

USING
CHAINMAIL
TO RESOLVE OD&D COMBATS



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The basic system is that from Chainmail, with one figure representing one man or creature. Melee ... scores equalling (sic) a drive back or a kill equal only to a hit.

- Underworld and Wilderness Adventures, Page 24

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Revised summer 2010.

There are several options for using CHAINMAIL to resolve combats in OD&D. CHAINMAIL is NOT one combat system. It is, at a minimum, three:

- There is the Mass Combat (heavy horse vs. light foot, etc.)
- There is the Man-to-man rules (sword vs. Chain + Shield, etc.)
- There is the Fantasy Combat Table, on p. 44 (Dragon vs. Elemental, etc.)

FIGHTING CAPABILITY

This statistic lists the number of ordinary men a character or monster represents in CHAINMAIL.

The default Fighting Capability of any creature is equivalent to their Hit Dice unless otherwise noted. Some individuals or subtypes of individuals will have a greater or lesser than normal Fighting Capability, which may or may not match their Hit Dice as noted in the individuals description. This is notably true of player characters. Humans, for example are 1 HD creatures, but player characters can gain significantly more HD and, to a somewhat lesser extent, more FC too.

The Fighting Capability of Fighting Men, Wizards, Clerics and Thieves is as listed in the tables.

Fighting Man Fighting Capability Table

Level	Mass Combat Tables	Man to Man # of Attacks	Fantasy Combat Table
1	Man (+1)	1 (+1)	Not Allowed
2	2 Men (+1)	2 (+1)	NA
3	3 Men	3	Hero (-1)
4	4 Men	4	Hero
5	5 Men	5	Hero (+1)
6	6 Men	6	Hero (+1)
7	7 Men	7	Superhero (-1)
8	8 Men	8	Superhero
9 -12	9 Men	9	Superhero (+1)
13+	10 Men	10	Superhero (+2)

Thief Fighting Capability Table

Level	Mass Combat Tables	Man to Man # of Attacks	Fantasy Combat Table
1	Man	1	Not Allowed
2	Man (+1)	1 (+1)	NA
3	2 Men	2	NA
4	2 Men (+1)	2 (+1)	NA
5	3 Men	3	NA
6	3 Men (+1)	3 (+1)	NA
7	4 Men (-1)	4 (-1)	Hero (-1)
8	4 Men	4	Hero
9	5 Men	5	Hero (+1)
10-12	7 Men	7	Superhero (-1)
13 +	8 Men	8	Superhero

Cleric Fighting Capability Table

Level	Mass Combat Tables	Man to Man # of Attacks	Fantasy Combat Table
1	Man (+1)	1 (+1)	Not Allowed
2	2 Men	2	NA
3	3 Men	3	NA
4	3 Men (+1)	3 (+1)	NA
5	4 Men (-1)	4 (-1)	Hero (-1)
6	4 Men	4	Hero
7	5 Men	5	Hero (+1)
8-12	7 Men	7	Superhero (-1)
13-16	8 Men	8	Superhero
17+	9 Men	9	Superhero (+1)

ELEMENTALS/OUTSIDERS/CONSTRUCTS - fights as **Elemental**

Creatures of raw force and power which embody the very essence they are composed of.

Invisible Stalkers	Elementals	Djinn
Efreet	Salamanders#	Golems#

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INCOPOREAL UNDEAD - fights as **Wraith**

Undead which possess no physical shape

Wraiths Spectres Shadows#

MAGICAL BEAST - fights as **Roc**

Of better than animal intelligence; or having qualities which raise them above mere animal status

Cockatrices Basilisks Unicorns
Pegasi Hippogriffs Rocs
Griffons Displacer Beasts# Blink Dogs#
Hell Hounds# Phase Spiders# Carrion Crawler#
Owl Bears#

FANTASTIC CREATURES - fights as **Treant**

Creatures of myth and legend, nightmare and fantasy

Medusae Gorgons Manticoras
Gargoyles Minotaurs Centaurs
Treants Will O'Wisp# Harpies#
Lammasu# Beholders#

DRAGONS (fights as **Dragon**)

Dragons or that which in physiology and combat style is similar to a dragon

Dragons Hydras Chimeras
Wyverns Purple Worms Sea Monsters

LYCANTHROPES (fights as **Lycanthrope**)

Animalistic Shapeshifters

Magic User Fighting Capability Table

Level	Mass Combat Tables	Man to Man # of Attacks	Fantasy Combat Table
1	Man	1	Not Allowed
2	Man +1	1 (+1)	NA
3	2 Men	2	NA
4	2 Men +1	2 (+1)	NA
5	3 Men	3	NA
6	3 Men +1	3 (+1)	NA
7	4 Men	4	Hero
8	4 Men (+1)	4 (+1)	Hero +1
9	5 Men	5	Wizard
10	5 Men	5	Wizard
11	5 Men	5	Wizard
12	5 Men	5	Wizard
13	5 Men	5	Wizard
14-15	5 Men (+1)	5 (+1)	Wizard (+1)
16-20	5 Men (+1)	5 (+1)	Wizard (+1)
21+	5 Men (+2)	5 (+2)	Wizard (+2)

As entries on the Fantasy Combat Table, Hero, Superhero, and Wizard are for use only on the Fantasy Combat Table. Thus, entries like "3 Men or Hero - 1", indicate the 3rd level Fighting Man (Swordsman), fights off mundane foes with three attacks, but also has the grit to assail a fantastic enemy as a sub-hero (with a -1 to his roll on the Fantasy Combat Table) in an all-out attack. A Magic-User doesn't have such a category until 7th level (Enchanter), at which point he can finally fight on the Fantasy Combat Table.

A (-1), or (+1) after Hero or Superhero is a -1, or +1 added to the 2d6 dice roll on the Fantasy Combat Table Appendix E. Likewise added to the dice roll are the (+/-1) from the # of attacks column when using the Man to Man Melee Table Appendix B.

