

Advanced Dungeons & Dragons®
2nd Edition

BATTLESYSTEM™

SKIRMISHES
Miniatures Rules

The miniatures game for everyone! Rules for man-to-man fantasy combat using miniature figures and the AD&D® game setting.



BATTLESYSTEM™ Skirmishes Miniatures Roster

Miniature	Hits	AC	AD	THAC0	Range	ML	MD/CD	CB	MV	XP	AL	Size	Exp.

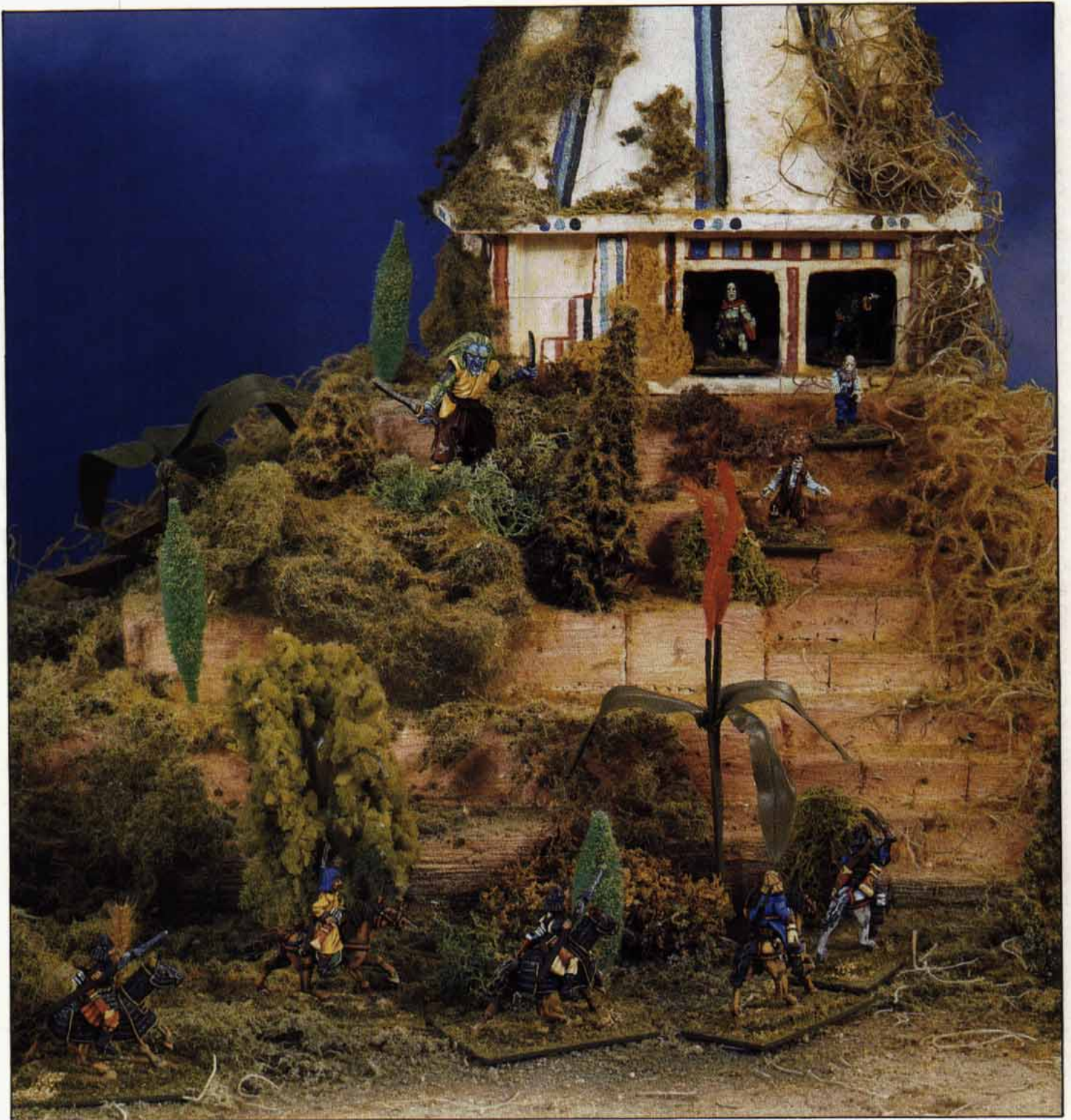


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Introduction



Basilisk

Hits	6
AC	4
AD	1
THACO	14
Range	2/4/8
ML	12
MD/CD	—
CB	—
MV	6
XP	975
Size	M
AL	N
EXP	Monster

This book gives you complete rules for playing tabletop battles with miniature figures. It is not a game of army against army. It is designed for use with a small to medium number of miniatures (10 to 50) where each miniature figure represents a single man or creature on the gaming table. You can use nearly any set of miniatures to build a battle scenario.

This game is designed to mesh easily with the **ADVANCED DUNGEONS & DRAGONS®** 2nd Edition game. All of the rules are compatible with the **AD&D®** game. The troops and monsters are drawn directly from the **AD&D** *Monstrous Compendiums*. The spells are adapted from those in the **AD&D** *Player's Handbook*.

While *Skirmishes* does not require the use of the **AD&D** game, these rules can add tremendous color and excitement to role-playing scenarios. Anyone familiar with the **AD&D** game environment will feel right at home with *Skirmishes*.

The rules in this book are structured to allow you to learn them easily. The basic game rules are described first. Once they have been mastered, you can move on to the expanded rules. The basic game covers everything you need to play a miniatures battle and have loads of fun. The expanded rules can be added one at a time as you want them, to cover special situations in your games.

Spirit vs. Letter

A miniatures game is rarely an exact set of rules. There are too many factors involved and too many undefined, gray areas. No single book, or even several books, could cover all possibilities and keep a format which allows for quick and easy reference. As a player you have an important decision to make: will you play this game by the letter of the rules or by its spirit? If you choose to play by the letter of the rules, you are guaranteed

to get into arguments with the other players. If you play by the spirit of them, you will have fun and avoid a lot of frustration.

Common sense is a wonderful tool given to all (well...most) human beings. Whenever a "fuzzy" situation occurs, one not made crystal clear by the rules, use that common sense. The specific rules you will find here are complete enough to provide guidance in most situations. The spirit of these rules is complete enough to provide answers to all situations. However, you may have to apply common sense and an attitude of compromise to find them.

What You Need to Play

FIGURES: Miniature figures, cast from metal or plastic, make the best troops for your army. The game is designed to be played with 25mm scale figures and a ground scale of 1 inch = 10 feet. This chapter and Appendix D contain information on preparing figures for play. (Appendix D is a short course on painting miniatures.)

PLAYING SURFACE: A miniatures game requires a large, flat surface. You can use a section of floor, but for several reasons, a tabletop is much better, especially in a household with animals or small children. The table should be large enough to allow room for maneuvering, but small enough so any part of the table can be reached from at least one edge. The scenarios given in this book are designed to be played on a table that is roughly 4 ft. × 8 ft.

TERRAIN: The playing surface usually represents something other than a flat, featureless plain. Whether you are playing a predesigned scenario or one of your own creation, the battlefield is likely to have hills, rivers, buildings, forests, or other kinds of physical features that affect how the

Introduction

battle plays out.

If you are new to miniatures gaming, these terrain pieces can be very simple and abstract. Strips of construction paper can mark a river. A few large books can be scattered around to represent low hills, while a small book on top of a larger one can represent a high hill.

Of course, a whole host of products is available to make your battlefield look like a grand diorama. Sloping Styrofoam hills, detailed miniature trees, model buildings, and other realistic features will bring the battlefield to life. Finding new and ingenious ways to make terrain is part of the fun.

DICE: Where would any game be without dice? The basic die for *Skirmishes* is a 20-sided die. Have at least four 20-sided dice available, and more is better. The expanded rules tables use all of the polysided dice; 4-,

6-, 8-, 10-, 12-, and 20- sided, plus percentile (100-sided) dice.

MEASURING STICK: Several rulers and measuring tapes should be kept handy at the gaming table. Every player will need to make several measurements during each round. The best tools for this are those metal tape measures that remain rigid when extended. Rulers or yardsticks are adequate most of the time, but they don't do so well at measuring curves and arcs. Some players find it handy to have pieces of cardboard cut to specific, handy lengths (6, 9, 12, and 18 inches are common measurements in the game).

A piece of string is also useful. Many times a line of sight question can be resolved by stretching a piece of string between the two points. If the string cannot be pulled taut without touching something, the line of sight is blocked.



Basilisk

A basilisk's gaze turns creatures to stone—even creatures in ethereal form—at a range of 6 inches. Victims are allowed to make a saving throw vs. petrification.



Here are a few examples of the items needed to play the *Skirmishes* game: dice, miniatures, a ruler, terrain pieces, a string.



Bugbear with spear

Hits	3
AC	4
AD	1(1)
THACO	16(18)
Range	2/4/8
ML	11
MD/CD	5
CB	—
MV	9
XP	120
Size	L
AL	CE
EXP	Regular

Introduction

Preparing Your Miniatures

Many different types of miniature figures are available for use with *Skirmishes*, ranging from historically realistic foot soldiers wielding spears to fantastical flying dragons.

SCALE: One inch on a *Skirmishes* gaming table represents 10 actual feet. This includes elevation and horizontal distances. Most fantasy miniatures are in 25mm scale, which means they are about an inch tall. Obviously an average man is not 10 feet tall. But the miniature is only a representation of the character on the gaming table. Monsters are dealt with in the same fashion; they are usually not the exact size the miniature portrays. (Remember, this is a game, and games are for having fun, so don't worry too much about the exact scale of the miniatures.)

BASES: Each miniature should be mounted on a cardboard, wood, or metal base. The base does two things: it represents the area the miniature can control and prevents the miniature from falling over during play. The exact size of the base is not critical. You can make bases that look right to you or use the recommended sizes listed on Table 1. Either type will work fine. Square bases are recommended because they make it easy to visualize the four facings of the figure. Some players prefer round or hexagonal bases, and these are fine, too.

For *Skirmishes*, miniatures are grouped into six sizes according to the size of the creatures they represent. The "real" size of the creature and the recommended base size are referenced on Table 1. For some miniatures (horses in particular) the base should be rectangular. The dimension in the table always refers to the longest side.

Not all miniatures will fit on these

bases. A dragon, for instance, may be stretched out on the ground. This would require a much larger base, longer than it is wide. It is more important that the miniature fits properly on the base than it is to have all bases conform to some rule. The "Tiny" category is included for completeness. Very few miniatures are available in this size, and playing with figures on 1/4" bases is difficult.

Table 1. Recommended Base Sizes

Class	Size	Base
(T)iny	2'	1/4"
(S)mall	2'—4'	1/2"
(M)an-sized	4'—7'	3/4"
(L)arge	7'—12'	1"
(H)uge	12'—25'	1 1/2"
(G)argantuan	25+'	2"

COMBAT VALUES: Each miniature in the game has a set of combat values. These must be known before you can begin playing the game. In order to save space, the names of these values have been abbreviated. Following is a list of abbreviations and their meanings. Appendix B gives extensive lists of values that you can use. In Appendix A you will find rules for converting standard AD&D® game creatures into *Skirmishes* figures.

Throughout this book, every set of facing pages has an example of a painted miniature. With the photo is a listing of the combat values for that miniature. These photos are arranged in alphabetical order throughout the book. Appendix B includes combat summaries for these miniatures, also.

If you are playing with only the core rules, ignore combat values that appear after a slash or in brackets and braces. These are for the expanded rules and cover larger than man-sized targets, charging, and bracing for a charge.

HITS: Stands for Hit Dice. This is the number of successful hits the miniature can take before dying.

Introduction

AC: Stands for Armor Class. This is a number between 10 and -10 representing the defensive skill or armor of the miniature. Smaller numbers are better. It adjusts the opponent's THACO, making it more difficult for him to score a hit.

AD: Stands for Attack Dice. This represents the miniature's deadliness. It is the number of dice that the miniature rolls in combat. Missile damage is shown in parentheses.

THACO: Stands for To Hit Armor Class 0. This is a number from 2 to 20 which represents the miniature's combat skill. Low numbers are better, because a roll equal to or above the adjusted THACO is considered a hit. Missile THACO is shown in parentheses.

RNG: Stands for Range. It defines the short, medium, and long range dis-

tance for missile weapons. The three numbers are typically separated by slashes.

ML: Stands for Morale. This is a number ranging from 1 to 20 that represents the miniature's willingness to fight. In bad situations the miniature must roll under its morale value in order to stay and fight rather than run away.

MD/CD: Stands for Morale Distance or Command Distance. This is the distance in inches the miniature can be from another miniature in its unit. If it moves further away, it must make a morale check. The command distance performs a similar function for the commander. This value is only used in the expanded rules.

CB: Stands for Command Bonus. This value is only applicable to field commanders. It represents the morale



Bugbear with spear

Bugbears carry only one throwing spear.

Base Sizes to Scale

Horse

$3/4" \times 1 1/2"$

Large Mount or Chariot

$1" \times 2"$

Gargantuan

$2" \times 2"$

Huge

$1 1/2" \times 1 1/2"$

Man Sized

$3/4" \times 3/4"$

Small

$1/2" \times 1/2"$

Large

$1" \times 1"$

Introduction



Catablepas

Hits	6
AC	7
AD	1
THACO	16
Range	—
ML	11
MD/CD	—
CB	—
MV	6
XP	975
Size	L
AL	N
EXP	Monster

bonus the commander can add to a unit under his command. This value is only used in the expanded rules.

MV: Stands for Movement. This represents the number of inches the miniature can normally move in unobstructed terrain.

XP: Stands for Experience Points. This is the point value of one miniature of this type. Scenarios are rated by XP per side. Each player purchases miniatures up to his XP allotment.

AL: Stands for Alignment. All of the miniatures on a side must be of similar alignment. Alignment is abbreviated as a two-letter code. The first letter stands for either law, neutrality, or chaos, and the second letter for good, neutrality, or evil. Neutral/neutral is just called neutral.

SZ: Stands for size. This is the size class of the miniature as defined by Table 1.

EXP: Stands for Experience. This is the combat experience rating of the miniature. There are seven different ratings (rabble, irregulars, regulars, veterans, elite, heroes, PCs). Units with lots of battle experience are less likely to suffer from poor morale and do not rely heavily on their leaders. EXP is only used in the expanded rules for units.

MR: Stands for Magic Resistance. For most creatures this is standard, or zero. Some powerful creatures have a natural resistance to all magical effects. This number is a value from 1 to 20.

UNITS: A unit is a military structure which links several miniatures together. This usually means the miniatures act together. Not all scenarios require the use of units. All miniatures in a unit move at the same time, fight at the same time, and check mo-

rale at the same time. Units are covered in detail in the expanded rules. Any reference to units in the core rules is assumed to apply to individual miniatures as well.

The Referee

A referee is not necessary in *Skirmishes*. In some cases however, a referee can greatly enhance the play of the game. The job of the referee is to oversee the rules. If there is a dispute between players about an interpretation of the rules, the referee makes a judgement. His decision is binding. Debate is OK after the game, but during play the referee's word is law.

Some scenarios may call for hidden movement or secret actions. The referee must keep track of these and note their effects on the game table. Hidden movement and secret actions can add a new dimension of fun to the game.

Usually the referee is not a regular player. His sole job is to resolve disputes and handle hidden information. In simple scenarios, however, the most experienced player can often do double duty as the referee, if he can remain impartial.

If the scenario being played evolved out of a role playing situation, the referee will in all likelihood be the Dungeon Master from the role-playing session. In that case, chances are he is playing one side of the conflict and controlling some of the other side's forces as well. He must try to be fair and impartial in his rulings.

Chapter 1

Sequence of Play

Each round in *Skirmishes* consists of several steps, performed in the order described here. You might not recognize some of the terms used below, but they are all explained in the rules that follow.

Table 2. Round Sequence

1. Determine initiative
 - a. Declare opportunity fire
2. Movement
 - a. Reform units (expanded rules)
 - b. Execute opportunity fire
 - c. Rally checks
3. Combat
 - a. Melee combat
 - b. Missile combat
 - c. Magic (expanded rules)
4. Morale checks

DETERMINE INITIATIVE: Each player rolls a 20-sided die. Initiative is determined individually for each player, regardless of how many players are on a side or team. The player with the lowest die roll has won initiative; ties are re-rolled. Keep track of the initiative rolls. They will be needed again in the combat phase.

DECLARE OPPORTUNITY FIRE: All players declare which miniatures are going to perform opportunity fire. This is done in reverse initiative order—start with the highest die roll and declare in descending order.

MOVEMENT: Each player now moves his miniatures. Again, the player who lost initiative must move first. He can move all, some, or none of his miniatures. Then the next player does the same for his miniatures, followed by the rest in descending order. The player who won initiative always moves last.

A miniature may get to perform opportunity fire during another play-

er's movement. When the player moving a miniature has declared his path (see movement below), another player may interrupt him at any point on that path to perform opportunity fire.

A miniature that is routed must perform rout movement during this phase. A miniature that is shaken has two options: move and remain shaken, or remain stationary and try to rally (they can fight if attacked). The rally die roll is not made until the morale phase.

COMBAT: Each miniature that is not routed or trying to rally can attack during the combat phase, either in melee, with a missile weapon, or with magic. Players make their attacks in initiative order, starting with the player who won initiative and then ascending.

Specific types of attacks from one player's miniatures are not performed in any set sequence within the combat phase. Melee, missile fire, and spell casting can happen in any order. Each figure can make one such attack, unless the ability to attack more than once is noted as a special power for that miniature.

MORALE CHECKS: Each miniature is examined to see if something which happened during the round makes a morale check necessary. All routed miniatures must make a rally check during this phase. Shaken miniatures can make a rally check if they did not move in the movement phase. The die roll is made and the results take effect immediately.



Catablepas

A catablepas can perform a melee attack in any direction. Its opponent must save vs. paralyzation or be stunned for 1d10 rounds. Each round the catablepas has a 25% chance to lift its head sufficiently to conduct a deathray attack with an 18" range, victim must save vs. death.

Part One Core Rules

Chapter 2

Initiative

Initiative is merely a nice word for "who goes first." Before the players actually start moving their miniatures, they must determine the initiative order for the round. Determining initiative is always the very first thing done in each round.

THE DIE ROLL: To determine initiative, each player rolls a 20-sided die; re-roll if there is a tie. The player with the lowest die roll has won initiative and gets several advantages during the round.

EFFECTS ON MOVEMENT: The player with the highest die roll must move all of his miniatures first. The other player then moves all of his miniatures. If there are more than two players, they move in descending order. It is advantageous to move last: that way you can react to what the other players do.

EFFECTS ON COMBAT: Contrary to movement, it is more advantageous to fight first. If you can kill one of the other player's miniatures, it won't be able to return the attack. Therefore, when the combat phase starts, the player with the lowest initiative roll attacks first and the one with the highest roll attacks last.

In a game between just two players, if either player rolls an unmodified 1 or 2 on any of his attack dice, initiative switches to the other player. All the combat actions for that miniature are resolved before turning the initiative over to the other player.

INITIATIVE EXAMPLE: Steve and Jill are playing a *Skirmishes* scenario. During initiative, Steve rolls a 13 and Jill rolls a 5. Steve rolled higher, so he moves all of his miniatures first, then Jill moves all of hers. Moving on to

the combat phase, Jill begins to roll her attacks. While rolling the attacks for a mounted warrior, one of the dice shows a 2. She finishes rolling the attacks for the warrior and the horse. Steve now starts rolling his attacks. When he is through, Jill finishes any attacks she might have left for the round.

If Steve had rolled a 1 or 2, the combat initiative would have been given back to Jill. It is possible, though unlikely, for initiative to switch sides several times in a round.

Multi-Player Initiative

WHO ROLLS INITIATIVE. Each player rolls initiative individually, regardless of how many players are in the game or how many are on the same side or team. If two players roll the same number, they still use that number to determine when they move relative to the rest of the players. However, they must roll again until they get different numbers to see which player goes first. It is not uncommon for players on the same team to be moving and fighting at different times due to the variety of initiative rolls.

EFFECTS ON COMBAT: The rule of ones and twos described for a two-player game above is not used in a multi-player game. Rolling a natural 1 or 2 in combat in a game with more than two players does not mean anything special; initiative does not change hands mid-combat. (This rule is intended mainly to cut down on confusion in large games. Referees who don't mind keeping track of which figures have attacked and which haven't are free to experiment with this rule.)

INITIATIVE EXAMPLE: Four players in a scenario roll a 3, two 5s, and a 16 for initiative. The players that rolled 5s re-roll to settle the tie between themselves and get a 4 and an 18. The



Chimera

Hits	9
AC	6/5/2
AD	5
THACO	11
Range	—
ML	13
MD/CD	—
CB	—
MV	9, Fl 18(E)
XP	5,000
Size	L
AL	CE
EXP	Monster

Part One Core Rules

first player to move is the one who originally rolled a 16. Next is the player who originally rolled 5/18. After him is the player who rolled 5/4. The last player to move is the one who originally rolled a 3. This order is exactly reversed for combat.

Declaring Opportunity Fire

WHEN TO DECLARE: Immediately after initiative has been rolled, players can choose to have miniatures perform opportunity fire rather than move. The players do this in initiative order, as in movement. The highest roll announces first and the lowest roll announces last.

MOVEMENT: A miniature can change facing immediately when it is designated for opportunity fire. It has now set up a field of fire to anything within its line of sight. This extends up to 45 degrees to either side of his

forward face. Later in the round, when the other players are moving their miniatures, if any of them move into the line of sight of a miniature performing opportunity fire, it can shoot at them.

Once this declaration has been made, the miniature is not allowed to move or change facing unless it is engaged in melee by an enemy miniature. In that case the miniature must defend itself; it cannot execute opportunity fire even if it wants to.



Chimera

The chimera's armor class is 5 against frontal attacks, 2 against flank attacks, 6 against rear attacks. Instead of using its 5 attack dice, the chimera can use only 3 AD in melee and breathe fire at a single target within 1 $\frac{1}{2}$ inches, causing 3 hits (2 if target successfully makes a save vs. breath weapons).



Part One Core Rules

Chapter 3

Movement

BASIC RULE: Moving a miniature in *Skirmishes* is easy. It can move as many inches as its MV rating. The miniature can follow any path it chooses, no matter how convoluted. It can change its facing at any time and as much as it wants during its movement. The tricky part is dealing with other miniatures and terrain, which are both explained below.

A player must always declare out loud where the miniature is moving and what path it will try to take. This is done before the player measures any distance on the gaming table. Once he has declared his intentions, he must move the miniatures as close as possible to that goal, using their full movement rate. He must follow his declared path.

For example, a player might announce that his four orcs are attempting to reach the forest by circling around the rocks. Upon measuring, the player discovers he is 1 inch short of being able to get into the woods. He cannot choose now to stop by the rocks. He cannot choose to move directly into the woods without circling the rocks. He must circle the rocks and move straight toward the woods, ending his movement just short of the trees.

CHARGING: A charging miniature gets a 50% movement bonus to carry it into combat.

The moving player must announce the charge and give the defending player the option to make a hasty retreat in the face of the charge (see *Hasty Retreat*).

The minimum range for a charge equals the miniature's charging movement bonus (one-half of its normal MV).

Charging movement must be in a straight line toward the enemy minia-

ture. The charging miniature can change its facing by up to 45 degrees to either side at the beginning of the charge. The charge can cross terrain where the miniature is slowed by 3/2. Terrain that slows the miniature to 1/2 or less breaks the charge.

An obstacle (fence, stream, etc.) can also interfere with the charge. There must be at least as much unobstructed space between the target of the charge and the nearest obstacle as the miniature's charging movement bonus or else that obstacle breaks the charge.

If a charge is broken, the charging miniature immediately loses its charging bonuses for both movement and combat. If it has not yet expended its normal movement allowance it can continue moving. If it has already used all of its normal movement, then it stops immediately upon encountering the obstacle or difficult terrain. If it contacts an enemy figure anyway, it does not get the combat bonus for charging.

Some types of weapons do double damage (twice as many attack dice) when used in a charge while mounted. A lance is the most common example. Attack rolls for these weapons are made even if the attacking miniature is killed before its turn to attack. To avoid confusion, roll the charging attack immediately upon that miniature's death. This applies only to weapons which are doubled in a charge.

CHARGING COMBAT BONUS: If the charging miniature reaches its target, it gets a +2 THACO bonus for the first round of melee. To get this bonus it must have traveled at least half its normal movement (the amount of the charging bonus) to get to the enemy.

CHARGING EXAMPLE: A human on horseback with 18" of movement can travel 27" in a charge. His charge bonus is 9". He does not get the +2



Couatl

Hits	9
AC	6/5/2
AD	5
THACO	11
Range	—
ML	13
MD/CD	—
CB	—
MV	9, FI 18(E)
XP	5,000
Size	L
AL	LG
EXP	Monster

Part One Core Rules

THACO combat bonus unless he moves at least 9", and the last 9" are free of obstacles and difficult terrain. He would not get double damage for his lance if he moved less than 9" in the charge.

HASTY RETREAT: When miniatures are charged, they have the option of declaring a hasty retreat. This decision must be made immediately, before the range is measured or the charging miniatures move.

Retreating miniatures can move one-third of their normal movement. They must move directly away from the charging miniatures OR into cover of some sort: into a building, behind a wall, or into some other terrain which will either break the charge or give them a bonus in combat.

Any miniature with good morale can perform a hasty retreat, even if it has already moved this round. A

miniature can perform only one hasty retreat per round, however. A miniature which performs a hasty retreat must make a morale check during the morale phase.

After the retreat is finished, the charge is carried through.

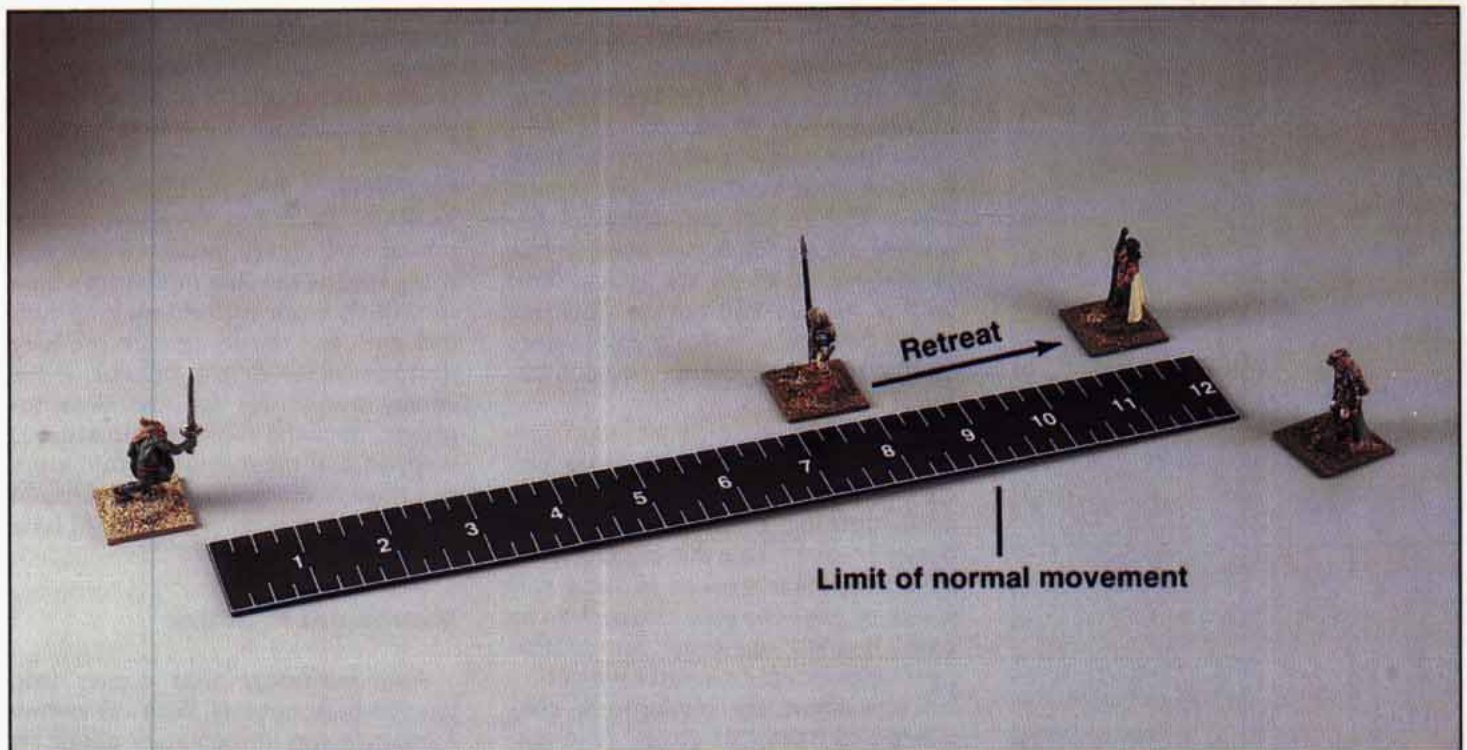
DISENGAGING: Once a miniature is in contact with enemy figures, there are three ways it can get away: fighting withdrawal, normal movement, and rout.

FIGHTING WITHDRAWAL: A fighting withdrawal is an organized retreat. It allows a miniature to retreat from a situation without combat penalties. It can retreat up to one-third of its normal movement while continuing to face its opponent. It can slip up to 45 degrees to either side in the retreat, but must continue to directly face the enemy. A miniature can elect to withdraw less than one-



Couatl

A couatl's bite is fatal unless the victim makes a save vs. poison. Only one of its AD, specified before any dice are rolled, represents the bite. It can also polymorph self, become ethereal along with one other large miniature, and become invisible, all at will. All couatl are 5th level wizards and/or 7th level priests. Their favored terrain is dense woods.



An orc, moving 9" a round, moves into contact with the human miniature. She in turn chooses to perform a fighting withdrawal, moving straight backward 4" and out of range of the advancing orc.

Part One Core Rules



Displacer Beast

Hits	6
AC	2
AD	2
THACO	14
Range	—
ML	3
MD/CD	—
CB	—
MV	15
XP	5,000
Size	L
AL	N
EXP	Monster

third of its movement. Shaken miniatures cannot execute a fighting withdrawal.

If the enemy miniature also has good morale and has not moved that round, it can elect to press the fight and follow the withdrawing miniature, staying within its melee zone. It can do this even if its turn to move has already gone by (because it lost the initiative), as long as it did no more movement than a circling action (*q.v.*). It must also have enough normal movement to keep up with the withdrawing miniature.

NORMAL MOVEMENT AND ROUT WITHDRAWAL:

A miniature which begins its movement in another miniature's melee zone can simply move away normally or rout away. If it moves normally, it gets its full normal move (but it cannot charge). It can move normally even if shaken, but not if routed.

A routed miniature which begins its movement in another miniature's melee zone must rout away. A miniature with good or shaken morale can rout voluntarily. The routed miniature makes a rout move (normal movement plus 50%).

In either case, the enemy miniature has two options. It can either pursue the withdrawing miniature as described above, or it can make a free attack (using all of its attack dice) with a +2 THACO bonus. This free attack does not reduce the miniature's ability to attack during the combat phase.

GOING PRONE: A miniature can choose to go prone at any time. It costs nothing to go prone (falling down is easy). Lay the miniature on its side or place a token of some sort (piece of paper or pipe cleaner) on its base. It costs one-third of a miniature's movement to stand up again.

Once down, the miniature is considered to have soft cover. A miniature that is prone cannot attack in

melee but can attack with a crossbow or cast a spell (unless the referee rules otherwise— some spells may require the caster to be upright).

ROUT MOVEMENT: A failed morale check will sometimes result in a rout. The routed miniature must turn to face directly away from whatever caused it to rout. If that direction is not obvious, pick the path furthest from all visible enemies. A player can rout a miniature voluntarily.

The routed miniature moves its full movement allowance plus 50%, as if it was charging. It can veer up to 45 degrees right or left as often as necessary to avoid enemy forces and impassable or dangerous terrain. It must still pay any terrain penalties for movement.

Any routed miniature forced to move into contact with an enemy miniature can be attacked immediately (see *Melee Zones*). If it comes into contact with a friendly miniature, that miniature must make a morale check. (The referee may waive this morale check if the unrouted miniature has at least twice as many hits as the routed miniature, or its morale is at least two points higher.)

MOVING BETWEEN MINIATURES:

To move between enemy miniatures, there must be enough room for the moving miniature's base to slide through without making contact with any enemy miniature's base (but see *Melee Zones*, below). If the enemy miniatures are too close together, then the moving miniature is stopped and must fight. A miniature can always move through or around friendly miniatures regardless of base separation.

Movement in Melee

Any miniature that comes into base-to-base contact with an enemy miniature can immediately adjust its facing however the player wants.

Part One Core Rules

This applies whether the miniature moved into contact with an enemy or an enemy contacted it. A miniature can change its facing an unlimited number of times every round. However, a miniature that charged this round cannot change facing after its movement.

MELEE ZONE: Every miniature is surrounded by a melee zone. This extends to one-half the width of the miniature's base at its narrowest point. The melee zone is never more than 1 inch, however, even if the miniature's base is wider than 2 inches.

A miniature can attack anything that is in front of it and in its melee zone. If something enters or moves

within a miniature's melee zone, the miniature can turn to face it. If something leaves a miniature's melee zone, it may be subject to immediate attack or pursuit; see Disengaging, above.

