, Clr 1

Range: 6" [Offensive]

Save: 13

Cold Burst 2

An explosion of cold energy bursts 2" in all directions from the spell's point of origin. Models in the area take 2 cold damage if they fail their saves, or half that much damage if their saves succeed.

Level: Sor/Wiz 2

Range: 24" [Offensive]

Save: 14

*Command

Command forces the target model to do something immediately. When casting *command*, the 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 (see rule 604.21), but the target does not need to make morale saves for leav-

ing enemy models' melee contact (see rule 604.3). The target then loses its next turn.

"Fall!"—The target falls. Treat it as knocked down (see rule 605.44), except that on its next turn it automatically gets up. If the model is knocked down for any other reason, the *command* spell has no effect on the model.

"Flee!"—The target moves at full speed away from the caster. Moving past enemy models can draw attacks of opportunity, but the target does not need to make morale saves for leaving enemy models' melee contact. The target then loses its next turn.

The caster can cast *command* on an allied model. If so, treat the spell as beneficial. The target, even though an ally, still makes a save against the spell.

This is a mind-affecting effect. It has no effect on wild troops or on constrained models (see rule 605.42). It affects only living models.

A model under the effect of the *command* spell treats the edge of the battlefield as impassable.

Level: Adp1, Clr 1

Range: 6" [Offensive/Beneficial]

Save: 13

*Cure Wounds 0

If the target model has 0 health, *cure wounds 0* allows the model to make an immediate save to get up (see rule 605.443). The model is not destroyed as a result of rolling a natural 1 on this roll.

Good clerics with 0-level spells cast *cure wounds 0* spontaneously (see Spontaneous Cure, rule 701.2).

Level: Adp 0, Clr 0, Drd 0

Range: Touch [Beneficial]

Cure Wounds [#]

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

Cure wounds doesn't work on construct creatures. Against undead, *cure wounds* works as though it were *inflict wounds*.

Good clerics cast *cure wounds* spontaneously (see Spontaneous Cure, rule 701.2).

Level:

Cure wounds 1 Adp 1, Brd 1, Clr 1, Drd 1,
Pal 1, Rgr 2

Cure wounds 2 Clr 2, Pal 2

Cure wounds 3 Adp 2, Brd 2, Drd 3, Pal 3

Cure wounds 4 Adp 3, Clr 3, Drd 4, Pal 4

Cure wounds 5 Clr 4, Drd 5, Pal 5

Cure wounds 6 Pal 6

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

Save: If used against undead models; see *inflict wounds* [#], below.

Darkness

Impenetrable blackness emanates from the spell's point of origin, spreading 4" in all directions.

The *darkness* blocks line of sight. It produces an area of high terrain. Any model whose center is in the dark area is blinded (see rule 605.41) and does not have line of sight to other models, nor do other models have line of sight to the model. This applies even to models with the Darkvision special ability.

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

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

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

Range: 6" [Area]

Expiration Chance: 1-5

Daylight

Bright light emanates from the spell's point of origin, spreading 4" in all directions.

Models in the lit area are illuminated (see Illuminated, rule 701.2).

The light is so bright that light-sensitive creatures suffer from it. Drow, goblins, and orcs (but not half-orcs) all suffer a -1 penalty on attack rolls and saves while in *daylight*. A **drow** is an elf with "Drow" in its name. A **goblin** is a goblinoid with "Goblin" in its name. A **half-orc** is an orc with "Half-Orc" in its name.

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

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

Range: 6" [Area]

Expiration Chance: 1-5

Daze

The target is constrained (see rule 605.42) until the end of its next turn; it can take no action that turn.

Daze works only on living humanoids of 4th level or lower. (If this spell is listed with a rating, this spell can affect a living humanoid up to that level.)

This is a mind-affecting effect.

Level: Brd 0, Sor/Wiz 0

Range: 6" [Offensive]

Save: 12

Endurance +2

The target model gains 2 health. If the model has taken 2 or more damage, this works just like a *cure wounds 2* spell. If the model has taken 1 damage, it is healed, and the model gains a +1 bonus to health. If the model is

not damaged, it gains a +2 bonus to health. Multiple endurance +2 spells could heal more than 2 damage, but they can't grant more than a +2 bonus to health.