A (+/-1) after Man, or Men in the Mass Combat column is a (+/-1) to one die roll on the Combat Table Appendix A. These +/- are added to a single die,

called before it is thrown (Best Practice - have one die of a different color or otherwise marked to always represent the modified die).

A creature using the Man to Man or Mass Combat tables may get multiple attacks, but not on the Fantasy Combat table. **"A super hero, for example, would attack eight times only if he were fighting normal men (or creatures of basically that strength, i.e., kobolds, goblins, gnomes, dwarves, and so on)."** More powerful creatures or their equivalents are handled with a single attack on the Fantasy Combat table.

"When fantastic combat is taking place there is normally only one exchange of attacks per round, and unless the rules state otherwise, a six-sided die is used to determine how many hit points damage is sustained when an attack succeeds. Weapon type is not considered, save where magical weapons are concerned."

- Gary Gygax, Strategic Review 1975, Frequently Asked Questions

As we shall see, the tables will dictate when more than one attack per round is called for.



Space and Time

Melee range is 30 yards and combat rounds are 1 minute long. Melee attacks may be initiated on any target within this range and time frame provided the attacker is able to close within 10 feet (Melee distance).

APPENDIX PART THREE

Raithe has created a list of equivalents for use with the Fantasy Combat tables on Appendix E. The approach taken here is to use the Fantasy Combat creatures as a massive abstraction representing basic toughness and combat prowess/tactics of the creature listed. Going from that assumption you can use them as groups rather than specific creatures.

MAN TYPES

Black Pudding	Dopplegangers#	Dryads
Dwarves	Elves	Gelatinous Cubes#
Giant Slug#	Giant Tick#	Gnomes
Goblins/Kobolds	Gray Ooze	Green Slime
Hobgoblins/Gnolls Horse	Horse	Large Insects/Animals
Mule	Nixies	Ochre Jelly
Orcs	Pixies	Rust Monster#
Stirges#	Skeletons/Zombies	Tritons#
Yellow Mold		

LARGE HUMANOID - fights as **Troll/Ogre**

Too powerful massive or savage to be "men" but nonetheless manlike in basic form.

Ogres	Trolls	Bugbears#
Ogre Magi#	Umber Hulks#	Lizard Men#

GIANTS (fights as Giant)

Giants	Giants, Storm#	Titans#
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COPOREAL UNDEAD - fights as **Ghoul/Wight**

The undead which have a physical form

Ghouls	Wights	Mummies
Vampires	Liches#(optionally as wizard?)	

Vampires	HC	HC	7 to 9
Wights	LC	HC	3
Wraiths	MC	HC	4
Wyverns	HC	HC	7
Yellow Mold	None	None	None
Zombies	MF	MF	2
Monster Type	Attack Capability	Defense Capability	HD or FC
Apt (furry arctic hippo)	MH	LH	8
Banth (10-legged carnivore)	HH	MH	14
Calot (large dog)	MH	MH	10
Darseen (giant lizard)	HF	HF	8
Malagar (roc or tarn)	LH	HH	6 to 18
Martian – Black/Red/White/Yellow male	HF	LF	2-10
Martian – Black/Red/White/Yellow female	LF	U	1-5
Martian – Green male	AF	LF	6-10
Martian – Green female	HF	LF	5-7
Orluk (striped arctic jaguar)	MH	MH	8
Plant Man	HF	LF	16
Sith (giant hornet)	HF	MH	20
Thoat (reptile beast of burden)	MH	HH	10
White Ape	AF	HF	12
Zitidar (mastodon)	MH	MH	18

Morale

“Morale is to be checked when 33 1/3% of an army has been killed. Use the standard morale tables, check by type of troop, and allow any bonuses to dice.”

– Chainmail, p26

Morale is a factor which is often not a concern. The players, basically representing only their own character and a few others, will have the characters react as they imagine best. Unintelligent monsters fight until death. However if the referee feels a morale check is called for, two methods adapted from CHAINMAIL are provided here and either or both may be used as desired.

Method 1

When a simple morale check is desired the referee can throw two dice – a 2 being very bad morale, a 12 being very good morale. With situational adjustments this score will serve as a guideline for what action will be taken by the party checked. The table below may be used as a more specific guide.

Types	Score to Remain In Combat
Light Foot or Inexperienced Combatants	8 or better
Heavy Foot	7 or better
Armored Foot and Hardened Veterans of any Type	6 or better
Elite of any Type	5 or better
Heroes and Superheroes	4 or better

Method 2

Roll 2d6. Add together all the player characters levels. Add together all the monsters hit dice. Add the sum of the characters levels and the result of the 2d6. Subtract the sum of the monsters hit dice from the total and check the result on the following table.

7 and less	Combat continues
8-12	Retreat in order, or negotiate if there's no possible escape
13 and more	Rout in disorder, or surrender if there's no possible escape

Example: a group of 4 characters, with a sum of 8 levels, fight with a band of 6 gnolls. When the first gnoll is killed by a hurled axe, the gnolls check morale. The referee rolls a 4, plus 8 for levels and less 10 for gnolls (5 remaining gnolls with 2HD) hit dice, for a total of 0. The combat continues. At the end of first round, one first level character and a second gnoll have been killed. The referee rolls with the new total, gets a 10, plus 7, less 8 (4 remaining gnolls), for a total of 9. The gnolls begin to think it's time to withdraw toward a place more easily defended. - Using this system also has the advantage of simulating the effect of CHAINMAIL Morale Ratings wherein most monsters had huge morale impacts on normal men. Checks should be performed before a battle where there seems a significant likelihood one of the sides would cut and run.