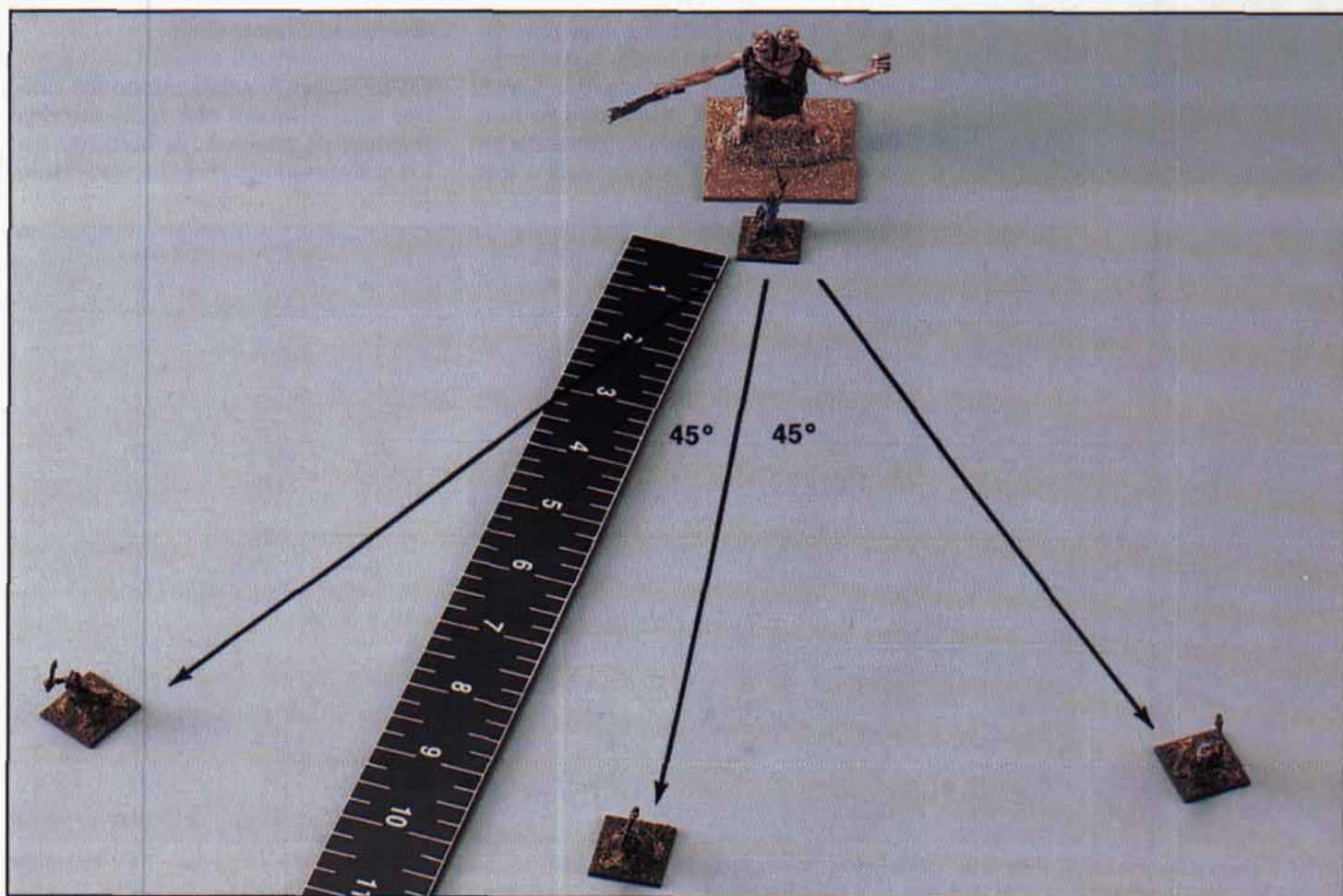
The melee zone is intended for eyeball measurement. Essentially, once miniatures get close enough, the base edges do not have to actually touch for them to fight. Unfortunately, not everyone is going to agree on an eyeball judgement (remember Spirit vs. Letter?). In those cases, break out the ruler and measure the two closest points of the base edges.

OVERLAPPING MELEE ZONES: Regardless of how the melee zones overlap, if one miniature is able to at-



Displacer Beast

Saves as a 12-hit monster with a +2 bonus. True seeing raises its AC by 2 (penalty). Its favored terrain is rocky.



A kobold is routed while in contact with an ettin (what a surprise!). Given his initial facing, he can move 9" (50% more than his 6" allowance) to any of the positions shown.

Part One Core Rules



Dog, war armored

Hits	2
AC	2
AD	1
THACO	18
Range	—
ML	9
MD/CD	—
CB	—
MV	12
XP	65
Size	M
AL	N
EXP	Animal

tack another, then the defending miniature can attack back (if it's facing the right way). Technically, a large miniature could move just close enough to a small miniature to put the smaller one inside its melee zone without being in the smaller miniature's melee zone. In this case, the smaller miniature can attack anyway. Both players have the option to move their miniature closer to the other, even if this exceeds its movement allowance.

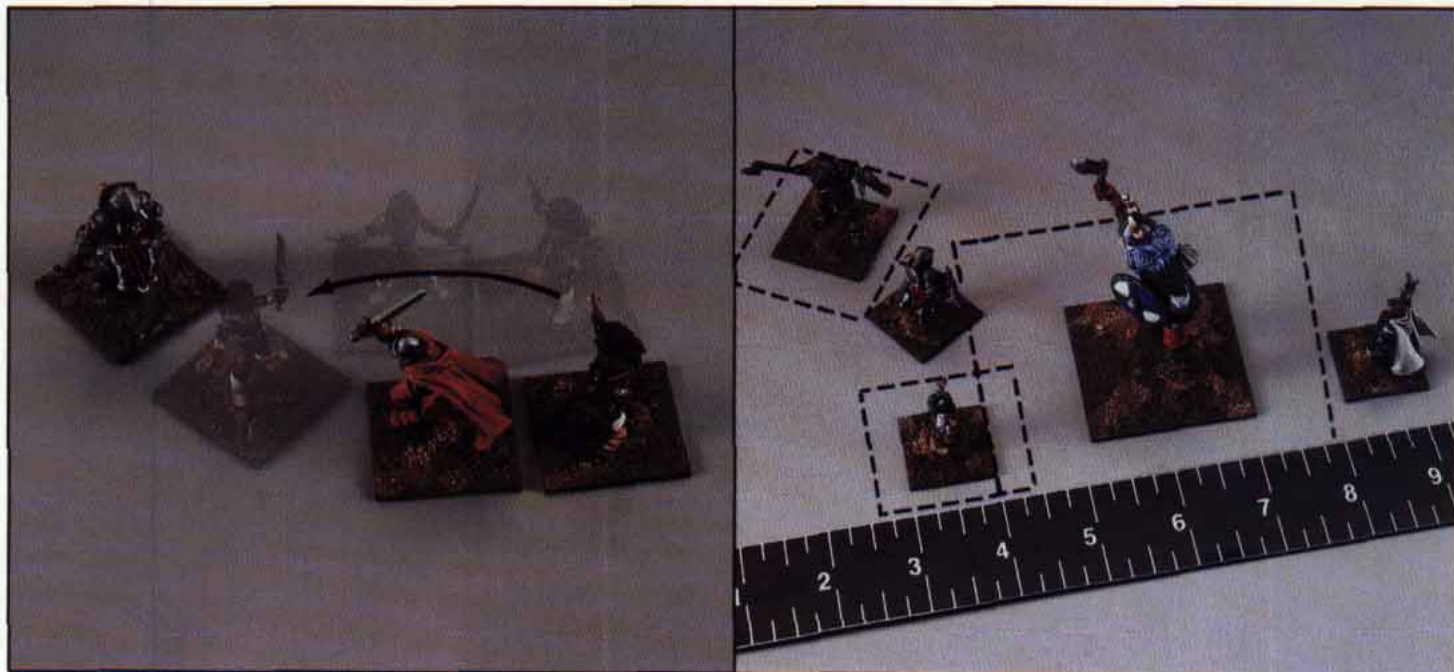
A miniature that is in another miniature's melee zone still maintains its own zone, and can turn to face new threats or attack disengaging miniatures. Note, however, that if it pursues a disengaging enemy it may itself be subject to attack.

MELEE ZONE EXAMPLE: A giant on a 2-inch base is guarding a narrow defile. A human tries to slip past the giant. If the human passes within 1 inch of the giant's base, the giant can turn to face him. If the human leaves the giant's melee zone, the giant gets a free

attack against him (probably with a +2 bonus). The giant must face his opponent to make this attack.

CIRCLING: A miniature which begins its movement already in contact with an enemy can move around that enemy. This is called circling. The miniature stays within the melee zone of its opponent, but circles around to face a different side. A miniature can circle to any position, even behind the enemy, but must still obey the rules on moving between enemy miniatures (see above). Remember, though, the opposing miniature can also turn immediately in reaction. Remember also that if this circling takes the miniature out of an enemy melee zone, that enemy may get to attack. A miniature that received a charge this round cannot circle.

OVERRUN: A small miniature cannot stop a larger one from moving through its position. A halfling, for example, cannot prevent a giant from



The dwarf starts within the melee zone of the robed fighter. She foolishly chooses to circle around to his forward face, and ends up in the melee zone of the armored knight as well.

The dwarf is inside the 1" melee zone of the frost giant. Even though the giant is not in the dwarf's melee zone, the two can still engage in melee. The white-robed warrior is not in anyone's melee zone. The armored knight is in the melee zone of both the giant and the ogre.

Table 3. Movement Costs for 1 Inch of Terrain

Terrain	Small	Man Sized	Large	Blocks LOS*
Clear/Grassland	1"	1"	1"	No
Light Woods	1"	3/2"	2"	2" thick
Dense Woods	3/2"	2"	Impassable	1" thick
Slope Up	2"	2"	2"	No
Swamp/Marsh	3"	3"	3"	3" thick
Shallow Water	3"	3"	2"	No
Deep Water (1")	Impassable	Impassable	3"	No
Rough	3"	2"	3/2"	No
Rocky	3/2"	3/2"	1"	No
Road/Trail	1"	1"	1"	No
Paved Road/Floor	2/3"	2/3"	2/3"	No
Brush/Scrub	2"	2"	3/2"	2" thick
Snow	3"	2"	3/2"	No
Ice	3"	3"	3"	No
Sand	3/2"	3/2"	"	No
Fog	3/2"	3/2"	3/2"	1" thick
Climbing Ladder	2"	2"	2"	No
Stairs	3/2"	3/2"	3/2"	No
Climbing Wall/Rope	3"	3"	3"	No
Favored Terrain	1"	1"	1	Varies
Restricted Terrain	Double	Double	Double	Varies

* This is the amount of terrain necessary to block line of sight.

entering a cave by merely standing in the entrance. A miniature can move over any other miniature that is two sizes smaller than itself, as if the smaller miniature was an obstacle (movement cost of 3 inches). The miniature that is being overrun does get a free attack as the enemy leaves its melee zone.

Terrain

A skirmish battle rarely takes place on an open field. There is almost always some form of terrain to make things more interesting. Terrain affects many things in *Skirmishes*, such as line of sight, movement and combat. This section discusses movement in detail.

Terrain can slow down the movement of a miniature that is passing

through it. Even routed miniatures are subject to the movement penalties of terrain. The size of the miniature also effects movement. Large miniatures are less susceptible to most terrain effects.

READING THE TERRAIN TABLE:

The numbers on Table 3 show how many inches of movement it costs to travel 1 inch through various types of terrain. For example, a man-sized creature moving through 4 inches of brush expends 12 inches of his movement allowance. Each real inch costs 3 inches from his movement allowance. The notation "3/2" means that the miniature expends 3 inches of its allowance to move 2 inches on the table. A miniature with 12" of movement allowance could travel only 8" per round through such terrain. The reverse is 2/3, where 2" of movement



Dog, war

A war dog's AC without armor is 4.

Part One Core Rules

allowance gives 3" on the board. The miniature actually moves faster than its movement allowance!

If multiple conditions apply, multiply the numbers together. For example, a small creature moving up a snowy slope pays 4" of allowance per inch moved (2" × 2").

CLEAR: Places on the game table that do not have any additional terrain are usually clear. This is grassland or open dirt or smooth flooring. Anything that has no effect on movement is considered clear.

LIGHT WOODS: This is defined as widely-spaced trees with sparse underbrush. Small miniatures can move through it easily, but larger miniatures tend to have trouble getting between the trees. Orchards are considered light woods. If the area is also brushy, multiply by the brush modifier.

DENSE WOODS: This can be a forest of densely packed trees. Underbrush does not grow well in such an environment. This gives freer movement to small creatures and restricted movement to large ones.

SLOPE UP: Every 1 inch rise (10 feet in scale) costs one extra inch of movement. A slope is any rise steeper than 20 degrees but less than 60. Slopes greater than 60 degrees are considered cliffs and are unscalable by most miniatures. Slopes gentler than 20 degrees can usually be ignored, at least for movement effects.

Some types of hills available in hobby or model stores have sloping sides several inches long, but still only result in a 1-inch rise. The movement penalty of the extra inch is paid when the miniature reaches the top of the slope. For extra high slopes, apply each slope penalty as the ascending miniature gains each additional full inch of altitude.

SWAMP/MARSH: Trees and shallow water combine to make swamp or marsh. The water is usually several inches to several feet deep and the ground is soft and mucky.

SHALLOW WATER: This can be a creek or stream, or a pond or other standing water no deeper than 5 feet. Huge creatures may be able to step over narrow creeks and streams with no penalty (it's up to the referee or the scenario designer). Large creatures may treat it as an obstacle (see below) rather than terrain.

ROUGH: Any area that is difficult to cross but provides no cover is considered rough. Examples are a gravelly plain or a shallow bed of muck and mud.

ROCKY: This area is littered with small rocks. This causes smaller creatures problems with movement, but large creatures are not affected.

ROAD/TRAIL: The road or trail itself does not impede movement at all. However, the terrain on either side might. If the miniature's base can completely fit on the road or trail, then there is no movement penalty. If it cannot, it is slowed by 3/2. Most roads and trails should be wide enough for a man-sized miniature to move unhindered.

PAVED ROAD/FLOOR: A paved road or floor can be any smooth, flat surface that still provides adequate grip for the feet. A miniature can move much faster down a paved road or across an open courtyard than through open fields. Most paved roads should be wide enough for two man-sized miniatures to move unhindered side-by-side.

BRUSH/SCRUB: This is bushes or dense undergrowth tall enough to provide some cover for a man-sized creature. Briar patches and grain



Draconian, Aurak

Hits	8
AC	0
AD	3(3)(FL)
THACO	13(13)
Range	18
ML	15
MD/CD	15
CB	—
MV	15
XP	6,000
Size	M
AL	LE
EXP	Veteran/Monster

Part One Core Rules

fields are brush. If the grain is not high enough to conceal the miniature, then it gives only soft cover against missile fire.

FOG: The fog itself does not slow down movement, but the miniature's inability to see what lies ahead slows it down. A routed miniature or any miniature on a road or trail is not slowed by fog.

SNOW: Light snow or densely packed snow is not an obstacle to movement. The stuff that causes you to sink down 6 inches is a problem, though. Larger creatures tend to have less problem with snow.

ICE: This is usually a frozen pond or river. All creatures slow down to avoid falling. Those that try to move too quickly end up falling and wasting time standing up again.

SAND: Loose sand can be difficult to move through, though not as much as snow. Some areas of sand are packed tight enough to not be an obstacle to movement.

LADDERS: It is assumed the ladder is made to a size that suits the miniature using it and can support its weight.

STAIRS: Most stairways do not dramatically affect movement.

CLIMBING WALLS/ROPES: Climbing walls is only permitted for thieves or on walls specifically declared as climbable. Walls include man-made structures and natural cliffs. Any creature capable of grasping a rope can attempt to climb it.

Other Terrain Effects

OBSTACLES: In most cases these are fences, ditches, windowsills, etc. It is



Draconian, Aurak

Aurak draconians have the following abilities, usable at will: invisibility, detect invisible and hidden things within 1 1/2 inches, and a +4 bonus on all saves. They also have the following limited abilities: dimension door 3/day, 18-inch range; polymorph self into man-sized animal 3/day; cast two spells of up to 4th level 1/day; mind control 1/day, affects one miniature with 8 or fewer hits for 2d6 rounds, negated by save vs. spell. When an aurak reaches 0 hits, it does not die but instead enters a fighting frenzy, getting 4 AD. After six rounds (or when it reaches -4 hits) its attack changes to 1 AD, THAC0 5. Three rounds later it explodes; all miniatures within 1" take 2 hits and are stunned for 1d4 rounds.



At its simplest, terrain can be rocks, grass, and pieces of construction paper. TSR, Inc., produces several products that include fold-up paper buildings, such as the *Castles* set.

Introduction



Draconian, Baaz with sword

Hits	2
AC	4
AD	1
THAC0	19
Range	—
ML	13
MD/CD	15
CB	—
MV	6, Run 15
XP	175
Size	M
AL	CE
EXP	Veteran/Monster

anything that can be readily climbed over, ducked under, or squeezed through. It must have a width of 1" or less. An obstacle costs 3 extra inches to cross. The referee may define more or less severe obstacles that cost more or fewer inches to cross.

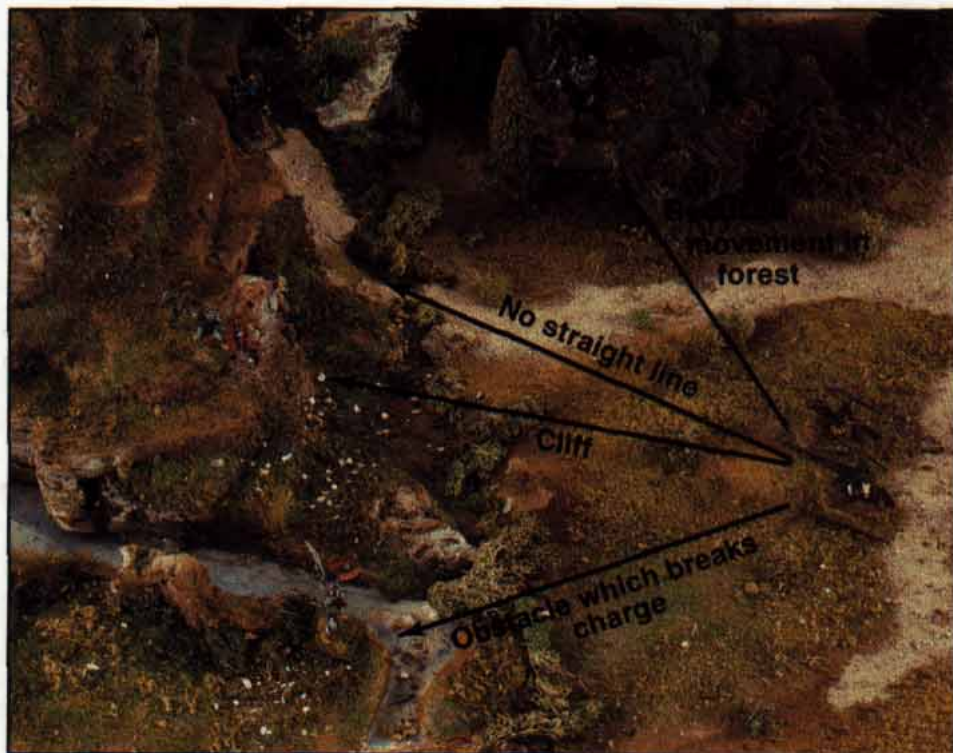
BUILDINGS: A doorway is not an obstacle to movement unless the door needs to be opened. A window is an obstacle. If the window needs to be opened, it costs double—6 inches. Creatures on pitched roofs pay double movement costs. Any miniature whose base is touching a doorway or touching a wall directly under a window is considered to be "in" the doorway or "at" the window. A miniature in a doorway or at a window can be seen from the other side.

IMPASSABLE TERRAIN: Some types of terrain completely block movement. A cliff is a good example,

a building wall is another. Common sense should prevail with impassable terrain. A small cliff might be an obstacle to a giant, instead of impassable.

FAVORED TERRAIN: Some creatures are native to unusual types of terrain. For example, a polar bear is native to snowy regions, and snow is considered favored terrain for it. Unless specified otherwise, any creature in its favored terrain is not penalized for movement or combat.

RESTRICTED TERRAIN: This is the exact opposite of favored terrain. The miniature is unusually handicapped when in this terrain. Unless the penalties are specified, the creature's movement cost is doubled. It receives a -1 THAC0 penalty and -1 AC penalty.



The two armored horsemen cannot charge any other figures without crossing restrictive terrain: stream (an obstacle), cliff, forest or slope.

Chapter 4

Combat

Combat is divided into three types: melee, which occurs between opposing miniatures in base-to-base contact or in each other's melee zone; missile combat, which occurs when one miniature launches missiles (arrows, spears, boulders etc.) at another; and magical spells, which are covered in the expanded rules. Melee and missile combat employ the same procedure to determine the effect of an attack. The only difference between them is how the target miniature is chosen.

EFFECT OF INITIATIVE: The player who won initiative (with the lowest die roll) conducts his attacks first. He resolves all melee, missile fire, and magic in any order he chooses. A miniature that is eliminated as a result of these attacks is not allowed a counter attack. The player with the next best initiative then resolves his attacks. This continues until all players have resolved their attacks.

Remember, if you are playing with only two players, anytime an attack die shows a 1 or 2, the initiative switches over to the other player. The attacking miniature completes all of its attacks before the other player starts. This puts some pressure on the players to resolve their combats in order of importance.

COMBAT OPTIONS: Any miniature that declared opportunity fire but then did not shoot during the movement phase may fire missiles normally during the combat phase. A miniature may not perform both melee attacks and missile attacks in the same round. Only one sort of attack is allowed per miniature per round. If it has already performed one type of attack, the other type cannot be used in that round. If you are using magic,

casting a spell counts as that miniature's attack for that round.

Attack Procedure

The attacking player first finds his miniature's THAC0 number. The AC of the target is subtracted from the THAC0. The result is the attack number. The attacker rolls his miniature's attack dice. There may be more than one. For example, if a monster has a three noted for attack dice, the player rolls three 20-sided dice.

If an attack die roll is greater than or equal to the attack number, it is a hit. If more than one die is greater than or equal to the attack number, there are multiple hits, one for each such die. *A roll of 1 is always a miss, and a roll of 20 is always a hit.* This is true no matter what the THAC0 and AC are of the combatants (unless the defender is immune to that type of attack).

Unlike AD&D® role-playing adventures, the combat values of all miniatures are known to all the players and announced out loud. This keeps the game from bogging down with unnecessary delays. To maintain some uncertainty at the expense of speed, the referee may have the attacker announce what AC each attack penetrated and let the defending player announce whether the miniature was hit or not.

ELIMINATING MINIATURES:

When a miniature is killed, you have two choices. Either tip the miniature over and leave it on the table, or just remove it from play. It is easier and less cluttered to remove dead miniatures, but the visual effect of tipping over miniatures can be interesting, as it tracks the course of the battle.

If miniatures are left on the board, some very large ones can be declared obstacles. A dead miniature one size larger than the moving miniature is an obstacle. Miniatures of equal size



**Draconian, Baaz
with sword**

These draconians run on all fours, so no attacks are allowed during a round when they ran. They can also glide up to 18 inches (class E), but must lose at least 1 inch of altitude each round. They petrify upon death, with a 35% chance their killer's weapon becomes stuck in the stone for 1d4 rounds.

Part One Core Rules



Draconian, Bozak

Hits	4
AC	2
AD	1
THAC0	17
Range	—
ML	13
MD/CD	15
CB	—
MV	6, FI 6(E)
XP	1,400
Size	M
AL	LE
EXP	Veteran/Monster

or less have no effect. A dead creature two sizes or more larger is impassable and blocks line of sight. A field of tightly packed dead miniatures is considered rough terrain.

MELEE EXAMPLE: Assume a minotaur is attacking an ogre. In the first round of combat, the ogre wins initiative.

Miniature	Hits	AC	THAC0	AD
Minotaur	7	8	15	2
Ogre	4	4	16	1

The ogre has a THAC0 of 16 and the minotaur has an AC of 8. Subtracting 8 from 16 leaves 8. This is the ogre's attack number. When he rolls his 20-sided die for an attack, he must get an 8 or above to hit. Since the ogre won initiative, he gets to roll. His roll is a 12, which means a hit. The minotaur is now down to six hits.

Now it is the minotaur's turn to attack. His THAC0 is a 15, compared

to the ogre's AC of 4. Subtracting 4 from 15 leaves 11. This is the minotaur's attack number. The minotaur gets two attack dice, so the player picks up two 20-sided dice and rolls them. One is an 11, the other a 3: one hit and one miss. The ogre takes one hit and is down to three hits.

On the next round, the ogre wins initiative again and foolishly decides to stay and fight the minotaur. He rolls a 19 and scores a hit, taking the minotaur down to five hits. When the minotaur attacks, he hits twice, with a 14 and an 18. The ogre takes two hits and now has only one hit left.

In the final round, the minotaur wins initiative. The ogre decides to move away in a fighting withdrawal but the minotaur easily keeps up with it. In the combat phase the minotaur attacks first, rolling one hit and one miss. The ogre is reduced to exactly zero hits and is killed. The ogre does not get to attack this round; it is dead. All kills take effect immediately (except when charging with a weapon that causes double damage—see Charging, above).

Combat Modifiers

Many conditions can modify a miniature's chance to hit an opponent. Tactics frequently revolve around trying to arrange conditions so your miniatures have an advantage from terrain or position. Melee modifiers are different from missile attack modifiers.

INTERPRETING THE MODIFIERS:

Throughout the combat rules there are references to combat modifiers. **All bonuses are expressed as positive numbers and all penalties are expressed as negative numbers.** This makes it easy and intuitive to identify the nature of the modifier.

- A THAC0 bonus is subtracted from the attacker's THAC0.



Hragac the ogre and Iberius the minotaur fight an unequal battle amid the trees. The ogre is too dim to know when he is outmatched.

Part One Core Rules

A THACO penalty is added to the attacker's THACO. *e.g.*, a THACO bonus of +2 reduces an ogre's THACO from 16 to 14.

- An AC bonus is subtracted from the defender's AC. An AC penalty is added to the defender's AC. *e.g.*, an AC bonus of +2 reduces an ogre's AC from 4 to 2.
- A morale bonus is added to the miniature's morale value. A morale penalty is subtracted from the miniature's morale value.

In other words, the plus or minus sign is only a shorthand method to note whether the modifier is a bonus or a penalty. While this may seem backward at first, players will grow accustomed to it quickly and the adjustments will become intuitive.

Table 4. Melee Modifiers

Miniature has/is...	THACO	AC
Higher Elevation	+1	—
Lower Elevation	-1	—
Flank Attack	+1	—
Rear Attack	+2	—
Invisible	+2	+4
Blind	-4	-2
Prone	N/A	-2
One size larger	—	-1
Two sizes larger, or more	—	-2
Sleeping/held	Auto hit	

All modifiers are applied to the miniature which the condition applies to. In the case of a blind creature, for example, its THACO is penalized four points when it attacks and its AC is penalized two points when it is attacked.

ELEVATION: This applies to figures on slopes, fighting steps, war machines, or even on horseback if they are skilled riders. If the elevation difference is too great, no melee is possible.

FLANK ATTACK: A miniature that attacks from the side gets a flank at-

tack bonus. Since the defending miniature always has the option to change its facing at the end of movement, it is difficult to get this bonus unless the defender is being attacked by more than one miniature.

REAR ATTACK: The attacker must attack from behind the defender.

PRONE: A miniature on the ground cannot attack in melee. It is much easier to hit in melee (but harder to hit with missile fire).

INVISIBLE: The miniature cannot be seen by its attackers or its targets. Invisibility is discussed in Chapter 14.

BLIND: Certain spells can blind a miniature. The miniature is severely handicapped in melee and cannot attack with missile fire at all.

LARGER: If the defender is one size larger, or more, he is somewhat easier to hit. A great size difference is even easier to hit.

SLEEPING/HELD: Any miniature that is unconscious, immobile, or otherwise unable to defend itself can be killed automatically. No attack roll needs to be made.

Missile Combat

Missile fire is resolved the same as melee except the defender is usually not able to return the attack. However, the attacker does need to establish a line of sight. In general, the attacker compares his THACO and his target's AC to find his attack number. He then rolls a 20-sided die to see if he scores hits.

RATE OF FIRE: In the AD&D® game, many missile weapons can fire multiple times in a round. In *Skirmishes*, all missile weapons get one attack. Those with a high rate of fire often



Draconian, Bozak with sword

Running is on all fours, no attacks are allowed that round. They can glide 18 inches (class E), but must lose at least 1 inch of altitude each round. Bozaks are 4th level wizards, with +2 bonuses on all saving throws. The round after a bozak's death, its body explodes, causing 1 hit to all creatures within a 1-inch radius.

Part One Core Rules



Draconian, Kapak with mace

Hits	3
AC	4
AD	1
THACO	19
Range	—
ML	13
MD/CD	15
CB	—
MV	6, Run 15
XP	650
Size	M
AL	LE
EXP	Veteran/Monster

get more than one attack die, but all must be used against the same target. Once an archer fires, he cannot fire again in that round.

RANGE: One of the most important aspects of missile combat is range. The decision to fire must always be made before measuring the range to the target. The further away the target is, the harder it is to hit.

Three ranges are used: short, medium, and long. Different weapons and miniatures have differing values for these ranges. The ranges are specified for all miniatures that have missile attacks in Appendix B. Range is always measured between the closest points on the attacker's and target's bases. If the distance is less than or equal to the short range value, then the miniature is in short range. The same is true for medium and long range. A target cannot be hit if it is further away than the long range value of the miniature.

The ranges for some weapons vary greatly, depending upon the type of miniature that wields them. This reflects the skill of the attacker with that missile weapon. In the expanded rules, these skill levels are defined more thoroughly (and the differences become more pronounced).

INCIDENTAL TARGETS: Sometimes, when a missile is fired at a target in a tightly bunched mass of other miniatures, it hits the wrong one. *Skirmishes* uses a very simple method to determine whether a missed shot hits another miniature. If the attack die roll which caused the miss is a 1 or a 2, then the missile hit another miniature. At short range, it can hit any other miniature within 1 inch of the target miniature; at medium range, within 2 inches; and at long range, within 3 inches. The distance is measured from the closest points on the edges of the bases.



The two archers fire at the three orcs from atop the slope. While they can hit the front two directly, the orc with the skull shield can only be hit as an incidental target.

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The player who controls the miniature that was the intended target gets to pick which other miniature is hit. He can pick an enemy miniature or a friendly one, but he must pick a different one. The armor class of this new target is ignored, but immunities and special defenses are not. Normal line of sight rules do apply to incidental targets; it must be within the attacker's line of sight. The only exception is that other miniatures do not block line of sight to incidental targets.

FIRING INTO MELEE: This is just a special case of incidental targets. If a target miniature is engaged in melee, a miss with a natural roll of 1, 2, or 3 means one of the other combatants is hit instead of the intended target. The player controlling the original target miniature picks the new target. Attackers are never allowed to aim at friendly miniatures in the hope of rolling badly and hitting an enemy.

EXAMPLE OF MISSILE COMBAT: Three orcs—Reek, Wrack, and Ruin, all AC 5—are standing in the middle of an open field when they are attacked by two human archers (THAC0 20, AD 1). Reek is carrying a stolen saddle bag and is hovering within Wrack's melee zone, but well outside of Ruin's.

Because the orcs do not have bows, initiative is not an issue. An archer fires at Reek, because he is carrying the saddle bag. He rolls a 2, which is a miss. However, the natural roll of a 2 means that an incidental target is hit. The orc player picks Ruin as the incidental target. Ruin is hidden from the archer by Wrack's miniature, but remember that other miniatures do not block line of sight to incidental targets. Ruin is no more.

The second die roll is a 13, which is not high enough to hit Wrack. No incidental target is chosen because the die roll was not a 1 or a 2.

Table 5. Missile Combat Modifiers

Target has/is..	AC
Short range	+ / -0
Medium range	+2
Long range	+5
Blind	-2
Prone	+2
One size larger	-1
Two sizes larger, or more	-2
Sleeping/held	-2
Soft cover	+2
Partial hard cover, in LOS	+4

LOS = Line Of Sight

RANGE: Ranges for missile weapons are expressed as three numbers. A short bow's range, for example, is 5/10/15. This means that anything up to 5 inches away is at short range. Anything further than 5 inches away but within 10 inches is at medium range. Anything further than 10 inches away but within 15 inches is at long range.

PRONE: A miniature that is prone is harder to hit. If the attacker is above the prone miniature, however, this may not be true. If the height difference is more than the horizontal distance, the AC bonus does not apply.

SOFT COVER: This is defined as protection that interferes with the enemy's ability to see the miniature, but will not actually stop missiles. A bush is a good example of soft cover. An arrow will go right through the bush, but the archer has a difficult time seeing his target through it.

HARD COVER: This is defined as protection that will stop the missile from reaching its target. A building wall or a tree are good examples of hard cover. The wall or tree trunk can actually stop an arrow or rock. If the miniature is completely hidden behind hard cover, it cannot be targeted by a missile attack (but it can't attack, either).



Draconian, Kapak with mace

Running is done on all fours, so no attacks are allowed that round. Kapaks can glide 18 inches (class E) per round, but must lose at least 1 inch of altitude each round. They use poisoned weapons, which paralyze for 2d6 rounds unless a successful save vs. poison is made. Upon the kapak's death, it becomes a pool of acid with a 1-inch diameter which causes one hit to anything touching it.

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Draconian, Sivak with sword

Hits	6
AC	1
AD	1
THACO	14
Range	—
ML	14
MD/CD	15
CB	—
MV	6, FI 24 (C)
XP	2,000
Size	L
AL	NE
EXP	Veteran/Monster

STARLIGHT/MOONLIGHT: Under poor lighting conditions, like moonlight, all missile weapon ranges are halved. A short bow's range, for example, becomes $2^{1/2}/5/7^{1/2}$. Lighting conditions are relative, however. Many fantasy creatures (orcs, goblins, dwarves, etc.) can see fine in near-total darkness.