Endurance +2 works only on living models.

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

Range: Touch [Beneficial]

Endure Elements 1

The subject of this spell gains the Resist ENERGY 1 special ability for the rest of the skirmish. The casting model chooses the energy type: acid, cold, electricity, fire, or sonic. If a model winds up with two ratings for resisting the same kind of energy, use the higher one.

Level: Adp 1, Clr 1, Drd 1, Pal 1, Sor/Wiz 1

Range: Touch [Beneficial]

Entangle

All models within 8" of the spell's point of origin become entangled (see rule 605.43). An affected model doesn't make a save until it attempts to move.

Level: Drd 1, Rgr 1

Range: Sight [Offensive]

Save: 13

Fireball 4

A blast of flame spreads 4" in all directions from the spell's point of origin. Models in the spell's area take 4 fire damage if they fail their saves, or half that much if their saves succeed.

Level: Sor/Wiz 3

Range: Sight [Offensive]

Save: 16

Flame Strike 3+3

A column of flame strikes downward, burning everything caught in it.

This spell creates a cylinder 4" across (2" radius). Each model touched by the *flame strike* takes 3 fire damage and 3 special damage. Models that successfully save take half as much fire damage (round down) and half as much special damage (round up).

Level: Clr 5, Drd 4

Range: 24" [Offensive]

Save: 17

Ghost Sound

The target model can't issue or receive orders (even to itself) until after its next turn.

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

Range: 6" [Offensive]

Save: None

Glitterdust

This spell affects all models within 2" of the spell's point of origin.

All invisible models in the spell's area become visible (no save). Each model in the spell's area is also blinded (see rule 605.41) unless it makes a successful save.

Roll a d20 at the end of each affected model's turn. On a 6+, this spell's effects continue for that model. On a 1-5, the spell's effect ends for that model. (This is like an expiration chance, except that you roll separately for each model at the end of its turn.)

Level: Brd 2, Sor/Wiz 2

Range: 24" [Offensive]

Save: 14 (blinding only)

Greater Magic Fang +2

As *magic fang +1* (see below), except that the attack bonus is +2.

Level: Drd 3

Range: Touch [Beneficial]

Greater Magic Weapon +2

As *magic weapon +1* (see below), except that the attack bonus is +2.

Level: Brd 3, Clr 4, Sor/Wiz 3

Range: Touch [Beneficial]

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: Adp 0, Clr 0, Drd 0

Range: Touch [Beneficial]

Hold Person

The target model is *held*. It cannot move or act, and it is constrained. This is a mind-affecting paralysis effect, and is effective only on living, humanoid models with bases of 25 mm or smaller.

- Melee attacks against *held* models are automatically successful and deal double damage (as with an attack against a knocked down model). Ranged attacks against *held* models gain a +4 bonus on the attack roll.
- A model with Sneak Attack gains the bonus damage against a *held* model, unless it is more than 6" away.
- A *held* model can't rout, obey the *command* spell, or make attacks of opportunity.
- An enemy model does not ignore *held* models the way it usually ignores knocked down models.

At the end of each of the *held* model's turns, the casting model's player rolls a die; on a 6+ the spell stays in effect. Otherwise it ends.

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

Range: 24" [Offensive]

Save: 14

Inflict Wounds [#]

The casting model makes a melee touch attack. If the attack succeeds, it deals [#] damage to the struck model. The struck model takes half damage if it makes a successful save.

Inflict wounds doesn't work on construct creatures. Against undead creatures, *inflict wounds* heals damage as though it were *cure wounds* (no save).

Evil clerics cast *inflict wounds* [#] spontaneously (see Spontaneous Inflict, rule 701.2).

Level: *Inflict wounds* 1 Clr 1

Inflict wounds 2 Clr 2

Inflict wounds 4 Clr 3

Inflict wounds 5 Clr 4

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

Save: 1st-level spell 13

2nd-level spell 14

3rd-level spell 16

4th- or 5th-level spell 17

Invisibility

The spell's subject vanishes from sight and cannot be seen by other models.

