

Model Description

BOOKLET



CHAINMAIL



Warriors of the Sundered Empire

The **Dungeons & Dragons® Chainmail®** Starter Set allows you to fight battles between the crusading humans of Thalos and the diabolic gnolls of Naresh, but these are but two of the factions vying for domination of Western Oerth. You can choose from six starting factions, three good and three evil. In the pages that follow, we'll take a closer look at each of the competing factions.

You'll find an introduction to each faction, as well as a breakdown of each of the first eight available models for each faction. Faction descriptions provide background material about the Sundered Empire, and model descriptions provide useful game play information. You can use the material in this booklet to plan out the type of warband you'd like to collect, assemble, paint, and command.

AHMUT'S LEGION

Ahmud, a fierce nomadic warlord, led an invasion of Ravilla some 300 years ago. He defeated three Ravillan armies and brought fire and steel into the heart of the elven homeland. It was the famed assassin Prisca who ended the threat, slitting the warlord's throat while he slept. While Ahmut's generals fought for succession, the elves were able to recover their balance and drive the nomads out of Ravilla.

Ahmut, the Scourge of Ravilla, rotted in an unmarked grave for centuries—until the death of the God of War. In an act that some see as the final vengeance of the dying god, Stratis sent his spear straight and true to Ahmut's grave, transfixing the aged skeleton. The artifact's godly energies reanimated the warlord, who tore himself free from the grave. Now Ahmut has raised a legion of undead terrors and unleashed them on the Sundered Empire. How can you fight against death itself?

Human Death Cleric

When Ahmut rose from the grave, he was alone. To enact his plans of conquest and vengeance, the undead lord knew he would need allies. He found them quickly, in the form of a death cult dedicated to the God of Death, Nerull. The cultists treated Ahmut like a messiah, and he was quick to make the most of the situation. The Human Death

Cleric is a devout follower of Nerull and is now in the service of Ahmut. To her, killing the enemy is a holy act.

Game Play: The Human Death Cleric is the Legion's best leader. With 4 command points, she can issue orders even to the Battered Skeletal Troll. Her Death Touch 1 special ability is effective against all the other factions, and Spontaneous Inflict lets her "heal" damaged undead. When combat gets messy, her good armor and melee damage allow her to more than hold her own.



Sculptor: Will Hannah

Half-Orc Fighter

Nerull's cult doesn't appeal only to necromancers. The Half-Orc Fighter is just as dedicated to the cause of death. If he serves Nerull faithfully, he'll learn the secret slaying techniques of the cult. In the meantime, he commands Ahmut's troops in the field, gaining valuable experience and providing the intelligence that most of his undead followers lack.



Sculptor: Jim Warner

Game Play: The Half-Orc Fighter provides you with reliable melee power. As a commander, he is free to maneuver, and his 2 command points make him quite flexible.

Battered Skeletal Troll

The Battered Skeletal Troll provides an unwelcome surprise to those accustomed to facing human skeletons. Adventurers mutilated the Troll's body with fire and acid, but a few straps and bolts made its skeleton ready for action. Although it can't regenerate anymore, the Battered Skeletal Troll is still a fearsome opponent.

Game Play: It may be battered, but this monster still packs a punch. The Battered Skeletal Troll has the Scary special ability, which means that weaker enemy models may rout when confronted by it. It also has Reach 1", which allows it to strike enemies up to 1" away. With 4 health, the Battered Skeletal Troll is already tough, but being skeletal makes it even tougher. If you keep it away from troops with blunt weapons, this model can suck up an incredible amount of damage and keep on going.

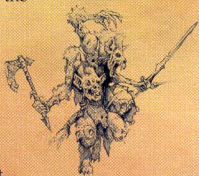


Sculptor: Will Hannah

Slaughterpit Zombie Gnoll

Necromancy is an unusual calling. It takes a certain kind of person to really want to play with dead things all day. Even worse are the ones who feel that they must improve on nature's designs. The Slaughterpit Zombie Gnoll is the result of one necromancer's crazed experiments. Two human arms and an extra head have been sewn onto a gnoll's corpse to make it "better." The effectiveness of the second head is debatable, but the arms have proven deadly.

Game Play: Try this model if the Zombie Troglodyte isn't mean enough for you. The Slaughterpit Zombie Gnoll won't win any foot races with its speed (3), but its health (6) and fearless nature make it difficult to overcome. And although it is likely to be charged, it will usually survive to retaliate with two melee attacks.



Halfling Sneak

Nerull's cult is proscribed in all the civilized lands. It thrives in society's underworld, using stealth and murder to get its way. Those without scruples work for the cult because its gold is as good as anyone else's. The Halfling Sneak is a cunning opportunist willing to rob graves and fight for Ahmut if the price is right. On the battlefield, the Sneak supports the undead troops with ranged and sneak attacks.



Game Play: As an independent troop, the Halfling Sneak has great freedom of movement, and his Hide special ability makes it difficult for enemies to establish line of sight to him. While the Halfling Sneak's best role is ranged support, his Sneak Attack special ability can become crucial in the later stages of a skirmish.