Line of Sight (LOS)

Before a missile can be fired, players must determine whether the attacker can see the target. In game parlance, this is "determining a clear line of sight." Line of sight is also important when scouts search for a concealed enemy and other scenario functions determined by the referee. In general terms, if a miniature can see a target, it can shoot at it. Similarly, if Throck has a clear LOS to Sir Osgood, Sir Osgood has a clear LOS to Throck. (Please note, however, that simply having a clear LOS does

not mean Sir Osgood actually sees Throck. He might be looking in the wrong direction, or Throck might be concealed, or Throck might be benefiting from infravision or magic while Sir Osgood is not.)

A piece of string is useful for judging lines of sight. Stretch the string between the two points in question. If it can be pulled taut without touching something, the line of sight is clear.

The following rules should help you judge whether a line of sight is clear in unusual or difficult cases. Always defer to common sense if the rules are in conflict or give bogus results.

Line of sight is always judged from the center of the front edge of the attacking miniature's base. A string can be raised above this point to account for the height of the attacker, but it must be drawn to the center of the front edge, not to any arbitrary portion of the figure or base.

Very large miniatures may be visible even when hiding behind a hill. The exact height of a creature can be looked up in the AD&D® Monstrous Compendiums. More simply, you can assume any huge or gigantic miniature is 2 inches tall and is visible over a 1-inch obstacle, but not a 2-inch obstacle.

Table 6. LOS Summary

Condition/ Obstacle	Effect
Facing	90 degree arc
Slope, 1" high	2" from edge
Slope, 2" + high	1" from edge
Cliff	$1/2$ " from edge
Miniature	Blocked by base
Starlight	4" visibility
Full Moon	12" visibility

FACING: Facing plays an important part in line of sight. By the time the combat phase comes around, the facing of the miniature cannot be changed. Even in opportunity fire the facing is fixed. Line of sight extends 45 degrees to either side of the minia-



The gnolls atop the castle wall have hard cover. The knight's arrows can be deflected by the stone merlons. The gnolls in the trees have soft cover and are merely harder to aim at.

Part One Core Rules

ture's forward face (forming a 90-degree cone). The referee may allow a miniature to see things outside this zone, but it cannot fire a missile at something outside this zone.

SLOPES: Seeing a miniature at the top of a slope is easy. As the miniature moves back from the edge, however, it eventually disappears from view. In reality, this is a trigonometric function with variables for the distance between the viewer and the object, the slope of the hill, the height of the hill, and random undulations of the ground.

In this game, the rule is that if the elevation difference is 1 inch or less, a miniature can be seen from below if it is within 2 inches of the top edge of the slope. If the elevation difference is more than 1 inch, a miniature can be seen from below if it is within 1 inch of the top edge of the slope.

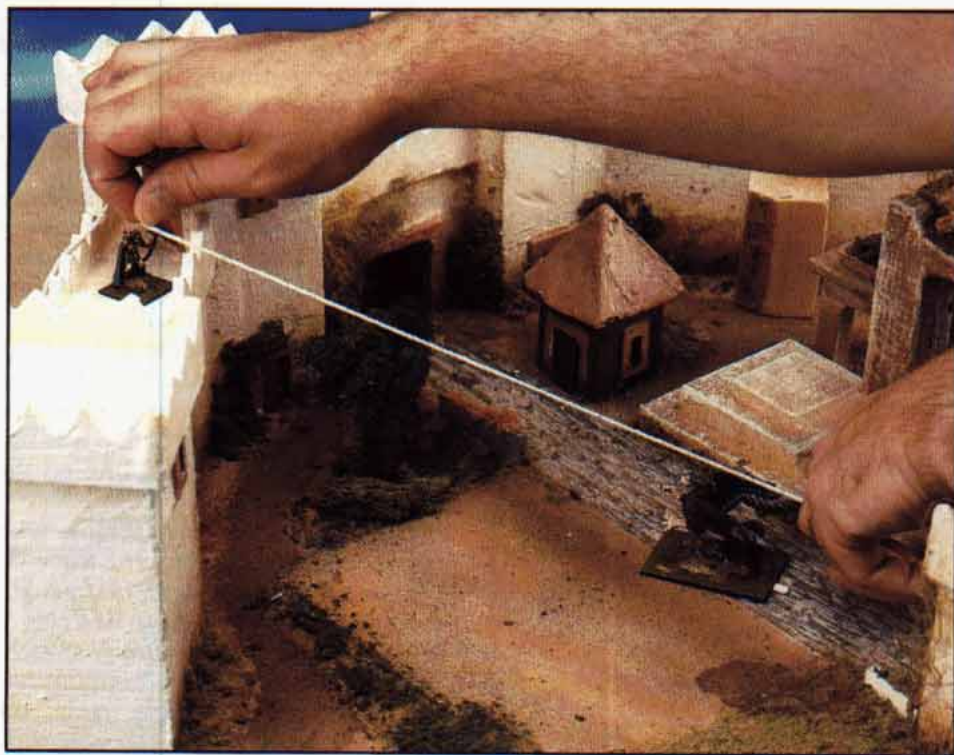
CLIFFS: A cliff is similar to a slope, only moreso. If the horizontal distance between the two miniatures is greater than their vertical separation, use the slope sighting rule, above. A 3-inch high cliff, for example, conceals miniatures the same as a slope if the lower miniatures are 3 inches or more away from the base of the cliff. If the distance from the lower miniatures to the base of the cliff is less than the height of the cliff, a line of sight exists only if the upper miniatures are within half an inch of the cliff edge.

OTHER MINIATURES: Unless the miniature is an incidental target (see below), it can hide behind another miniature. Miniatures can block the line of sight to any other miniature. If any part of the miniature is hidden, the entire miniature has soft cover. Lay a string or measuring stick between the attacking miniature and any part of the target miniature's ba-



Draconian, Sivak with sword

Running is done on all fours, so no attacks are allowed that round. Sivak's get a +2 bonus on all saving throws. When a sivak dies, if its slayer is larger than the sivak, the draconian's body bursts into flames, causing 1 hit of damage to all miniatures and flammable fixtures within 1".



The archer atop the castle wall aims at the griffon. The string is used to determine if he has a line of sight. He must commit to the shot before measuring the distance between them.

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Dragon, young black

Hits	10
AC	1
AD	6
THAC0	8
Range	—
ML	16
MD/CD	LOS
CB	—
MV	12, FI 30 (C)
XP	3,000
Size	H
AL	CE
EXP	Elite/Monster

se. If the string crosses the base of any other miniature, line of sight is blocked. Move the end of the string from side to side across the target's base to be sure.

LARGE MINIATURES: Some miniatures are very tall. Treat these like any other terrain obstacle. The actual heights of various creatures are listed in the AD&D® Monstrous Compendiums. In general, smaller-than-man-sized creatures have no effect on vertical LOS measurements. Man-sized and larger-than-man-sized creatures are 1-inch high obstructions. Larger miniatures are 2-inch high obstructions.

STARLIGHT/MOONLIGHT: Lighting is also a factor. If only starlight is available, visibility is restricted to 4 inches. Under a full moon, visibility is 12 inches. Nothing can be seen beyond these ranges without magical aid, infravision, or a light source. If

the target is standing in light or emitting light, however, it can be seen at any distance. Referees may wish to define intermediate lighting levels (for half-moon, etc.).

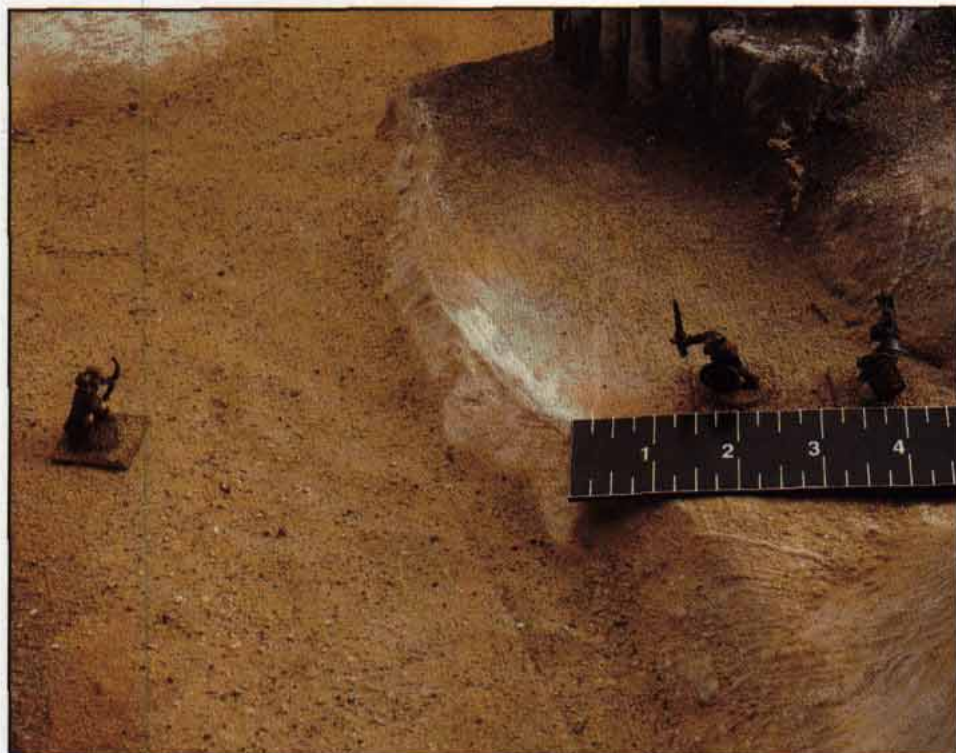
INFRAVISION: Most monsters and underground creatures have infravision allowing them to see clearly in darkness. They do not suffer any darkness penalties for line of sight or combat within their infravision range (standard range is 60 feet—6 inches—but some creatures vary).

TERRAIN: Some types of terrain block line of sight. Refer to Table 3 in Chapter 4 for details. All measurements through terrain are made up to the front edge of the target miniature.

If a miniature is behind hard cover, it may or may not be a potential target. If the miniature has attacked or intends to attack, then it is revealed and a potential target.

ELEVATION: If the attacker and the target are on different elevations, there can still be an obstacle to line of sight between them. The easiest way to determine this is with a string. Stretch it from the center of the forward face of the attacker to any portion of the target. Position it halfway up the attacking figure, or about where the weapon would be fired. The LOS is clear if the string reaches any part of the target without touching an intervening miniature, terrain feature, or other block. If part of the target is blocked and part is clear, the target gets the appropriate cover bonus (hard or soft, depending on the obstacle).

Players who are comfortable with trigonometry can determine three-dimensional lines of sight mathematically, too. While this is not difficult, it is more involved than simply stretching a string between two miniatures. For the purposes of this game, the string is a better method. If you don't have a string, here's the other meth-



The archer can see the lead orc, since it is within 2" from the edge of the slope. The other orc, however, is not in his line of sight.

Part One Core Rules

od. (This system is much easier to understand as an example than as a rule. Simply plug your own numbers into this example when you need it.)

ELEVATION EXAMPLE: An archer on a cliff is shooting at a miniature 3 inches below him. Between them is a 1-inch-high building. The height difference between the two miniatures is three times greater than the height of the building. If the horizontal distance between the two miniatures is three times greater than the horizontal distance between the building and the lower miniature, then the LOS is clear. Otherwise it is blocked.

Opportunity Fire

Any miniature that has declared opportunity fire can interrupt the movement of an enemy miniature to shoot at it. The player always has the option not to fire. He also has the option to wait until any point in the other miniature's movement before executing his opportunity fire. The player that is moving chooses how his miniatures cross the ground. They can move one at a time, presenting only individual targets, or they can move as a group to shield certain miniatures from fire.

An opportunity shot does count as a miniature's one attack for the round. The miniature can attack during the combat phase only if it does not fire during the enemy's movement phase.

EFFECTS OF MELEE: If an enemy miniature ends its move in melee contact with a miniature prepared for opportunity fire, it cannot shoot from that point on in the round, even in the combat phase. It can turn to face the opponent. It can only attack in melee if its missile weapon can be used in melee. (Obviously, the thing to do is to shoot before contact if that is at all possible.)

Bows, crossbows, and slings cannot be used for melee attacks. A spear or a kender hoopak, on the other hand, can be used both ways. If a spear-armed miniature has not performed a missile attack this round, it can attack in melee.

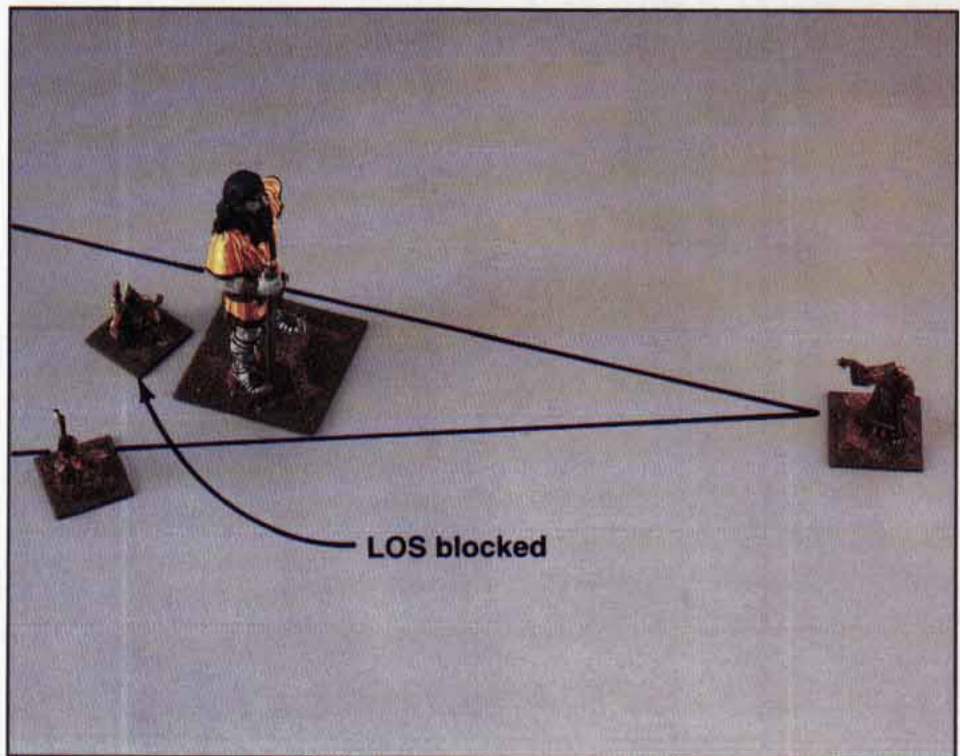
OPPORTUNITY FIRE EXAMPLE: Phineas, a human archer, has declared opportunity fire. He turns to face the narrow defile between a cliff and a grove of trees.

During his opponent's move, a goblin scurries across the top of the cliff. Phineas decides not to fire and the goblin vanishes behind a rock. Another goblin tries to race from behind the cliffs to the trees. Phineas stops the goblin miniature temporarily and shoots. He misses, and the goblin finishes its move.



Dragon, young black

A black dragon can use its breath weapon once every three rounds. It is a 6×1L acid stream causing 4 hits; save vs. breath weapon cuts damage to 2 hits. The dragon can detect invisible at 3"; Swim 12"; and favors swampy terrain.



The aurak draconian can see the storm giant and the kender. The gnome illusionist is hidden behind the giant and cannot be targeted.

Part One Core Rules

Chapter 5

Morale

On the battlefield, even a veteran warrior can panic. Faced with overwhelming forces, or the death of many of his comrades, he may hesitate to attack, or choose to save his own life by running away. In *Skirmishes*, this is reflected by morale.

THE DIE ROLL: A morale check or rally check is made by rolling a d20. If the roll is less than or equal to the morale number, the check succeeds. A natural roll of 20 always fails and a natural roll of 1 always succeeds. In addition, on a roll of 1 or 20, something unusual may happen. Consult Table 9 to see what the result is.

If a miniature fails a morale check, its morale changes from good to shaken or from shaken to routed. If a miniature passes a rally check, its mo-

rale improves from routed to shaken or from shaken to good. Morale checks can only degrade morale, not improve it. Rally checks can only improve morale, not make it worse.

GOOD MORALE: The miniatures are confident and firm in their resolve. They can charge an enemy. If they fail a morale check they become shaken.

SHAKEN MORALE: A shaken miniature is confused and frightened, but still capable of moving into combat. Shaken miniatures cannot charge an enemy and can only initiate contact on the flank or rear of an enemy. Once contact has been made, the shaken miniature fights normally.

Any shaken miniature that takes damage from opportunity fire must stop moving for the rest of that round, even if it still had some movement allowance left. If it fails another morale check, it becomes routed. If a shaken miniature does not move during the round, even if it is in contact with an enemy, it can make a rally check during the morale phase. A successful rally check gives it good morale.

ROUTED: A routed miniature has lost all will to fight. It is only concerned with putting as much distance as possible between itself and the enemy. A routed miniature cannot take any offensive action, although it may defend itself if attacked. Each round it must move its full movement allowance plus 50%, as if it was charging, toward safety (see Rout in Chapter 3). It cannot stop moving until it makes a successful rally check. If it routs off the table, it is out of the game. Routed miniatures always pay normal movement penalties. Rally checks are performed during the morale phase.

Dragon: young red with rider

Hits	11
AC	-2
AD	8
THACO	6
Range	—
ML	17
MD/CD	LOS
CB	—
MV	9, Fl 30(C)
XP	6,000
Size	G
AL	CE
EXP	Elite/Monster



A band of gnolls, led by Dolmyt the stone giant, fights a pitched skirmish against the town defenders.

Making Morale Checks

WHEN TO CHECK: Morale checks are sometimes required at the end of a round. If there is any controversy about who checks morale first, use the initiative scheme to determine the proper order. The player that lost initiative (highest roll) must check morale first.

MODIFIERS: Various factors can modify a miniature's morale, increasing or decreasing it from its normal value. Calculate all the modifiers before making the morale roll. A miniature should never make more than one roll per round. If multiple conditions for a morale check exist, apply a -1 penalty to the die roll for each extra condition, but roll only once. With the exception of the special morale effects of a 1, a morale check can only make morale worse, not better. If a 1 or a 20 is rolled for the morale check, consult Table 9 for the special effect of the roll.

If there are a lot of miniatures on the table, place a marker (poker chip, penny, section of pipe cleaner) next to units as soon as they become eligible for a morale check. That way, at the end of the round when the morale checks are being made, all miniatures are accounted for.

The modifier tables refer to units and leaders on occasions. These references apply only in the expanded rules.

Making Rally Checks

WHEN TO CHECK: A miniature that is either shaken or routed can make a rally check to try and improve its morale. It must do this in the morale phase. Routed miniatures that make their rally check become shaken.

A shaken miniature can make a rally check during the morale phase if the miniature did not move during

that turn's movement phase and it was not involved in combat that turn. If the roll succeeds, the miniature advances to good morale. If the roll fails, the miniature remains shaken. The special results tables are used for morale checks and rally checks.

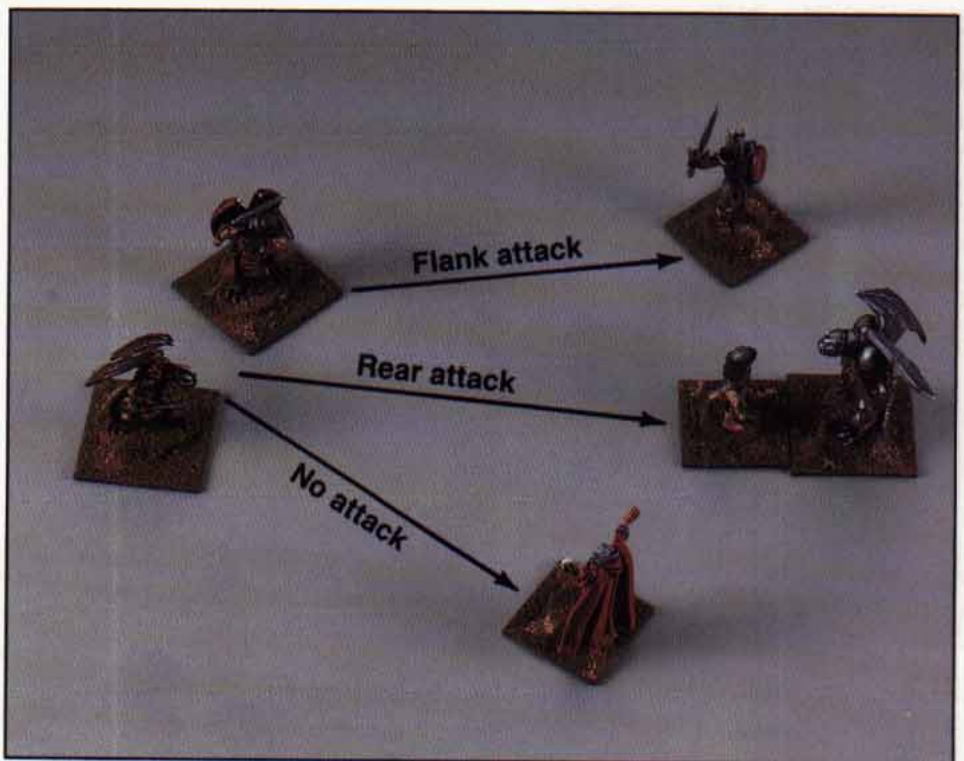
Table 7: Check Morale When . . .

- A unit is reduced to less than half of its original miniatures;
- A miniature is reduced to less than half of its original hits;
- A miniature with 4 or fewer hits originally is attacked by miniatures totalling at least 4 hits more;
- A miniature with 5 or more hits originally is attacked by miniatures totalling twice its original hits;
- A unit's leader is killed;
- A miniature's or unit's field commander is eliminated;



Dragon, young red with rider

The red dragon's breath weapon can be used once every three rounds. It is a $9 \times 3C$ of fire which causes 8 hits (save vs. breath weapon for half damage). It can also detect invisible things at 3-inch range. The dragon described here does not include the rider.



The two shaken draconians can move to attack either of the fighters, one in the flank and one in the back. They cannot attack the wizard because he is facing them.

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Dragon, young silver with rider

Hits	13
AC	-2
AD	8
THACO	4
Range	—
ML	17
MD/CD	LOS
CB	—
MV	9, FI 30(C)
XP	6,000
Size	G
AL	LG
EXP	Elite/Monster

- A shaken miniature foregoes its movement in exchange for a rally attempt;
- A shaken or routed miniature passes through or within 1 inch of a friendly miniature;
- An individual charging miniature fails to reach an enemy miniature;
- A miniature performs a hasty retreat;
- More than half the miniatures in a charging unit fail to reach enemy miniatures;
- A morale check is called for because of the experience of the unit (under the expanded rules);
- A new unit is created unintentionally by circumstances of combat;
- A hero or monster is defeated in a personal challenge;
- The referee says so.

Table 8. Modifiers to Morale/Rally Numbers

- 1 If the unit leader is missing
- +1 If a unit leader/field commander is present, or add the command bonus
- 2 Field commander has been eliminated
- 2 Miniature is shaken
- 4 Miniature is routed
- +1 If a hero or friendly monster is present*
- +2 If more than one hero or friendly monster is present in the unit*
- 1 A miniature or unit being attacked by a hero or monster*
- 2 A miniature or unit attacked by undead
- 1 For each additional morale check that is called for that round. Applied in place of rolling the extra checks.
- +1 Personal challenge given or accepted
- 2 A friendly hero or monster defeated in the most recent personal challenge.

* Not heroes and monsters checking morale.

Table 9a. Morale Check Rolls 20 d6

Roll	Special Effect
1	Routs permanently, remove from the board
2	Decrease THACO and morale by 2 for the rest of the scenario
3	Attacks nearest friendly miniature (or unit leader/hero)
4	Paralyzed for next two rounds
5	Miniature surrenders
6	Miniature (Leader in a unit) turns traitor



The storm giant routs the ogres in contact with him. No matter what legitimate path the center ogre chooses, he will move within 1" of the other ogres, forcing them to check morale as well.

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Table 9b. Morale Check Rolls 1 d6

Roll Special Effect

- 1 Good morale permanently
- 2 Morale improves by 2 permanently
- 3 Friendly miniatures within 6" get +2 morale bonus for 2 rounds
- 4 Gets a +4 THAC0 next round
- 5 All other shaken or routed miniatures within 3" rally automatically
- 6 Goes berserk (leader if a unit) for 2 rounds, AD×2, +4 ML, +2 CB. Must charge nearest enemy

EFFECTS OF A ROUT: A failed morale check will sometimes result in a rout. The routed miniatures must turn to face directly away from the figure or force that caused them to rout. If that direction is not obvious, pick the path that leads them furthest from all visible enemy threats. A player can always choose to volun-

tarily rout a miniature. This is called fleeing from combat.

The routed miniature moves its full movement allowance plus 50%, as if it was charging. It can veer up to 45 degrees from its path to avoid enemy forces or impassable or dangerous terrain. Any miniature that is forced to move within 1" of an enemy miniature (measured from base edge to base edge) may be subject to attack; see melee zones and disengagement. If the routing miniature comes within 1" of a friendly miniature, that miniature must make a morale check.



Dragon, young silver with rider

Silver dragons can use their breath weapons once every three rounds. It is an 8×3 cone of cold causing 8 hits (save vs. breath weapon for half damage) or 2S paralyzation gas (save vs. paralyzation for no effect). These dragons can also detect invisible things at 3-inch range. This description does not include the rider.



If the red armored ogre routs, he must pass by the horseman. He cannot rout into the cliff or into the building. The horseman gets a free attack against the ogre, with a +2 THAC0 bonus, as the ogre leaves his melee zone.

Part One Core Rules

Chapter 6

Scenarios

Double Jeopardy

An elven noble woman, Sharlan, is traveling through the forest with a small armed escort. She is fleeing with her elven lover Nywon, from her impending forced marriage to a human warlord who recently conquered her lands. To escape his clutches she must travel through the orcs' territory. At the same time, a party of orcs is making its way to a small elven village to pillage and plunder it. These two groups meet well after sundown inside the elven lands. Both the elves and the orcs can see only 6" (60 feet) in the dark using their infravision.

ELVES:

6 elven warriors, typical 1 hit warriors

Nywon, elven warrior, unit leader
Sharlan, same as an elven warrior

ORCS:

10 Orcs

2 orc lieutenants, same as unit leaders

SETUP: The elves set up first. They can place their miniatures anywhere on the right side of the board. The orcs set up second and can place their miniatures anywhere on the left side of the board. It is assumed that both groups are aware of the other's presence. Refer to the listings in appendix B for the combat values of the elves and the orcs.

VICTORY CONDITIONS: Neither group can allow a single member of the other group to live. If any of the orcs survive, they will return with a



Dwarf, 1st Level Warrior

Hits	1
AC	4
AD	1
THACO	20
Range	13
MD/CD	3
CB	—
MV	S
Size	S
AL	LG
EXP	Regular



Table setup for the *Double Jeopardy* scenario.

Part One Core Rules

large band and capture Sharlan and ransom her back to her detested and betrothed warlord. If any of the elves survive, they can warn the elf community. The orcs would be slaughtered while trying to make it back to their homeland.

The orcs win if they kill or neutralize all the elves except Sharlan. The elves win if they kill or neutralize all the orcs. If one side routs off the board, neither side wins a complete victory. The side that still has miniatures on the board gets a minor victory for routing the other. The orcs win a minor victory if they kill Sharlan, regardless of other outcomes.

Billidum's Last Stand

The hill giant Billidum and his ogre tribe have been raiding nearby human villages for months. Finally Yamun and his Hoekun Clan warriors have cornered the evil band, bent on wiping it out.

OGRE MARAUDERS OF SPIDERHAUNT:

Billidum, standard hill giant
12 armored ogres, AC 1

HOEKUN CLAN WARRIORS:

Yamun, human: hits 6; AC 2; AD 1(1); THAC0 15(15); ML 14; MV 12; Size M; XP 270; mace and long bow, range 15/30/51; mounted on a light horse

12 Hoekun warriors, human: hits 2; AC 5; AD 1(1); THAC0 19(19); ML 11; MV 12; Size M; XP 35; long swords and lances, charge with AD 2, THAC0 13; long bows, range 10/20/34

12 light horses

6 Hoekun warriors: hits 2; AC 2; AD 1; THAC0 19; ML 11; MV 12; Size M; XP 35; long swords and lances, charge with AD 2, THAC0 17; long bows, range 10/20/34

6 medium armored horses, AC 3

SETUP: Billidum sets up first. He can conceal any of his miniatures. He must write down where they start. Concealed miniatures must be revealed when they move. Billidum has a stash of 12 boulders wherever he starts. However, he can only carry one boulder with him away from that spot. The Hoekun Clan enters the table from the left side. The combat values for Billidum, the ogres, and the horses are in Appendix B.

VICTORY CONDITIONS: The Hoekun Clan wins a major victory if it can kill Billidum and half the ogres. It wins a minor victory if the monsters are routed from the table. Billidum wins a major victory if he routs or kills the humans with over half his ogres alive. He wins a minor victory if he routs or kills the humans with less than half his ogres, or if Billidum is killed.



Dwarf, 1st Level Warrior

Because of their sturdy, nonmagical natures, dwarves get a +3 bonus on saves vs. magic and poison. They have a +1 THAC0 bonus vs. orcs, goblins, and hobgoblins, their hated enemies, and ogres, trolls, and giants have a -4 THAC0 penalty against dwarves.



Billidum and his ogres have the advantage of high ground during this fight with the adventuring party.

Part Two Expanded Rules

Part Two

Expanded Rules

In a normal medieval setting, there is no magic and no fantastical creatures. All of the rules in the previous section would apply quite nicely. But that would not be half as much fun as playing with magical spells and wonderful fantasy creatures. For them we need special rules, including rules for flying, invisibility, and casting spells, among other things. That's what you will find in this chapter.

The expanded rules draw heavily upon the AD&D® role-playing rules. Wherever possible the rules for *Skirmishes* match the AD&D game. In some cases a rule was simplified to promote faster and easier play. The AD&D game requires a wider assortment of dice. The core rules can be played with 20-sided dice and 6-sided dice. The expanded rules sometimes

require 4-sided, 8-sided, 10-sided, 12-sided or percentile dice as well.

TOPICS: These expanded rules cover the use of military units, where leaders and troop organizations are very important. They explain the rules for flying, swimming, burrowing, invisible and ethereal movement. In the combat section there are detailed rules for mounted miniatures, aerial combat, and attacking objects. Special attack modes such as poison, petrification, level draining, and breath weapons are also covered.

None of these rules are required. You can pick and choose from them as you see fit for your gaming pleasure. For example, do not use the rules for military units if you want a fast-paced and wide-open game. Units are appropriate in scenarios with a military atmosphere or in very large battles.

Elf, 1st Level Warrior

Hits	1
AC	5(F)
AD	1(1)
THACO	19(19)
Range	10/20/34
ML	13
MD/CD	6
CB	—
MV	12
XP	65
Size	M
AL	CG
EXP	Regular

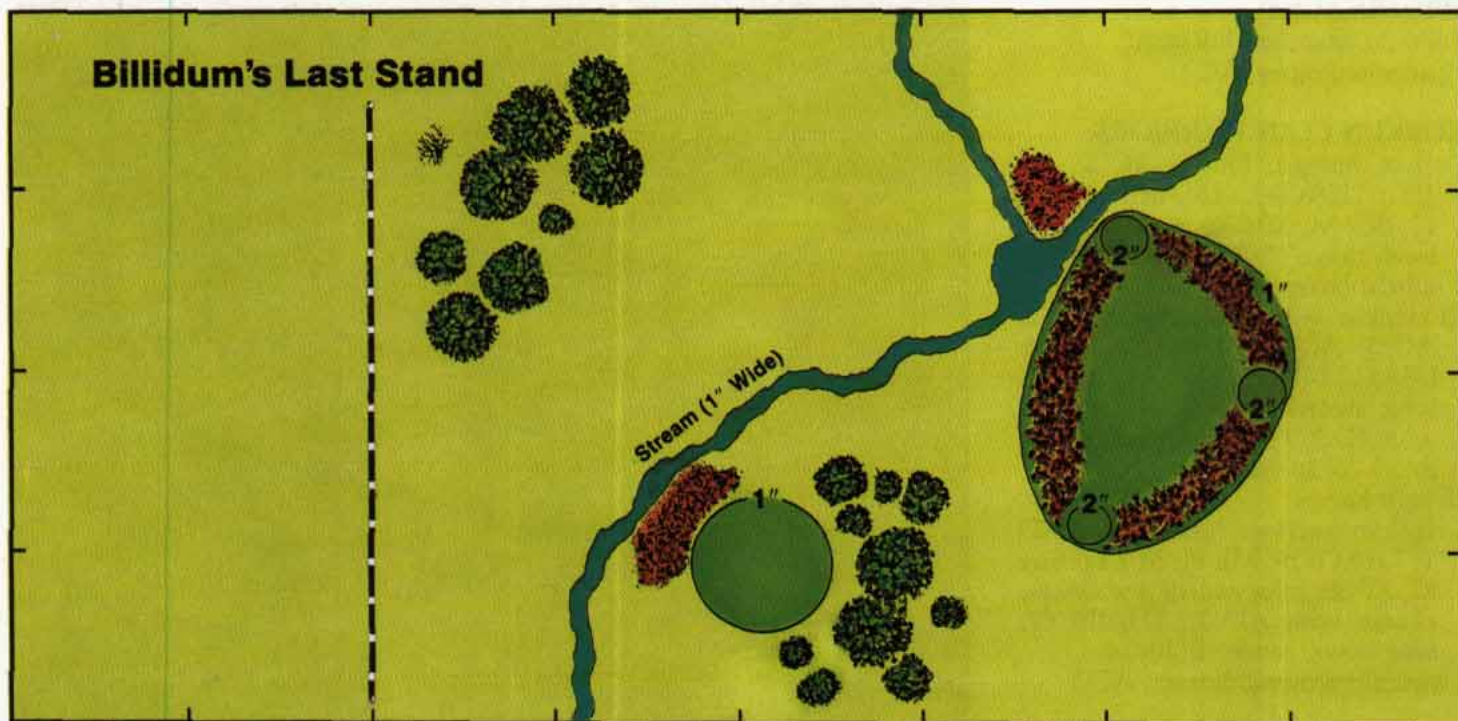


Table setup for the *Billidum's Last Stand* scenario.