If an invisible model attacks, the spell ends after the invisible model's attack (see rule 700.7)

This is an invisibility effect.

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

Range: Touch [Beneficial]

*Invisibility Purge

A magical aura surrounds the caster, rendering invisible models visible. For the rest of the skirmish, any invisible model within 6" of the casting model becomes visible for as long as it remains within the spell's area.

Invisibility purge does not reveal models that are unseen because of darkness **effects**, blocked line of sight, blindness, or the Hide special ability.

Level: Clr 3

Range: Personal

Mage Armor +4

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

Level: Sor/Wiz 1

Range: Personal [Beneficial]

Magic Fang +1

As *magic weapon +1* (see below), except that the spell does not affect constructs, fey, giants, humanoids, monstrous humanoids, outsiders, shapechangers, or undead.

Level: Drd 1, Rgr 1

Range: Touch [Beneficial]

Magic Missile 1

This spell deals 1 damage to a target model.

If the spell is listed with a higher rating, the casting model can divide the damage among multiple targets. To split the damage up between the nearest and second-nearest models requires the 2-point order to attack the second-nearest target. To split the damage up any other way requires the 4-point order to attack any target. All targets must also be within 3" of one another.

Level: Sor/Wiz 1

Range: 24" [Offensive]

Magic Weapon +1

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

Magic weapon +1 can apply to a ranged attack instead if the target model has one. (Such a model could receive the spell twice, gaining a +1 bonus on melee and ranged attacks.) If the target model has a thrown weapon, the bonus from this spell on the model's ranged attack only applies to the next single ranged attack it makes.

Magic weapon +1 does not affect aberrations, animals, beasts, dragons, elementals, magical beasts, oozes, plants, or vermin.

Attacks affected by *magic weapon +1* deal magic damage, which deals full damage to creatures with the Damage Reduction special ability.

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

Range: Touch [Beneficial]

Poison

The casting model makes a melee touch attack. If the attack hits, the target model must make a successful save or be poisoned (see rule 605.46).

Construct, elemental, and undead creatures and certain outsiders are immune to poison.

Level: Clr 4, Drd 3

Range: Touch [Offensive]

Save: 16

*Protection from Elements

The subject of this spell **gains the Immune ENERGY special ability** for the rest of the skirmish. The casting model chooses the energy type: acid, cold, electricity, fire, or sonic.

Level: Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Range: Touch [Beneficial]

Resist Elements 2

As *endure elements 1* (see above), except that the Resist ENERGY rating is 2.

Level: Adp 2, Clr 2, Drd 2, Pal 2, Rgr 1, Sor/Wiz 2

Range: Touch [Beneficial]

Resistance +1

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

Level: Brd 0, Clr 0, Drd 0, Rgr 1, Sor/Wiz 0

Range: Touch [Beneficial]

Searing Light 3

The casting model makes a ranged touch attack. If the attack hits, the target model takes 3 damage. Undead models take 4 damage instead of 3.

Level: Clr 3

Range: 24" [Offensive]

Shield of Faith +2

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

Level: Clr 1

Range: Touch [Beneficial]

Slay Living

The casting model makes a melee touch attack. If it hits, and the target is a living model, the target is destroyed. Even if the save is successful, a living model takes 4 damage.

Slay living doesn't work on construct creatures. Against undead creatures, *slay living* heals damage as though it were *cure wounds 4*. This is a death effect.

Level: Clr 5

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

Save: 18 (no save when used on undead models)

Sleep

This spell affects living models within 3" of the spell's point of origin. It affects models whose levels total, but do not exceed, 4. The casting model does not choose which models are affected. Instead, the spell selects models automatically. It selects the model with the lowest level first (or the closer one if two are tied for lowest), then the model with the second-lowest level, and so on, until it runs out of models or the next one would take it over 4 total levels.

Each affected model must save or fall asleep (see rule 605.48).

Knocked down models (see rule 605.44) are not eligible to be selected by this spell, but other constrained models are (see rule 605.42). Models that are immune to the spell (such as those that have the Immune Mind-Affecting Effects special ability) are not selected by it either. Models with the Mighty Will special ability, however, can still be selected.