Zombie Troglodyte

When Ahmut and his forces arrived in the mountains, they found several tribes of troglodytes in the region. These disorganized tribes were quickly overwhelmed and slain. Before all the blood had seeped out of the corpses, Nerull's clerics transformed the troglodytes into the walking dead. The Zombie Troglodyte is one of these unfortunates. Slain by Ahmut's Legion, it now serves them in death.



Sculptor: Will Hannah

Game Play: The Zombie Troglodyte is slow but methodical. It's going to advance across the board, sucking up damage the whole way. With its high health (6), the Zombie Troglodyte is likely to take enemy punishment and still have enough unlife left in it to inflict some serious damage.

Skeletal War Dog

Not even animals are immune to Ahmut's summons. The Skeletal War Dog is a fast attacker ideal for harassing enemy archers. Packs of them range ahead of the Legion, flushing out enemy pickets and scouts. While they are completely obedient to their masters and without fear, they're no more capable of following detailed orders than they were when they were alive.



Game Play: With its high speed (10), the Skeletal War Dog should be in combat by round two of the game. Its skeletal nature allows it to hang tough in combat, tying up enemy troops while the rest of your warband maneuvers. Remember that the Skeletal War Dog is a wild troop, so try to deploy it with line of sight to the models that you want it to attack.



Sculptor: Will Hannah

Skeletal Orc

Ahmut's Legion shares a common border with Drazen's Horde. The two armies have clashed several times, with bloody results. Drazen has learned that it is imperative to hold the field when the battle is done, or the undead will simply replenish their losses with fresh corpses. The Skeletal Orc is a legacy of a Horde defeat, with the javelin that slew it still stuck in its rib cage.

Game Play: The *magic missile 1* spell is the bane of the Skeletal Orc, so try to keep other troops between it and enemy wizards. Get this model within range for a javelin attack, and then let it wade into melee. With a cost of only 6, the Skeletal Orc is a bargain considering that it inflicts 2 damage in melee.



Sculptor: Will Hannah

DRAZEN'S HORDE

Deep in the southlands, beyond the Blasted Desert, the land teems with savage humanoids. In the past, only scattered bands of orcs and ogres made their way north to harass Ravilla, but this changed dramatically with the death of Stratis. The hobgoblin warlord Drazen killed thirty of his kin to win the dead god's axe, and he has used the weapon's power to weld the feuding tribes into a brutal army.

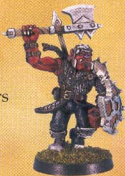
Drazen's Horde crossed the Blasted Desert in an epic march that left thousands dead. His surprise attack tore into the soft underbelly of the Free States and was stopped only by the advancing armies of Thalos. As more savage humanoids flock to Drazen's banner, the Horde only grows larger. Drazen is coming, and he's bringing a storm with him.



Hobgoblin Fighter

Drazen alone cannot lead the Horde. He relies on his hobgoblin lieutenants to enforce his will and to make sure his orders are executed. The Hobgoblin Fighter is an extreme disciplinarian who backs up his orders with brute strength. He holds the various humanoid races together and makes them act with one purpose.

Game Play: The Hobgoblin Fighter is tough in melee combat and also has a one-shot ranged attack. Although slow, he has an excellent armor score (19). Try to keep him in line of sight of his troops as he advances so he can keep them under command. His 3 command points mean that he can maneuver one model and still give an attack or morale save bonus to another.



Sculptor: Mike McVey

Orc Druid

Drazen is served by a powerful contingent of orc druids who were instrumental in the successful crossing of the Blasted Desert. These spellcasters are not gentle animal tamers, but rather are manifestations of nature's anger. The Orc Druid uses his power to further Drazen's aims and to keep the superstitious humanoids in line.



Game Play: The Orc Druid is tough in melee, casts spells that heal himself and his allies, and can even throw a poisoned dart. His *entangle* spell is great for tying up enemy melee troops, but not as effective against archers and spellcasters. With 2 command points, the Orc Druid can also give valuable orders to troops.



Sculptor: Mike McVey

Owlbear

An Orc Druid's work is never done. Even after Drazen's successful invasion of the Sundered Empire, the Orc Druid has been kept busy finding new creatures for the Horde's ranks. One recent success is the recruitment of several packs of owlbears. One owlbear is worth ten goblins. The goblins know this only too well because they are fed to the owlbears in lean times!



Game Play: You can't do anything fancy with an Owlbear, but because it has 9 health, you really can't go wrong, either. This model's biggest fear is poison, but it is immune to the *sleep* spell because of its high level. Its Rend attack is overkill against most opponents, but it does work wonders against enemies like the Hammerer and the assorted zombies.

Ogre Trooper

There's no substitute for big, dumb muscle. Drazen has found that ogres are valuable components of his army. The Ogre Trooper is strong and resilient. She has enough intelligence to follow orders and doesn't run completely amok like other Horde troops. Best of all, the Ogre Trooper is too stupid to challenge the power of the hobgoblin leaders.



Sculptor: Mike McVey

Game Play: The Ogre Trooper is tough like the War Ape, and although she is a difficult troop, you can give her orders. Her damage is blunt, which is a trait that makes her

especially effective against skeletal troops. Her large size also grants her the Reach 1" special ability, which allows her to deal her 3 damage to most models before they even make melee contact.