- Heroes and above add +1 to the morale die or dice rolled by any unit they are attached to. Also, Superheroes and above force the enemy to check morale. This is just an ability they have and is not part of the Fighting Capability modifiers
- Fighting men at level 8, clerics at level 9, and magic-users at level 10 automatically make their opponents check their morale before the fight.
- Some classes and creatures have a bonus to the roll: clerics (+1), hobgoblins (+1), gnolls (+2)
- Some creatures never check for morale, as stated in their description.
- In the case of allied monsters, such as goblins accompanied by ogres, the different monster types should check morale separately – that is, the goblins respond only to goblin casualties and ogres to ogre casualties. The entire loss of the more powerful monster type might cause the lesser monsters to take a penalty. Leader death could cause a penalty also, or alternately expressed, leaders could give a bonus while they're alive. Monsters could also take a penalty for low commitment (chance encounter in the wilderness) or a bonus for high commitment (defending ancestral homeland or religious site).

Mounted Combat

“When fighting men afoot, mounted men add +1 to their dice for melees and the men afoot must subtract -1 from their melee dice.

Men may be unhorsed by footmen if they specifically state this is their intent before dice are rolled. A score equal to a kill, with no subtraction for their being afoot, indicates a successful unhorsing. An unhorsed man is possibly stunned:

Men - Bandits	By Weapon	By Armor	1
Men - Berserkers	By Weapon	By Armor	3
Men - Brigands	By Weapon	By Armor	1
Men - Buccaneers	By Weapon	By Armor	1
Men - Cavemen	MF	None	2
Men - Dervishes	By Weapon	By Armor	2
Men - Merman	Weapon	LF	3
Men - Nomads	By Weapon	By Armor	1
Men - Pirates	By Weapon	By Armor	1
Minotaurs	MF	HF	6
Mummies	HF	HF	5+1
Nixies	LF	LF	1
Ochre Jelly	None	None	5
Ogres	MF	MF	4+1
Orcs	MF	MF	1
Pegasus	HC	HC	2+2
Pixies	LF	LF	1
Purple Worm	HC	HC	15
Roc or Tarn	LC	HC	6 to 18
Sea Monsters	HC	HC	15 to 45
Skeletons	LF	MF	1
Spectres	HC	HC	6
Sprites	LF	LF	1
Trolls	MF	MF	4+1
Trolls, True	HF	HF	6+3
Unicorns	HC	MC	4

Gnolls	AF	HF	2
Gnomes	LF	LF	1
Goblins	LF	HF	1
Goblin King	AF	HF	3
Gorgons	HF	AF	8
Gray Ooze	None	None	3
Green Slime	None	None	2
Griffons	MH	HH	7
Hippogriffs	HC	HC	3+1
Hobbits	LF	LF	1
Hobgoblins	HF	MF	2
Hobgoblin King	HF	HF	3
Horses - Draft	MC	MC	2+1
Horses - Heavy	HC	HC	3
Horses - Light	LC	LC	2
Horses - Medium	MC	MC	2+1
Horses - Mules	LC	LC	2+1
Hydras, 5 to 12 Heads	MC	HC	5 to 12
Invisible Stalkers	HF	HF	8
Kobolds	LF	MF	1
Lycanthropes - Werebear	HF	MF	6
Lycanthropes - Wereboar	HF	MF	4+1
Lycanthropes - Weretiger	HF	MF	5
Lycanthropes - Werewolf	HF	MF	4
Manticoras	MF	MF	6+1
Medusae	MF	MF	4

Die Score	Result
1-2	Not stunned
3-5	Stunned 1 turn
6	Stunned 3 turns

Remounting requires one-half turn, as does voluntary dismounting."

- Chainmail, selections from pages 25 and 26



Offensive Bonuses

Offensive bonuses, such as the plus rating of a magic sword are added to the die total in the Man to Man and Fantasy Combat Tables. For mass combat, each point of bonus grants an additional d6 to Hit Dice or Fighting Capability.

Defensive Bonuses

Defense bonuses, such as magic armor are about removing a number of d6's.

"Armor proper subtracts its bonus from the hit dice of the opponents of its wearer. If the shield's bonus is greater than that of the armor, there is a one-third chance that the blow will be caught by the shield, thus giving the additional subtraction."

- Monsters and Treasure, page 31

Thus, whole d6's are removed from the attackers Hit Dice or Fighting Capability for characters. For example, +3 armor could only be hit by an opponent having 4 or more Hit Dice or a Fighting Capability of 4 or more.

Attack/Defense Multiples

Some situations and some creatures may call for a doubling, tripling, etc. of attack and/or defense **values**. This means the appropriate multiplier (i.e. tripling = x3) is applied to the **Fighting Capability** (player characters, mostly) or Hit Dice (creatures) and/or **Hit Points** (the defense value) for the particular creature or situation only.

In some cases it may be specified, (or undertaken at the referee's discretion), to also add the corresponding integer (+2 for doubling, +3 for tripling, etc.) to Armor Class and saving throws. (determined from monster descriptions by Dave Arneson, **Supplement II Blackmoor**: Temple of the Frog, 1975, and First Fantasy Campaign, 1977)

These bonuses to the defensive capabilities represented by armor class are treated in the same manner as a magical armor bonus, meaning they remove damage dice from the opponent as in this quote from Monsters and Treasure: ***Protection: A ring which serves as +1 armor would, giving this bonus to defensive capabilities and to saving throws.***

(page 35)

Grappling

The players or the DM must declare they are attempting to grapple the opponent prior to rolling attack dice at the beginning of a combat round. If the attackers' hit is successful, no damage is dealt. Instead, both the attacker and defender must roll their number of Fighting Capability dice (or Hit Dice for most monsters), add any strength, dexterity and other bonuses, and compare the totals. If it is a tie, the combatants are struggling, with the defender still standing but in the grip of the attackers and unable to use a weapon in the next round. If the defender scores higher than the attackers, the attackers are thrown off and stunned for a number of s equal to the positive difference between the attackers' and defenders' dice rolls. Likewise if the attackers win the dice roll, the defender is thrown to the ground recumbent and stunned for a number of rounds equal to the positive difference between the attackers' and defenders' dice rolls. (Gary Gygax, The Strategic Review Vol. 1, No. 2, Summer 1975)