Chapter 7

Military Units

A unit is a military structure that links several miniatures together. This usually means the miniatures act together. All miniatures in a unit move at the same time, fight at the same time, and check morale at the same time. Not all scenarios require the use of units.

As a rule of thumb, miniatures in a unit are all similar. Generally they are all of the same basic type (gnolls, humans, elves, etc.) and are armed and armored the same way. In spite of this statement, it is perfectly acceptable to have mixed miniatures in the same unit. However, be prepared to explain why such a ragtag band of miniatures constitutes a unit. Put some thought into unit organizations when setting up your scenarios.

TRACE COMMAND: The term "trace command" is used in several places in this section of the rules. This term means that the miniature is part of a chain of miniatures in its unit. The chain must include the leader of the unit or a field commander. (Unit leaders and field commanders are discussed in detail in a later section.) Each miniature in the unit must be within its morale distance (MD) of another miniature in the unit. The leader must be within its command distance (CD) of at least one of the miniatures in the unit.

If, during the morale phase, a miniature cannot trace command to its leader, it is automatically considered to be a new unit. Any other miniatures that it can trace a morale path to are also a part of that new unit. The new unit checks morale with a single roll, not miniature by miniature. The effects of being out of command are discussed in detail later.

TRACING COMMAND EXAMPLE:

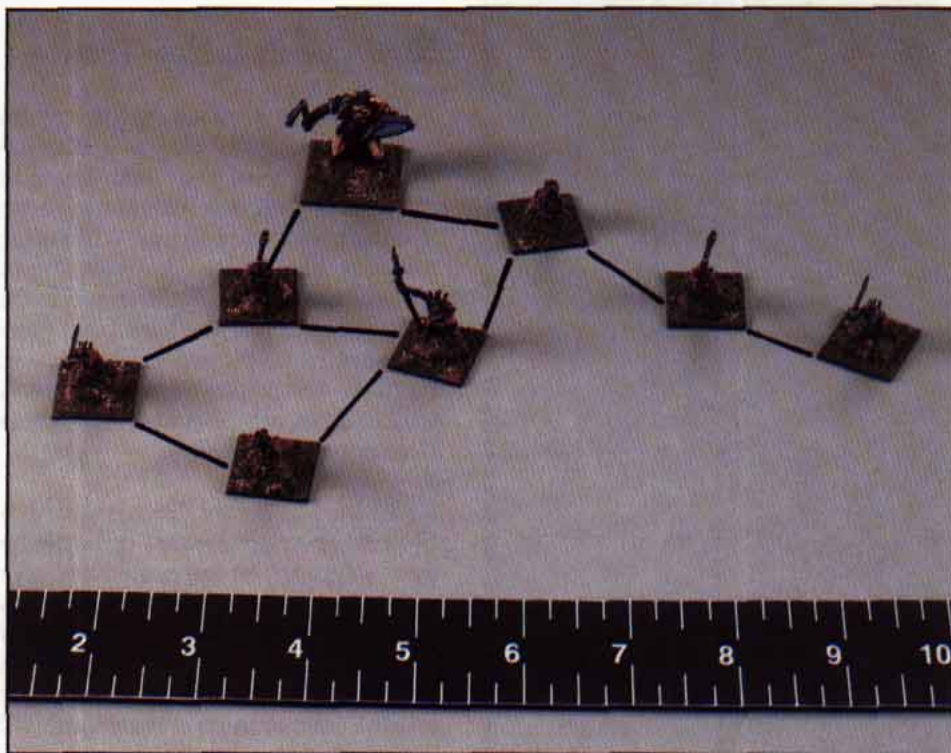
Consider a unit of human regulars. The miniatures have a morale distance of 6". They are all strung out in a straight line, each one 4" from its neighbor. The unit leader is at one end of the line. Any miniature in this line can find another miniature in its unit within 6" (its morale distance). That miniature in turn can find another within 6", until one of them is within 6" of the unit leader. Since this chain of miniatures is unbroken, they are all considered in command.

But look at what happens if the miniature in the center of the line is killed. Now there is a gap of 8" between two miniatures. Since that is more than the 6" morale distance, half of the unit's miniatures cannot trace a path to the unit leader. Those miniatures are out of command, and form a new unit. It must check morale in the morale phase and suffer penalties for the rest of the game until



Elf, 1st Level Warrior

Elves receive a +1 THACO bonus when fighting with swords or bows. They are immune to charm and sleep spells. Their favored terrain is forests and they dislike using mounts (elf cavalry is quite rare).



The kobold irregulars have a morale distance of 2". All of the kobolds can trace command to each other and to their bugbear leader, so they are all in command.

Part Two Expanded Rules



Elf, 2nd Level Drow Warrior with short sword & hand crossbow

Hits	2
AC	2
AD	1(1)
THACO	18(20)
Range	6/12/18
ML	14
CB	—
MV	12
XP	420
Size	M
AL	CE
EXP	Veteran

its unit or it is placed under the command of another unit leader or field commander.

UNITS FORCED TO SPLIT: Any unit formed by being cut off from its leader must make a morale check in the next morale phase. On future rounds it operates as a normal unit, only checking morale when it would normally have to do so.

FORCED SPLIT EXAMPLE: A unit containing 10 miniatures loses three during combat. Unfortunately, these three were the central part of a long line, and their loss split the unit into two groups, one with four miniatures and one with two miniatures plus the unit leader. The group with four miniatures is out of command. It becomes a new unit and must check morale this round. On all future rounds it is treated as a complete and self-sufficient unit and need not make further morale checks for being separated (unless it splits again).

Unit Combat Experience

Every unit is rated by its combat experience (EXP). This is a measure of the quality of the unit. The EXP class of the unit determines how often it must check morale and what effect a leader has on it. As a rule, better trained units should also have better morale ratings. The *Skirmishes* game is meant to be played primarily with regulars and veterans. Other experience classes are provided for special situations or scenarios.

RABBLE has never been trained to fight or been in any sort of battle before. Peasants or townsmen are good examples. Rabble has a morale distance of 2". Each round a rabble unit is not in command (with a leader) it is required to make a morale check. Rabble cannot initiate melee unless it has a leader and makes a morale

check (failing the check prevents the attack and causes the unit to become shaken). If the unit is out of command, it cannot initiate melee.

IRREGULARS are minimally trained fighters. Usually they are military reserves that have worked together for only a couple of weeks. The unit needs to make a morale check in order to initiate melee combat, unless it can trace command to a leader. Its morale distance is one-third of its normal movement range. For example, a human with a movement of 12" has an MD (morale distance) of 4".

REGULARS are creatures accustomed to combat. They have had basic training lasting several months and are reasonable disciplined. They have been in at least one small battle. A regular unit can move and initiate melee without a morale check. Its morale distance is one-half of its normal movement range.

VETERANS have been a fighting force for at least a year and have fought in several battles. Occasionally they have special training or combat abilities. They have a morale distance equal to their normal move distance. If the first unit leader is killed, another miniature (a sergeant) of the player's choice takes charge on the next round. If this second leader is killed, no new leader appears and then the unit is out of command. The unit must still make a morale check on the round it loses a leader. The new leader gets no combat bonuses.

ELITE units are specially trained forces, frequently with special combat abilities. Their morale distance is line of sight or their normal move distance if they are out of line of sight of another unit miniature. It is very difficult to place elite units out of command. A leader that dies is immediately replaced by any miniature of the player's choice. The unit

Part Two Expanded Rules

still has to make a morale check for the leader's death. The new leader retains his old combat values.

HERO/MONSTER miniatures are not part of any unit. They always check morale separately, even if attached to a unit. They are never out of command and have no morale distance. When the unit rules are not in use, all miniatures are treated as heroes or monsters. A hero or monster cannot act as a leader unless it is declared to be a field commander at the start of the scenario.

PLAYER CHARACTERS are strictly PCs transferred over from role-playing adventures. A PC never needs to make a morale check under any circumstance. A PC does not need a commander and cannot be out of command.

Table 10. Combat Experience

Experience Class	Morale Distance	Initiate Combat
Rabble	2 inches	Leader *
Irregulars	1/3 move	Leader
Regulars	1/2 move	Anytime
Veterans	full move	Anytime
Elite	LOS	Anytime
Heroes, PCs	NA	Anytime

* Morale check even with a leader

UNIT MORALE: A unit usually determines morale as a whole. One die roll is made and all of the figures in the unit react accordingly. If the unit splits or is divided, each division has the parent unit's current morale value and state. From that point on, however, they keep track of their morale individually. Units with mixed miniatures may have a variety of morale numbers. Use the lowest morale value in the unit, but give it a +1 bonus for being mixed with miniatures with a higher morale value.

Leaders and Commanders

These rules are part of the unit rules. If units are used, leaders must be used also.

UNIT LEADER: A leader is one of the miniatures in the unit. Sometimes the leader has no special abilities or advantages. Occasionally the leader is slightly tougher than the troops he leads. Usually he has no more than one or two extra hits.

Each unit must have its own leader. It is possible for a unit to have multiple leaders at the start of the scenario. The chain of command must be established at the beginning so that when a leader is killed there is no question of which miniature becomes the new leader. The unit must still make a morale check when a leader is killed, even if another one is there to pick up the reins.

FIELD COMMANDER: A field commander is not attached to any particular unit. He can move close to a unit to put it in command. He can even become part of a unit for a while. There should be only one field commander per player. The commander should be one of the toughest miniatures on the team, especially in chaotic forces. He should have at least three hits more than the strongest unit leader under his command. A field commander always checks morale individually, like a hero.

COMMAND DISTANCE: Normal miniatures trace command through their morale distance. This is usually tied to the miniature's movement rate. A leader or commander has a command distance (CD) which is based upon his skill as a commander. In AD&D® game terms, this translates to his level. The command distance is usually equal to the number of hits he can take in combat, or his level, whichever is greater.



Elf, 2nd Level Drow Warrior with short sword & hand crossbow

Drow are more magical than their surface-dwelling cousins. They receive a +6 bonus on saving throws vs. fire; +1 chain mail; +1 shield; +1 short sword; poisoned crossbow quarrels, victims must save at -4 penalty to avoid unconsciousness for the rest of the scenario. Every drow can cast faerie fire and darkness once per scenario. Their magic resistance is 50% and they receive a +2 bonus on saves vs. any magic. Drow must make morale checks if in sunlight or magic light; bright light causes them a -2 THACO penalty.

Part Two Expanded Rules



Elemental, Air

Hits	8
AC	2
AD	2
THACO	10
Range	—
ML	15
MD/CD	—
CB	—
MV	Fl 36(A)
XP	3,000
Size	L
AL	N
EXP	Monster

If a commander can take eight hits, he has a CD of 8 inches. His troops may only have a morale distance of 6 inches, but he can be up to 8 inches away from his unit and still put them in command. The command distance always takes precedence over the morale distance. Under no condition is the command distance of a leader or commander ever less than the morale distance for the troops that he commands. In the case of a field commander, it can never be less than one-half his movement rate.

OPTIONAL RULE: Relating the command distance to the toughness of the field commander is not an arbitrary decision: it is based on rules from the AD&D® role-playing game. *Skirmishes* players, however, should feel free to define the command distance for various commanders as higher or lower, depending on the needs of the scenario.

EFFECTS OF A LEADER: A unit leader or a field commander can add its command bonus (CB) to the morale rating of any unit within its command distance. This represents his ability to inspire his troops. The stronger the commander is compared to his troops, the better the bonus.

THE COMMAND BONUS: Find the difference in hits between the commander and the basic troop type he is commanding. If there are multiple miniature types in the same unit, use the best in the unit. The table below assumes that the commander takes more hits than the troops.

A commander always adds at least one to the morale rating. A unit leader always adds only one to the morale rating. Remember that a roll of 20 on a morale check always fails.



The two bugbears on the left are separated from their orgre leader. If even one was only a few inches closer, they would have a command chain and would be in command even though two bugbears cannot see their leader.

Part Two Expanded Rules

Table 11. Commander Morale Bonus

Extra Hits	Command Bonus
0-2	+1
3-5	+2
6-9	+3
10+	+4

BEING OUT OF COMMAND: A unit that is out of command (without a leader) suffers several penalties in addition to its reduced morale. The unit is not allowed to move until the opposing team decides it can. The opposing team is in complete control of when, but not where, the unit moves. If the opposing team is under the control of several players, they must assign a single player to make that decision during the round the unit is made leaderless. If opposing out-of-command units are chosen to move simultaneously, they are moved according to the order of the initiative rolls.

Out-of-command units are not allowed to charge and cannot make rally checks. They can still initiate combat and must make any necessary morale checks. During combat, the unit always fights last. If two out-of-command units attack each other, use the initiative rolls to determine the order.

OUT OF COMMAND EXAMPLE: The leader of a band of orcs has been killed. The unit makes its morale check and remains in good morale. During the initiative phase, the orc player wins initiative and the human player loses. All other units are moved in accordance with the normal initiative and movement rules. But the human player makes the out-of-command orc unit move first. The orc player still gets to move his other units last, but not the out-of-command unit.

When the orc unit moves, there is a unit of humans 13" away and another 7" away. Both units are in the orcs' charge zone, but the orc unit

cannot charge while out of command. Therefore, the orc player moves the unit into melee with the closest enemy unit.

Even though the orc player has the initiative, the leaderless orc unit must wait until all other attacks are completed before it can roll its attacks. In a wonderful twist of fortune, the leader of the human unit is killed!

On the next round, the orc player again wins initiative. He wants the leaderless human unit to move first, but the human player wants the leaderless orc unit to move first. Because the orc player won initiative, he gets his way and the human player must move his leaderless unit first.

Personal Challenges

WHO CAN ISSUE A CHALLENGE: Any hero, field commander or speaking monster can issue a personal challenge to another hero, field commander, or monster. Heroes can challenge commanders and monsters; all permutations are permitted. Unit leaders may not be challenged or issue challenges. The challenge must be issued just before the miniature, or any other miniature in its unit, moves. The challenger must be capable of reaching his opponent in one round of movement.

EFFECTS OF CHALLENGING: Challenging has the immediate effect of giving a +2 morale bonus to any unit within the command distance (or morale distance) of that miniature, until the unit fails a morale check. At that time the morale is returned to its previous value.

ACCEPT OR REFUSE?: The opposing miniature must immediately accept or refuse the challenge. If the opposing miniature refuses, nothing else happens. The challenging miniature is not allowed to move that round. The challenge becomes a



Elemental, Air

Air elementals can be hit only with +2 weapons or better. In aerial combat, they get +1 THACO and +1 AD bonuses in aerial combat. Each elemental can create a whirlwind 1 inch wide at the bottom, 3 inches wide at top, and 4 inches tall. The whirlwind lasts one round, kills all miniatures with 3 hits and less that it touches, and does 2 hits to others, no save allowed. If summoned, it has AD 12, THACO 7, XP 7,000; if conjured, it has AD 16, THACO 5, ML 17, Size H, XP 11,000.

Part Two Expanded Rules



Elemental, Earth

Hits	8
AC	2
AD	4
THACO	12
Range	—
ML	15
MD/CD	—
CB	—
MV	6
XP	2,000
Size	L
AL	N
EXP	Monster

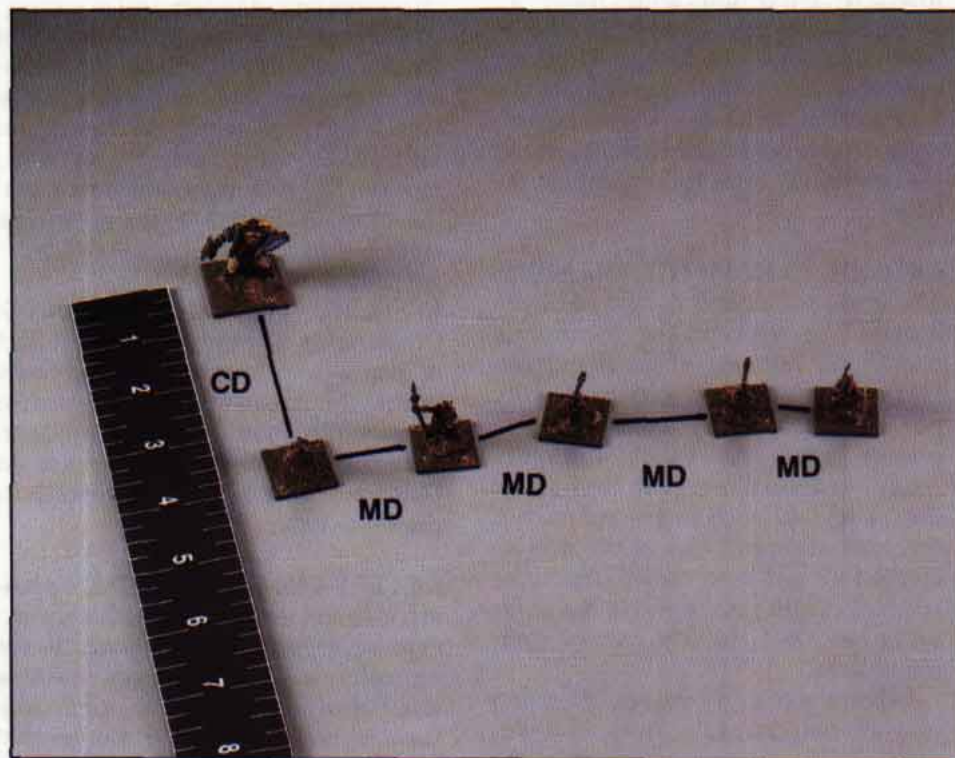
cheap ploy to raise morale temporarily. If it is accepted, all units within the command distance (or morale distance) of the accepting miniature get the same +2 morale bonus.

THE FIGHT: Once the challenge is accepted, then the two miniatures must move toward each other and engage in melee. If the challenged miniature has already moved, then the challenging miniature must move to attack it. If the challenged miniature has not moved, then the challenger can move to any location within the movement allowance of the challenged miniature. His opponent must move to meet him there this round.

The receiver of the challenge does not have to move immediately. He can wait until later in the round to move his miniature to the challenger. Once in contact, the two miniatures fight until one is slain, is allowed to withdraw, or is routed.

INTERFERING WITH THE CHALLENGE: If any attempt is made to interfere with the challenge (through physical attacks, spells, etc.) all the miniatures on the other team get +2 THACO and +4 morale bonuses for the rest of the scenario.

LOSING THE CHALLENGE: All units on the losing side within the command distance or morale distance of the losing hero, monster, or commander must make a morale check. Having witnessed the death or retreat of their hero they have a -4 morale penalty for the rest of the scenario. They also lose the +2 bonus they gained when the challenge was issued or accepted.



The kobolds are all within morale distance of each other, but not of their bugbear leader. However, the leftmost kobold is within the command distance of the bugbear, which in turn places the entire unit in command.

Chapter 8

Initiative for Units

Expanded initiative is more complicated, but may be more satisfying with larger numbers of units. Expanded initiative should not be used unless units make up the bulk of the forces on each team. Each player only gets to move one unit before passing the option to the next player. This means the movement of units will be intermingled.

WINNING INITIATIVE: Just as in the basic initiative rules, the player who rolled the lowest number on the die wins initiative and the player that rolled the highest number loses it. If there are more than two players in the game, there will be an order running from the lowest die roll to the highest.

EFFECTS ON MOVEMENT: The loser of initiative must move a unit first. Then the other players move units in initiative order, the initiative winner moving last. This proceeds until all players have moved all their units.

ALTERING THE MOVE SEQUENCE: The player who won initiative gets an important advantage in movement. This advantage can be used in one of two ways: he can either tell a player to hold a unit back and move it later in the sequence, or tell a player to move a unit immediately, early in the sequence. He can only do this once per round. He can use it for his own team or against the opposing team.

If a unit is held back, the player simply announces, at the beginning of anyone's move, that this move is being skipped. This should be done before the moving player has indicated which unit he intends to move. At any point later in the move, he can tell the player whose unit was de-

layed to move it immediately.

Alternatively, the player with initiative can tell any player to move a unit right now, even if that player has just completed a move.

The player with initiative cannot pick the specific unit to be held back or moved, only which player is affected and when. The player being affected still gets to choose which units he will move. A unit cannot be moved more than once per round.

ALTERED SEQUENCE EXAMPLE: Bruce, Jim, and Roy are playing *Skirmishes*. Each player has two units on the table. Bruce wins initiative, followed by Jim, then Roy. With no alterations, the sequence of movement looks like this:

Roy—Jim—Bruce—Roy—Jim—Bruce

Because he has the initiative, Bruce can simply pick one name out of that sequence and put it anywhere else in the sequence where he wants it. The following are just three examples, many other arrangements are possible:

Roy—Jim—Roy—Jim—Bruce—Bruce
Bruce—Roy—Jim—Bruce—Roy—Jim—Roy—Bruce—Roy—Jim—Bruce—Jim

Bruce can announce his change whenever he wants. As mentioned earlier, however, Bruce has no control over which particular unit is affected, so if he makes someone skip a turn, he should say so before that player announces which unit he intends to move.

EFFECTS ON COMBAT: If you are using the expanded initiative rules, during the combat phase each player in the initiative round chooses a unit which will attack. The player who won initiative goes first, then is followed in order in the initiative sequence until all units have attacked.



Elemental, Earth

Earth elementals can be hit only by a +2 weapon or better. All airborne or swimming miniatures have a -2 AD penalty against it. This creature's favored terrain is rough, rocky, slopes. If summoned, it's AD 12, THACO 9, XP 6,000. If conjured, it uses AD 16, THACO 7, ML 17, Size H, XP 10,000.

Part Two Expanded Rules



Elemental, Fire

Hits	8
AC	2
AD	3
THACO	13
Range	—
ML	15
MD/CD	—
CB	—
MV	12
XP	2,000
Size	L
AL	N
EXP	Monster

As in movement, the player who won initiative can force a player to fight out of sequence, either moving a friendly unit forward in the sequence, or moving an enemy unit back.

ATTACK ROLLS OF 1 OR 2: Do not use the rule of ones and twos described for the basic initiative rule. Rolling a 1 or 2 during combat has no effect on initiative if these expanded rules are used. Expanded initiative is always an optional rule. It should be decided at the beginning of the game which initiative system will be used throughout the game.

FORMING NEW UNITS: Units can split or merge as their first action in the movement phase. All merges or splits must be performed before the unit can be moved. All of the miniatures in a group of merging units must be able to trace a morale chain to each other. New units still get their

full movement for that round. Unlike units inadvertently formed during combat, no morale check is needed.

Routed units may not be merged or voluntarily split. A shaken unit can be merged with a unit that has good morale. In that case, identify the unit with the greater number of miniatures. The new unit acquires the morale of this larger original unit. If the units have the same number of miniatures, then the new merged unit starts with shaken morale. If more than two units are merging, count all miniatures that are shaken and compare them with the number of miniatures that are in good morale. The newly merged unit has the morale of the most miniatures.



Two groups of mounted warriors meet in an open field battle.

Chapter 9

Expanded Movement

Flying

A flying creature has the useful ability to ignore most terrain effects. However, it has some restrictions as well. The miniature is also rated for its agility in the air.

Most flying miniatures are individual monsters or heroes. It is possible, however, for a flying miniature to be part of a unit. A miniature in flight is not considered to be part of any ground-only unit. It can be part of a flying unit that has some miniatures on the ground. If it lands, then the miniature can attach itself to a ground unit.

ALTITUDE: At the end of its flying movement, the miniature's altitude must be marked. The easiest way to do this is to place a die next to the miniature. The number showing on the die indicates the miniature's altitude in inches. If the numbers get too large or placing dice gets too cumbersome, write the number on a piece of paper and place it next to the miniature. An alternative method is to stack poker chips under the miniature (white = 1 inch, blue = 5 inches, red = 10 inches).

MEASURING ALTITUDE: Altitude is always expressed in inches from the tabletop, not from the terrain under the miniature. For example, a miniature flying at altitude 5 inches is only three inches above ground if it is over a 2-inch-high hill.

MEASURING DISTANCES: A miniature in flight adds a third dimension to distance. If the difference in altitude between two points is less than 1 inch for every 10 inches of separation, ignore the altitude and just use the flat table top distance.

To measure the distance between a flying miniature and a point with significantly different altitude, get out your string or tape measure. First measure straight above the miniature to its indicated altitude. Hold that position and then measure from there to the location in question. This straight line is the true distance between the two points.

CLIMBING: A miniature in flight must expend extra movement to rise, similar to a ground miniature running up a slope. It does not have to expend extra movement to come down (and does not receive any movement bonus for doing so).

A flying creature must move forward in order to gain or lose altitude. How far forward depends on the flying class of the creature. Forward travel does not mean in a straight line. It can turn and bank normally. However, it cannot hover in one spot and change altitude. Levitating and Class A (see below) flying movement are exceptions to this rule. Such creatures can change altitude without forward movement.

DIVING: Miniatures that want to drop can do so easier than gaining altitude. All flying creatures can drop at a maximum ratio of 1 inch of lost altitude for each inch of forward movement. Only the inches of forward movement are counted against the movement allowance of the miniature. The lost altitude is free thanks to gravity.

FALLING: Any miniature that drops more inches than it moves forward is considered to be falling and tumbling. On the next round, if it lives that long, it must make a saving throw vs. breath weapon to recover from falling and tumbling. Failure means that it plummets 30 inches with no horizontal movement at all. Again, levitating and class A flying miniatures are exceptions and can



Elemental, Fire

+2 weapon to hit; unable to cross water, -1 AD penalty vs. fire using miniatures; Summoned: AD 12, THAC0 9, XP 6,000; Conjured: AD 16, THAC0 5, ML 17, Size H, XP 10,000.

Part Two Expanded Rules



Elemental, Water

Hits	8
AC	2
AD	4
THACO	12
Range	—
ML	15
MD/CD	—
CB	—
MV	6, Sw 18
XP	2,000
Size	L
AL	N
EXP	Monster

change altitude in any amount without falling.

Anything that falls or is dropped does so at a speed of 30. If it had any forward momentum, it falls with 1 inch of forward, straight-line movement per 5 inches of drop. Hitting the ground results in one attack die of damage for each inch fallen, with THACO 10. Flying miniatures defend with their normal armor class. Miniatures that cannot normally fly defend as armor class 10, regardless of their normal armor class. The maximum number of attack dice is 20. Any fall from more than 20 inches is still only a 20 AD attack.

TURNING AND BANKING: Flyers are limited by their class in how sharply they can turn (see the table below). Any creature moving half or less of its flying movement rate can turn twice as much as the table indicates. The angles given in the table represent the total change in direction during the round. The total can be reached by any number of smaller individual turns. Flying creatures can "slip" up to 45 degrees to one side or the other while maintaining the same facing. This does not count toward its total turning movement.

CHANGING FACING: Unlike a ground figure, most flying miniatures cannot change facing when they are contacted for melee. It is a lot easier to get flank and rear attacks in aerial combat. Levitating creatures or those of class A can spin to change facing at any time.

TAKING OFF AND LANDING: A creature on the ground which becomes airborne must take off before it performs any other movement. The creature can turn to face any direction for free just before take off. Landing ends the creature's movement for that round, even if it had movement left. However, it can change its facing for free once it is on

the ground. (In other words, flying and ground movement cannot be combined.)

CHARGE: Technically an aerial charge is a dive and gets all the combat bonuses that apply to the charge. A flying miniature in a dive must include downward travel with at least 1 inch of drop per 4 inches of forward travel. Just like a land charge, it must be a straight line dive at the opponent. Prior to starting the dive, the miniature can change its facing by any amount allowed by its flying class. For example, a Class C miniature can change its facing by up to 90 degrees before beginning the charge.

Any creature can drop up to 1 inch per inch of forward travel in its dive. No flying figure can drop more than 1 inch for every inch traveled forward, even in a charge. To do so would mean losing control and hitting the ground (see diving and falling, above). As always, levitating and class A creatures are not subject to this limitation.

FIGHTING WITHDRAWAL: This maneuver is not an option in flight, except for levitating and Class A flyers.

Table 12. Flying Classes

Flying Class	Forward travel to rise 1"	Maximum turn*
A	0"	Unlimited
B	1"	180 degrees
C	2"	90 degrees
D	3"	60 degrees
E	4"	30 degrees

* Double if flying speed is half or less of maximum.

CLASS A: Creatures of class A are not subject to any movement or combat restrictions when airborne. They can change facing at any time, dive or climb at any ratio. They are not using the air currents for flight, but rather

Part Two Expanded Rules

some form of magical or elemental control. Fighting in the air for them is no different from fighting on the ground.

CLASS B: These are the most maneuverable of all winged creatures. They can hover in place and change facing without penalty. They still need forward travel to gain altitude, but can drop without it. They must include forward movement to drop in a charge.

CLASS C: Most mundane birds fall into this class. They must move at least one-fourth of their movement allowance in order to stay aloft.

CLASS D: These creatures are usually larger and slower than those of class C. They must move at least one-third of their movement allowance to remain in the air.

CLASS E: The slowest and clumsiest of all flyers are class E. They are lucky to be able to fly at all. They must maintain at least half speed in order to stay in the air.

FLYING MOUNTS: If a flying figure is mounted or carrying a significant burden, reduce its movement class by 1. Flying class A creatures never go down to class B. Class E creatures stay at class E. In all other respects, the flying mount acts like a ground mount. The morale of a trained, flying mount is increased by 4. See chapter 5 for further details.

WINDS: In most scenarios the winds blow at less than 3" per round and can be ignored. For unusual scenarios, or to accommodate magical effects, the wind strength might be higher. At the beginning of the movement phase, before any miniatures have moved, shift all flying miniatures in the direction that the wind blows, at the wind's speed.

For example, if the wind is blowing

at 6" from east to west, move all flying miniatures 6" directly west of their current positions. Circular winds move miniatures in a circle around the center of the wind storm.

Do not worry if this places the miniature inside structures or terrain for the moment. When the miniature moves, it starts in this new position. If the wind carried it through an obstacle, the flyer must expend the first part of its movement "undoing" the wind's effect. If it cannot, then it takes falling damage as if it fell at the speed of the wind minus its own speed.

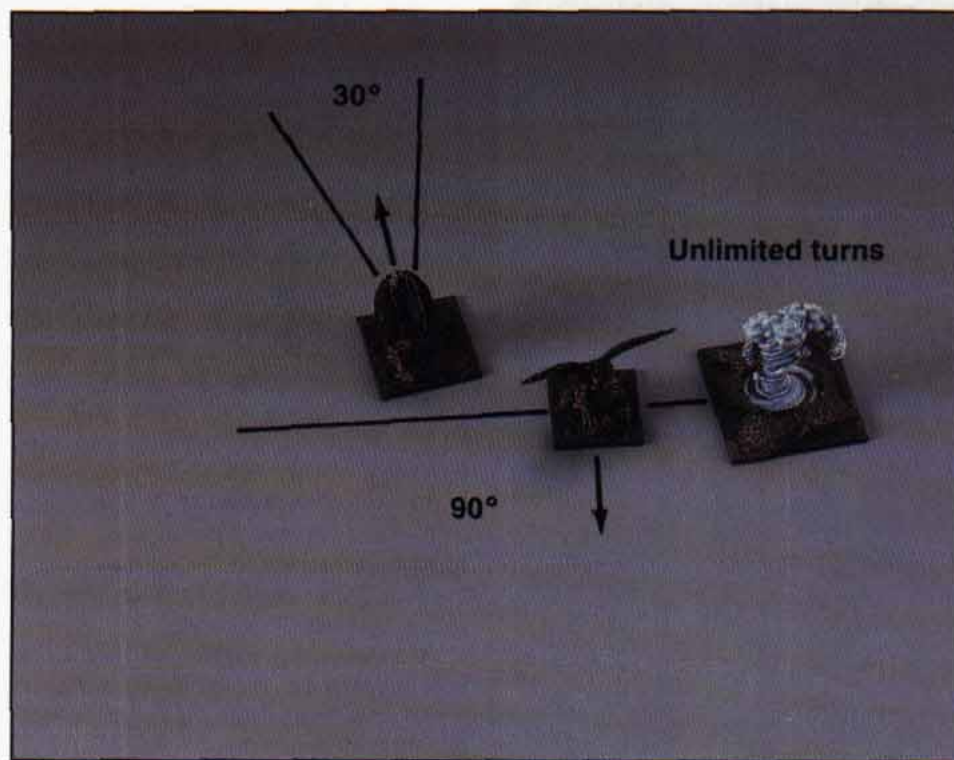
Levitation

Levitation is usually the result of a spell or some other magic. The levitating creature can float straight up in the air but cannot move forward or side to side. Its only option is to change altitude. As a result, a levitat-



Elemental, Water

+2 weapon to hit; -1 AD penalty when out of water; must always be 18" to a water source; invisible in water; favored terrain, water. Summoned: AD 16, THAC0 9, XP 6,000; Conjured: AD 16, THAC0 7, ML 17, Size H, XP 10,000.



The draconian in flight (class E) can only turn 30 degrees while the harpy (class C) can handle up to a 90 degree turn. The air elemental (class A) is unrestricted.