War Ape

Hobgoblin tribes have used carnivorous apes in battle from time immemorial. Foes of the Horde mistakenly ascribe the War Apes's presence to the Orc Druids, but the hobgoblins are the true masters. In fact, it is the hobgoblins' experience with War Apes that makes them such effective commanders of Orc Berserkers and other feral troops. Before battle, a War Ape is outfitted with two brutal flesh manglers. These spiked gloves make a War Ape's attacks even more lethal.



Sculptor: Jason Wiebe

Game Play: The War Ape is a tough fighter with a +6 melee attack. But it's a wild troop, which means that it can move toward only the enemy or your own commander. It should either hang back to protect its allies or charge into melee. As long as it doesn't move, a War Ape's Extra Melee Attack means that it is capable of dealing an impressive 4 damage.

Orc Berserker

There are some orcs that even hobgoblin discipline cannot control. The Orc Berserker is one such beast. Getting this brute to his starting place in the battle line is a feat in itself. Once the fight is joined, the Orc Berserker leaps to the forefront with greataxe upraised. To the hobgoblins' credit, they have learned how to use the crushing charge of the Orc Berserker to best effect. His utter fearlessness stands in stark contrast to the cowardice of the average orc.



Sculptor: Mike McVey

Game Play: The Orc Berserker has a low armor score (12) and so is vulnerable to ranged attacks. Get him into melee combat as fast as possible, and let his ferocious attack do its work! A Berserker's 3 damage will drop most models with one hit, and his 16" charge makes him a threat from nearly anywhere on the board.

Goblin Scout

The hobgoblins recruited the smartest and fastest goblins for reconnaissance duties. Goblin Scouts are the eyes and ears of the Horde, providing accurate intelligence for the hobgoblin commanders. Once the Goblin Scout joins the battle, her sniping abilities perfectly complement the savagery of the Orc Berserkers and War Apes.

Game Play: The Goblin Scout is full of tricks. She has a good ranged attack, and she can deal extra damage in melee if she has an ally helping her. Her Scout special ability is also a big plus at the beginning of a battle. Her neutral alignment means that she's also likely to appear in other warbands, much to Drazen's disgust!



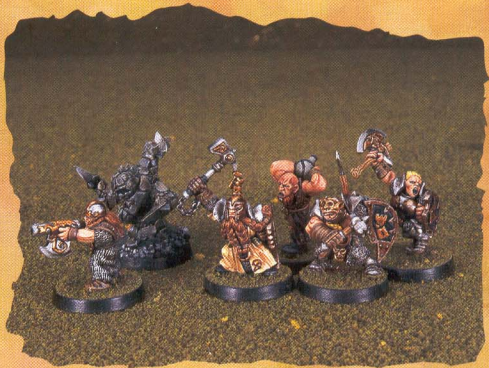
Sculptor: Jerzy Montewill

Goblin Trooper

The goblins have always been the whipping boys of the savage humanoids. They are smaller and weaker than the other goblinoid races, and they've only survived because of their large numbers and their ability to live on the fringes. The Goblin Trooper gives the Horde strength of numbers, but he is unlikely to survive the war.



Game Play: The Goblin Trooper is fodder indeed but can prove well worth the 3 points you'll spend on him. Throw one up front to suck up ranged attacks, or mob a group of them together in melee to get the multiple attackers bonus. Try to keep him near other models so that you don't have to worry about his Cowardly special ability.



MORDENGARD

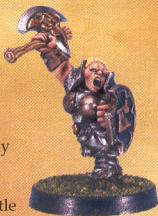
For 100 years, the dwarves suffered under the rule of Hakon, the Tyrant King. Thousands of dwarves were worked to death to construct the King's Spire, a gargantuan tower known to the common dwarf as Tyrant's Peak. Finally, the dwarves had enough and rose up in revolt. Engineers undermined Tyrant's Peak, and it came crashing down, burying the Tyrant King and all his cronies inside.

The victorious workers established the People's State of Mordengard, a new nation for a reborn race. Now the People's Legion has taken to the field to fight for dwarven freedom. With skill, bravery, and ingenious elemental weapons, the dwarves safeguard their revolution.

Dwarf Fighter

In the People's State of Mordengard, skill and charisma—not clan and connections—make a leader. The dwarves are a hard-working and hard-fighting people, and only the true and brave lead them in battle. The Dwarf Fighter exemplifies the ideals of Mordengard. She leads her people into battle because she is the best dwarf for the job.

Game Play: The Dwarf Fighter is



Sculptor: Roy Eastland

powerful in melee combat, but she moves slowly and has no ranged attacks. You want to get her into melee, but try to move her up under cover in order to avoid enemy ranged attacks and charges. Her Cleave special ability lets her make quick work of weak opponents, and her armor (20) lets her stand like a rock amid foes. Her 3 command points also allow her to strengthen her troops in battle.

Dwarf Cleric

The dwarves recognize Moradin, the Soulforger, as the founder of their race and worship him above all other gods. The church of Moradin never forgot the common dwarf and supported the revolution against the Tyrant King. The Dwarf Cleric brings spiritual power to the battlefield and supports the People's Legion with the strength of the Soulforger.