This is a mind-affecting sleep effect.

Level: Adp 1, Brd 1, Rgr 2, Sor/Wiz 1

Range: 24" [Offensive]

Save: 13

Sound Burst 1

All models within 2" of the spell's point of origin take 1 sonic damage. Each such model is also stunned (see rule 605.49) until the end of its next turn unless it makes a successful save.

Level: Brd 2, Clr 2

Range: 6" [Offensive]

Save: 14

Speak with Animals

If the casting model is a commander, it may issue orders to animal models as if they were not wild troops. Those models may maneuver or stand like normal troops when under its command. This spell doesn't allow a commander to issue orders to beasts, magical beasts, vermin, or other models—just animals.

The spell doesn't give the casting model any control over animals in enemy or nonhostile warbands, nor does it provide any benefit to a casting model that's not a commander.

(The class and level details for this spell are different from those in the DUNGEONS & DRAGONS game to better support druids and rangers having animal allies.)

Level: Drd 1, Rgr 1

Range: Personal

Spiritual Weapon 1

A magical force in the shape of a weapon attacks an enemy.

The *spiritual weapon's* melee attack rating is equal to the casting model's level, and it deals 1 damage. Whenever it attacks, if the attack roll is a natural 1–5 (a roll of 1–5 on a d20 regardless of modifiers), the weapon disappears at the end of the caster's turn (even if the roll is a hit). If the roll is a natural 6+, it remains to attack again.

If it remains, the weapon attacks again each time the target model takes its turn. (The attack comes at the start of the model's turn.) If the weapon's damage causes the target model to rout, it routs toward the nearest battlefield edge. If the target model is destroyed or routs off the battlefield, the *spiritual weapon* spell ends.

The weapon does not benefit from the multiple attackers bonus, nor does it help grant that bonus to others. It does benefit from the defender being knocked down, on a low obstacle, stunned, and similar situations. It suffers a miss chance as normal against opponents who are invisible, in *darkness*, protected by Veil of Shadow, and so on.

Level: Clr 2

Range: 24" [Offensive]

Summon Swarm

A swarm of rats carpets an area extending 1" in all directions from the spell's point of origin. This produces an area of nonhigh terrain. The rats viciously attack any model in the area.

Any model that starts its turn touching the swarm immediately takes 1 damage. (If this damage makes the model rout, it routs away from the center of the swarm.) The model can avoid the damage by giving up its turn. A knocked down or paralyzed model can't give up its turn in this way (but a stunned or dazed one can).

Any model that contacts the swarm during its turn immediately takes 1 damage. Nonrouting models other than wild troops can treat the swarm as impassable terrain, even if out of command.

Glossary

acid: A kind of energy (see **energy**).

action: What a model does on its turn (including maneuver, stand, charge, rally, and so on.)

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

allied model: A model that is a member of your warband. Two allied models cannot attack each other.

area spell: A spell that affects an area of the battlefield, not just models within an area.

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

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

away from: A model moves "away from" another model when it moves along the path that gets it as far away as it can get on its current turn. The model may not come closer to the model it's moving away from.

battlefield: The play area where warbands fight.

beneficial spell: A spell that confers a desirable effect on the caster or an allied model.

blinded: A blinded model does not have line of sight to any other model. A blinded model's speed is divided

A swarm can't be attacked as an individual model. Special abilities and spells that deal damage to models within an area, however, damage the swarm if they touch it. Just 1 damage is enough to destroy the whole swarm. The swarm does not get a save to reduce damage, even if the special ability or spell allows one.

Damage dealt by the swarm is normal damage, so the Damage Reduction and Skeletal abilities can protect against it. Swarms do not damage other swarms.

Level: Brd 2, Drd 2, Sor/Wiz 2

Range: 6" [Area]

Expiration Chance: 1-5

by 2. If a blinded model has melee contact against an enemy model, it can attack, but with a miss chance. Most models gain a +3 bonus on their attack rolls when attacking a blinded model, provided that they can see it.

blunt: An attack that does not deal double damage on a critical hit (see **critical hit**). A blunt weapon does, however, deal full damage to creatures with the Skeletal special ability.