Part Two Expanded Rules



Ettin with spiked club

Hits	10
AC	3
AD	4
THACO	9
Range	—
ML	14
MD/CD	12
CB	—
MV	12
XP	3,000
Size	H
AL	CE
EXP	Veteran/Monster

ing creature is assumed to have all the benefits of a grounded creature that cannot change position. It can change facing when a flying creature engages it in melee.

A levitating creature can execute a fighting withdrawal only by going up or down. If its opponent is attacking from the same altitude, it can withdraw either up or down. If its opponent attacked from above, then the fighting withdrawal option can only be performed by going down. The reverse is true if the attack came from underneath.

Burrowing

Some creatures can dig through dirt and rock. They have two modes of movement, normal and burrowing. Normal movement can be done in a tunnel or on the surface. Burrowing creates new tunnels. Burrowing cannot be done within 3" of water. The tunnel would fill with water, drowning the burrower. (For simplicity, extend this water effect to infinite depth below any body of water. Nothing can tunnel beneath water in this game. If the referee is willing to keep track of the depth of all tunnels, he may waive this rule.)

The burrower pays for his movement normally. Usually there is a separate burrowing movement rate in addition to the normal movement rate. Digging down or up does not alter the movement rate. The two types of movement cannot be mixed.

COLLAPSING TUNNELS: A burrowing creature can specify whether a tunnel will collapse when another miniature moves through it. This must be done when the tunnel is created. It doesn't cost anything extra to make a collapsible tunnel.

A tunnel dug within an inch of a soft surface can be made to collapse when miniatures walk over it. A soft surface is usually dirt or sand. Rock is not considered a soft surface.

Any miniature trapped in a collapsed tunnel must save vs. death each round at the end of the combat phase, and suffers one hit each round. Creatures which cannot burrow cannot dig themselves out, unless the referee declares otherwise. If a burrowing miniature can reach the buried miniature before it dies, then it can be rescued.

Swimming

Miniatures that can swim have a movement rate listed for swimming. Any swimming miniature must have its depth below the surface recorded. All bodies of water on the board should have maximum depths specified. You will need to know the depth of the water in the center, near the shore, or any other special locations.

SURFACE SWIMMING: A miniature in the water at a depth of zero is swimming on the surface. A surface swimmer can be seen just as if it was a prone miniature on land. Many species that cannot breathe water are able to swim on the surface. The movement rate for such a swimming miniature is half of its normal rate. Any humanoid wearing metal armor cannot swim.

UNDERWATER SWIMMING: Only miniatures that can breathe water are allowed to swim below the surface. An underwater miniature can only be seen if the viewing miniature is no more than an inch away, and even then only if the swimmer is just 1" below the surface. For some scenarios you may want to define clear water that allows miniatures to be seen from further away.

Changes in depth, up or down, must be paid for from the miniature's normal movement allowance. For example, a sahuagin that is 3" below the surface moves forward 6" and up 2". This costs it 8" from its allowed movement for the round. There are

Part Two Expanded Rules

no turning penalties in the water.

CREEKS, STREAMS and RIVERS: Most are assumed to be too shallow for any swimming creature to use. The depths are less than an inch. They are treated as obstacles for ground movement. If the creek or stream is too deep to walk through, then it is deep enough for a swimming creature to use. The same rule applies to shallow rivers.

PONDS, SWAMPS, AND MARSHES: These are no more than an inch deep, but they are much broader. Creatures native to such environments can swim in them.

LAKES, SEAS, AND OCEANS: These waters are assumed to continually get deeper as you get further from the shore. The first inch of water is less than an inch deep. This means that normal men can fight in it as well as water creatures. As a general rule, every 3 inches further from the shore adds an extra inch of depth. You can define your bodies of water to be any depth, or to drop off more or less quickly. These numbers are only a general guideline for normal bodies of water.

DROWNING: Any miniature that cannot swim has a chance to drown in water. Any miniature that is wearing anything heavier than leather armor, or is weighted down, is treated as if it cannot swim. The miniature can survive for one full round in the water before drowning. If his friends can save him during that round, he needs one round of inactivity before he can fight again.

Even those miniatures that can swim will not stay afloat in armor. Any miniature with leather, padded, or studded leather armor has a 50% chance of going under each round.

Invisibility

In *Skirmishes* it is possible for a miniature to be invisible. This creates some playability problems, however, because the owning player needs to know exactly where his miniature is without revealing its position to opposing players.

There are two ways of dealing with this problem. The simple way is to place the miniature on the table where it really is. The players must try to move their miniatures as if they did not see it. They may not charge or attack it, unless the attacking miniatures can see invisible creatures. With good players out to have fun, this can work, although it isn't very satisfying.

A better way requires some book-keeping, and a referee is strongly recommended. When the invisible miniatures are being moved, the owning player makes the other play-



Ettin with spiked club



The invisible wizard's miniature is placed with its exact facing on a scrap of paper. The paper indicates the landmark being used and the perpendicular distances from that landmark.

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Gargoyle

Hits	5
AC	5
AD	2
THACO	16
Range	—
ML	11
MD/CD	8
CB	—
MV	9, Fl 15 (C)
XP	650
Size	M
AL	CE
EXP	Regular/Monster

ers turn away from the table. He then moves his miniature into a new position. On a sheet of paper, he records a nearby landmark and the distance from the miniature to it.

The easiest way to record distance is to measure parallel to the edges of the table. This means writing down two numbers. The miniatures are then removed from their new locations and placed in an unused corner of the table. Face them just like they are facing in their real position on the table.

Etherealness

A miniature that can "go ethereal" moves to another dimension, or plane of existence. It vanishes from the gaming table. It isn't invisible; it just isn't there. This happens in the movement phase of the round. In most cases going ethereal, or returning, takes the place of normal move-

ment.

The ethereal plane is a strange place. It is an empty landscape filled with swirling fogs and shadowy shapes with no real terrain. The real world up to 6" away can be seen as a ghostly image, allowing the miniature to orient itself. Moving through the ethereal plane is done at the same rate as moving normally. There are no terrain penalties, however, and the miniature can use its movement allowance to change altitude or move through solid objects.



The silver dragon and rider have just taken off to meet the charge of the red dragon and rider.

Chapter 10

Expanded Combat

Different situations call for different THACO or AD values. In the expanded rules a more detailed description is required. For example, a miniature might be able to fight hand-to-hand and be able to shoot a bow for missile attacks. The miniature probably has a different THACO and AD for each.

DIFFERENT ATTACK FORMS: Some specialized weapons do extra damage when used in a charge from the back of a mount, or when set to receive a charge. There are two ways to calculate the THACO and AD for these situations.

First, you can check the tables in Appendix A and calculate the individual THACO and AD for each possible situation (melee, melee vs. larger than man-sized, charging, charging vs. larger than man-sized, etc.).

The second method is to note that the weapons can be used in a charge, or set to receive a charge. When the attack is performed, the AD are simply doubled. This second method is highly recommended over the first. However, if you are converting PCs from a role-playing scenario, they may insist upon more accurate reflections of their own abilities. In that case make them do the calculations.

The table below shows the various symbols used to distinguish all possible values. The number inside the symbols is the one used for that attack form. The first number, which isn't inside any symbol, is always the standard melee number. A slash is used to separate values used for same sized or smaller vs. larger creatures.

Table 13. Attack Form Symbols

Symbol	Attack Form
##	Larger creatures
(#)	Missile

- [#] Charging (optional)
- [#] Receiving charges (optional)

THACO and AD EXAMPLE: Consider an extreme example. This warrior has some sort of magical weapon that allows him to do all types of damage. His THACO summary line might read:

THACO 15/14 (17) [15/13] [16/15]

This means that he has a THACO of 15 in melee against man-sized creatures. Against larger than man-sized creatures he has a THACO of 14. When firing his missile weapon he has a 17 THACO regardless of the type of opponent. When charging, he has a THACO of 15, unless his opponent is larger than man-sized, in which case it's a 13. When set to receive a charge, he uses a THACO of 16, or 15 if the opponent is larger than man sized.

Fortunately, most miniatures have only one or two potential attacks. In addition, the values for attacks against larger creatures usually are the same as for same sized or smaller. Most monsters do the same damage and have the same THACO regardless of the size of the opponent.

Using this simple method, his THACO line would look more like this:

THACO 15/14 (17)

Now you see why the simple method is recommended.

MOUNTED MINIATURES: Any combination miniature (horse and man, goblin and wolf, etc.) must have separate combat statistics for the mount and rider. Each has its own THACO, AC, Hits, and Dice. The pair moves with the speed of the mount and uses the morale rating of the mount. The rider can dismount at a cost of 3". The mount can only attack figures on its forward face. The rider can attack figures to the front or



Gargoyle

Attackers need a +1 weapon or better to hit gargoyle.

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Genie, Marid

Hits	13
AC	0
AD	4(1)
THACO	8(10)
Range	18
ML	16
MD/CD	24
CB	—
MV	9, Fl 15(B), Sw 24
XP	15,000
Size	H
AL	Any Chaotic
EXP	Veteran/Monster

either side while mounted.

Enemy figures can attack either the mount or the rider. If the mount is slain, the rider must make a saving throw vs. breath weapon or be pinned under the beast. He is unable to attack and is vulnerable to enemy melee or missile attacks, although he is considered prone and under partial hard cover. If the mount is only one size larger than the rider, the rider can get clear by expending all of his movement allowance. He can defend but not attack while doing this.

When subjected to missile fire, the mount and rider count as one target. This is true even if the mount has been slain and the rider is pinned. However, once the rider is free, he is considered a separate target. Use the rules for incidental targets for misses where a natural 1 or 2 is rolled.

FIRING BLIND: Sometimes an attack can be aimed at a target that is not a miniature. If the target does not stop the missile, then any miniature behind it can be hit. The target gets a +4 AC bonus.

The specified target must be the same size as the miniature. An archer is not allowed to target an entire 30 foot stretch of rice paper wall in an attempt to hit a single target behind it. Realistically he would have no chance to pick the right spot. However, if the target behind the wall is casting a distinct shadow, the archer can target the shadow.

Another good example is firing into a dark window. No miniature is visible, but the window itself makes a good target about the same size as the miniature. An archer could not target a miniature behind a row of bushes, but could target one behind a single bush roughly the same size as the miniature.

AERIAL COMBAT: Most flying miniatures cannot stand still and fight. If they engage in melee for more than 1 round, they fall. Class A and B flyers

and levitating miniatures can hover and melee for consecutive rounds. All others end up making passes. Each pass ends with them making melee contact. On the next round contact is broken as the flyers wheel away to come around for another pass.

Most flying miniatures are not able to attack any target above them, to either side, or behind. They can attack miniatures below or in front of them. However, any rider on a flying mount can attack targets above him, in front and to either side. This is what makes it so attractive to flying creatures to have riders. Between the two of them, they can attack in almost any direction except directly behind. All the normal combat modifiers for elevation, flank, and rear attacks apply in the air as well.

One advantage of flight is that the flyer can leave melee without suffering a free attack on his back. The disadvantage is that flying miniatures do not get a free attack against opposing miniatures which withdraw. Only class A flyers get a free attack on a melee opponent that breaks melee. For them aerial melee is the same as ground melee.

LARGE OPPONENTS: In the expanded rules, most weapons have different THACO and AD ratings when used against larger creatures. Record the additional THACO and AD separately for large creatures. This adds an extra dimension to the game and brings it closer to its AD&D® game roots. The regular numbers and the larger than man-sized numbers are separated by slashes.

POLEARMS (RECEIVING A CHARGE): Some polearms have the unique ability to do much more damage by being set to receive a charge. The miniature must declare that it is setting to receive the charge immediately after the charge is declared but before the movement is measured. The charge must enter the current

Part Two Expanded Rules

forward face of the polearm wielding miniature. The receiving miniature may adjust its facing (by no more than 45 degrees) to directly meet the charge. If the attack comes in from the side or back, the polearm wielding miniature still gets to spin to face his attacker, but does not get the combat bonus for the polearm.

The polearm wielding miniature gets to roll its attack before the charge attack roll. If the polearm attack kills the charging miniature, its attack is not rolled. Setting to receive a charge takes precedence over the charge. On the weapon tables, values for receiving a charge are displayed between a pair of braces. A simpler rule is to just double the number of attack dice allowed for the polearm.

OPTIONAL POLEARM MELEE RULE: The excessive length of a polearm is both an advantage and disadvantage. It can keep a melee attacker at bay, allowing its wielder to attack without being attacked. The disadvantage of a polearm is that the opponent can maneuver around it quite easily.

When one miniature attempts to move into melee contact with a polearm-bearing miniature, the polearm has a chance to stop it. Move the miniature to the normal melee position and mark the pair somehow (penny, die, piece of paper, etc.). During the attack phase, the polearm miniature attacks first regardless of the relative initiative situation. If the attack is successful, the polearm keeps the other miniature at bay. Move the other miniature back a distance equal to the defender's base width in the direction it came from. If the polearm miniature is still within the attacker's melee zone (an unlikely event) it can now attack in melee.

If the polearm attack failed, the miniatures remain in contact. A polearm cannot be used against a figure in contact with it because it is too long and unwieldy. If the miniature

has a second weapon (pikemen typically carried swords, also), the pike can be dropped and the miniature fights with its second weapon in subsequent rounds.

If a miniature is held at bay, each round it can attempt to move past the polearm. As long as the polearm miniature scores a hit, the attacker is held at bay, probably out of range. It can move away from the polearm miniature without using the fighting withdrawal or suffering a free attack.

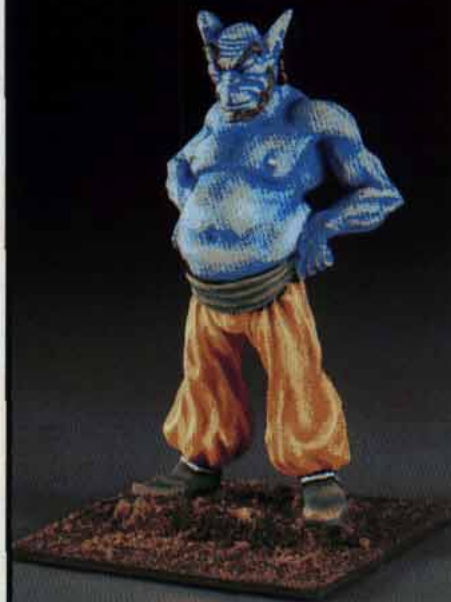
MISSILE WEAPON SKILL: A missile weapon requires a considerable degree of skill to use well, particularly against individual, moving targets more than a few dozen feet away.

This is reflected in *Skirmishes* by assigning missile-armed miniatures to one of three classes: untrained, trained, or skilled. Untrained miniatures use the standard ranges for their weapons. A trained miniature has twice the range of an untrained miniature, with the same missile weapon. A skilled miniature has three times the range of an untrained miniature with the same missile weapon. Elite miniatures, heroes, monsters, and PCs should usually be considered skilled with their missile weapons. Veterans are generally considered trained, and regulars and below are typically untrained.

ATTACKING OBJECTS: Sometimes miniatures need to destroy an object of some sort: a wall, a bridge, a statue. But some types of attacks do no harm to some types of objects. For example, firing an arrow at a wooden chariot is useless. Hitting it will do no appreciable damage.

When comparing weapons to materials, many potentially complex relationships are possible. To keep this subject simple, we have defined eight types of materials and three types of attacks, then identified the sorts of attacks which can harm each material.

A man-sized portion of the materi-



Genie, Marid

The marid can create a jet of water up to 18 inches long which blinds its target (saving throw vs. breath weapons allowed). It can also breathe under and walk on water at all times; swim 24 inches per round; gets a +2 bonus on saves vs. cold, +2 AC bonus against cold attacks. It has -1 AC and -1 saving throw penalties against fire attacks. It can detect invisible, become invisible, polymorph self, and assume liquid shape twice per scenario. Lower water, part water, wall of fog, assume gaseous form and water breathing (on others) can be used seven times per scenario.

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Ghoul

Hits	2
AC	6
AD	2
THACO	20
Range	—
ML	11
MD/CD	5
CB	—
MV	175
Size	M
EXP	Veteran/Undead

al is considered destroyed each time the object suffers the number of hits shown below.

These hits are based on material that is 1 inch thick (that's 1 real inch, not one game inch). A wooden door, for example, is typically about an inch thick. Two hits from slashing or bludgeoning attacks destroy the door. If the object is particularly thick, its hits must be multiplied by the thickness. A fortified door 3 inches thick, for example, is not destroyed until it has taken six hits.

Table 14. Raw Material Strengths

Material	Hits	Damage
Wood*	2	Slash, Bludgeon
Metal	3	Invulnerable
Hide	1	Slash, Pierce
Net/web**	1	Slash
Rope	1	Slash
Wicker	1	Slash
Rock		Bludgeon

* For normal doors and thin walls.

** Does not block piercing attacks.

Occasionally a weapon is capable of causing more than one type of damage. For example, a mace with spikes on the end does bludgeoning and piercing damage. A large animal with claws, such as a bear, does both slashing and bludgeoning.

Some objects will be made of a variety of materials. Keep in mind that destroying the object usually entails only destroying a vital component or part. Focus on the material or construction of that part when trying to decide how many hits an object can take.

For example, a rope bridge will fall if the three ropes at one end are cut. It is not necessary to destroy all of the bridge. Alternately it might fall if the trees or wooden stakes the ropes are attached to are destroyed. Always assume the miniatures attacking the object or structure will do so intelligently.

SAVING THROWS: Frequently the effects of an unusual or magical attack will succeed or fail based upon the inherent toughness of the miniature rather than a THACO and AC system. The success is determined by a saving throw. This is a die roll (20-sided of course) dependent upon the hits that the creature can take. Unfortunately, the hits used for determining the saving throw level and the hits taken in combat are sometimes different. For easier play, or if there is no information to the

contrary, assume that hits and levels are identical. Spell casters should always be assumed to have twice as many levels as they have hits.

Tables 15 and 16 show the saving throw values for various effects. When rolling, if the die roll is greater than or equal to the indicated number, the save has been successful. Friendly miniatures are not required to make a saving throw unless the controlling player wants to. Sometimes the target wants the spell to work just as much as the caster does and it automatically takes effect.

If an affect could be interpreted by more than one column, use the one furthest to the left. For example, a wizard with a wand of polymorphing attacks a warrior. The save could be made as either a polymorph attack or as a wand attack. Since the wand column is further to the left, it is used instead of the polymorph save.

Polymorph Wand attacks save as wands, not as polymorphs.

Breath weapon attacks that petrify or polymorph use those columns, not the breath weapon column.

A spell effect that duplicates any other type of saving throw uses that column rather than the spells column.

GENERAL RULE: Always use the leftmost column that is pertinent to the attack. A death spell saves on the death column, not the spell column.

Table 15. Warrior/Monster Saving throws

Miniature Hits	Paralyzation, Poison, Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Spell
1	16	18	17	20	19
1-2	14	16	15	17	17
3-4	13	15	14	16	16
5-6	11	13	12	13	14
7-8	10	12	11	12	13
9-10	8	10	9	9	11
11-12	7	9	8	8	10
13-14	5	8	6	5	8
15-16	4	6	5	4	7
17+	3	5	4	4	6

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Table 16. Saving throws for Other Character Classes

Miniature Type/Hits	Paralyzation, Poison, Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Spell
Priests					
1-3	10	14	13	16	15
4-6	9	11	12	15	14
7-9	7	11	10	13	12
10-12	6	10	9	12	11
13-15	5	9	8	11	10
16-18	4	8	7	10	9
19+	2	6	5	8	7
Rogues					
1-4	13	14	12	16	15
5-8	12	12	11	15	13
9-12	11	10	10	14	11
13-16	10	8	9	13	9
17-20	9	6	8	12	7
21+	8	7	4	11	5
Wizards					
1-5	14	11	13	15	12
6-10	13	9	11	13	10
11-15	11	7	9	11	8
16-20	10	5	7	9	6
21+	8	3	5	7	4

POISON: Most poison attacks require a saving throw from the target miniature. If the level of the miniature is not known, use its hits instead. If the miniature fails its save, it is dead. If it is successful, nothing happens.

GAZE: Some attacks require that the miniature meet the gaze of another miniature. This happens when the two miniatures are facing each other and have line of sight to each other. If there is more than one available target, then the gazer must select one miniature as the target. If the gaze attack does not require the target to meet the gaze of the attacker, then obviously only that miniature needs to be facing the other.

PETRIFICATION: This is a fancy word for turning the target miniature into stone. A saving throw is required by the miniature. If the save is failed, the miniature becomes a stone statue. If it is successful, nothing happens.

IMMUNITY TO NORMAL WEAPONS: Some magical or extraplanar creatures are immune to normal weapons. The descriptions of these creatures have a note attached to them, such as "+2 weapon to hit." This means a magical weapon of at least +2 quality is needed to hit them at all. Lesser weapons do no damage. Weapons of that quality or better do normal damage with their magical bonuses.

Monsters or powerful animals can still hurt creatures that are immune to normal weapons. If the monster or animal has enough hits (in other words, if it is big enough and tough enough), it can do its normal damage. This ability extends to include missile attacks, such as giants hurling boulders. It does not extend to miniatures that increase in level and hits with experience, such as humans, elves, dwarves, and the like. The table below lists the minimum hits a monster must have to harm another monster with a certain level of immunity.



Ghoul

Any miniature hit by a ghoul must save vs. paralyzation or be paralyzed for 1d6 + 2 rounds. Elves are immune to this effect.

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Table 17.
Hits vs. Weapon Immunity

Hits	Equivalent to a...
5	+1 weapon
7	+2 weapon
9	+3 weapon
11	+4 weapon

DRAINING: Some miniatures have the ability to reduce attributes other than hits. The most common is the level draining ability of some types of undead. There are also miniatures that drain Strength, Constitution, and other primary attributes.

Level draining removes hits permanently from the target miniature. Cure spells will not bring them back, although a *restore* spell will. The miniature uses this new, lower number of hits when referencing the saving throw tables. In addition, each hit drained penalizes the target miniature's THAC0 by one. For example, an ogre has four hits and a THAC0 of

16. It is hit by a vampire and has two levels drained. Now the ogre has two hits and a THAC0 of 18. If the vampire had done damage on his hit, the ogre might have even fewer hits left. However, he cannot be healed above two hits and uses the saving throw table for two-hit creatures.

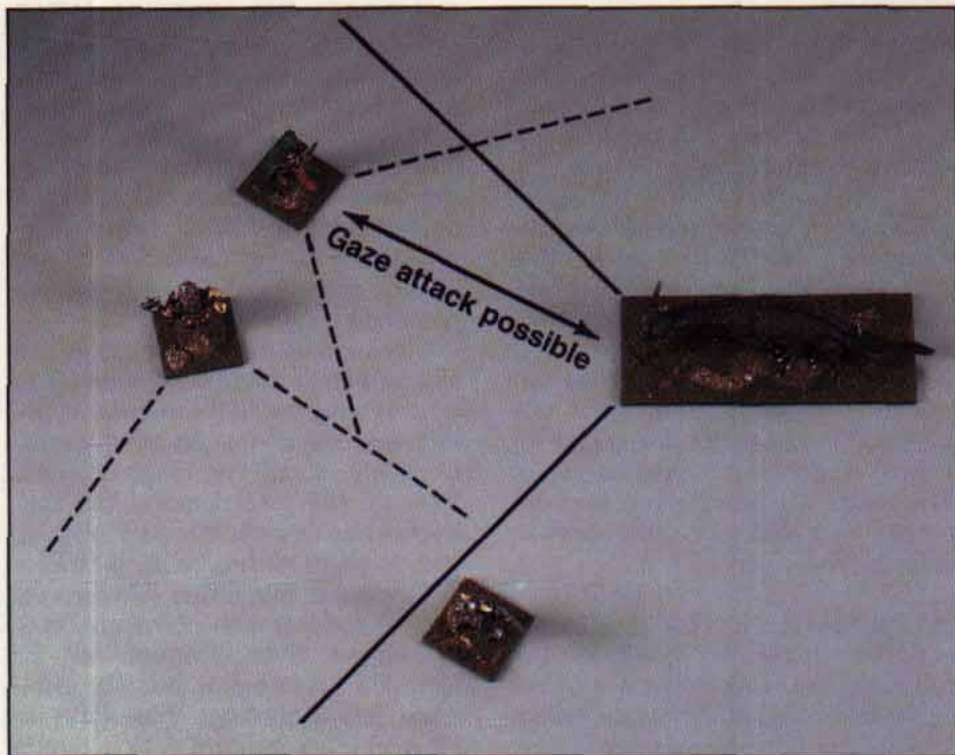
Attribute draining is far less severe. In most cases it does not effect the play of a *Skirmishes* game. A miniature is much more likely to be killed from normal attacks than from an attribute drain. Some attribute draining attacks will affect THAC0 or even hits. These are the only type that must be recorded.

BREATH WEAPONS: Some miniatures, most notably dragons, have the ability to exhale deadly materials. These can range from fire and lightning to acid and sleep gas. A breath weapon is an area effect weapon. It affects all the miniatures in a specified



Giant, Cloud with morning star

Hits	17
AC	0
AD	6(3)
THAC0	1(3)
Range	24/48/72
ML	17
MD/CD	15
CB	—
MV	15
XP	10,000
Size	H
AL	NG or NE
EXP	Veteran/Monster



Of the three other figures, the basilisk has only one potential gaze victim. Only the green-robed thief is in both the basilisk's LOS and has the basilisk in his LOS.

Part Two Expanded Rules

area equally. The shape and size of the breath weapon varies with the miniatures. A miniature is always immune to the effects of its own type of breath weapon. There are three major breath weapon shapes: cone, sphere, and line. In the back of this book is a page of shapes. Photocopy the page and cut out the shapes to use as paper templates for breath weapons.

A cone-shaped breath weapon starts at the center of the facing side of the miniature as a single point. It extends out a certain distance, growing to cover a specified width. The shape of the cone is always written with the length first and then the width, followed by the letter C, for cone. For example, $6 \times 3C$ means a cone 6" long and 3" wide at the far end.

A sphere-shaped breath weapon always appears right in front of the miniature. One edge of the sphere touches the front edge of the miniature. It is written with a single number for the ra-

dius of the sphere, followed by the letter S, for sphere. For example, 3S means a sphere 3" in radius, 6" in diameter. Its center is 3" directly in front of the miniature, which puts one edge touching the miniature.

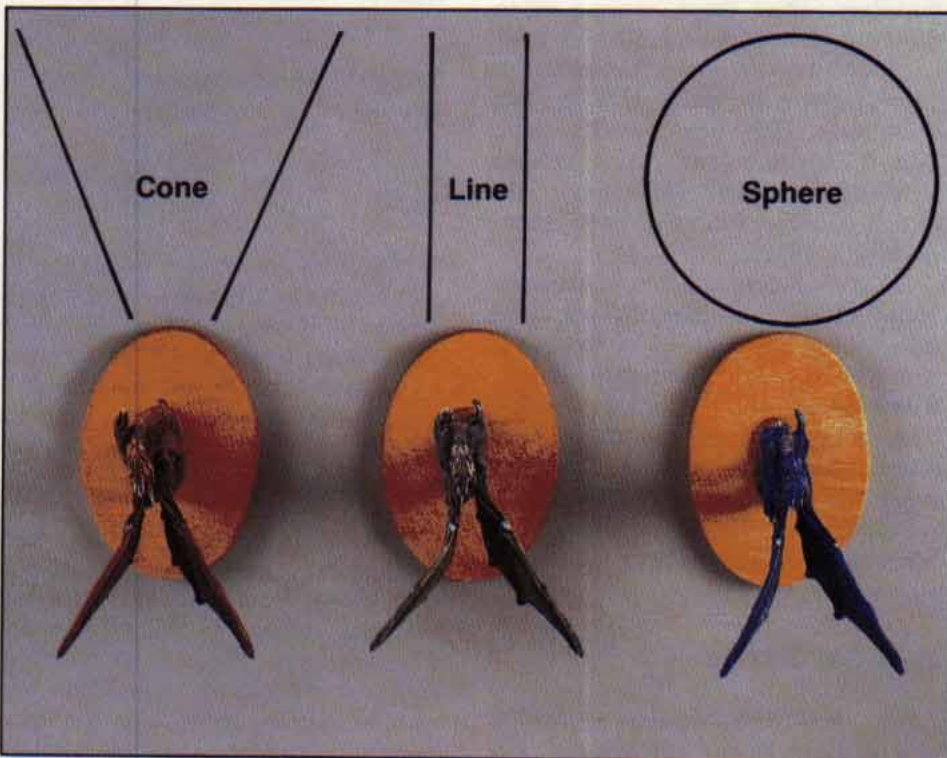
A line-shaped breath weapon fills a rectangular area in front of the miniature. The longest dimension always measures away from the miniature. The line shape is written with two numbers followed by the letter L, for line. For example, $10 \times 1L$ means a line 10" long and 1" wide. The 10" length must be measured out and away from the miniature.

Some miniatures are restricted in the number of times they can use a breath weapon. A dragon, for example, can use a breath weapon only once every three rounds. Other monsters have different ratios. The frequency is usually written "number/time." For example, a dragon breathes $1/3$ rounds.



Giant, Cloud with morning star

Cloud giants can hurl boulders up to 72 inches.



Dragon breath weapons come in three different shapes: conical, spherical, and linear.



Giant, Fire with sword

Hits	16
AC	-1
AD	5(2)
THACO	1(7)
Range	20/40/60
ML	15
MD/CD	6
CB	—
MV	12
XP	8,000
Size	H
AI	LE
EXP	Regular/Monster

Chapter 11

Heroes & Monsters

A hero or monster is a powerful miniature that works alone on the gaming table. Ogres, dragons, trolls, giant spiders, and werewolves are all examples of monsters. Wizards, paladins, and high priests are all examples of heroes. These same creature types can be organized into units, but if they operate individually they are heroes or monsters. For game purposes heroes and monsters are treated identically.

MORALE: The hero or monster can join a unit, but still checks morale separately. The presence of the hero or monster in the unit can improve the unit's morale. Heroes or monsters can be commanders only if they can communicate with the troops.

Heroes and monsters check morale in the same manner as units and commanders. They check morale when they are reduced below 50% of their original hits, whereas a unit needs to check when it has lost over 50% of its miniatures. They never need leaders, and therefore never check morale when one is lost. They must still check morale when a field commander is killed.

Most monsters and heroes are awesome killing machines. Whenever a unit that is being attacked by one is required to make a morale check, that unit suffers a -1 morale penalty. The cause of the morale check does not have to be the monster. In some cases the referee may need to judge whether the penalty is warranted. Some monsters just aren't that scary to some types of units.

Animal Packs

The distinction between an animal and a monster can get blurred. For our purposes, an animal is a naturally

occurring creature that is not intelligent. If it exists in the real world, consider it an animal. Other creatures are monsters, even if they only have an animal's intelligence.

In general, an animal will not stay on the field of combat without a leader or commander. An animal pack or herd is always considered rabble. Occasionally an animal pack will be controlled by a force of nature which is not present on the board as a miniature. These rules do not apply if the animal pack is being controlled by magical means.

Animals do not always go where their leader directs them. When the leader attempts to drive the animals into melee, roll a d20 and consult the table below. If a veer is rolled, it is just enough to miss the intended target. If another viable target is standing where the animals veer, it becomes the target of the attack. It is possible that this is a friendly unit. Animals never distinguish between friendly and enemy miniatures if two units are engaged in melee.

Table 18. Animal Charges

Die roll	Result
1-3	Veer left
4-17	Straight ahead
18-20	Veer right

Monsters are always under the direct control of the player. They move where he chooses and attack where he chooses. If the referee decides that some monsters are *just too stupid to behave*, he can place them under the animal rules when designing his scenario.

STAMPEDE: The animals in a pack or herd may stampede under certain conditions. First, they must be herbivores; carnivores and most omnivores will not stampede (and usually don't form herds to begin with). Second, something must start the stampede. This can be a very loud noise, a dramatic and frightening magical ef-

Part Two Expanded Rules

fect, an illusion of something the animals are afraid of (a dragon or a brushfire, perhaps), or a large-scale attack which injures several animals or one key animal. Miniatures can try to start a stampede intentionally.

Once a stampede begins, only magic can stop it. Stampeding animals continue stampeding until they leave the table, they are all killed, or the stampede is magically halted.