Game Play: Although not as potent in melee as the Dwarf Fighter, this commander (with 3 command points) makes up for it with divine spells and the ability to turn undead. Use the *shield of faith* +2 spell to increase the already impressive armor of a model in your warband. The *cause fear* spell has a short range but can send enemies running. The Dwarf Cleric inflicts only 1 damage, but this damage is blunt and so is good against skeletal creatures.



Sculptor: Roy Eastland

Stone Spike

The dwarves have made alliances with many creatures from the elemental planes. The Stone Spike is a brutish cousin of the earth elemental and is famed for its smashing power and toughness. The dwarves use the Stone Spike like a battering ram in combat to crush centers of enemy resistance.

Game Play: The Stone Spike gives the dwarves some heavy support. It has great armor (18), plenty of health (5), an extra melee attack, and it inflicts 2 blunt damage per attack. This is the model you want to take on the Battered Skeletal Troll. Watch out for ranged attacks, though, because the slow Stone Spike (speed 4) must make morale checks when below half health.



Sculptor: Roy Eastland

Dire Badger

Strange creatures lurk under the mountains, and the Dire Badger is one such beast.

The dwarves have never been a people to waste potential, so they armored up the Dire Badger and unleashed it on their foes. This beast goes mad in combat, tearing up foes with its metal claws and stomping the dead underfoot.

Game Play: There's little you can do but let the Dire Badger attempt to exploit the chaos it creates. Unless you spend command points to call it to heel, this beast is going straight at the enemy with claws flailing. Follow it up with more reliable troops, and try to finish what the Badger starts.



Dwarf Raider

While many dwarves excel at underground combat, the Dwarf Raider is a trained mountain troop. He patrols the topside of Mordengard and keeps the mountains safe from marauding monsters and enemy incursions. Because sniping is a common feature of battles in the crags, the Dwarf Raider is trained in the use of the crossbow. For close-up work, he favors the classic dwarf weapon, the two-handed axe.



Game Play: The Dwarf Raider is not a great ranged troop, but he does give the dwarves some long-range firepower. And unlike the Wood Elf Scout, the Dwarf Raider is even happier when enemies come to him; his good armor (16), high melee attack bonus (+4), and impressive melee damage (2) make him effective in close combat.

Dwarf Shock Trooper

The Dwarf Shock Trooper uses a clever dwarf invention: the lead-blaster. This is an axe with a hollow haft made of steel. Elemental air is bound into the haft and sealed in with a magically inscribed lead plug. In battle, the Dwarf Shock Trooper shouts an activation word

that breaks the binding. The trapped air then escapes the only way it can—by violently projecting the lead plug out of the blaster. Like the Dwarf Scorcher, the Dwarf Shock Trooper gets only one shot. She usually follows up this flying lead with an old-fashioned charge.

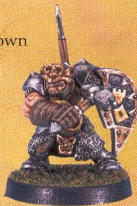
Game Play: The Shock Trooper's one shot inflicts a whopping 3 blunt damage, so choose your target wisely. Try to shoot an enemy model before it gets into melee with your allies so that you avoid the penalty for shooting into melee. More heavily armored than the Dwarf Scorcher, the Dwarf Shock Trooper is a hearty fighter even after her weapon is discharged.



Sculptor: Roy Eastland

Dwarf Legionnaire

The standing army of Mordengard is known as the People's Legion. While skilled craftsmen make arms and armor for the troops, the Legionnaires drill for battle. The Dwarf Legionnaire is a tough combatant who is at his best when serving with a group of his brethren. This is where the cooperative spirit of the dwarves truly shines on the battlefield.



Sculptor: Roy Eastland

Game Play: The Dwarf Legionnaire is a tough grunt. His 2 health means that he has some staying power, and the blunt damage that he deals makes him great against skeletal creatures. He'll often get charged because of his slow speed (3), but remember to take his one ranged attack as he moves up.

Dwarf Scorcher

The dwarves have created many other innovative elemental weapons. The simplest of these is the scorch pot, a vessel of clay that holds magically bound elemental fire inside. When the pot is broken, the fire bursts out before returning to the Elemental Plane of Fire. The Dwarf Scorcher is a brave volunteer who is daring enough to dash ahead of the warband and hurl his deadly bomb. He gets only one shot, but the roiling flame of the scorch pot has broken many a battle line.

Game Play: This troop gets one shot that does a lot of damage. Aim for enemies clumped together—anything within 3" of the center of the blast also takes damage. Just be careful not to catch your own troops in the explosion! The Scorcher isn't a great melee fighter, but an extra body on the battlefield is never wasted.



Sculptor: Roy Eastland

NARESH

Over 100 years ago, gnoll invaders conquered the northeast corner of Ravilla. As devotees of the Abyssal Lord Yeenoghu, the gnolls benefited from demonic aid. Some of these demons mated with the gnolls, and the vile product of one such union was the fiendish Jangir. This half-demon grew up as a devoted priest of Yeenoghu, and his charisma and raw power ensured his rule of the other priests of Naresh. When a gnoll child brought him the flail of the God of War as an offering, Jangir knew that he had truly been chosen.