Chimeras	HH	MH	9
Cockatrice	AF	HF	5
Djinn	HF	HF	7+1
Dragons - Black	HH	HH	6 to 8
Dragons - Blue	HH	HH	8 to 10
Dragons - Golden	HH	HH	10 to 12
Dragons - Green	HH	HH	7 to 9
Dragons - Mottled (Purple)	HH	HH	10 to 12
Dragons - Red	HH	HH	9 to 11
Dragons - White	HH	HH	5 to 7
Dryads	LF	LF	2
Dwarves	By Weapon	By Armor	2
Efreet	HF	HF	10
Elementals - Air	AF	AF	8 to 16
Elementals - Earth	AF	AF	8 to 16
Elementals - Fire	AF	AF	8 to 16
Elementals - Water	AF	AF	8 to 16
Elves	By Weapon	By Armor	1
Ents	AF	AF	6 to 10
Gargoyles	AF	AF	4
Ghouls	LH	HH	2
Giants - Cloud	AF	AF	12 +2
Giants - Fire	HF	AF	11+3
Giants - Frost	HF	AF	10+1
Giants - Hill	HF	HF	8
Giants - Stone	HF	HF	9

Lycanthropes	4	Armd Foot	Hvy Foot		
Ogres	4* (Mornard)	Hvy Ft	Hvy Ft	5	4+1
Orc, Giant		Armd Foot	Armd Foot		1 1/2
Orc, tribal		Hvy Ft	Hvy Ft	6	½ - ½ +1
Roc		Lt Horse	Hvy Horse	4	3+1
Tarn, Cargo		Lt Horse	Hvy Horse		>4
Tarn, Racing		Lt Horse	Hvy Horse		>4
Tarn, War,		4 Lt Horse	8 Hvy Horse		>4
Troll		Hvy Foot	Hvy Foot	4	6+3
True Troll	3	Armd Foot	Armd Foot		12
Wargs		Hvy Foot	Hvy foot		1
Unicorn		Hvy Horse	Hvy Horse	2	4
Wights		Lt Horse	Hvy Horse	5	3
Wraiths		Armd Foot	Armd Foot	3	4
Zombies		Hvy Ft	Hvy Ft	8	1

APPENDIX PART TWO

Marv Breig (Finarvyn) has created and compiled his own list containing many additional creatures as follows below.

Monster Type	Attack Capability	Defense Capability	HD or FC
Balrog	HH	HH	10 to 16
Basilisk	AF	HF	6+1
Black (or Gray) Pudding	None	None	10
Centaur	MH	MH	4

The OD&D with CHAINMAIL Attack Sequence

(derived from CHAINMAIL, OD&D, and Gary Gygax, Swords and Spells, 1976)

1. Reaction Phase – Determination of Surprise, Initiative, and any other encounter reaction. Characters may attempt to communicate with the opponents. Retreats, routs, and fighting withdrawals begin. Spell effects carried over from earlier rounds take place.
2. First Shooting Phase – The side moving first looses projectiles, casts ready spells, and/or discharges breath weapons in the order of highest Dexterity (or the initiative roll if preferred) to lowest unless there is some reason to alter the order. Ties mean the actions are simultaneous. Elves and mounted archers may “split move”, that is, begin their movement (up to ½ move distance as in step 4) and then loose.

Restrictions:

Magic-users cannot move under their own power or actively direct a mount and cast a spell in the same round. Casting magic-users struck by projectiles or engaged in melee lose their spell. Anyone hit by a projectile weapon and receiving damage such that their Hit Points are reduced to zero (0) or less are dead or unconscious and may take no further action in the round.

During a Player’s turn in the combat round they may choose to delay their PCs action until the end of the round. PCs that elect to delay will effectively go last in the round. If more than one PC delays, ALL delaying PCs’ actions will be considered to be simultaneous.

The side moving second (or later) looses projectiles, and casts spells. Same restrictions as above.

3. Action phase – Both sides move or take some action. Charging characters on either side may charge their full distance.

Restrictions:

Characters on either side can only move ½ their movement distance and engage in melee or other activities in the same round unless they charge.

4. Melee Phase – Characters within melee distance fight 1 round of melee.

Restrictions:

Pole weapons (spear, halberd, polearm, lance, and pike) get a free attack first when readied against an onrushing attacker with a shorter

weapon. Magic-users engaged in melee before their spells have been cast have their spell disrupted.

5. Second Shooting Phase – Spells that were started in steps 2-3 take effect. Shooters, except crossbowmen, who didn't move and haven't been engaged in melee may loose again.

Restrictions:

Projectile weapon shooters (archers, slingers, javelin throwers, etc.), can not move and fire twice. They must either move 1/2 movement distance and fire once, or move full distance and not fire.

Crossbowmen can never shoot twice in one round. They move 1/2 movement distance and either shoot or reload but not both; or if they choose to not move at all during the round, they may both fire and reload. A crossbowman who moves and then fires during the second shooting phase must then reload during the first shooting phase of the next round.

The side moving second (or later) shoots second round of projectiles. Same restrictions as above.

7. New round begins

The number of combatants really doesn't make a difference, though the Troop Type combat generally runs a lot faster. Particularly, multiple opponents may be handled fastest with the Mass Combat rules.

Example: A 4th level Fighting Man in Chain and Bastard Sword (DM declares him Heavy Foot) kicks down the door to find a room full of 8 orcs (also Heavy Foot). The Fighting Man rolls his 4 dice, looking for 6's, and the group of orcs rolls 8 dice, also looking for 6's. Each 6, on either side, represents 1 die of damage. This is much quicker than rolling 4 attacks for the fighter, then 8 attacks total for the orcs and adjudicating each attack individually on the Man to Man tables.