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.

cold: A kind of energy (see **energy**).

command capacity: The total of the command ratings of all the on-faction commanders in a warband. The command capacity of your warband determines the number of cross-faction and wild troops the warband can contain.

commander: A model with the Commander special ability.

***constrained:** Unable to act freely. A constrained model can't attack, cast spells, make attacks of opportunity, grant the multiple attackers bonus to allied models, use optional special abilities, spend command points, or issue orders until after it has recovered. A constrained model does not have melee contact against any other model.

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

cover: Terrain sometimes provides cover. This is a +4 bonus to the armor of any model targeted by certain attacks if that attack crosses the terrain. This bonus applies only if the defending model is closer to the terrain than the attacking model is.

critical hit: If an attack roll is a natural 20, the attack automatically succeeds. Additionally, the attacker makes

another attack roll. If the second roll is successful, the defender takes double damage. Bonus damage from a special ability or spell is not doubled on a critical hit. Only living models are susceptible to critical hits, and blunt weapons don't score critical hits, but a natural 20 is still an automatic success.

cross-faction model: A model whose faction is different from the warband it's in, the commander issuing it an order, or the model to which it is issuing an order.

d20: A twenty-sided die.

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

electricity: A kind of energy (see **energy**).

enemy model: A model that is a member of an opponent's warband.

energy: One of five kinds of damage (acid, cold, electricity, fire, and sonic). Certain creatures are able to resist, or are vulnerable to, some types of energy.

entangled: An entangled model is unable to move. Each turn that it attempts to move, an entangled model must make a save. If it succeeds, it moves normally and is no longer entangled. If it fails, it can't move this turn.

fire: A kind of energy (see **energy**).

focus point: Typically the center of the battlefield. Certain scenarios and orders may change this standard. An out of command, nonwild model that is not aware of or 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 out of command model that moves must move at full speed.

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

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

impassable terrain: Terrain through which no movement is allowed.

initiative: At the beginning of each round, each player rolls a d20 to see who has initiative. The player with the 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 (round up). The model's normal cost can't be more than one-tenth the point total of your warband.

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

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

line of effect: Some terrain blocks line of effect. Line of effect is blocked when no line can be drawn between a special ability's or spell's point of origin to another model's base without passing through the terrain. Melee attacks, ranged attacks, special abilities, and spells are blocked by terrain that blocks line of effect.

line of sight: Some terrain, special abilities, and spells block line of sight. Line of sight affects which model counts as nearest, attacks, and commands. Line of sight is blocked if a straight line between the center of one model's base to the center of another model's base passes through the terrain.

living model: Certain special abilities can only affect living models. Construct creatures and undead creatures are not living models.

***magic:** A kind of damage that is not reduced by Damage Reduction 1.

maneuver: An action in which a model moves up to its speed. It can then attack, cast a spell, take a special action, or move its speed a second time.

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

melee attack: A model statistic that measures how good the model is in hand-to-hand combat. This term is also used for the act of making a melee attack (an attack against an enemy it has melee contact against). When the model makes a melee attack, add the model's melee attack statistic to a d20 roll. If the resulting number is at least as high as the defender's armor, the attack is a hit.

melee contact: A model has melee contact against another model if it can attack that other model. Usually, melee contact means base-to-base contact. The enemy model, therefore, usually has melee contact against yours when your model has melee contact against it. There are two exceptions to this general rule. First, some conditions prevent models from attacking; they therefore don't have melee contact against enemy models, even those they're touching. A constrained model, for example, does not have melee contact against other models. Second, models with the Reach 1" special ability have melee contact against enemy models that are up to 1" away from them. Those enemy models, however, do not have melee contact against the model

with Reach 1" unless they are in base-to-base contact (or have Reach 1" themselves).

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

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

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

multiple attackers: A model gets a +2 bonus to its melee attack against an enemy model if two or more other hostile models have melee contact against that enemy model.