With the power of the weapon and the blessing of Yeenoghu, Jangir united the tribes of Naresh and now rules them as priest-king. He wants to tear out the heart of Ravilla, open up the Abyssal Gateways, and bring forth a legion of demons to do his bidding. Jangir acts in



the name of Yeenoghu, but few doubt that the priest-king would pass up godhood for the sake of his patron.

Demonic Gnoll Adept

The Demonic Gnoll Adept is, like Jangir, a gnoll with demon blood in her veins. Giving up the adept's traditional role as spiritual leader of a gnoll tribe, she now leads them in battle for Yeenoghu. She is a healer and a killer, a spiritual guide and a war leader. Like her Abyssal Lord, she wields a wicked flail.



Sculptor: Ben Siens

Game Play: Even without her spells and command points (3), the Demonic Gnoll Adept is tough. She has a high armor score (19), inflicts 2 blunt damage, and is resistant to several energy attacks. Use her spells to support your other troops, and then send her into melee to deliver the finishing blow.

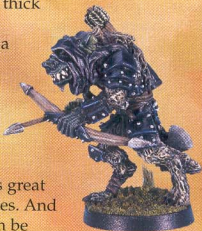
Gnoll Ranger

With their keen senses and animal instincts, gnolls excel as rangers. Since the establishment of Naresh, the Gnoll Rangers have fought a



deadly war with the wood elves under the boughs of the forest. The Gnoll Ranger is skilled at irregular warfare, and his thick hide often shrugs off elven arrows.

Game Play: The Gnoll Ranger is a versatile fighter but a mediocre leader. With only 1 command point, he can't do much more than put troops under command, but he can fight effectively in melee and at range. With Point Blank Shot +2 and Precise Shot, he's great for shooting into nearby melee battles. And his ability to rally routing troops can be essential near the end of a skirmish.



Sculptor: Ben Siens

Abyssal Ravager

The inhuman lust of demons stretches far beyond gnolls. Hybrid creatures now appear with alarming frequency in the armies of Naresh. The Abyssal Ravager is part demon, part hyena, and all nasty. The poison from its sting freezes the hearts of its enemies, leaving them helpless before it.

Game Play: The Abyssal Ravager is a difficult troop, so its natural inclination is to charge into melee. This is not a bad thing: Its melee attack (+10) and health (8) are monstrous, and its attack is poisonous. With its Scent ability, the Abyssal Ravager can sniff out opponents it can't even see, and its demon blood affords resistance to many energy attacks. The *sleep* spell is the Ravager's only real worry, and even that isn't much of a concern because of its robust save (+6).



Sculptor: Ben Siens

Abyssal Maw

The Abyssal Lord Yeenoghu has thrown his full support behind Jangir, so demons like the Abyssal Maw are common in the army of Naresh. While less intimidating than the Abyssal



Sculptor: Ben Siens

Ravager, the Maw is no less vicious. Its body is all teeth and mouth—a nightmare brought to life. It devours enemies that show the slightest weakness.

Game Play: Don't let the Abyssal Maw hang back. It's got a big attack but is vulnerable to ranged attacks. You want to get it into melee as soon as possible. One bite will take down most enemy models. The Maw also destroys any model that it drops to 0 health, allowing no chance to get up.

Abyssal Skulker

More aid from the pits of the Abyss, this demon is small but mean. It stalks ahead of Jangir's army, finding and eliminating enemy scouts and pickets. It loves to sneak up on its prey and then pounce with all four claws. Its victims rarely have time to sound the alarm.



Game Play: This model is an independent troop, so it can gain maximum advantage from cover while approaching the enemy. With its high speed (8), it usually gains the advantage of charging. Although the Skulker inflicts only 1 damage, its melee attack (+5) almost guarantees frequent hits.

Gnoll Archer

Not every gnoll has the skill of the Gnoll Ranger, but numbers can make up for accuracy. Gnoll Archers are most effective in groups in which they use sheer firepower to overwhelm their enemies. The Gnoll Archer is a common sight in Naresh warbands. She snipes at convenient targets and then closes to support her pack mates.



convenient targets and then closes to support her pack mates.

Game Play: The Gnoll Archer is useful when you're on the defensive. She can shoot at enemies as they close and then enter melee in support of her allies.

Gnoll Trooper

During the Demon War, gnolls spilled through the Abyssal Gateways under Yeenoghu's banner. After the war, survivors fled over the mountains, and the elves never expected to see them again. Now the elves' ancient foes are back in force. The Gnoll Trooper is but one of many, the vanguard of Jangir's armies.

Game Play: This guy is your basic grunt. Keep him in front of your more valuable models. His armor (17) will protect him from many attacks, and your opponent will have to spend command points to shoot at a different target. The Trooper has 2 health, so even the term "grunt" is relative.



Sculptor: Ben Siens

Hyena

Gnolls have long used packs of hyenas to support their troops. They share a kinship at a fundamental level, and the gnolls exploit this to further their own ends. The Hyena knows only that fresh meat follows every battle, but that is enough for the beast.

Game Play: The Hyena is a cheap (cost 4) and fast (speed 10) wild troop. Try to deploy it so that enemy archers are its closest targets. With 3 health, the Hyena can take some ranged damage and still make it into melee.