You can REALLY speed things up in this system just by having all your players throw their dice simultaneously. So if the 4th level Fighting Man is accompanied by a 3rd level cleric (2 Men), armed with a heavy mace and chain (also scored as Heavy Foot), and a 5th level Wizard (2 men, Light Foot) who chooses not to cast a spell this round, have them all throw their dice simultaneously and count total hits.

But back to our example: When the fighter finishes, the door opposite him gets blown in, and Grog, the orc leader strides in. Grog is a special case:

APPENDIX PART ONE

Below is a complete list of creatures from OD&D, CHAINMAIL™, The Dragon #1 (magazine) and First Fantasy Campaign™, that have published troop type ratings. Combats with these creatures should always use these ratings, regardless of arms and armor.

Name	FC	Attack	Defend	AC	HD
Basilisks		Hvy Foot	Hvy Foot	4	6+1
Centaur	2*	1 by man type, 1 by Md Hrse		5	4
Cockatrices		Hvy Foot	Hvy Foot	6	5
Dragon	4	Hvy Horse	Hvy Horse		1-12
Dwarves		Hvy Ft	Lt Ft	4	1
Giant Eagle		4 Lt Horse	8 Hvy Horse		
Elemental, Air	4	Lt Horse	Lt Horse	2	8
Elemental, Earth	4	Md Horse	Md Horse	2	8
Elemental, Fire	4	Hvy Horse	Hvy Horse	2	8
Elemental, Water	4	Lt Horse/land - Hvy Horse/water	Lt Horse/land - Hvy Horse/water	2	8
Elves		Hvy Foot	Hvy Foot		1+1
Ent	6	Armd Ft	Armd Ft	2	8
Ghoul		Lt Horse	Hvy Horse	6	3
Giant	12	Armd Ft	Hvy Foot	4	12
Giant Wolves		Lt Horse	Lt Horse		
Goblins		Hvy Ft	Lt Ft	6	1
Halfling		Lt Foot	By armor		1
Hobgoblins		Armd Ft	Hvy Ft	5	1 1/2
Kobolds		Hvy Ft	Lt Ft	7	1 1/2

remain on the field). In the next round, initiative order will switch to faster, lighter weaponry, giving the Bishop the first blow over his opponents.



3.0 USING CHAINMAIL WITH FANTASY COMBAT

Characters with Hero, Superhero, and Wizard Fighting Capabilities and creatures listed on the fantasy combat table (or deemed equivalent) may use this table to resolve combats quickly.

Roll 2d6, apply any modifiers and consult the table. A result equal or above the number indicates a hit.

“When fantastic combat is taking place there is normally only one exchange of attacks per round, and unless the rules state otherwise, a six-sided die is used to determine how many hit points damage is sustained when an attack succeeds. Weapon type is not considered, save where magical weapons are concerned.”

– Strategic Review 1975, Frequently Asked Questions

Alternatively, players may use the table as originally intended with the understanding that it may result in the instant death of the character.

- *Score EQUAL or UNDER total shown on the table means NO EFFECT.*
 - *Score OVER the total shown above indicates that the DEFENDER IS KILLED*
- CHAINMAIL Appendix E*

an orc to whom the DM has assigned 4 hit dice. To run this combat with a more cinematic flair, the DM switches to Man-to-Man, giving the class abilities, arms and armor more importance (though if he really wants to, he can stick with Troop Type).

That's all done, now, and the Fighting Man moves on to the next room. There an ogre waits for him. Time to move onto the Fantasy Combat table.

1.0 USING THE MASS COMBAT RULES: (a.k.a. the “normal” rules)

In CHAINMAIL there are six relevant classifications of troops for D&D combat; three categories for foot soldiers, and a similar grouping for cavalry. Some monsters (Dragons, for example) will be rated as cavalry rather than foot when determining attack and defense capabilities.

INFANTRY	CAVALRY
• Light Foot	• Light Horse
• Heavy Foot	• Medium Horse
• Armored Foot	• Heavy Horse

ALL creatures must be rated as equivalent to a number of Men of a certain Foot or Cavalry “Troop type”. A “Man” is equivalent to “Either Heavy Foot, Armored Foot, Light Horse, etc., depending on arms and situations...” This means that there is some leeway for interpretation on the part of the players and the final determination may be influenced by fighting styles, training, culture and so forth.

“As far as how do monsters attack normal men in CHAINMAIL - they were given a normal equivalent. Ogres, for instance, were considered (I think) equivalent to 4 Heavy Foot. You would simply use the normal combat tables. Of course, most monsters had huge morale impacts on normal men.”

– Mike Mornard - webpost

1.1 DETERMINING TROOP TYPE

"First level of the Dungeon

Barracks Room

...All men are as heavy infantry with either leather and shield and/or studded leather and shield with either swords or spears."

- Supplement II, Blackmoor, p. 40: Temple of the Frog, 1975

Each character and creature will have a separate troop type rating for defense and for attack. For Player Characters and most humanoid creatures this will depend on "arms and situations", (CHAINMAIL, Appendix A) and be based on Armor Class for defense and weapons for attack as detailed below.