Initially, the stampeding herd moves directly away from whatever started the stampede, with a 50% movement bonus. It never slows down, but it may change direction. Before each move, the herd makes a morale check. If this check succeeds,

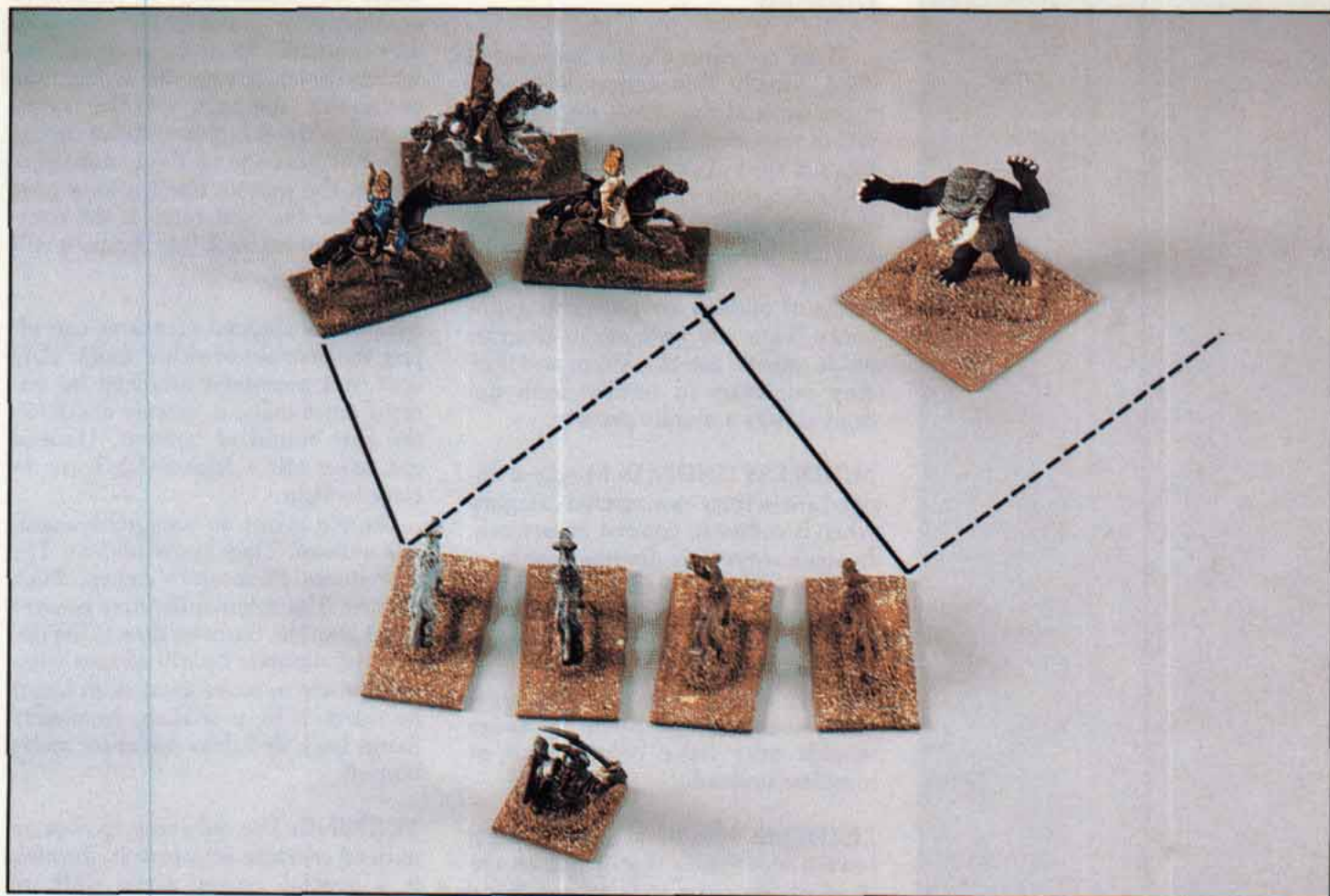
the herd keeps moving in the same direction as before. If it fails, the herd changes direction. Roll 1d8 to determine the new direction, with 1 being the direction the animals were moving.

If the stampede hits any miniatures, they are attacked as if they were charged. All the normal charging rules apply, with one exception. After all the attacks for that round are over, the stampeding animals continue moving right through the miniatures they attacked. The attack costs them 3" of movement. Anything that is left over is used to move directly through.



Giant, Fire with sword

Fire giants are immune to fire. They can hurl boulders up to 60 inches, and have a 50% chance to catch boulders hurled at them.



The orc is trying to get the wolf pack to charge the horsemen. There is a chance, however, that they will charge the umber hulk instead.

Part Two Expanded Rules



Giant, Frost with axe

Hits	14
AC	0
AD	4(2)
THACO	1(5)
Range	20/40/60
ML	13
MD/CD	6
CB	—
MV	12
XP	7,000
Size	H
AL	CE
EXP	Regular/Monster

Table 19. Turning Undead

Undead Type (Hits)	Level of Priest												
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+	
Skeleton (1)	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*	
Ghoul (2)	16	13	10	7	4	T	T	D	D	D*	D*	D*	
Shadow (3-4)	19	16	13	10	7	4	T	T	D	D	D*	D*	
Wight (5)	20	19	16	13	10	7	4	T	T	D	D	D*	
Ghost	—	20	19	16	13	10	7	4	T	T	D	D	
Wraith (6)	—	—	20	19	16	13	10	7	4	T	T	D	
Mummy (7)	—	—	—	20	19	16	13	10	7	4	T	T	
Spectre (8)	—	—	—	—	20	19	16	13	10	7	4	T	
Vampire (9)	—	—	—	—	—	20	19	16	13	10	7	4	
Ghost (10)	—	—	—	—	—	—	20	19	16	13	10	7	
Lich (11+)	—	—	—	—	—	—	—	20	19	16	13	10	
Special	—	—	—	—	—	—	—	—	20	19	16	13	

* An additional 2d4 of these creatures are destroyed.

Undead

These creatures are the reanimated dead. Mostly, this section deals with those undead that have no mind or will of their own. Skeletons and zombies are typical examples of mindless undead. Creatures such as wights and vampires can think for themselves and are treated as normal units or monsters with special powers. All forms of undead are powerful opponents. They are immune to charms, holds, mental attacks, sleep, and fear. Any miniature in combat with undead suffers a morale penalty.

MINDLESS UNDEAD: Mindless undead are in their own special category when it comes to combat experience. In some ways they are like rabble, in another, they are like elite units. When putting together the sheets for them, write down "undead" for the combat experience. Skeletons and zombies are the only common types of mindless undead. Some campaign worlds may have other types of mindless undead.

LEADERS: Mindless undead must have a unit leader that is not an undead of the same type to command

them. The leader must be capable of commanding undead; for example, an evil priest. All of the undead miniatures must always be within the command distance of the commander. Any mindless undead miniature not in range of the commander during the morale check phase goes prone for the next turn. If the commander moves back into range, it will get back up.

MORALE: Undead creatures can affect the morale of other units. Any unit (not monsters) attacked by undead must make a morale check on the first round of combat. Undead are, after all, a frightening force to have to fight.

Morale is not an issue with mindless undead. They know no fear. The miniatures themselves never check morale. The commander may have to check morale. Since he directs the undead miniatures, he will always command them to move away with him if he routs. If he is shaken, he merely hangs back and does not enter melee himself.

TURNING: The only way to rout an undead creature is to turn it. Turning is a special power given only to

Part Two Expanded Rules

priests and paladins. The priest or paladin attempts to turn undead during the combat phase. Any miniature attempting to turn undead may not attack that turn.

To turn undead, the player rolls a 20-sided die and consults table 19 to determine the success of his turning attempt. He rolls 2d6 to see how many miniatures he has affected. Only those miniatures in his forward facing arc, LOS, and within 12" are eligible to be turned.

If the 20-sided die indicated a successful turn, the two players take turns picking which undead miniatures were turned. The player that controls the undead miniatures picks first. If the group of undead is a mixture of types, those with the fewest original hits must be selected first.

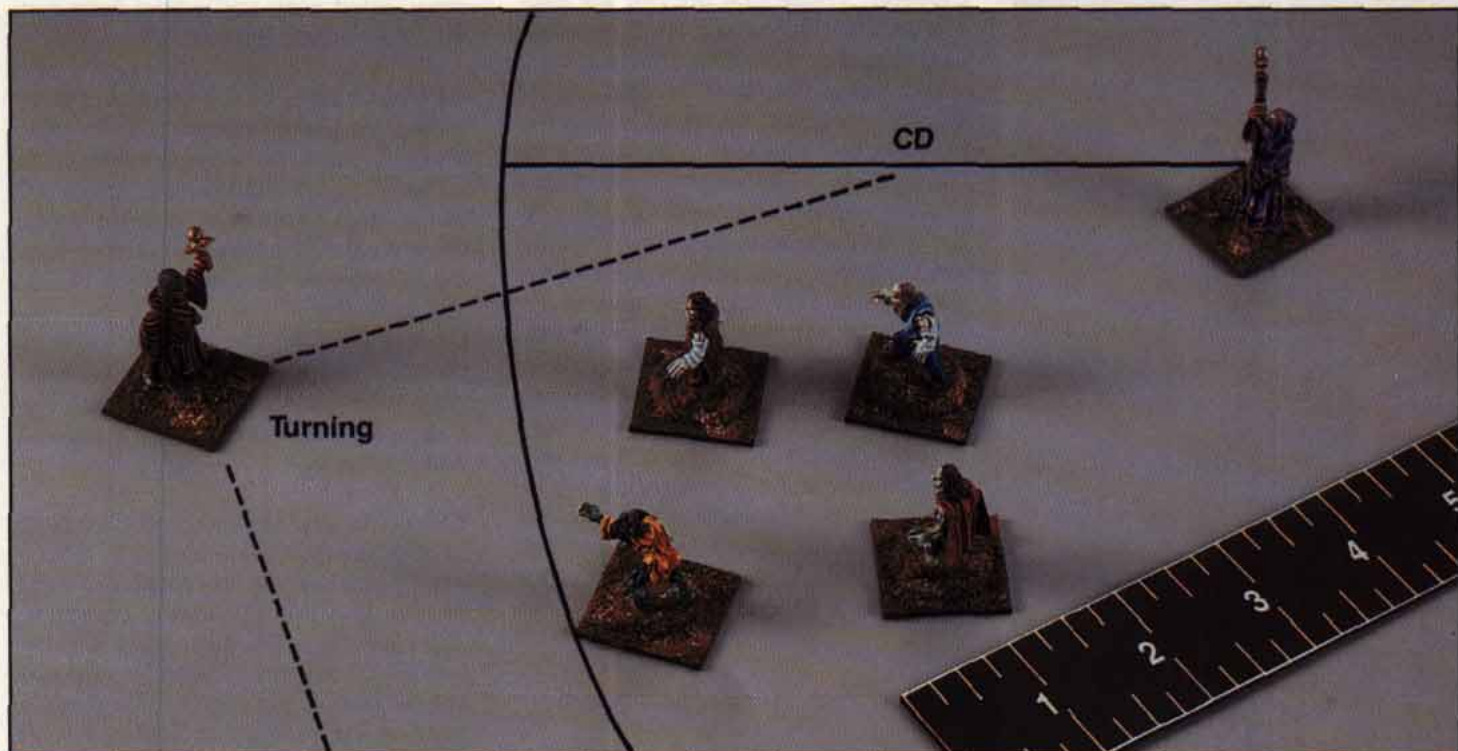
RALLYING UNDEAD: Mindless undead miniatures that are turned automatically rout. If they have a priest

leader, he can attempt to rally them on the next turn, but not on the turn they were routed. He does this with his command undead power (the reverse of turn undead). He rolls on the same turning undead table, but success means that he has reestablished control of the undead forces. Skeletons and zombies that have been turned keep moving away even if outside their leader's command distance. Free-willed undead make rally checks normally.



Giant, Frost with axe

Immune to cold; can hurl boulders, and has a 40% chance to catch boulders thrown at it.



The purple-robed necromancer is within the command distance of all the undead monsters. The priest on the left can see them and therefore can try to turn them.

Part Two Expanded Rules

Chapter 12

War Machines

A war machine is anything that can be ridden in a fight. It does not include siege machinery or simple mounts, although the distinction can get rather blurred in a fantasy setting. Chariots, wagons, sleds, and battle platforms are all examples of war machines.

Since war machines are not common in AD&D® role playing, there are not many examples of them. The material in this chapter is somewhat complex. Players should expect to spend some time before the scenario, designing the war machine and figuring out its combat values and abilities.

Movement

In most cases a war machine is either carried or pulled by an animal or monster. Those that are not are usually animated by magic. War machine movement and turning ability is classified using the same system as for flying creatures. In most cases the machine's movement is restricted to the surface, but the same system still applies without the altitude rules. If the war machine is capable of flying, use the flying class rules instead of the war machine rules for movement.

The overall speed of the war machine is determined by the animals or force driving it. In the case of animals or monsters, they have half their normal movement. Flying creatures lose one flying class when carrying a battle platform. The referee must decide how many animals of a given type are necessary to draw a platform of any particular size.

Table 20. War Machine Classes

Class	Maximum turn*
A	Unlimited
B	180 degrees
C	90 degrees
D	60 degrees
E	30 degrees

* Doubled if the machine moves half or less of its maximum movement.

CLASS A: War machines of class A are not subject to any movement or combat restrictions. They can change facing at any time and move along any convoluted path. They are using some form of magical or elemental control for movement. A telepathically controlled sled is a good example of a class A war machine.

CLASS B: These are usually platforms mounted directly onto the back of an animal or monster. They cannot change facing in response to an enemy engaging them in melee. However, they can move along any convoluted path and adjust facing at the end of their movement.

CLASS C: Most of the maneuverable, animal drawn machines fall into this class. A chariot is a good example of a class C war machine. It is restricted in the total amount of turning it can do in a round. It may not change facing in response to a melee attack.

CLASS D: This class is the same as class C, except that it is more restricted in turning. A pair of horses pulling a cart is a good example of a class D war machine.

CLASS E: The slowest and clumsiest of all war machines are class E. A caravan wagon is an excellent example of one. It is not allowed to charge at any time. In most cases class E is reserved for everyday vehicles and not actual battle platforms. Frequently these are the object of a scenario. A raid on a caravan scenario would



Giant, Hill with club

Hits	12
AC	3
AD	3(2)
THACO	6(9)
Range	20/40/60
ML	13
MD/CD	6
CB	—
MV	12
XP	3,000
Size	H
AL	CE
EXP	Regular/Monster

Part Two Expanded Rules

probably define the caravan wagons as class E war machines, even though they are never intended to fight.

TERRAIN: Some types of terrain are dangerous for any machine trying to move across. For wheeled vehicles, the only safe terrain is road or clear areas. Forest, scrub, obstacles, etc., completely block movement. Swamp, water, mud, etc., prevent the vehicle from moving for the rest of the scenario.

TIPPING OVER: A war machine is susceptible to being tipped over. Rough, rocky, or slope terrain have a chance to tip over the machine. If at any time during the round it moves over such terrain, roll on the table below. Only one check per round is required. Check after the complete movement path is declared. If more than one patch of bad terrain is crossed, roll randomly to see where the tip happens.

If the machine moved within 1" of its top speed, subtract 4 from the die roll. If it moved at less than half speed, add 4 to the die roll. If terrains are combined, rough slope for example, subtract 4 from the die roll. See below for the results of being tipped over.

Table 21. Tipping War Machines

d20 Roll	Result
1-10	Tipped
11-20	Remains upright

TIPPING OVER: Tipping can also happen as a result of combat. In combat, the machine can only be tipped over if it is struck by a beast or machine that is larger, the same size, or one size smaller. Some vehicles, like war wagons, are so heavy that only a beast or machine its own size or larger can tip it over.

On any successful strike by an opponent of the proper size, the war machine must make a saving throw. Any roll of 4 or higher means the ma-

chine does not tip over. Use all of the following modifiers which apply.

Vehicle struck in front or rear	+2
Vehicle larger than attacker	+2
Vehicle smaller than attacker	-2
Vehicle was target of charge	-1

Anybody inside an open-topped machine which tips over must make a saving throw vs. breath weapon or be pinned underneath it. Those not pinned must still expend their entire next movement to stand clear. A pinned miniature cannot attack, but is considered prone and has partial hard cover. A completely enclosed machine takes two full turns to stand clear of, but miniatures cannot be pinned under it. The machine may not be righted or used again during the scenario.

Combat

The war machine has a couple of combat options. It can be used strictly as a mobile platform. In that case the machine itself is not fighting. It transports melee troops from place to place, or serves as a mobile base for archers.

Alternatively the war machine can be the attacking miniature itself. It may have weapons of its own, or merely plow into a squad of enemy miniatures. In many cases, the animals or monsters that draw the machine are more fearsome than the machine itself.

When the war machine is attacked by missile fire, use the incidental target rules. The machine itself counts as an available target. For machines that carry multiple riders, this is an advantage since the player can always select the machine as the incidental target.

ANIMALS and MONSTERS: If any animal or monster is harnessed to the war machine, its combat abilities



Giant, Hill with club

A hill giant can hurl boulders up to 60 inches. It has a 30% chance to catch a boulder thrown at it.

Part Two Expanded Rules



Giant, Stone with club

Hits	14
AC	0
AD	3(4)
THACO	3(8)
Range	0/60/90
ML	16
MD/CD	12
CB	—
MV	12
XP	8,000
Size	H
AL	N
EXP	Veteran/Monster

must be fully detailed. How it is harnessed will determine if it can attack. A horse-drawn chariot does not allow the horses to attack with their hooves and teeth. On the other hand a polar bear-drawn sled might allow the bears to attack with claws and teeth.

One riding miniature must be identified as the driver. This miniature does nothing except control the animals and direct the war machine. If the driver is incapacitated, the animal must make a morale check. In most cases, on the next round another occupant can put down his weapons and become the driver. In combat the enemy can choose to attack the animals or the war machine. Each animal or monster must record hits separately.

ANIMAL MORALE: The morale of the machine is broken into two parts, one for the animals pulling it and the other for the riders. It is assumed the animals' morale is better than average through training. A good rule of thumb is to add three to the natural morale of the animals.

If the animals pulling the machine become routed, they pull the machine in random directions at top speed. It is too awkward for the whole machine to merely do an about face and flee, as do other miniatures. The harness itself also makes it difficult for a war machine to rout normally. Use the Animal Pack Veering Table to determine direction. The machine can attempt to make a rally check if it has riders left. If either the riders or the animals are routed, the other suffers a -2 morale penalty.

KILLING THE ANIMALS: If the war machine loses even one of its animals, the whole thing comes to a screeching halt. The dead animal must be cut from the harness before the war machine can be started again. Cutting the harness is automatic if an appropriately armed miniature (wielding a

cutting weapon) moves into contact with the dead animal.

Each animal lost slows down the whole war machine proportionally. If there were two animals, speed is halved when one is lost. If there were three animals and one is lost, speed is reduced by one-third. If there were more than three animals, the machine still always loses at least one-third of its movement when an animal is lost. It is possible to have a war machine with animals in the harness, but not enough to move it.

RIDERS: Most war machines are designed to carry some form of combat miniatures. Archers or pike men are common riders. These fighters gain an armor class benefit from the machine. Look carefully at the design of the war machine and decide if they should get a hard cover bonus. Minimally they get a +1 AC bonus for being in motion on the platform.

A rider can attack in several directions while on the platform. It can attack miniatures directly behind the machine, or to either side. Most of the time the riders will not be able to attack to the front with melee weapons because the animals pulling the war machine are in the way. If the vehicle is in motion, the rider has a THACO penalty of -1 if traveling at half speed or less. In addition, if it is traveling through terrain that slows it (rough, brush, etc.) it has an additional -1 THACO penalty.

A rider can be attacked individually in melee. Any miniature that ends its movement in contact with the platform can melee any enemy miniature inside the platform within its melee zone. Some platforms may be raised too high off the ground to allow this. Such a war machine must have this defined in advance of the start of the scenario (and warriors inside it probably will be armed with polearms or bows).

Part Two Expanded Rules

RIDER MORALE: Riders must check morale as a group, using the morale of the highest single miniature. If they become routed, they direct the war machine out of combat and will not attack until rallied. If either the riders or the animals are routed, the others suffer a -2 morale penalty.

THE MACHINE: For game purposes, war machines and beast-mounted platforms are considered to be invulnerable. This is not an accurate reflection of real life, but it does make for a better game. If armor classes and hits were assigned to a war machine, they would be much higher and tougher than the riders or animals. It is always easier to kill the people aboard than it is to destroy the machine itself. If the machine is brought to a halt, then the miniatures can attempt to destroy it or break into it. Use the object rules found in Chapter 7.

The war machine does confer some benefits to the riders. This is usually an armor class bonus. Some magical devices may provide magical protection as well. Below are several example war machines and the relevant information to run them. The armor classes given for the machines assume they are maneuvering on the field of combat.

CHARIOT: This small, open platform usually holds up to three men, one of which must be the driver. The chariot could be used as a moving platform for archers or it could drive into melee. It provides hard cover (+4 AC bonus) for everyone in it. The chariot itself has a moving armor class of 2. Unfortunately the rough ride reduces the THAC0 of the riders by 2. It takes two to four horses to pull a chariot. The chariot is highly mobile, usually achieving speeds from 12 to 18 and is class C.

CARAVAN WAGON: Although this is not strictly a war machine, it is sim-

ilar and likely to be used in a variety of scenarios. Caravan wagons come in many different shapes and sizes. If emptied it could carry anywhere from 6 to 20 humans depending upon its size. A hide-covered wagon only gives soft cover to those inside. A wagon with wooden sides gives hard cover (+4 AC bonus). The wagon itself has a moving armor class of 8. The driver is always exposed from the front and both sides.

Caravan wagons were never intended to move quickly. They are usually drawn by a team of two or four horses and move 9 to 12 inches per turn with a class of E. Larger or heavier caravan wagons could be constrained to move even slower. No wagon should move slower than 3 inches a turn.

BATTLE WAGON: This wagon has thick wooden walls. Sometimes the walls are covered with animal hides soaked in water. This protects against fire attacks. The wagon itself has an armor class of 0. Narrow slits allow archers to shoot at nearby targets. The archers are completely protected from normal or melee missile attacks. They have a -2 THAC0 penalty when the wagon is moving. The battle wagon is usually so heavy that it rarely gets above a speed of 9, and usually is speed 6, class E. Because of this, the battle wagon gets a +1 on the die roll when rolling to be tipped over by terrain. The wagon can hold from 8 to 12 humans, depending on its size. It takes a team of six horses to pull one wagon. The driver of the wagon is usually inside the wagon and immune to normal attacks.



Giant, Stone with club

A stone giant can hurl boulders up to 90 inches. It has a 90% chance to catch a boulder thrown at it. Its favored terrain is rocky and slopes.

Part Two Expanded Rules

Chapter 13

Scenarios

Vapyr's War Pact

Leaders of several types of evil giants are gathered to make a war pact. This unprecedented alliance is the work of Vapyr, an evil cloud giant, and the evil wizard, Chronar. Chronar cannot attend the war pact meeting because the evil giants will only listen to one of their own. However, he has sent several of his minions to serve as witnesses of Vapyr's worthiness to lead all the evil giants.

Martuum's pegasus warriors have been sent to break up the conclave and prevent the evil giants from forming a war pact. If they can carry the day against the giants, the giants will consider Vapyr to be an unworthy leader. Otherwise the attack will give them the confidence to make the

pact and march upon the lands of men.

The pegasus riders can be represented by the Hoekun Clan Warriors made by Ral Partha. Use the Yamun miniature to represent Martuum. Have unmounted miniatures available for each of the pegasus riders. Individual pegasus miniatures are available from Ral Partha as well.

Giants

- 1 Cloud giant (Vapyr)
- 1 Fire giant (Scald)
- 1 Frost giant (Glance)
- 1 Stone giant (Orr)
- 1 Ettin (Arak/Orok)
- 1 Chimera
- 2 Gargoyles

Martuum's Pegasus Warriors

Martuum: Hits 10, AC 4, AD 2, THAC0 12/9, ML 16, Size M, 9th level warrior, +1 magic sword
13 Pegasi



Giant, Storm with sword

Hits	20
AC	0
AD	6(2)
THAC0	1(1)
Range	30/60/90
ML	17
MD/CD	15
CB	—
MV	15, Sw 15
XP	13,000
Size	G
AL	CG
EXP	Veteran/Monster

Vapyr's War Pact

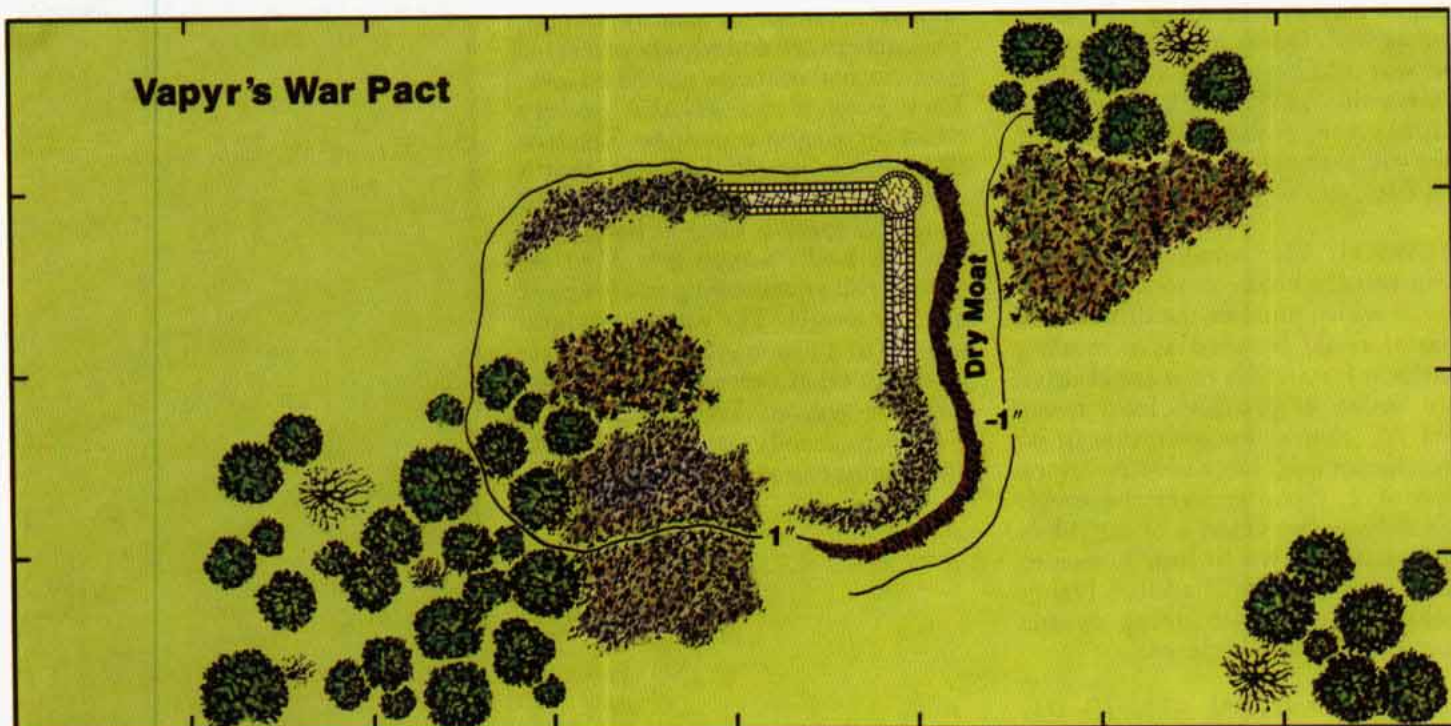


Table setup for the Vapyr's War Pact scenario

Part Two Expanded Rules

12 Mounted Human Warriors: Hits 6, AC 6, AD 1/2 (2), THAC0 13/16 (15), Range 15/30/51, ML 15, MV 12, Size M, 5th level warrior, +1 magic sword, long bow and arrows.

SETUP: The giants pick a central point on the board to set up. All of the giant figures must begin within 6 inches of that position. The giants choose the side of the table the pegasus riders enter. They can enter riding or flying. Remember that pegasi are class D when mounted.

VICTORY CONDITIONS: The pegasus riders win if they can kill Vapyr or kill or rout all the giants. The giants win if the pegasus riders do not succeed.

In Defense of Elba

A mixed force of orcs and goblins is marching upon the small town of Elba. Strategically located at the foot of a mountain pass, this small town is destined to someday be a great city, if it can survive this assault.

Alion and his warriors have been sent to defend the town from the attack. The humans should have had more than enough manpower to defeat the orcs and goblins. Unfortunately, the orcs have a secret weapon the humans didn't know about, which evens the battle considerably: They have a troll and an umber hulk on their side.

Orcs and Goblins

11 orcs with 1 unit leader
11 goblins with 1 unit leader
1 orc field commander
1 troll
1 umber hulk



Giant, Storm with sword

Storm giants typically carry huge composite bows. They can breathe underwater, levitate twice per day, and cast one lightning bolt per day (AD 15, 8" long, range 57"). Their AC is -6 when wearing bronze plate mail.



A scenario does not always have to be good guys against bad guys. Three bugbears and a hungry troll attack a kobold lair in hopes of getting an easy meal.

Part Two Expanded Rules



Giantkin, Firbolg with sword

Hits	15
AC	2
AD	3
THACO	10
Range	—
ML	16
MD/CD	15
CB	—
MV	15
XP	8,000
Size	L
AL	N (CG)
EXP	Veteran/Monster

Alion's Riders

Alion: Hits 6, AC 4, AD 2, THACO 15/12, ML 16, Size M, 5th level warrior, +1 magic sword

13 Light horses

12 Mounted Human Warriors: Hits 2, AC 6, AD 1/2 (2) [2/3], THACO 19/20 (20) [18], Range 10/20/34, ML 12, EXP Veterans, MV 13, Size M, 2nd level warrior, lance, sword, bow and arrows, one figure is the leader

6 Men-at-arms: Hits 1, AC 4, AD 1/2, THACO 20, ML 11, EXP Regulars, MV 12, Size M, 1st level warrior w/ sword, one figure is the leader

6 Archers: Hits 1, AC 7, AD 1/2, THACO 20 (20), ML 11, EXP Regulars, MV 12, Size M, 1st level warrior w/ short sword and bow, one figure is the leader.

SETUP: The orc player establishes an underground position for the umber hulk anywhere on the table. The rest of the orcs setup within 1 inch of the left side of the board.

The humans must set up in town, no more than 6 inches from a building. One of each of the riders, the men-at-arms, and the archers must be identified as unit leaders. The unit leader has no special combat bonuses, just a +1 command bonus.

The umber hulk's *confusion* gaze is covered in the magic rules. Either read the spell description, or merely have the victim save vs. spells or be paralyzed (confused) for 6 rounds.

VICTORY CONDITIONS: The side that is left alive and/or not routed wins the scenario. Control of the town is the issue, and there is no chance for reinforcements in the near future.



Table setup for the *In Defense of Elba* scenario.

Magic

There are two major elements that set fantasy apart from a normal medieval setting: monsters and magical spells. Frequently they are not separable, because the monsters may be magical. Monsters have been covered in previous chapters. This chapter will talk about magic.

For our purposes there are three types of magic: spells, items, and abilities. A spell is something that a wizard or priest casts instead of fighting. An item has magical powers and properties all its own. Some can be used by anyone who holds them. Abilities are inherent powers of creatures that are beyond natural phenomena. Most abilities imitate spells.

Magic always takes place in the combat phase. A miniature can use magic instead of melee or missile combat. All active magical effects are resolved at that time. Any saving throws that need to be rolled are rolled then.

All of the rules for magic in this game are derived from the AD&D® game. In most cases the AD&D rule books can be used to solve *Skirmishes* rules questions. Where conflict occurs, the rules in this book take precedence over the AD&D game rules.

Converting Spells

The lists of spells and magical items in the AD&D game are so extensive that it is impossible to list all of them here. To solve this, generic rules for converting spells and magical items from the AD&D role playing game into *Skirmishes* have been provided. To convert spells you must have access to the *Player's Handbook* and the *Dungeon Master's Guide*.

The other option is to use the abbreviated spell and magical item list found in this book. The effects have been dramatically simplified for easy

play. These spells and items are sufficient for most scenarios. However, if you prefer a more detailed game or one closer to the roots of the AD&D game, convert the spells and items yourself. Whichever method you choose, it should be decided in advance.

There is a summary block at the beginning of each spell description. It specifies several things about the limitations of the spell. Some of the values have been simplified for *Skirmishes* purposes. You can use the AD&D game values if you need more detail or are using *Skirmishes* to supplement a role-playing adventure.

CASTING TIME: The first thing to look at in the AD&D game spell description is the casting time. If the spell takes multiple rounds to cast, it is probably not worth converting for *Skirmishes* use. These spells can be used to set up a scenario but are rarely effective on a fast-moving battlefield.

SCALE: When translating AD&D game spells, remember the game scale is 10 feet per inch. For example, a spell with a range of 5 yards converts to 1¹/₂ inches.

DAMAGE: For spells that do damage, use the tables in Appendix A for weapon and monster damage conversion, but ignore the THACO adjustments. The spell merely does that many total hits of damage without rolling any dice. Find the minimum and maximum damage the spell does, add them together, and reference the table.

AREA OF EFFECT: When translating the area of effect, remember the wizard or priest miniature is not allowed to change facing during the magic phase. However, spells that can be waved around or shifted in the course of a single round can cover the entire forward-facing arc of the miniature.



Giantkin, Firbolg with sword

Firbolgs are magical giants. In addition to casting diminution, detect magic, and alter self once per day, they have a 75% chance to catch or deflect large missiles.

Part Three

For example, *detect magic* produces a narrow line area of effect. However, the caster can sweep it across an area during a round. Therefore, for *Skirmishes*, the area becomes a cone filling the forward-facing arc.

MAGIC AND MORALE: In many cases, the spells effect a miniature by requiring a morale check. If the individual miniatures do not make up an entire unit, roll for morale for each part of a unit. In fact, it is more likely that they are only part of a unit or even parts of several units. Those parts that fail morale automatically become new units with their new, reduced morale. The rest of the unit not affected by magic also suffers the result of the morale check, but not the magic. The newly formed unit does not have to make an additional morale check for being forcibly separated from its original unit.

TOUCH SPELLS: Many of the spells require the caster to touch his target. This is no problem with a friendly miniature. The caster merely moves up to contact and he can touch the miniature. Enemy miniatures require a successful melee (THACO) roll to be touched. The touch does no damage itself, but does allow the spell to work.

DISRUPTING SPELLS: If a wizard or priest takes at least one hit of damage, fails a saving throw, or is affected by enemy magic during a round, his spell casting is disrupted for the rest of the round. This means spell casters with initiative can usually cast their spells, while those without initiative may be disrupted. Unlike the role playing game, the spell is not lost, only the mage's ability to cast it this round. The caster can still attack with melee or missile combat in that round.