Sculptor: Jason Wiebe

RAVILLA

After the Demon War, the gods entrusted the elves with the guardianship of the Abyssal Gateways through which the diabolic hordes had poured. The gray elves took this charge seriously, building new cities around the Abyssal Gateways so that they would be the first to die if the demons ever broke through again. The city-states formed a new elven nation, called Ravilla, in alliance with the surviving wood elf enclaves. Ravilla dominated the region for over a millennium, as city-states turned into an empire under the banners of elven arms.

But a series of wars, invasions, and disasters picked away at the



elven domains, and eventually they were beaten back to their original city-states. Here the elves rallied, again finding the spirit of their ancestors and throwing back their enemies. Today, the elves struggle to fulfill their ancient duty: to keep the Abyssal Gateways from opening once more. They are rumored to have Stratis's longsword, but the weapon has not yet appeared in battle.

Gray Elf Wizard

Elven wizards have a proud lineage that stretches back to before the days of the Demon War. The elves say that the gods themselves taught their race magic, and none can deny the treasure trove of magical lore gathered in gray elf cities. The highly trained and self-disciplined Gray Elf Wizard is a product of this great tradition. An inspirational leader to his troops, the Gray Elf Wizard backs up his tactics with the spells of his ancestors.



Sculptor: Paul Muller

Game Play: Use his command points (2) to give bonuses to the rest of your warband and support them with his spells. *Magic missile 1* and *sleep* are both strong spells that can turn a battle for you. It's best to keep him out of melee and let him work his wizardry from behind the lines.

Wood Elf Ranger

The primeval forest of the wood elves used to stretch for thousands of miles. But that came to a fiery end during the chaos of the Demon War. The remnants of this great forest lie north of Ravilla, and it is there that the wood elves cling to their ancient ways. Their greatest foes are the gnolls, who have encroached on their sylvan domain. The Wood Elf

Ranger is a protector of the forest, an expert at hit-and-run warfare, and the sworn enemy of her gnoll counterpart.

Game Play: The Wood Elf Ranger is a good choice if you want to add some melee punch to your warband. She's a good shot (ranged attack +4) and so works well with Wood Elf Scouts, but she also gets the all-important Extra Melee Attack special ability. And her Fight Evil Outsider +1 special ability makes her especially effective against Naresh warbands. Her low Commander rating (1), however, makes her less effective at issuing orders to troops.



Sculptor: Paul Muller

Horned Felldrake

In the darkest days of the Demon War, the platinum dragon, Bahamut, led his metallic dragons into battle against the Abyssal legions. After the war, he gathered with a powerful group of elven arch-mages, and together they created the creatures known as felldrakes. There are many different types of felldrakes, but all of them were created to serve the

elves and defend against any further demonic incursions. The Horned Felldrake sports several wicked horns on its head and uses them to impale foes at the end of a charge. Anything that survives that impact falls prey to snapping teeth or is simply trampled underfoot.

Game Play: If you love elves but really prefer a straight-up fight to ranged attacks, the Horned Felldrake is for you. With its speed (6) and devastating Powerful Charge +2 special ability, you'll want the Horned Felldrake to be the first to charge into battle; it will have the enemy warband routing for their lives.





Centaur Trooper

The wood elves do not live alone in their forest home. All manner of sylvan creatures share nature's bounty, and the fiercest of these march to war with the wood elves. The Centaur Trooper is one such ally.

Although too headstrong to be commanded easily in battle, the Centaur Trooper's speed (10), archery (ranged attack +5), and Extra Melee Attack special ability have served the elves well. Once engaged, the Centaur Trooper uses both sword and hooves to deadly effect.

Game Play: The Centaur Trooper's ranged attack deals 2 damage, so shooting is always a valid tactic. He performs just as well in melee combat, so don't be afraid to charge him in when you need melee punch. His only real drawback is his low armor (13), so try to charge rather than be charged.



Sculptor: Paul Muller

Gray Elf Warsinger

The gray elves have a deep cultural tradition. The arts thrive in their cities, and few arts are as well loved as that of song. The Gray Elf Warsinger, however, is not an entertainer. Her job is to inspire bravery and heroism on the battlefield, to fire the war spirit that inhabits every elven heart. As arrows rain down around her and battle cries fill the air, the Gray Elf Warsinger speaks words of wonder, and her kin fight with redoubled strength.



Game Play: The Gray Elf Warsinger and the Wood Elf Scout were made for each other. One Gray Elf Warsinger and several Wood Elf Scouts make a formidable team. The Warsinger's Inspire Courage +2 special ability gives all nearby allies a combat bonus, and she uses her bow to contribute to the elves' ranged assault.

Wood Elf Scout

Without the aid of the gray elves, the wood elves surely would have met their end during the Demon War. When that mighty conflagration was over, the wood elves pledged to aid their gray elf kin whenever Ravilla went to war. Since that time, wood elf Oathbands have faithfully served the gray elves in battle. The Wood Elf Scout is the core of the Oathband, ready to shoot down the enemies of Ravilla with her handcrafted longbow.

Game Play: The Wood Elf Scout can shoot twice if she doesn't move. Plant her in cover and then start firing. She doesn't hold up well in melee combat, but her ranged attacks should take down most opponents before it comes to that. Fast troops are an effective counter to Wood Elf Scouts, so beware of enemies like Hyenas and Skeletal War Dogs. When the fighting gets up close and personal, remember to use her Point Blank Shot +2 special ability.