Attack Rating (determined by weapon class):

Light Foot

Arrow, Dagger, Hand Axe, Javelin, Pick, Quarter Staff, Short Sword, Sling, Spear/Thrown

Heavy Foot

Battle Axe, Bolt, Flail, Mace, Morning Star, Spear/Thrust, Broad Sword, War Hammer

Armored Foot

2 Handed Sword, Halberd, Lance, Pike, Pole Arms

Defense Rating (Based on Armor Class)

Light Foot

AC 9-7 (No Armor through Leather or Leather & Shield)

Heavy Foot

AC 7-4 (Leather & Shield through Chain Mail & Shield)

Armored Foot

AC 4-2 (Chain Mail & Shield through Plate & Shield)

- Armor Class 7 can be classed as either Light or Heavy and AC 4 can be either Heavy or Armored, taking into account the nature, training, background, and fighting style of the combatant. For player characters, fighting-men and clerics always get the heavier rating and for thieves its always the lighter rating.

sword (4), while the longest weapons in the fight are the flail (7) and spear (8). The mace is ill-suited to combat leather armour and shield (requiring a 9+ on two dice to hit), while the sword, flail and spear are of varying use against chain and shield (9+, 7+ and 10+ respectively).

After enduring a surprising and withering barrage of insults, Eustace charges the scalawags (he won initiative and chose to move first). The bandits with flail and spear get the first defensive strike (for reach), followed by Eustace (as attacker) and then finally the swordsman brigand (as defender).

As a Bishop, Eustace fights with four attacks (one with a -1 penalty), and as long as he diverts some of his attacks against the flail and spearman, the speed of his mace will grant him a bonus attack against those opponents as well. While the Brigands declare their single attacks on Eustace, the clergyman plans to engage all of his foes (if he does so, he will gain a bonus attack for speed against the spear and flail thugs). Further, Eustace declares his intent to parry the bandits' attacks - a minor parry against the lightning fast sword (costing one attack, in this case the penalized one) and a midi parry against the other two combatants (costing one attack each, but with the possibility of disarming or riposting the enemy).

Now it is time to resolve the action. The spearman strikes first, needing a 10+ on two dice to pierce the Bishop's chain mail and shield, and taking a -2 penalty for the parry attempt. An attack roll of 8-2 proves insufficient, and Eustace will regain his lost attack with a riposte. The bandit armed with the flail needs a 7+ on two dice with a -2 penalty, and connects with a roll of 10-2 (Eustace takes 2 hit points of damage and loses his chance to riposte). Eustace would levy his initial strike here, but by parrying he defers the action to the swordsman, who promptly misses his swing (the Bishop does not regain his spent attack in a riposte, as the sword is not significantly slower than the mace). Now Eustace may foist his initial blow, directed towards the swordsman, smashing him with a roll of 11 for 2 points - enough to kill him outright.

Eustace may now take his remaining strikes - of his initial four, he has lost two in parry attempts and spent another to dispatch the swordsman. The one basic attack that remains is owed to the spearman (the riposte). However, as he has engaged both the spearman and the flail thug with attacks (albeit ones spent on parry attempts), he gains a bonus strike against each for weapon speed. The spearman is clubbed once for 3 points of damage (not enough to fell him) and the brigand with the flail goes unharmed.

As one third of the enemy force has been slain, the bandits must now check their morale (likely testing as light foot, needing an 8 or better on two dice to

- *For any defender whose weapon is four to seven classes lower than the attacker, the defender has the option to give the first blow OR parry the attacker's blow, by subtracting 2 from the attacker's roll. If the attacker equals the original requirement for a kill the higher weapon breaks the defender's weapon. If the parry is successful, the defender gets one counter blow.*
- *For any weapon whose class is eight or more classes lower than the attacker, the defender gets the first blow and may parry the second or strike the second. He subtracts one for the parry and a roll equal to the original kill requirement breaks the weapon. (Pikes, spears or lances of the attacker do get the first blow over lower class weapons if there is a charge. Here the length of the weapon prevents the defender, even with his lighter weapon, the ability to get the first blow.)*

- Chainmail, page 25-26

Two Weapon Combat and Shield Bashes

Although it will negate a shield's defensive bonus, a character may gain 1 additional attack using their shield offensively or with a weapon held in the second hand in place of the shield. Such attacks do half normal damage. The character wielding two weapons may elect to attempt to parry with the offhand weapon or both weapons, as desired.

- Arneson and Snider, Adventures in Fantasy, p.52, 1979

Mounted Combat

"On the 2nd round of melee the horse as well as its rider attack, the horse counting as the following weapon(s), and able to attack a different opponent than its rider, but only footmen:

Light 1 Mace

Medium 2 Maces

Heavy 2 Flails"

- CHAINMAIL, selections from p25 and 26

Combat Example: In this mock battle, three highwaymen accost Bishop Eustace the Useless (a 6th level cleric of St. Marr, armed with chain mail, shield, mace and 20 hits). The brigands are three normal men with leather armour and a shield, armed with a spear (5 hits), sword (2 hits) and flail (3 hits) respectively. The fastest weapons in the fight are the mace (3) and

For example, the temple guards referred to in the Blackmoor quote above, protected with leather and shield (AC7) are classified as Heavy Foot. Whereas in this example of bandits from page 5 of Monsters and Treasure:

"Composition of Force: Light Foot (Leather Armor & Shield) = 40%; Short Bow (Leather Armor) or Light Crossbow (same) = 25%; Light Horse (Leather Armor & Shield) = 25%; Medium Horse (Chain Mail & Shield, no horse barding) = 20%. All super-normal individuals with the force will be riding Heavy, barded horses."

Here we see the bandits are classified as Light Foot despite armor identical to that of the guards.

- Some monsters are given special attack and defense ratings regardless of their weapons and armor and may have a specified Fighting Capability. Dwarves, for instance, are considered equivalent to 4 Heavy Foot on the normal combat tables. See the Appendix part 1 for a list of such creatures.
- Players should note their attack and defense classes on their character sheet. Larger and/or deadlier monsters may defend and attack as a Cavalry type, as determined in the monster's description. The differentiation between Light and Medium Horse is dependent upon whether or not the horse is barded. Heavy Horse indicates full armor for both horse and rider.