SIMPLIFICATION: In all cases, try to keep the spell simple. Be willing to

alter the spell effects to obtain a simpler effect. For example, *color spray* has a 120-degree area of effect with varying results depending upon the relative levels of the targets and the caster. As you can see in the description below, in *Skirmishes* it only affects the forward facing arc (usually 90 degrees) and only has a blinding result. This makes it a lot faster and easier to use in *Skirmishes* while still retaining the original intent of the spell.

Defining the Spell Summary

Several of the terms in the summary block are abbreviations. The list below summarizes them. For example, *R 2"/L* means that the range is 2 inches for each level of the caster.

RANGE (Rng): This is the distance away from the wizard or priest that the spell can be located. Its center or beginning can be placed anywhere within that radius. Most spells assume this location must be within line of sight. All numbers are in game inches.

- L Level of caster in rounds
- T Touch, in his melee zone
- 0 On the caster only

DURATION (Dur): This specifies how long the spell lasts. Instantaneous means that it does not carry over beyond the magic phase. All numbers are in game rounds. A wizard or priest concentrating on a still-active spell may not move or attack.

- L Level of the spell caster
- I Instantaneous
- C While wizard concentrates
- S Lasts for the whole scenario
- * Special, see description

AREA OF EFFECT (AoE): This is the volume or area the spell affects. A single number always refers to the radius of a circular or spherical effect.

Gnoll with axe & long bow

Hits	2
AC	5
AD	1(1)
THACO	18(19)
Range	10/20/34
ML	11
MD/CD	5
CB	—
MV	9
XP	120
Size	L
AL	CE
EXP	Regular

Two numbers define a box, while three define a cube. Sometimes this can be combined with a number of miniatures. For example: 3×3×3, 1d4M means 1-4 miniatures in a 3" cube.

C Cone. The first number is the length, the second is the width of the wide end.

L Level of the spell caster.

#M Number of miniatures.

MZ Forward facing melee zone

LOS Line of sight.

* Special, read description or use common sense.

SAVING THROW (Sav): This is the result should a saving throw by the target be successful. Half damage is always rounded up.

$\frac{1}{2}$ Half damage taken

Neg Spell has no effect

— No save allowed

Dis Save allowed only if illusion is disbelieved

* Special, read the description

Illusions

Illusions are a general category of magic. Many different types of spells and magical items can produce illusions. The problem with illusions is that in most cases the player knows the illusion for what it is, while the miniature would most likely not. Using illusions in *Skirmishes* requires a referee or players that can strike compromises and keep up a friendly game. A referee is strongly recommended.

An illusion is a creation of an appearance. It can never be used to make something disappear. An illusion cannot be used to make miniatures invisible. It can be used to create the impression of a hole where there is really solid terrain.

ILLUSIONARY DEATH: Any miniature "killed" by an illusion falls unconscious for 1d3 rounds. When he

awakens, he finds all of the illusory damage healed. The illusion cannot duplicate special powers, such as the petrifying breath of a gorgon or the charming gaze of a vampire.

BELIEVABILITY: The key to the illusion is making it seem like a genuine possibility on the field of combat. For example, if 10 fighters suddenly appear out of nowhere, even the slowest man-at-arms would suspect an illusion. However, if 10 fighters come trotting out of the woods, it is not so likely that the viewers will suspect anything.

Whenever a miniature is faced with an illusion, the believability of the illusion must be determined. This usually amounts to the viewing player stating why his miniature would have reason to suspect an illusion. The players or referee must decide if his case is valid or not. If not, then the miniature must treat the illusion as if it is real. The miniature is not allowed to place itself into senseless jeopardy or chance certain death.

If the illusion is not believable, then the viewing miniatures get a saving throw vs. spells. This is done for the whole unit, not miniature by miniature. If the saving throw is successful, the illusion is not believed and can be ignored. If the saving throw is successful, the illusion is believed and must be treated as if it is real. Once a unit is convinced that an illusion is real, the miniatures cannot be persuaded by another unit on their team that it is not. They must see for themselves. Until that time they will act as if the illusion is real.

A new saving throw is made each time the illusion is found to depart from reality in yet another way. For example, an orc that does not die when it has taken multiple hits would be cause for a new saving throw.

BREAKING ILLUSIONS: The illusion can be broken if a miniature that does not believe in it engages it in me-



Gnoll with axe & long bow

Part Three



Gnome, 4th Level Illusionist

Hits	2
AC	6
AD	1
THACO	20
Range	—
ML	15
MD/CD	4
CB	2
MV	6
XP	120
Size	S
AL	NG
EXP	Hero

lee or moves into it. Since it is not real, the weapons used in melee attacks do not make contact. The illusion vanishes immediately in these cases. Missile fire cannot break an illusion. From the attacker's point of view, all of the missiles miss. A miniature that believes the illusion will not destroy it through melee.

CONCENTRATION: The best way to break an illusion is to attack the caster. Since he must concentrate to maintain the illusion, if he is attacked in melee, even unsuccessfully, the illusion is broken. Missile attacks must do damage to break his concentration.

Concentrating requires that the miniature make no attacks, not take damage from attacks, not move, not fail any saving throws required by spells or special attacks. In short, the miniature must remain undisturbed.



A marid genie looks down with disdain on the summoned fire elemental. Across the chasm, the wizard and his iron golem prepare to defend themselves.

Chapter 14: Wizards

Table 21. Wizard Spell Progression

Hits/ Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	2	—	—	—	—	—	—	—	—
3	2	1	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
5	4	2	1	—	—	—	—	—	—
6	4	2	2	—	—	—	—	—	—
7	4	3	2	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	2	1	—	—	—	—
10	4	4	3	2	2	—	—	—	—
11	4	4	4	3	3	—	—	—	—
12	4	4	4	4	4	1	—	—	—
13	5	5	5	4	4	2	—	—	—
14	5	5	5	4	4	2	1	—	—
15	5	5	5	5	5	2	1	—	—
16	5	5	5	5	5	3	2	1	—
17	5	5	5	5	5	3	3	2	—
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

A wizard is a learned scholar who spends most of his time poring over arcane texts and practicing his art. This makes him a poor fighter at best. His spells, however, are far more powerful and versatile than any sword. Unfortunately the wizard has only a few spells available to him at any given time.

CONVERTING LEVELS TO HITS:

In the AD&D® game all characters are rated by levels. In *Skirmishes* a level roughly corresponds to a hit for monsters and fighters. However, in the AD&D game a wizard uses 4-sided dice for his level. This means he will generally have half as many hits as he has levels. This makes him very vulnerable to physical attacks on the battlefield. An exact translation of a wizard's level to his hits can be found in Appendix A.

SAVING THROWS: A wizard uses a different saving throw table than reg-

ular fighters and monsters. Always use the wizard's level, not hits, to determine his saving throw. He is less susceptible to spells and other magical effects. A wizard has very poor THAC0 values. He can never wear armor or use weapons other than daggers, staffs, darts, knives, and slings. He must be able to speak and have his hands free in order to cast spells.

MEMORIZING SPELLS: Each day a wizard can memorize a variety of spells. It takes several hours to do this. During a scenario, wizards must have all of their spells picked out in advance. Once the spell is cast, it can never be recovered during a scenario, nor can new spells be memorized. Table 22 shows how many spells a wizard can memorize per level of experience. A wizard can memorize the same spell several times in order to be able to cast it more than once during the scenario. Each extra ver-

**Gnome, 4th Level Illusionist**

This miniature represents a 4th level illusionist wizard. It gets a +2 bonus on saving throws vs. magic and poison, and a +1 THAC0 bonus vs. kobolds and goblins.

Part Three



Ghast

Hits	4
AC	4
AD	2
THAC0	16
Range	—
ML	14
MD/CD	5
CB	—
MV	15
XP	650
Size	M
AL	CE
EXP	Veteran/Undead

sion, however, does count against the total spells available to him.

SPELLS: Spells are also rated for power by level. Higher level spells are more powerful. The spells available to a wizard are drawn directly from the AD&D® game rules. Not all of the spells available in the role-playing rules are presented here. Feel free to add any other AD&D game spells you like to the lists.

SPECIALIST WIZARDS: In the AD&D game there are eight different specialist classes of wizards. You may use them if you wish. However, they are not described in this booklet. All wizards are assumed to be mages. All of the AD&D game rules for specialist wizards will work unmodified in *Skirmishes*.

First Level Spells

Charm Person

Rng 36; Dur 5; AoE 1M; Sav Neg

This spell can effect any humanoid, including dwarves, elves, gnolls, orcs goblins, lizardmen, most faerie folk etc. It will not effect giant-class humanoids such as ogres and giants.

The target miniature may not attack the caster or anybody else in that unit. It will attempt to protect the caster from further harm. It will not try to remove the caster from the battle or to a place of safety as a means of protecting him.

Color Spray

Rng 0; Dur I; AoE 2x2C; Sav Neg

The wizard causes a vivid, fan-shaped spray of clashing colors to spring from his hands, blinding any miniature that fails its saving throw.

Enlarge/Reduce

Rng 1.5/L; Dur 5/L; AoE 1M; Sav Neg

The target and its equipment increases or decreases in size and

weight. Wizards of 1st to 10th level can change a miniature by one size class. Wizards of 11th to 20th level can change it two size classes. The base size changes accordingly. Each size class increases or decreases AD by one. If AD is reduced below one, apply a -2 THAC0 penalty instead.

Feather Fall

Rng 3/L; Dur 1/L; AoE 1M; Sav —

The target takes no falling damage and falls only 12" per round. This spell can be cast instantly whenever it is needed, but that counts as the wizard's combat action for the round.

Gaze Reflection

Rng 0; Dur 2 +1/L; AoE 1M; Sav —

Caster is immune to gaze attacks, which are reflected back at the gazer.

Light

Rng 18; Dur 10/L; AoE 2; Sav *

Creates a lit area, much dimmer than sunlight. Moves with the object that it is cast upon. If a miniature is targeted, it must save or be blinded (AC and saving throws have -4 penalties).

Magic Missile

R 18 +3/L; Dur I; AoE *; Sav —

The wizard fires one missile for every odd level that he has (one at 1st, three at 5th, etc.). Each missile does one hit of damage. The wizard does not roll against his THAC0 and the target does not get a saving throw. Each missile can be directed to a different target or the same target within the range.

Phantasmal Force

Rng 18 +3/L; Dur C;

AoE 4 +1/L; Sav Dis

The caster can create an illusion of anything. It fills 4 square inches plus 1 inch per level of the caster. The area can be of any shape. See the discussion of illusions to determine its effects.

Protection from Evil/Good

Rng T; Dur 2/L; AoE 1M; Sav —

This spell provides a +2 AC bonus to the target against evil/good creatures. In addition, it gives them a +2 saving throw bonus from attacks by evil/good creatures.

Shield

Rng 0; Dur 5/L; AoE C; Sav —

The wizard gets an invisible shield that protects against attacks coming in from his forward facing arc. It totally negates magic missile attacks. He gets an AC of 3, and +1 on saving throws from physical attacks.

Sleep

Rng 9; Dur 5/L; AoE 1.5*; Sav —

Target miniatures fall prone and go to sleep. It can affect 2d4 hits of miniatures; 5-hit miniatures are immune. All miniatures must be within area of effect.

Wall of Fog

Rng 9; Dur 2d4 +1/L;

AoE 8 +1/L; Sav —

The wizard creates a fog bank that blocks line of sight. It fills eight 1" cubes plus one more cubic inch per level of the caster. The cubes can be formed into any straight line shape of any height or thickness.

Second Level Spells

Blindness

Rng 9 +3/L; Dur S;

AoE 1M; Sav Neg

Target is blinded (THAC0 and AC -4 penalty) until *dispel magic* is cast.

Continual Light

Rng 18; Dur S; AoE 6; Sav —

Similar to the *light* spell, it illuminates as full daylight, affecting creatures who are sensitive to daylight.

Darkness 15" Radius

Rng 3/L; Dur 10 +1/L;

AoE 1.5; Sav —

A dome of darkness 1 1/2" in radius appears at the indicated spot, blocking all line of sight.

Detect Invisibility

Rng 3/L; Dur 5/L; AoE LOS; Sav —

The wizard is able to see any invisible, astral, ethereal, out of phase, hidden or concealed miniatures. It does not reveal illusions.

Fog Cloud

Rng 3; Dur 4 +1/L;

AoE 2x2x2/L; Sav —

Creates a fog bank that blocks line of sight.

Invisibility

Rng T; Dur *; AoE 1M; Sav —

The affected miniature becomes invisible until it attempts to attack another miniature. Any miniature it attacks is not allowed to change facing because of that attack. This allows for flank or rear attacks by invisible opponents.

Knock/Lock

Rng 18; Dur S; AoE 1x1/L; Sav —

This spell opens any locked or held door. It cannot open other barriers such as drawbridges, portcullises, or living doors. *Lock* closes the door and sets any normal locks or bars.

Levitate

Rng 6/L; Dur 10/L; AoE 1M; Sav —

The target can float up off the ground. It cannot move across the table, only up or down. It does so at a rate of 2" per round.

Melf's Acid Arrow

Rng 54; Dur *; AoE 1M; Sav —

The wizard fires a magical arrow that does 1 hit of acid damage. He shoots with a +3 THAC0 bonus, and is not penalized for range. For every three levels of the caster, the acid causes another hit of damage.

Scare

Rng 9 +3/L; Dur 1d4 +1/L;

AoE 1.5; Sav —



Ghast

Ghasts are usually found only with ghouls. Any miniature in contact with a ghast must save vs. poison or become nauseated by the stench, suffering a -2 THAC0 penalty. Ghasts share the ghoul's paralyzing ability, and can affect even elves. Their victims are paralyzed for 5-10 (4 + 1d6) rounds. They are immune to sleep and charm spells. Attacks with cold iron weapons get double attack dice against ghasts. Even a protection from evil spell will not keep out ghasts unless the circle is formed of iron or iron filings.

Part Three



Golem, Clay

Hits	11
AC	7
AD	4
THACO	10
Range	—
ML	—
MD/CD	—
CB	—
MV	7
XP	8,000
Size	L
AL	N
EXP	Monster

Any miniature with less than 6 hits or levels automatically fails its morale check. The miniatures affected become a new unit with their new, lower morale.

Stinking Cloud

Rng 9; Dur 1/L; AoE 2x2x2; Sav Neg

Each miniature in the cloud must save vs. poison. Failure means movement is $\frac{1}{4}$ normal and the miniature cannot attack for 1d4 + 1 rounds.

Web

Rng 1.5/L; Dur S; AoE *; Sav Neg

The wizard can fill eight 1" cubes with webbing. A successful save means the miniature can leave the web at normal movement. Those miniatures stuck in the web cannot move. Larger than man-sized miniatures can move 1" per round. The web can be burned, but all miniatures in it take 1 hit from the fire.

Third Level Spells

Dispelling Magic

Rng 36; Dur I; AoE 3x3x3; Sav Neg

All magical spells and spell effects in the area are negated. Any spellcaster that has yet to cast this round may not cast his spell. Potions are destroyed, but other magical items are unaffected.

Fireball

Rng 3+3/L; Dur I; AoE 2; Sav $\frac{1}{2}$

A sphere of fire 2 inches in radius appears. Every miniature in the area takes 1 hit per level of the caster, up to a maximum of 8 hits.

Flame Arrow

Rng 9+3/L; Dur 1; AoE *; Sav —

One aspect of this spell causes up to 10 normal arrows or bolts per 5 levels of the caster to become magical flaming missiles. They do no extra damage, but might set the target on fire.

The second aspect of this spell enables the caster to hurl fiery bolts up to 9+3/L inches. Each bolt does 1 hit of

normal damage and 3 of fire damage, save vs. spells halves damage. He gets one bolt for every full five levels. Multiple bolts must target miniatures within six inches of each other.

Gust of Wind

Rng 0; Dur 1; AoE *; Sav —

The caster creates a gust that moves directly away from him in a path 1" wide and 3" per level long. Man-sized flying miniatures cannot fly the next round. Larger than man-sized flying miniatures fly at half speed. It disrupts and blows away fogs, gases, and gaseous miniatures.

Fly

Rng T; Dur S; AoE 1M; Sav Neg

The target can fly with a speed of 18 and maneuverability class B, and still use weapons and spells.

Haste

Rng 18; Dur 3+1/L;

AoE 4x4x4; Sav —

This spell doubles the movement and AD of miniatures in the area of effect. It affects a maximum number of miniatures equal to the caster's level. Miniatures closest to the center of the area are affected first. Hasted spellcasters still cast only one spell per round.

Hold Person

Rng 36; Dur 2/L;

AoE 2x2x2, 1d4M; Sav Neg

This spell paralyzes 1d4 humanoid miniatures in the area of effect. This includes dwarves, elves, gnolls, lizardmen, faery folk, etc. It does not include giant-class humanoids.

Invisibility 10" Radius

Rng T; Dur *; AoE 1; Sav Neg

All miniatures within 1" of the target miniature at the time of casting become invisible. Any miniature that attacks becomes visible.

Lightning Bolt

Rng 12 + 3/L; Dur 1; AoE *; Sav 1/2

A bolt of electricity shoots out from wherever the caster indicated the spell should begin. It travels 8 inches in a straight line away from the caster, with a half-inch width. The bolt does 1 hit of damage to every creature in its path, up to a maximum of 8 hits.

Monster Summoning I

Rng 9; Dur 2 + 1/L; AoE *; Sav

This spell conjures up 2d4 1-hit monsters. These monsters never check morale and are under the complete control of the caster.

Protection from Normal Missiles

Rng T; Dur 10/L; AoE 1M; Sav Neg

All nonmagical missile attacks do 1 hit less damage. This means that only those missile attacks which cause more than one hit, or with multiple AD, will cause damage.

Slow

Rng 9 + 1/L; Dur 3 + 1/L; AoE 4 × 4 × 4, 1M/L; Sav Neg

Affected miniatures move at half speed, can only attack every other round, and always attack last. They suffer a -4 penalty to THAC0 and AC. Saves against this spell have a -4 penalty.

Suggestion

Rng 9; Dur *; AoE 1M; Sav Neg

If there is not a referee, the caster controls the target miniature for 1d3 rounds. The miniature cannot be made to attack its teammates. If there is a referee, the caster makes a one-sentence suggestion to the target. The referee then determines what the miniature will do and for how long.

Wind Wall

Rng 3/L; Dur 1/L; AoE 1 × 1/L; Sav —

Arrows, bolts, gases, and many breath weapons are deflected by the wall. Slings and stones have a -4

THAC0 penalty for the first shot and -2 THAC0 for any others.

Fourth Level Spells

Charm Monster

Rng 18; Dur S; AoE 2; Sav Neg

This spell charms up to 2d4 hits worth of monsters. For example, with a roll of 6, it could charm three monsters with 2 hits each. It always affects at least one monster even if that monster has too many hits. Charmed creatures will not attack the caster and will try to protect the caster from harm. They will not try to remove the caster from the field of battle as a method of protecting him.

Confusion

Rng 36; Dur 2 + 1/L; AoE 6 × 6 × 6; Sav Neg

The spell affects 1d4 creatures, plus one per level of the caster, in the area of effect. Confused creatures wander randomly at half speed. Pick a direction to be 12 o'clock, and then roll a d12 for direction. A confused creature may not attack in melee, but will stop when it enters a melee zone.

Dimension Door

Rng 0; Dur 1; AoE C; Sav Neg

The caster is teleported to any location within 9" per experience level. This happens during the movement phase. He cannot attack or cast another spell in the round he casts this spell.

Fear

Rng 0; Dur 1/L; AoE 6 × 3C; Sav Neg

Any miniature caught in this cone becomes routed if it fails its saving throw.

Hallucinatory Terrain

Rng 6/L; Dur S; AoE *; Sav Dis

The caster can make the terrain in the area look like any other type of terrain, even a mixture of types. The area affected is a cube three times the caster's level in inches on each side.



Golem, Clay

A clay golem never checks morale and is immune to magical fear. It can be hit only by a +1 or better magical blunt weapon. After one round of melee, it can haste itself for three rounds, but only once per day. Damage inflicted by a clay golem cannot be healed magically. It is immune to all spells except: move earth does 4 hits and pushes it back 12 inches; disintegrate slows it for 1d6 rounds and does 1 hit; earthquake paralyzes it for one round and does 6 hits.

Part Three



Golem, Flesh

Hits	9
AC	9
AD	4
THACO	11
Range	—
ML	—
MD/CD	—
CB	—
MV	8
XP	5,000
Size	L
AL	N
EXP	Monster

Moving into the illusion does not dispel it, even if the miniature does not believe the illusion. Everyone who moves into the area realizes the deception, however.

Ice Storm

Rng 3/L; Dur I or L;
AoE 2 or 4; Sav —

This spell has two forms: hail and sleet. Hail does 4 hits to every creature in a 2" radius area, with no saving throw. Sleet lasts for as many rounds as the caster has levels. All creatures are blinded while in the 4" radius area. The sleet blocks line of sight. It makes the ground into ice (see terrain effects) for the rest of the scenario and puts out fires immediately.

Minor Globe of Invulnerability

Rng 0; Dur 1/L; AoE C; Sav Neg

The caster becomes immune to all 1st-3rd level magical effects directed at him. This does not reveal illusions or invisible creatures because those effects are not directed at him.

Monster Summoning II

Rng 12; Dur 3+1/L; AoE *; Sav Neg

This spell conjures up 1d6 2-hit monsters. These monsters never check morale and are under the complete control of the caster.

Phantasmal Killer

Rng 1.5/L; Dur 1/L;
AoE 1M; Sav Neg

This illusion acts only within the mind of the target. It projects a monster which attacks with a THACO of 16. If it scores a hit, the target dies. The target always gets a single saving throw to disbelieve the illusion. Otherwise the only defense is to kill the caster or render him unconscious. Rendering the target unconscious until the spell expires will also work.

Polymorph Other

Rng 1.5/L; Dur S; AoE 1M; Sav Neg

The target miniature can be changed into any other type of miniature. The miniature gets the form, in-

cluding movement abilities and rates, AC, AD, and THACO, but not the magical abilities of the new type or its hits, levels, or saving throw values. Mental abilities, such as spell casting, are not gained, but are not lost if the target had them to begin with.

In practice this spell is used two different ways. It can be used offensively to change an enemy miniature into something harmless. For *Skirmishes*, assume that the opponent is always changed into a worm. It has no movement and an AC of 10. Remember, it keeps its own hits.

The other option is to change a friendly miniature into something more deadly or useful. A saving throw is still required, even for a friendly miniature. A miniature should be available to replace the old one. Its combat abilities should be ready before the scenario starts. Spell casting ability is only retained if the creature can still talk.

Shadow Monsters

Rng 9; Dur 1/L;
AoE 2×2×2; Sav Dis

The caster creates an illusion of monsters that have no more total hits than he has levels. All the monsters must be identical. The monsters actually have 1/5 of the normal number of hits, rounded up. This means only creatures which normally have 3 hits or more can be made. All the normal rules of illusions are followed. However, since these monsters do have some hits, miniatures that believe in them will take real damage. Special attack forms still have no effect.

Stoneskin

Rng T; Dur *; AoE 1M; Sav —

The miniature is unharmed by the first normal, physical attacks from any miniature after the spell is cast. The spell blocks a number of attack dice equal to 1d4 plus 1 for every even level of the wizard. Magical attacks such as spells or breath weapons are not affected or counted.

Wall of Fire

Rng 18; Dur C or 1/L;
AoE 2/L; Sav —

The wizard can create a wall of flame 2" long for each level he has. The wall is always 2" high. Any creature in it or moving through it takes 2 hits, plus 1 hit for every 5 levels of the caster. Undead take double that many hits. One side of the wall generates heat that does 1 hit to any creature that stops within an inch of it.

Fifth Level Spells

Animate Dead

Rng 3; Dur S; AoE 3; Sav —

Any dead, man-sized, humanoid miniature can be turned into a zombie or skeleton. A wizard can create one skeleton for every level he has or one zombie for every even level. The newly made undead retain none of their previous abilities. The caster becomes their leader.

Cloudkill

Rng 3; Dur 1/L; AoE 4 × 2 × 2; Sav •

All creatures inside the cloud with 3 or fewer hits are instantly slain. Creatures with 4 to 6 hits must save vs. poison or die. Those with more hits take 1 hit of damage per round in the cloud. The cloud moves away from the spell caster at 1" per round.

Dismissal

Rng 3; Dur S; AoE 1M; Sav Neg

This spell can send a creature from another plane back to its home dimension.

Domination

Rng 3/L; Dur S; AoE 1M; Sav Neg

The caster can take control of another miniature. He can order the miniature to fight, but not to kill itself or attack an enemy that it would be required to make morale checks in order to fight. The caster must concentrate to give the dominated miniature new orders. When he is doing that, he cannot do anything else.

Feeblemind

Rng 3/L; Dur S; AoE 1M; Sav Neg
The target's mind is reduced to that of a smart animal. It is designed for use against spell casters.

Hold Monster

Rng 1.5/L; Dur 1/L;
AoE 4 × 4 × 4; Sav Neg

Up to four monsters in the area of effect of the caster's choosing are paralyzed.

Monster Summoning III

Rng 15; Dur 4 + 1/L; AoE *; Sav —
This spell conjures up 1d4 3-hit monsters. These monsters never check morale and are under the complete control of the caster.

Passwall

Rng 9; Dur S; AoE 1 × 1 × 1; Sav —
A 1 × 1 hole is created in any wood, plaster, or stone surface which is 1" or less thick.

Teleport

Rng T; Dur I; AoE *; Sav —
The caster is able to relocate the target anywhere on the gaming table that he has personally seen. For every even level above the 10th, the caster can teleport one additional man-sized miniature (8 man-sized = 4 large = 2 huge = 1 gigantic miniature).

Transmute Rock to Mud/Mud to Rock

Rng 3/L; Dur S;
AoE 2 × 2 × 2/L; Sav —
Rock is changed to mud, mud is changed to rock. Areas of rock on the gaming table will have to be determined in advance. The spell has no effect on normal dirt.

Wall of Force

Rng 9; Dur 10 + 1/L;
AoE 1x1/L; Sav —
An invisible wall 1" high is created. Alternatively a hemisphere 2" in diameter can be made. It is immune to *dispel magic*, but not *disintegrate* spells. Spells and breath weapons will



Golem, Flesh

A flesh golem never checks morale and is immune to magical fear. It can be hit only by a +1 or better magical weapon. It is immune to all spells except: fire and cold spells slow it for 2d6 rounds; electrical spells heal hits instead of causing them.

Part Three



Golem, Iron

Hits	18
AC	3
AD	5
THACO	3
Range	—
ML	—
MD/CD	—
CB	—
MV	6
XP	15,000
Size	L
AL	N
EXP	Monster

not pass through it. No amount of damage will destroy it.

Sixth Level Spells

Anti-Magic Shell

Rng 0; Dur S; AoE MZ; Sav —

The wizard is protected by an invisible barrier that is impervious to magic and magical effects, including breath weapons and gaze attacks. Even magical items are useless inside it—even the caster himself cannot cast spells. He can cancel the spell at any time.

Bigby's Forceful Hand

Rng 3/L D 1/L; Dur 1/L;

AoE *; Sav —

This spell creates a disembodied hand the size of a man-sized miniature. The hand moves to keep itself between a chosen opponent and the wizard. Gigantic miniatures are only slowed to half speed, while huge miniatures can only move forward 1" per round. The

hand pushes smaller-size miniatures away from the caster at 3" per round. The miniature is pushed until it is at the maximum spell range. The hand cannot cause damage by pushing an opponent into a wall or cliff (but might push it off a wall or cliff).

Chain Lightning

Rng 12 + 1/1/2/L; Dur I;

AoE *; Sav 1/2

The spell does the caster's level in hits to the first miniature it strikes. It then jumps to the next nearest miniature within the spell range. It continues to arc from miniature to miniature, doing 1 hit less of damage with each jump. The lightning bolt can never jump out of the spell range and it never strikes the same miniature twice. It is possible for the bolt to arc to the caster.

Conjure Animals

Rng 9; Dur 1/L; AoE *; Sav —

The caster causes up to twice his level in hits of mammals to appear. For example, a 12th level priest can conjure up to 24 hits worth of mammals. These animals obey the caster and do not need to make morale checks.

Death Fog

Rng 9; Dur 1d4 + 1/L;

AoE 2 × 1 × 1/L; Sav —

This mass of acidic fog does no damage on the first two rounds a miniature is in it. On the third round the miniature loses 1 hit. On the fourth and successive rounds it loses 2 hits. The fog does not move with the wind. The fog is so solid that miniatures only move at 1" per round through it.

Death Spell

Rng 3/L; Dur I;

AoE 3 × 3 × 3/L; Sav —

This spell instantly kills creatures in the area of effect up to a certain number of hits. Always start with the miniatures that have the lowest number of hits. Roll 4d20 to determine



The ogre mage and his undead slaves wait in the temple for the horsemen. In the jungle, a stone golem awaits the command to ambush the humans.

how many points' worth of miniatures are killed. Refer to the table below for the point values of the miniatures by their hits.

Miniature's Hits	Point Value
1	1
2-4	2
4-6	10
6-9	20

Disintegrate

Rng 1.5/L; Dur I; AoE 1M; Sav Neg

Any living object is obliterated, leaving behind only a handful of dust. The same is true of nonliving material or magical objects (ie. Bigby's hand spells) up to a 1×1×1 volume. This spell has no effect on a globe of invulnerability or anti-magic shell.

Invisible Stalker

Rng 3; Dur S; AoE *; Sav —

This spell summons an invisible stalker that serves the wizard. It never checks morale and has the following combat abilities: Hits 8, AC 3, AD 2, THAC0 12, MV 12 (Fl 12, A), MR 30%.

Lower/Raise Water

Rng 24; Dur 5/L; AoE L×L; Sav —

The wizard can affect water in a square area where each side is 1" long per level of the wizard. The water can be raised or lowered 1". Water that is raised onto a large, flat area only extends out of its banks by 3".

Mass Suggestion

Rng 9; Dur S; AoE 1M/L; Sav Neg

Miniatures that fail their saving throws are given an instruction by the wizard player. They must complete that task before doing anything else. Once the task is finished, they return to the control of their original player. The wizard cannot give them instructions that are suicidal.

Monster Summoning IV

Rng 18; Dur 5+1/L; AoE *; Sav —

This spell summons 1d3 monsters with 4 hits each. The creatures never

need to check morale and obey the caster.

Otiluke's Freezing Sphere

Rng *; Dur *; AoE *; Sav *

This spell has three variations. The frigid globe can be tossed into any body of water, turning it into ice. The spell covers a 1" × 1" area for each level of the caster, centered on where the globe contacts the water. It lasts for one round per level of the wizard.

The cold ray has a range of 3" per level of the wizard. It does 1 hit of damage for each level of the caster against a single miniature. A successful save means the miniature takes no damage. Every miniature along the path must save until one is hit.

The globe of cold can be hurled up to 12" away. It shatters on impact, doing 5 hits of damage to all miniatures within 1" of it. Each miniature gets a saving throw to take only half damage.

Permanent Illusion

Rng 3/L; Dur S;

AoE 2×2×2 + 1×1×1/L; Sav Dis

This illusion can be seen, heard, and smelled, and radiates heat or cold as appropriate. In addition, the wizard does not have to concentrate on it. The illusion cannot move or react to outside events.

Stone to Flesh/Flesh to Stone

Rng 3/L; Dur S; AoE 1M; Sav Neg

This spell reverses the effects of petrification attacks, and a saving throw is not necessary. The reverse of the spell is a petrification attack, turning its victim into stone.

True Seeing

Rng T; Dur 1/L; AoE 6; Sav —

The affected miniature can see everything as it actually is. It detects invisible, ethereal, polymorphed, charmed, and enchanted creatures. The miniature cannot see concealed objects or creatures that are merely out of its line of sight. This vision works up to 6" away.



Golem, Iron

An iron golem never checks morale and is immune to magical fear. It can be hit only with a +3 or better weapon. It is immune to all spells except: electrical spells slow it for three rounds; fire attacks heal hits instead of causing them. Every 7th round after the first round of melee, an iron golem breathes a cloud of poison gas with a 1-inch diameter, directly in front of itself.

Part Three

Chapter 15: Priests

Table 22. Priest Spell Progression

Priest Level	Spell Level						
	1	2	3	4	5	6	7
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	2	1	—	—	—	—
6	3	3	2	—	—	—	—
7	3	3	2	1	—	—	—
8	3	3	3	2	—	—	—
9	4	4	3	2	1	—	—
10	4	4	3	3	2	—	—
11	5	4	4	3	2	1	—
12	6	5	5	3	2	2	—
13	6	6	6	4	2	2	—
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

Golem, Stone

Hits	14
AC	5
AD	3
THACO	7
Range	—
ML	—
MD/CD	—
CB	—
MV	6
XP	10,000
Size	L
AL	N
EXP	Monster

A priest is a holy man, devoted to his deity. In service to his faith, he must be strong of limb and of spirit. The priest is much better equipped to fight with weapons and armor than the wizard. His spells tend to be more defensive and supportive than destructive. However, one should not underestimate the power of a priest in *Skirmishes*.

TURNING UNDEAD: Priests can turn undead or command them. Those serving the forces of good will never command an undead unit. Undead are inherently evil in the AD&D® game system. Refer to the section on undead in the previous chapter for more details.

SAVING THROWS: The priest uses a different saving throw table from fighters and monsters. Refer to Table 15. However, he usually has the same number of levels as hits. Only PC characters with a high Constitution bonus will have more hits than levels.

MEMORIZING SPELLS: Like the wizard, the priest must select his spells before the scenario begins. As each spell is cast, it is scratched off his list of available spells. He can select the same spell multiple times. It takes hours to acquire new spells, which prevents him from obtaining new ones during the game. Casting a spell means the priest cannot engage in melee or missile combat and cannot attempt to turn or command undead that round.