Sculptor: Paul Muller



Gray Elf Duclist

The cities of the gray elves are home to a number of dueling societies. Each society favors a different weapon and style of fighting, and competition among them is fierce. As the societies vie for prestige back home, an increasing number of duelists have found their way onto the battlefield. The Gray Elf Duclist is a member of the North Wind Society, which specializes in the two-bladed sword.



Sculptor: Paul Muller

Game Play: The Gray Elf Duclist is quite versatile. He's an independent troop, which means he can maneuver freely. This is great for finishing off knocked down models. He also has throwing daggers for a potent short-ranged attack. When he does get into melee, his Extra Melee Attack special ability is a definite advantage.

Crested Felldrake

Crested Felldrakes are the most common type of felldrake. They are not as powerful as their Horned brethren, but they are fast and vicious. Gray elf commanders use them to patrol Ravilla's borders and run down fleeing enemies. Crested Felldrakes have proved their worth countless times through the centuries.



Sculptor: Paul Muller

Game Play: Crested Felldrakes give the elves some melee power. Remember that they are difficult troops but not wild troops. This means that you can have them stand until you need to counterattack. Their speed (8) quickly gets them into melee combat, and their health (3) keeps them in the fight for a while.



THALOS

When the elves of Ravilla created their empire, their advancing armies displaced the neighboring human tribes. The proud humans fled west rather than accept elven domination. Kept together by the leadership of Chief Almira, the human tribes mounted an invasion of a huge island just off the coast. The place was infested with kobolds, but with the help of the gnomes the humans eradicated the kobolds after a brutal war. They then fortified the island, allowing them to fend off the inevitable elven attack. This marked the limit of Ravillan expansion, and the nation of Thalos has thrived ever since.

The current queen, Almira XXI, a descendent of the original Thalish leader, has used her sea power to mount an invasion of the continent. She has whipped up the populace with notions of recapturing the ancient human homelands and unleashed her paladins and war machines on a great human crusade.

Human Paladin

Queen Almira I of Thalos was a devoted worshipper of the Shield Mother, and she passed on her zeal to her followers. The Thalish people still believe that only the Shield Mother's protection allowed them to escape the armies of Ravilla. The Human Paladin is a guardian of the human race and a champion of the Shield Mother.

While many of her paladin brethren are on a quest to find the shield of Stratis, she leads Her Majesty's Forces of Justice in their crusade to win back their ancient homeland, for queen, country, and goddess.

Game Play: The Human Paladin is the rock of your warband, with great armor (19) and good health (3). She won't ever rout, and she grants nearby models a bonus to morale and fear saves. With 5 command points, she is the best leader described in this book. She often lags behind other troops because of her slow speed (4), but having a powerful melee fighter in reserve can be key.



Sculptor: Bobby Jackson

Human Sorcerer

While the elves have spurned sorcery as the tool of demonic forces, the humans have embraced it as a gift from the gods. Human Sorcerers contend that the elves have no proof of sorcery's evil, only an age-old prejudice that favors the more scholarly science of wizardry. The Human Sorcerer is a common sight in the armies of Thalos. He contributes magic to their holy cause, confident of the blessings of the Shield Mother.

Game Play: The Human Sorcerer is like a super sniper. His *magic missile* 1 spells can hit any target in range and are especially deadly when combined with the leadership of the Human Paladin. The Human Sorcerer's armor (11) is low, so keep him behind cover or give him a bodyguard like the Human Glaiver.



Sculptor: Bobby Jackson

Hammerer

Since the conclusion of the gnome-kobold war, the gnomes have turned the former kobold warrens into an impressive armory for the nation of Thalos. In addition to making common weapons for the human soldiers, the gnomes use secret techniques to create war machines. The Hammerer is one of the smallest of these creations, and even it packs quite a punch. Although slow to react, the Hammerer is able to cause extreme damage with its mighty attacks.

Game Play: Because it is an unreliable troop, you should never count on the Hammerer to win battles for you, but it can demolish the enemy when the die rolls go your way. Smart opponents will try to ignore the Hammerer, so you should try to make them come to you. Parking the Hammerer on the center of the battlefield, for instance, will compel your opponent to deal with it. With its terrific armor (21), it usually lasts long enough to get in several lethal blows (at 4 damage each).



Sculptor: Jim Warner





Gnome Infiltrator

The army of Almira I drove the original kobold inhabitants of Thalos underground. Although the war seemed won, the kobolds burst out of their warrens in increased numbers only 50 years later. While the humans could defeat the kobolds aboveground, they were simply too big to follow the kobolds into their underground lairs. To solve the problem, Queen Almira II enticed a large community of gnomes to resettle in Thalos. These gnomes waged a merciless underground war that eventually wiped out the kobolds. Since then, the gnomes have been valued citizens of Thalos. The Gnome Infiltrator is a skirmisher and sharpshooter for Almira's armies. His devilishly inventive repeating crossbow produces a hail of fire that is greatly feared by goblins and their ilk.