1.2 COMBAT PROCEDURE

Attack/Defense capabilities versus normal men are simply a matter of allowing one roll as a man-type for every hit die, with any bonuses being given to only one of the attacks, i.e. a Troll would attack six times, once with a +3 added to the die roll.

- Monsters & Treasure, page 5

Characters throw dice based upon their Fighting Capacity and Troop Type (attacker rating) vs. a defender's Troop Type (defense rating) as shown in Appendix A, page 40 of CHAINMAIL or as summarized on the following table

Determining Hits

Attacker	Defender						
	Unarmed	LF	HF	AF	LC	MC	HC
Unarmed	1/1 (6)	1/2 (6)	1/3 (6)	1/4 (6)	1/4 (6)	1/5 (6)	1/6 (6)
LF	1/1 (5+)	1/1 (6)	1/2 (6)	1/3 (6)	1/2 (6)	1/3 (6)	1/4 (6)
HF	1/1 (4+)	1/1 (5+)	1/1 (6)	1/2 (6)	1/2 (6)	1/3 (6)	1/4 (6)
AF	2/1 (4+)	1/1 (4+)	1/1 (5+)	1/1 (6)	1/1 (6)	1/2 (6)	1/3 (6)
LC	2/1 (4+)	2/1 (5+)	2/1 (6)	1/1 (6)	1/1 (6)	1/2 (6)	1/3 (6)
MC	3/1 (4+)	2/1 (4+)	2/1 (5+)	2/1 (6)	1/1 (5+)	1/1 (6)	1/1 (6)
HC	4/1 (4+)	4/1 (5+)	3/1 (5+)	2/1 (5+)	2/1 (5+)	1/1 (5+)	1/1 (5+)

The numbers indicate dice thrown per "man", i.e. Fighting Capability, with the number in parentheses being the target number needed to register a damaging hit. For example a Light Foot attacking a Light Foot gets 1 die per Fighting Capability with 6 needed to wound.

Determining # of rolls in Mass Combat

The Mass Combat Tables of CHAINMAIL give the number of die you can roll per the number of men represented in each situation. In some cases the math may not work out evenly, for example:

A 7th level Fighting-man (Champion), typed as Light Foot, attacking a single Heavy Horse: 1 die per four men, a 6 hits. The Champion would get one roll, a 6 = 1 Hit. (using 4 "Men" of the Fighting Capacity of 7 Men leaving 3 men).

In this case there are two options:

Option 1

Players may simply round up, always allowing the character with "left over" Fighting Capability to add one more die to the roll. Thus the 7th level fighting-man above, having 3 "men" of his FC left would roll another attack die – two dice in total. If players choose this option they may use the table below to determine the number of dice they may roll to attempt to get hits. The table cross references their Fighting Capability with the "dice per man" ratio determined on the preceding table.

Melee Table

It may occur that a combatant will get more than one roll for each of their attacks. *Note that each weapon listed has a number designating its class. The shorter and lighter the weapon, the lower its class. A man wielding a weapon four classes lower (1 vs. 5, 2 vs. 6, and so on) strikes two blows during every melee round. If a man has a weapon eight classes lower, he will strike three blows during every melee round. (See Appendix B.)*

For any man attacking from the rear in melee (after accepting all pass-through and split fire): add one to the die roll of the attacker and give the defender no counter attack".

– Selections from Chainmail, page 25



Parry

- *For any weapon 2 or more classes higher than the attacker the ability to parry does not exist.*
- *For any weapon 1 class higher to three classes lower than the attacker the defender may parry the blow by subtracting 2 from the attacker's roll, but he has no counter blow.*

would take 8 hits to kill. Player characters may continue to track hit point damage, if they choose.

2.0 USING CHAINMAIL WITH MAN TO MAN

The Man to Man system allows combat to become more detailed and tactical to whatever degree the players desire. When combatants enter the melee phase of the combat round, 2d6 are rolled for each attack the combatants possess. *"The order of striking depends upon several factors. The man striking the first blow receives a return blow only if he fails to kill his opponent."*

1st Round:

First blow is struck by —

- a) the attacker, unless*
- b) the defender has a weapon which is two classes higher, or*
- c) the defender is fighting from above (castle wall, rampart, etc.).*

2nd Round and thereafter:

First blow is struck by —

- a) the side which struck first blow previously, unless*
- b) the opponent has a weapon which is two classes lower, or*
- c) the opponent is fighting from above.*

Men attacked from the rear do not return a blow on the 1st round..."

- Chainmail, page 25

When the melee involves combatants with a Fighting Capability or Hit Die greater than 1, and or multiple combatants engaging each other, the melee phase of the round is best carried out in alternating order such that the attacker then defender roll their attacks/counterattacks. In the case of a 5th level fighter attacking either a 3rd level fighter or three 1HD monsters, the rolls would be Attacker then Defender, A then D, A then D, A, A, - so the 5th level attacker gets two "free" attack rolls at the end with no chance of parry or counter attack. If both survive the sequence starts over in the next round.

FC	# of Dice to Roll								
	4/1	3/1	2/1	1/1	1/2	1/3	1/4	1/5	1/6
1	4	3	2	1	1	0	0	0	0
2	8	6	4	2	1	1	1	0	0
3	12	9	6	3	2	1	1	1	1
4	16	12	8	4	2	1	1	1	1
5	20	15	10	5	3	2	1	1	1
6	24	18	12	6	3	2	2	1	1
7	28	21	14	7	4	2	2	1	1
8	32	24	16	8	4	3	2	2	1
9	36	37	18	9	5	3	2	2	2
10	40	30	20	10	5	3	3	2	2
11	44	33	22	11	6	4	3	2	2
12	48	36	24	12	6	4	3	2	2
13	52	39	26	13	7	4	3	3	2
14	56	42	28	14	7	5	4	3	2
15	60	45	30	15	8	5	4	3	3
16	64	48	32	16	8	5	4	3	3
17	68	51	34	17	9	6	4	3	3
18	72	54	36	18	9	6	5	4	3
19	76	57	38	19	10	6	5	4	3
20	80	60	40	20	10	7	5	4	3

Option II

Players who desire a more nuanced system than always rounding up the number of dice thrown, may instead refer to the chart below for the remaining "3 Men" of the Champions Fighting Capability:

For Chainmail Combat Table

- 1 die per 2 men and you have only 1 man then allow two rolls with both rolls needing to succeed in order for a single hit to be scored. (5-6 and 5-6 = 1 Hit).