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

natural 1: A d20 roll that comes up 1, regardless of modifiers. This indicates an automatic failure.

natural 20: A d20 roll that comes up 20, regardless of modifiers. This indicates an automatic success.

nearest enemy model: The nearest enemy model is the one in line of sight (or proximity awareness) to which the path is shortest. Intervening terrain and/or models may play a role in determining the nearest enemy model. A knocked down enemy model doesn't count as the nearest enemy unless no other models do.

offensive spell: A spell that causes damage or confers an undesirable effect on an opposing model.

on-faction: A model that is the same faction of the warband it's in, as the commander issuing it an order, or as the model to which it is issuing an order.

out of command: A model is out of command if it is not a commander and no commander spends a command point to put the model under command. The actions that an out of command model can take are limited.

paralyzed: A paralyzed model is treated as knocked down and can make a save each round to get up (Difficulty Class 22). A paralyzed model's health is irrelevant. An enemy model does not ignore paralyzed models the way it usually ignores knocked down models. Ranged attacks against paralyzed models gain a +4 bonus on the attack roll.

point of origin: The point from which a special ability or spell emanates. This is usually the center of the base of the model using the ability or casting the spell. When a special ability or spell having a circular effect is centered on a model, the center of that model's base is the point of origin. When a special ability or spell having a circular effect is centered on a point on the battlefield, that point is the point of origin.

poisoned: A poisoned model is treated as knocked

down and makes a save each round to get up. A poisoned model's health is irrelevant. If a poisoned model's health is 0 (or drops to 0), it is destroyed.

preparatory spell: After deployment, each spellcaster in a scouting player's warband can cast one beneficial spell. (The spell can't change the positions of models.) The opposing player's spellcasters must wait until the game begins to cast spells.

proximity awareness: An out of command model that doesn't have line of sight to enemy models is aware of all enemy models within 6". For maneuvering, the nearest of these models counts as the nearest enemy model.

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

ranged attack: A model statistic that measures how good the model is at attacking from a distance. This term also refers to the act of making a ranged attack (an attack against an enemy that is within line of sight and line of effect, and within the attack's range). Not all models can make ranged attacks. Ranged attacks work just like melee attacks.

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

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

round: A skirmish is played in rounds. A round ends when all models have taken their turns.

routing: A condition in which a model moves at full speed away from an enemy model that caused it to fail a morale save (or, on subsequent turns, toward the nearest battlefield edge). A routing model is constrained.

save: A model statistic that measures how easily a model avoids or survives certain hardships or special attacks. This term also refers to the act of attempting to avoid or survive the event. To make a save, add the model's save statistic to a d20 roll. If the resulting number meets or exceeds the effect's Difficulty Class, the save is a success.

scouting check: A 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.

scenario goal: A special rule of a scenario. An out of command model, other than wild troops, can maneuver toward the scenario goal even if enemy models are in

line of sight (which is different from the rules for focus points).

skirmish: A CHAINMAIL battle.

sleeping: A sleeping model is treated as knocked down, except that its health is irrelevant. Even if it rolls a natural 1 on its save to get up, a sleeping model is not destroyed.

special damage: Damage, usually from a special ability or spell, that bypasses some defenses that protect against normal damage.

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

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

stand: An action in which a model holds its position. It may then attack, cast a spell, or use a special ability, if possible.

stunned: A stunned model is constrained. It can't take any action other than to stand (or get up if it's knocked down). A stunned model can't rout and doesn't make morale saves. Other models get a +3 bonus on attack rolls against a stunned model.

subtype: A model's type sometimes includes a subtype in parentheses, such as "(Dwarf)."

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

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

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

toward: A model moves "toward" another model when it moves along the shortest path between them. This path might be indirect if the model has to skirt terrain that is impassable or that slows movement.

touch attack: Some attacks and special abilities allow a model to ignore an opponent's armor. The attacking model rolls to hit armor 11 instead of the opposing model's actual armor.

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

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

under command: A model is under command if it is a commander or independent troop or if a commander issues an order to put it under command. Models that are under command have more options than models that are out of command.

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

warlord: In a campaign, an on-faction commander with a cost of up to 30 points. No other commander in the warband can have more command points than the warlord.