Sculptor: Jerzy Montwill

Game Play: While the Human Marine is best kept at a distance, the Gnome Infiltrator provides close up support. His good armor (16) and health (2) protect him relatively well, and he can shoot into melee combat without penalty. Furthermore, he is able to both move and shoot with his repeating crossbow, so he excels at hit-and-run tactics.

Human Glaiver

The armies of Thalos favor the glaive in battle. It is equally handy on land and at sea and is the weapon of both the individual soldier and the mass formation. The Human Glaiver is a highly trained soldier, adept at using his weapon for attack and defense.

Game Play: This model has the Reach 1" special ability and deals 2 damage—a nasty combination. Even when enemies get the drop on the Human Glaiver, he'll get an attack of opportunity against them first unless they also have Reach 1". Good health (2) and melee attack (+4) scores make him a solid combatant.



Sculptor: Bobby Jackson

Human Swiftwing Disciple

A small mountain range dominates the center of the island of Thalos.

During the years of peace after the second war with the kobolds, human ascetics flocked to the mountains to seek spiritual enlightenment. Several sects built monasteries in the aeries, and the oldest of these is the Swiftwing sect. Swiftwing members developed their own style of unarmed combat after watching the way birds move and fight.

The Human Swiftwing Disciple is an initiate of this sect who has descended from the mountains to answer Queen Almira's call.



Game Play: The Human Swiftwing Disciple has a bevy of abilities. She's fast (speed 6), mobile, and independent, all of which mean that she can help achieve a multiple attackers bonus. Her Tumble special ability allows her to slip past tough foes to get at skulking wizards or archers, and her Stunning Attack special ability can make the critical difference in battle. Her bare-handed attack damage is blunt, and she has a one-shot ranged attack, as well.



Human Marine

Thalos dominates the sea lanes with a mighty fleet. Each warship carries a contingent of Human Marines, all of whom are trained in the use of the crossbow. When the army operates near the coast, it is often assisted by small units of Human Marines. Their speed and long-range firepower have been instrumental in many battles. The Human Marine is a hardened campaigner who can fight in any terrain.

Game Play: The Human Marine gives Thalos ranged support. While he prefers to use his crossbow, he's more than willing to sneak attack enemies that become vulnerable. In addition, the Human Marine is neutral, which means that he's likely to show up in other warbands, including evil warbands. Life at sea can blow the Marine into strange ports, indeed.



Sculptor: Bobby Jackson

Human Conscript

While highly motivated troops are the most desirable, sometimes the Thalish army simply needs warm bodies to fill the ranks. When Queen Almira declared her great crusade, thousands answered the call. As the number of volunteers declined, and the war continued unabated, the queen quietly ordered conscription to maintain the army's strength. The Human Conscript is a feckless yokel rounded up in some nameless village. If he survives a few battles, he may learn how to use his spear.



Game Play: Human Conscripts may be untrained peasants, but a clever player can use them to distract, divert, and delay the enemy. A Conscript can't receive orders, but remember that he can always choose to stand (unlike a wild troop). Best of all, he costs almost nothing (a paltry 2 points!).



Chainmail Model Checklist

Models with C# are commanders with # command points.

Ahmud's Legion

Name	Cost
☐ Human Death Cleric (C4)	14
☐ Half-Orc Fighter (C2)	13
☐ Battered Skeletal Troll	22
☐ Slaughterpit Zombie Gnoll	15
☐ Halfling Sneak	10
☐ Zombie Troglodyte	10
☐ Skeletal War Dog	7
☐ Skeletal Orc	6

Naresh

Name	Cost
☐ Demonic Gnoll Adept (C3)	15
☐ Gnoll Ranger (C1)	16
☐ Abyssal Ravager	25
☐ Abyssal Maw	8
☐ Abyssal Skulker	7
☐ Gnoll Archer	7
☐ Gnoll Trooper	5
☐ Hyena	4

Drazen's Horde

Name	Cost
☐ Hobgoblin Fighter (C3)	15
☐ Orc Druid (C2)	12
☐ Owlbear	27
☐ Ogre Trooper	20
☐ War Ape	14
☐ Orc Berserker	10
☐ Goblin Scout	6
☐ Goblin Trooper	3

Ravilla

Name	Cost
☐ Gray Elf Wizard (C2)	15
☐ Wood Elf Ranger (C1)	12
☐ Horned Felldrake	21
☐ Centaur Trooper	19
☐ Gray Elf Warsinger	9
☐ Wood Elf Scout	9
☐ Gray Elf Duelist	8
☐ Crested Felldrake	6

Mordengard

Name	Cost
☐ Dwarf Fighter (C3)	16
☐ Dwarf Cleric (C3)	14
☐ Stone Spike	16
☐ Dire Badger	15
☐ Dwarf Raider	11
☐ Dwarf Shock Trooper	6
☐ Dwarf Legionnaire	5
☐ Dwarf Scorchers	5

Thalos

Name	Cost
☐ Human Paladin (C5)	17
☐ Human Sorcerer (C2)	22
☐ Hammerer	22
☐ Gnome Infiltrator	8
☐ Human Glaiver	8
☐ Human Swiftwing Disciple	7
☐ Human Marine	5
☐ Human Conscript	2