- 3 men per hit, you have 1 man = roll 3, 3 need to hit.
- 3 men per hit, you have 2 men = roll 3, 2 need to hit.
- 4 men per hit, you have 1 man = roll 4, 4 need to hit.
- 4 men per hit, you have 2 men = roll 4, 3 need to hit.
- 4 men per hit, you have 3 men = roll 4, 2 need to hit.

So to return to our example, the Champion's player would roll 4 more die (4 men per hit, you have 3 men = roll 4, 2 need to hit). If two of those die indicates hits, then the player may roll one more die for additional damage.

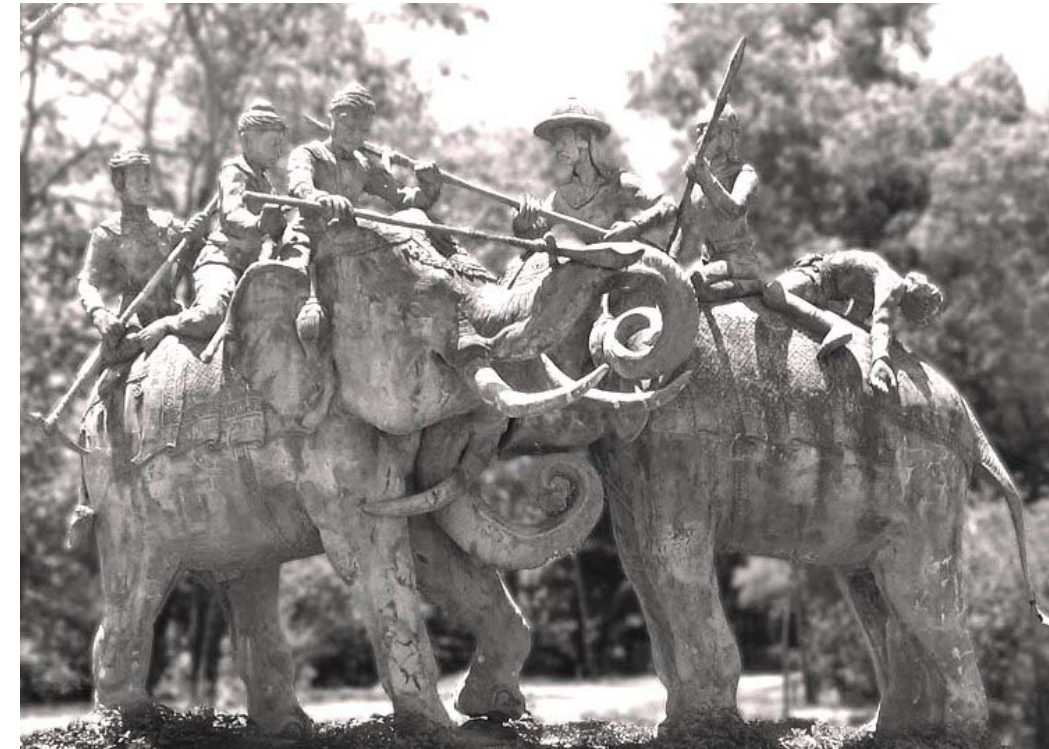
Projectiles

An adaptation of the Mass Combat projectile ("missile") tables from CHAINMAIL is provided below and can be used if desired. Some DM's find the finer grained Man to Man rules more suitable, and either system can be used with the other.

Use the table appropriate to the targets troop type and roll 1d6. Check attackers Fighting Capability against the results of the die roll to determine hits, if any and the number of damage die to roll.

FC	Armor Class 9		Armor Class 8-5		FC	Armor Class 4-2	
	1-3	4-6	1-3	4-6		1-3	4-6
1-2	0	1	0	0	1-3	0	0
3-4	1	2	0	1	4-8	0	1
5-6	2	3	1	2	9-12	2	3
7-8	3	4	2	3	17-20	3	3
9-10+	4	5	3	3			

Apply any + or - attack modifiers, such as that for magic weapons, to the Fighting Capability of the attacker. Further, it is recommended that a +3 and -3 be applied to the attackers Fighting Capability for short and long ranges, respectively. Subtract any defensive bonus from the number of damage dice to be rolled, as usual.



More Examples

If you have a Hero rated as Light Foot fighting a single Heavy Horse the Combat Tables of Chainmail gives you 1 die per four men 6 Kills. The Hero would get one roll, a 6 = 1 Hit.

Six Men (as Heavy Foot) are attacked by a Dragon. The Men cannot harm the dragon; the Dragon counts as four Heavy Horse and makes twelve (!) rolls, each 5 or 6 hits one Man.

A Warrior (as Heavy Foot) fights three Men (as Armored Foot). The Warrior rolls on the Combat Tables as 1/2(6 hits), so a maximum of two dice (if you round up), with a bonus of +1 on one of the dice. Thus, he rolls two dice, with a +1 bonus to one of them. The Men, meanwhile, attack on a straight 1/1 (5 or 6 hits).

1.3 DAMAGE

Apply any modifiers and roll appropriate damage dice (usually a d6) for each successful hit.

When more than one opponent is struck for damage but it is not clear which ones, roll randomly to see which opponents are hit.

Damage Option: instead of tracking hit points for monsters and non-player characters, simply have any hits remove a hit die. An 8 HD monster, then,