PRIESTS OF SPECIFIC MYTHOI: In the AD&D game, a priest is usually devoted to a single deity. That deity only grants spells that relate to his spheres of influence. For example, a fire god might only grant spells that relate to fire. If you wish to use this concept for *Skirmishes*, follow the guidelines in the AD&D rule books. *Legends and Lore*, a sourcebook of mythical pantheons, is also quite useful. In *Skirmishes*, all priests are assumed to be the same. They can pick spells from any of the spheres.

First Level Spells

Bless

Rng 18; Dur 6; AoE 5 × 5 × 5; Sav —
Any friendly creature in the area of effect gets a +1 THACO bonus and a +1 morale bonus. The morale bonus only applies to a miniature if half or more of its unit is included in the *bless* spell area. In that case, the whole unit gets the morale bonus.

Combine

Rng T; Dur *; AoE *; Sav —
This spells allows three to five priests to combine their strength into one. All the miniatures must be in base-to-base contact. One of the priests casts the *combine* spell and gains 1 level for each priest in contact. He can turn or command undead at his new level. He can cast spells at his new level, but not memorize new ones. The other priests cannot do anything other than maintain the spell. If any of them are successfully attacked, or breaks contact with the others, the spell ends.

Command

Rng 9; Dur 1; AoE 1M; Sav —
The priest can give any one-word command such as flee, halt, fall, sleep, etc. The affected miniature must do as the priest commands.

Cure/Cause Light Wounds

Rng T; Dur I; AoE 1M; Sav —
The priest's touch restores 1 hit to the wounded miniature. The reverse of this spell can be used to cause a hit of damage.

Invisibility to Undead

Rng T; Dur 6; AoE 1M; Sav —
Undead with 4 or fewer hits cannot see or attack the priest. Those with more get a saving throw to see him. The spell ends immediately if the priest attacks, even with spells.

Light

Rng 36; Dur S; AoE 2; Sav *
Same as the 1st level wizard spell.

Protection from Evil

Rng T; Dur 3/L; AoE 1M; Sav —
Evil creatures receive a -2 THACO penalty when attacking the protected miniature. The protected miniature gets a +2 bonus to all saving throws against attacks by evil creatures.

Remove/Cause Fear

Rng 3; Dur S; AoE *; Sav *
The priest can effect one miniature for every four levels he has (1 at 1st-4th level, 2 at 5th-8th level, etc.). The target miniatures get a +4 morale bonus against magical fear for 10 rounds. If the unit that the miniature belongs to is shaken or routed, the unit gets a +4 bonus on its rally check.

The reverse of this spell causes the miniature to make a morale check. If it fails, it separates from the original unit. Both versions of this spell can be cast upon multiple miniatures, but can only effect one unit.

Second Level Spells

Barkskin

Rng T; Dur 4 + 1/L; AoE 1M; Sav —
The target's AC becomes 6. The target miniatures get an additional +1 AC bonus for every 4 levels of the caster (AC 6 at 1st-3rd level, AC 5 at 4th-7th level, etc.). This spell cannot be used to worsen a miniature's AC.

Charm Person or Mammal

Rng 24; Dur S; AoE 1M; Sav Neg
See the *charm person* wizard spell.

Flame Blade

Rng 0; Dur *; AoE C; Sav —
A long, sword-shaped flame appears in the priest's hand. It has 1 AD with a +2 THACO bonus in melee. Against undead it gets 2 AD with no THACO bonus.

Hold Person

Rng 36; Dur 2/L; AoE 2 × 2 × 2, 1d4M; Sav Neg
1-4 humanoid miniatures are paralyzed by this spell.



Golem, Stone

A stone golem never checks morale and is immune to magical fear. It can be hit only with a +2 or better weapon. Once every two rounds it can cast a slow spell up to 1 inch away. It is immune to all spells except: rock to mud slows it for 2d6 rounds; mud to rock heals all its lost hits; stone to flesh makes it vulnerable to normal attacks (but not spells) for one round.

Part Three



Half-elf, 1st Level Warrior

Hits	1
AC	5
AD	1(1)
THACO	20(20)
Range	5/10/17
ML	13
MD/CD	6
CB	—
MV	12
XP	35
Size	M
AL	NG
EXP(FLO)	

Obscurement

Rng 0; Dur 4/L;
AoE L × L × L; Sav —

This spell produces an area of fog centered on the caster. The fog is always square, 1" high, and the caster's level in inches on each side. For example, a 5th level priest creates a fog bank 5" × 5" × 1" .

Produce Flame

Rng 0; Dur 1/L; AoE *; Sav —

The priest can hurl flame up to 12" away. It does 1 hit to whatever miniature it strikes.

Silence

Rng 36; Dur 2/L; AoE 1.5; Sav •

The 3" diameter area is completely silenced. Spells cannot be cast in this area. If the spell is cast upon a miniature, it gets a saving throw. If the throw is failed, the spell sticks with the target wherever it goes. If the throw is successful, the spell remains on the table where it was cast.

Spiritual Hammer

Rng 3/L; Dur 3 + 1/L;
AoE 1M; Sav —

A magical hammer appears and can attack in melee at a distance. The priest can choose any target within range each round. The priest must concentrate to wield the hammer, and therefore cannot move, attack, or cast other spells. If the priest is wounded, the spell expires.

Warp Wood

Rng 3/L; Dur S; AoE *; Sav *

This spell makes one small wooden object useless. Typical examples are weapon shafts, doors, or wagon wheels.

Third Level Spells

Animate Dead

Rng 3; Dur S; AoE *; Sav —

See the wizard spell of the same name.

Cure/Cause Blindness or Deafness

Rng T; Dur S; AoE 1M; Sav Neg

This spell cures magical blindness or deafness. Its reverse causes the target to become magically blind or deaf.

Dispel Magic

Rng 18; Dur S; AoE 3 × 3 × 3; Sav —

See the wizard spell of the same name.

Hold Animal

Rng 24; Dur 2/L;
AoE 4 × 4 × 4; Sav Neg

This spell paralyzes 1-4 normal animals in the area of effect.

Negative Plane Protection

Rng T; Dur *; AoE 1M; Sav —

The protected miniature might not suffer level draining from undead monsters. If a draining attack is made against it, the protected miniature rolls a saving throw vs. death. If it is successful, he is not drained, although he still takes the normal damage of the attack. In addition, the attacking undead miniature takes 2 hits. Once the spell has been triggered in this manner, it expires.

Plant Growth

Rng 54; Dur S; AoE *; Sav —

The priest can make any brush, scrub, or forest into a practically impenetrable barrier. Any miniature in this area moves at 1" per round. The area effected is 2" on a side per level of the caster.

Prayer

Rng 0; Dur 1/L; AoE 6; Sav —

All friendly miniatures in the area get a +1 THACO and saving throw bonus. All other miniatures get a -1 THACO and saving throw penalty.

Protection from Fire

Rng T; Dur *; AoE 1M; Sav —

The affected miniature is immune to damage from normal fire. It gains a +4 saving throw bonus against magical fires.

Remove Paralysis

Rng 3/L; Dur I;
AoE 2×2×2, 1d4M; Sav —

Removes the effects of hold, slow, and other paralyzation spells and effects. It works on 1-4 creatures in a 2×2×2 cubic area.

Spike Growth

Rng 18; Dur S; AoE 1×1/L; Sav —

This spell works in brush, scrub, or forests, turning the ground into a mass of thorns and spikes. Each inch moved causes 1 hit of damage to any miniature crossing it. It costs 3" to move through 1" of spike growth.

Summon Insects

Rng 9; Dur 1/L; AoE 1M; Sav —

A swarm of crawling or flying insects gather at the chosen spot within the spell range. On the next round, the caster can direct them to attack any single miniature. Crawling insects move 1" per round, while flying insects move 18" per round. The victim must make a morale check each round it is attacked. In addition it takes 1 hit of damage each round.

Water Walk

Rng T; Dur S; AoE *; Sav —

The priest can effect as many creatures as he has levels, minus four. For example, a 6th level priest affects two creatures. The affected creatures can walk over water at normal speed. Swamp, marsh and the like are considered brush.

Fourth Level Spells

Abjure

Rng 3;D S; AoE 1M; Sav *

This spell sends an extraplanar creature back to its native plane. The chance to succeed is an 11 or better on 1d20. The priest adds his level to the die roll and the creature subtracts its hits from the die roll.

Cloak of Bravery/Fear

Rng T; Dur *; AoE 1M; Sav Neg

The caster can effect up to three creatures. Each gets a +2 morale bonus that goes away after the first morale check is made. The *cloak of fear* causes a single miniature to radiate magical fear within its melee zone. Any creature entering the melee zone must make a morale check each round. This effect expires on the round that at least one miniature makes a morale check from the cloak.

Cure/Cause Serious Wounds

Rng T; Dur I; AoE 1M; Sav —

The effected miniature heals 2 hits of wounds, or takes 2 hits of damage.

Free Action

Rng T; Dur S; AoE 1M; Sav Neg

The target miniature is not affected by most terrain restrictions on movement or combat. Obstacles and impassable terrain still restrict his abilities. The miniature is still limited by line of sight as it pertains to terrain.

Giant Insect

Rng 6; Dur *; AoE *; Sav —

In any terrain where insects exist, the priest can create a giant insect from a normal sized one. The table below shows how many total hits of insects and the maximum hits for a single insect the priest can grow.

Priest's

Level	Insect Hits	Total Hits
7-9	3	9
10-12	4	12
13+	5	15

Hallucinatory Forest

Rng 24; Dur S; AoE 49×4/L; Sav —

The priest can create the illusion of light forest. Miniatures that have forest as their favored terrain automatically see through the illusion. Contact with the illusion does not break it.



Half-elf, 1st Level Warrior

Half-elves have 30% magic resistance to charm and sleep spells.

Part Three



Halfling, 1st Level Warrior

Hits	1
AC	8
AD	1(1)
THACO	20(18)
Range	5/10/15
ML	11
MD/CD	3
CB	—
MV	6
XP	120
Size	S
AL	LG
EXP	Regulars

Lower/Raise Water

Rng 36; Dur S; AoE LxL; Sav —
Same as the 6th level wizard spell.

Neutralize Poison/Imbue Poison

Rng T; Dur S; AoE 1M; Sav —
This spell eliminates poison in the target miniature. Victims of poison attacks are healed if it is cast within one round of the poisoning. Miniatures that have poison attacks lose that ability. The reverse of the spell causes the target miniature to become poisoned and suffer 1 hit per round for 1-4 rounds.

Plant Door

Rng T; Dur S; AoE *; Sav —
The caster opens up a magical path 1" long per level of the caster and 1" wide through any area of vegetation. Only miniatures friendly to the caster can use the door.

Protection from Evil/Good 1" Radius

Rng T; Dur S; AoE 1; Sav —
See *Protection from Evil* spell.

Protection from Lightning

Rng T; Dur *; AoE 1M; Sav —
The target miniature ignores hits from electrical attacks equal to the priest's level.

Repel Insects

Rng 0; Dur S; AoE 1; Sav —
No insect may enter the melee zone of the priest. Spiders are not insects.

Spell Immunity

Rng T; Dur S; AoE 1M; Sav —
The priest renders the target miniature immune to the effects of a specific spell, 4th level or lower. This includes any spell-like effects that imitate spells. It does not protect against breath weapons or petrification.

Sticks to Snakes

Rng 9; Dur 2/L;
AoE 1 × 1 × 1, 1d4 + 1/L; Sav —
The caster causes 1d4 plus his level in sticks to become snakes in a 1" cubic area. These snakes have 2 hits, AC 6, THACO 20, AD 1, MV 9. They obey

the caster and never check morale. If the caster rolls his level or less on a 20-sided die, the snakes are poisonous.

Fifth Level Spells

Air Walk

Rng T; Dur S; AoE 1M; Sav —
The miniature can walk on air as if it was clear terrain. Increasing or decreasing altitude is treated as walking up or down a slope. Changing altitude can be done at any time. The miniature acts as if it was on the ground for movement.

Control Winds

Rng 0; Dur S; AoE 4/L; Sav —
For every three levels of the caster, he can increase or decrease the wind speed by 3". Winds push at all flying creatures. The wind direction can be controlled within the area of effect, or turned into a cyclone circling around the caster. A 4" radius area around the caster is always calm.

Cure/Cause Critical Wounds

Rng T; Dur I; AoE 1M; Sav —
The miniature heals 3 hits worth of wounds, or takes 3 hits worth of damage.

Dispel Evil/Good

Rng T; Dur 1/L; AoE 1M; Sav Neg
The caster can send any evil/good extraplanar creature back to its own plane by making a successful melee attack against it. Any creature that is susceptible to being affected by this spell has a -7 THACO penalty against the caster in melee.

Flame Strike

Rng 36; Dur I; AoE 3" tall; Sav 1/2
A column of flame roars down from the sky, doing 6 hits of damage to any creature in the 1" wide, 3" tall column.

Pass Plant

Rng T; Dur *; AoE *; Sav —
The caster is able to walk into a tree in one place on the gaming table

and walk out of another. The exit tree can be anywhere on the gaming table.

Raise Dead/Slay Living

Rng 9; Dur S; AoE 1M; Sav Neg

The *raise dead* part of this spell has little effect upon a *Skirmishes* battle. *Slay living* will kill any miniature that fails its saving throw. Even if the save is successful, the miniature still takes 2 hits of damage.

Spike Stones

Rng 9; Dur S; AoE 1 × 1/L; Sav —

Rocky or smooth stone areas can be made into deadly spikes. Each round a miniature spends in the area of spike stones, the caster rolls 1 AD against it with a -2 THACO penalty.

Transmute Rock to Mud/Mud to Rock

Rng 48; Dur S;
AoE 2 × 2 × 2/L; Sav —

See 5th level wizard spell.

True Seeing

Rng T; Dur 1/L; AoE 1M; Sav —

The affected miniature can see everything as it actually is. It detects *invisible*, *ethereal*, *polymorphed*, *charmed* or *enchanted* creatures. The miniature cannot see concealed objects or creatures that are merely out of its line of sight. This vision works up to 3" away.

Wall of Fire

Rng 24; Dur C, 1/L;
AoE 2/L long; Sav —

The wall of flame is 2" long for each level of the caster and 2" high. The caster selects one side to be hot and the other to be cool. It lasts as long as the caster concentrates, or if he stops concentrating, one round per level. It does 1 hit to any creature walking through it. It does 1 hit to any creatures stopping or moving within an inch of the hot side.

Sixth Level Spells

Anti-Animal Shell

Rng 0; Dur S; AoE 2; Sav —

No animal or magical beast derived from natural animals can pass through this barrier. For example, it keeps sprites, giants and chimeras at bay, but allows undead, plants, elementals, golems and the like to pass through. The barrier does not prevent missile attacks from these creatures.

Blade Barrier

Rng 9; Dur 3/L; AoE *; S Neg

The priest creates a wall of whirling, razor-sharp blades. The barrier must be square and any size up to 6" on a side. It can be cast as a wall, rising into the air, or flat on the ground, covering a large area. Any miniature moving into the area takes 8 hits of damage. Any miniature present when it is cast gets a saving throw to avoid taking any damage. The miniature must then move out of the barrier area on the next round or take damage.

Conjure Animals

Rng 9; Dur 2/L; AoE *; Sav —

The caster causes up to twice his level in hits of mammals to appear. For example, a 12th level priest can conjure up to 24 hits worth of mammals. These animals obey the caster and do not need to make morale checks.

Fire Seeds

Rng T; Dur C; AoE *; Sav 1/2

This spell creates fire missiles, one per round for as long as the priest concentrates on the spell. Each missile can be thrown up to 4" as a 2 AD attack. The target gets a saving throw before the attack is actually rolled. If it succeeds, then the missile becomes a 1 AD attack.

Heal/Harm

Rng T; D I; AoE 1M; Sav —

Any humanoid miniature is restored to its full, original hits. All diseases, blindness, feeblemind, etc. are



Halfling, 1st Level Warrior

All halflings get a +3 THACO bonus with short bows and slings. They also get a +2 bonus on saving throws vs. magic and poison. They are considered invisible when hiding in brush, forest, or rocky terrain.

Part Three



Harpy

Hits	7
AC	7
THAC0	14
Range	—
ML	13
MD/CD	8
CB	—
MV	6, FI 15 ^o
XP	175
Size	M
ALQ	CE
EXP	Regular/Monster

cured or dispelled. The reverse of the spell reduces the miniature to 1 hit. If it only has 1 hit when the spell is cast, the miniature is killed.

Transport Via Plants

Rng T; Dur I; AoE *; Sav —

The caster can enter into any plant (brush, scrub, forest, but not grass) and be transported to any other terrain of the same type anywhere on the gaming table.

Wall of Thorns

Rng 24; Dur S;
AoE 1 × 1 × 1/L; Sav —

This spell creates a 1"-tall barrier of thorny bushes. Moving through a single inch causes 2 hits of damage. The wall is immune to normal fire, but not magical fire.

Seventh Level Spells

Changestaff

Rng T; Dur S;
AoE caster's staff; Sav —

The caster changes his staff into an animated tree (12 hits, AC 0, THAC0 9, AD 3, MV 12) that obeys him and does not check morale.

Confusion

Rng 24; Dur 1/L; AoE 4 × 4; Sav Neg

This spell causes 1d4 creatures, plus one for every even level of the caster, to become confused. For example, a 13th level priest can confuse 1d4 + 6 creatures. Confused creatures wander randomly at half speed. Pick a direction to be 12 o'clock, and then roll a d12 for direction. A confused creature may not attack in melee, but will stop when it enters a melee zone.

Fire Storm/Quench

Rng 48; Dur I; AoE 2 × 1/L; Sav 1/2

Any creature in the area of the fire storm takes 4 hits of damage. The storm must be 1" or 2" high, and rectangular in shape. The reverse of the spell extinguishes normal and magical fires.

Holy/Unholy Word

Rng 0; Dur *; AoE 3; Sav —

This spell banishes extraplanar creatures of opposite alignment to the caster back to their home plane. Any creature within 3" of the caster that can hear the holy word is paralyzed for the rest of the scenario.

Restoration/Energy Drain

Rng T; Dur S; AoE 1M; Sav —

The target miniature recovers any drained levels. This spell negates the effects of *feblemind* spells or any form of insanity. The spell takes three full rounds to prepare. The reverse draws away one life level (see draining attacks) from a miniature. The miniature gets a saving throw, but even a successful roll means it loses 6 hits. The *energy drain* spell remains active until it is used against someone.

Sunray

Rng 3/L; Dur 1 + 1d4;
AoE 1M/2; Sav *

All creatures within the 1" diameter sphere must make a saving throw or be blinded for 1d3 rounds. Undead take 6 hits of damage, but are allowed to save to half damage. Undead up to 2" away from the target miniature take 2 hits, but are allowed to save and take no damage.

Symbol

Rng T; Dur S; AoE *; Sav Neg

The priest can create a glowing symbol in the air. Any creature within 6" that has line of sight to the symbol can be affected. There are three possible symbols.

Hopelessness: The miniature automatically fails a morale check. It cannot regain good morale for the rest of the scenario.

Pain: The miniature gets a -4 THAC0 penalty.

Persuasion: The miniature joins forces with the priest that cast the spell. That player now controls this miniature.

Chapter 16

Magical Items

There are numerous magical items, both powerful and weak, in the AD&D® game. A number of them have been converted into *Skirmishes* format here. These are all items that are useful in *Skirmishes*. There are many others not included here. The general guidelines for converting magical items is the same as for converting magic spells. In fact, many items have exactly the same effects as a particular spell. In those cases, the description refers you to the spell for more information. In most cases, using a magical item is considered a combat action. The miniature may not fight in a round where it activates a magical item. Some items provide constant effects. These allow the miniature to move and fight normally while still receiving the benefit of the item.

The XP value the magical item is printed next to its name. Use this number when picking items to balance a scenario.

Potions

In general, potions take a full round to drink. The miniature can move but not fight while drinking.

Climbing 300 XP
The character has a 90% chance of successfully climbing a cliff like a thief. It costs 3" of movement for each 1" of cliff. The potion lasts for 5d4 rounds.

Dragon Control 700 XP
The potion specifies the particular type of dragon that can be controlled. It has the same effect as a *charm monster* spell, but the dragon suffers a -2 penalty on its saving throw. Control lasts for 5d4 rounds.

Elixir of Health 350 XP
It cures blindness, deafness,

feblemind, insanity, poison, etc. It fixes everything except lost hits.

Extra-healing 400 XP
The potion restores 4 hits of damage if downed all at once. It can be sipped to heal 1 hit at a time, up to 3 hits.

Fire Resistance 250 XP
Confers immunity to normal fire and a +4 saving throw bonus vs. magical fires.

Flying 500 XP
Same as the wizard spell *fly*.

Giant Strength 550 XP
Usable only by warriors, it adds 2 AD for 1d4 + 4 rounds.

Growth 250 XP
The miniature becomes a gigantic figure (size G). The miniature moves at a speed of 18 but gets no combat bonuses. The miniature is treated as a monster for the purposes of morale bonuses and checking.

Invisibility 250 XP
Same as the wizard spell.

Oil of Acid Resistance 500 XP
The miniature is immune to acid attacks for the rest of the scenario.

Oil of Fiery Burning 500 XP
This potion explodes on contact when thrown. Its ranges are 4/8/12. It does 4 hits upon contact. The target miniature can save for half damage.

Philter of Persuasiveness 400 XP
The drinker provides a +5 morale bonus to any miniature within its MD of him (but not himself), or to any unit that he is in. He can use a *suggestion* power (same as the wizard spell) on all miniatures within 9". It lasts for 1d4 + 4 rounds.

Speed 200 XP
Same as the wizard's *haste* spell. It lasts for 5d4 rounds.



Harpy

The singing of a harpy charms humanoids (but not elves—save vs. spells negates effect). A charmed miniature must move toward the harpy at top speed, and cannot attack (but still gets the benefit of its armor class if attacked).

Part Three



Hippogriff

Hits	4
AC	6
AD	3
THACO	17
Range	—
ML	9(13)
MD/CD	—
CB	—
MV	18, FI 36(C)
XP	175
Size	L
AL	N
EXP	Monster/Mount

Undead Control 700 XP

The specific type of undead is specified for each potion. Mindless undead do not get a saving throw, while free-thinking undead save with a -2 penalty. It lasts for 5d4 rounds.

Scrolls

Most scrolls store from one to eight spells. The caster reads the scroll and one of the spells on it is cast. The spell is then wiped from the scroll forever. The spell is as powerful as one cast by the minimum-level caster necessary to cast it normally. Priest scrolls can only be read by priests and wizard scrolls can only be read by wizards. Some scrolls have other special effects when read. These are described below.

Protection from Cold 2,000 XP

All miniatures within 3" of the reader are immune to nonmagical cold damage for 1d4 + 4 rounds. Against magical cold attacks they get a +6 saving throw bonus, and only take 1/4 normal damage, (1/8 if the save is made). Damage of less than half a hit becomes no damage.

Protection from Dragon Breath 2,000 XP

The reader is immune to all forms of dragon breath for 2d4 + 4 rounds.

Protection from Elementals 1,500 XP

The scroll specifies a single type of elemental, or all elementals. All miniatures within 1" of the reader are immune to attacks from elementals for 5d4 rounds.

Protection from Lycanthropes 1,000 XP

The scroll specifies the type of lycanthrope. All miniatures within 1" of the reader are immune to attacks from lycanthropes for 5d6 rounds.

Protection from Magic 1,500 XP

The reader is immune to magic and cannot extend magical spells or ef-

fects beyond his melee zone for 5d6 rounds.

Protection from Petrification 2,000 XP

All miniatures within 1" of the reader are immune to any petrification attack for 5d4 rounds.

Rings

A miniature can only wear two rings at a time. All spell-like abilities perform as if cast by 12th level casters.

Ring of Animal Friendship 1,000 XP

Any animal within 1" must make a saving throw vs. spells. Success means that the animal routs, while failure means it is charmed. Up to 12 hits worth of animals can be charmed at any given time.

Ring of Elemental Command 5,000 XP

Each ring is attuned to only one element. Elementals of that element cannot attack the wearer. He can attempt to charm the elemental at the expense of this protection. Saving throws vs. attacks of that element get a +2 bonus.

A ring tuned to air grants *gust of wind*, *invisibility* and *fly* powers as the spells. *Wall of force* and *control wind* can be cast once per scenario.

A ring tuned to earth grants immunity to any falling damage. Once per scenario, *passwall*, *wall of stone*, and *stone to flesh* can be cast.

A ring tuned to fire grants fire resistance as the potion. Once per scenario *burning hands*, *wall of fire*, and *flame strike* can be cast.

A ring tuned to water grants water breathing abilities to all miniatures in the wearer's melee zone, and water walking abilities to the wearer. Once per scenario he can cast *wall of ice* and *lower water*.

Ring of Feather Falling 1,000 XP

The wearer is immune to all falling damage. He floats down at a constant rate of 12" per round.

Ring of Fire Resistance 1,000 XP

Just like the potion, except that it works permanently.

Ring of Free Action 1,000 XP

The wearer always moves at his full movement rate regardless of the terrain or spells cast upon him.

Ring of Invisibility 1,500 XP

The wearer is invisible at will, just like the wizard spell.

Ring of Protection 1,000* XP

The wearer's AC and saving throws receive a bonus. The rings range from +1 to +4, or use the AD&D® game rules for protection variations. It costs 1,000 XP per plus of protection.

Ring of the Ram 750 XP

An invisible force can strike any miniature within 6". The miniature takes 2 hits of damage and is knocked back 1". This may result in the miniature taking more damage from a fall or entering into dangerous terrain.

Ring of Regeneration 5,000 XP

Only the vampiric variation of this ring is of use in *Skirmishes*. Half the hits (rounded down) of damage done by the miniature to enemy miniatures in melee is added to his total. This can only heal wounds, not increase the hits the miniature started with.

Ring of Spell Storing 2,500 XP

The ring holds 1d4 + 1 spells, just as if it was a scroll. The difference is that nonspellcasters can use the ring.

Ring of Spell Turning 2,000 XP

Spells cast at the wearer are reflected back upon the caster. Touch spells and area effect spells are not altered by the ring. A 10-sided die is rolled to determine how much of the spell is reflected. For spells that do not have numerical effects (*magic missile* for example), the caster gets a saving throw bonus equal to the roll of the 10-sided die. The caster gets a saving throw bonus equal to 10 minus the

roll. Both miniatures could be affected by the spell.

Ring of Water Walking 1,000 XP

Same as the wizard spell.

Ring of Wizardry 4,000 XP

The ring doubles the number of spells a wizard (but not a priest) can memorize, but only for a specific level of spells. The range is 1st through 5th level spells. For example, a ring might double the number of 3rd level spells that a wizard can have available.

Rods

Rods have charges in the AD&D® game. Unless the scenario requires a limitation, assume that rods have enough charges to be used every round of the scenario.

Rod of Absorption 7,500 XP

Usable only by priests and wizards, the rod absorbs spells cast at the bearer. It holds a maximum of 50 spell levels in its lifetime before it can absorb no more. Spell energy that is absorbed can be used by a spell caster. He can cast any memorized spell, and not lose it. This process removes that many spell levels from the rod. Once the rod has absorbed 50 spell levels and cast them again, it becomes useless. The state of the rod must be specified at the beginning of the scenario.

Rod of Beguiling 5,000 XP

All living creatures within 2" obey the bearer of the rod for 10 rounds. Using the rod takes the place of combat for that round. Only priests, wizards, and rogues can use this rod.

Rod of Cancellation 10,000 XP

The bearer attacks in melee with this rod, rolling 1 AD. A hit means one magical item on the target miniature is drained of its magical power. The item gets a saving throw of 13 (or use Table 29: Item Saving Throws



Hippogriff

Part Three



Human, 1st Level Warrior

Hits	1
AC	5
AD	20(20)
Range	—
MD/CD	6
CB	—
MV	12
XP	15
Size	M
AL	Any
EXP	Regulars

from the AD&D® game) to avoid being canceled. The rod can only cancel one item, then it becomes useless.

Rod of Lordly Might 6,000 XP

This item has tremendous power and a long list of abilities, although only one can be used per round. A touch can paralyze in melee. It can cause all miniatures in the bearer's melee zone to check for morale. It can drain 1 hit from an opponent with a touch and use it to heal 1 hit on the bearer. All of these effects are subject to saving throws by the target miniature. It can become any one of the following weapons if the bearer concentrates. Only a warrior can wield this rod.

Mace +2 1 AD, +4/+3 THAC0
Sword +1 1/2 AD, +2/-1 THAC0
Battle axe +4 2 AD, +3 THAC0
Spear +3 1/2 AD, +5/+1 THAC0

Rod of Passage 5,000 XP

The bearer can cast *dimension door*, *passwall*, *phase door*, and *teleport without error* at will.

Rod of Resurrection 10,000 XP

Only a priest can use this rod. It brings back to life, and restores full hits, to any dead miniature merely by touching it. The body of the miniature must be reasonably intact.

Rod of Splendor 2,500 XP

The bearer becomes so charismatic that he adds a +7 charisma bonus to the morale of his unit. This rod is usable only by leaders and commanders.

Rod of Terror 3,000 XP

As a melee weapon this rod is AD 2 and has a -2 THAC0 penalty. It can clothe the bearer in a terrifying illusion. Any miniature within 3" that has line of sight to him must make a saving throw. Success means a morale check is required. Failure means the miniature is routed, but is paralyzed with fear. When the bearer moves out of range, the miniatures must perform rout movement.

Staves

Staves all function with 8th level power. Staves have 25 charges maximum in the AD&D® game. Initial charges on a staff must be decided, and the player must keep track of the charges as he uses the staff. Most functions of a staff cost one charge; some cost more. Frequently the staff acts as a magical weapon, which does not cost any charges.

Staff of Command 5,000 XP

This staff can only be used by priests or wizards. The bearer can cast *suggestion* or *charm person* spells from the staff. It can be used to control plants or animals. The type of animal is determined in advance from the following list: mammals, birds, reptiles/amphibians, fish, or a combination. It can handle 3d4 man-sized miniatures, or 1d4 larger creatures up to 12" away. Only a priest can use the staff to control plants. Plants can be controlled up to 27" away in a 2" x 2" area. All target miniatures get a saving throw to avoid control.

Staff of Curing 6,000 XP

In the hands of a priest this staff can *cure blindness*, *cure wounds* (3 hits), or *cure insanity*. Each function can be used twice during a scenario, but the staff can only be used once on any given miniature. Only humanoid miniatures are affected by the staff.

Staff of the Magi 15,000 XP

This staff can only be wielded by wizards. The wizard can cast *enlarge*, *hold portal*, *light* and *protection from evil/good* at no cost at any time. For one charge he can cast *invisibility*, *fireball*, *knock*, *lightning bolt*, *pyrotechnics*, *ice storm*, *web*, *wall of fire*, or *passwall*. For two charges he can conjure a 16-hit elemental or cast *telekinesis*.

The wielder gets a +2 bonus to all saving throws vs. spells. The staff can

absorb spells cast at the bearer, if he chooses that as his only combat action for the round. He decides to do this in the melee phase, but can pick or choose which spells to absorb. He must decide before knowing the spell or its level. The spells recharge the staff 1 point for each spell level. If the staff is recharged beyond 25 points, it explodes. All miniatures within 1" take 22 hits of damage. Those out to 2" take 17 hits and those out to 3" take 11 hits. Saving throws for half damage are allowed.

Staff of Swarming Insects 2,000 XP

A priest can command the staff to create a swarm of insects. The range is 6" plus 1" for each level of the priest. The insects do 1 hit, plus 1 hit for every 4 levels of the caster. For example, a 5th level priest would do 2 hits of damage. The target miniature can be man-sized with any AC, or larger miniatures if the AC is 6 or poorer.

Staff of Thunder and Lightning

8,000 XP

This acts as a quarterstaff +2 (AD 1, THAC0 +3 bonus) at all times. It can strike as a +3 weapon (AD 1, THAC0 +5 bonus) with thunder for one charge. The thunder stuns the target for one round if he fails his save. It can add a 2-hit surge of electricity to a melee strike for one charge.

The staff can create a thunderclap (4x2 cone) for two charges. This requires all miniatures in the area of effect to make a saving throw. Failure means the creatures are stunned for 1-2 rounds. It can also shoot forth a lightning bolt (8x1 line) for two charges that does 7 hits of damage. Finally, it can do the thunderclap and lightning together for four charges.

Wands

Wands have charges in the AD&D® game. Unless the scenario requires a limitation, assume that wands have

enough charges to be used every round of the scenario. Spells from wands perform as if cast by 6th level wizards.

Wand of Fear 3,000 XP

A priest or wizard can wield this wand. It shoots out a 6x2 cone of fear. Any miniature in the cone must make a morale check.

Wand of Fire 4,500 XP

A wizard can use this wand to cast *burning hands*, *pyrotechnics*, *fireball*, or *wall of fire*.

Wand of Flame Extinguishing

1,500 XP

The wand can extinguish a 2" x 2" area of normal or magical fire in a round.

Wand of Frost 6,000 XP

A wizard can use this wand to cast *ice storm*, *wall of ice* or *cone of cold spells*.

Wand of Lightning 4,000 XP

A wizard can use this wand to cast *lightning bolt* spells.

Wand of Magic Missiles 4,000 XP

Any miniature can use this wand to cast 2 hits worth of *magic missile* spells per round.

Wand of Negation 3,500 XP

Any miniature can use this wand to negate the power of any rod, staff, wand, or other magical item without a saving throw. Its range is line of sight if the item has been used for visible effect. Small, handheld items that have not be used, such as wands, cannot be seen beyond 12" .

Wand of Paralyzation 3,500 XP

Only a wizard can use this wand. It can be fired at any miniature within 6" . If the miniature fails its saving throw, it is paralyzed for 5d4 rounds.

Wand of Polymorphing 3,500 XP

A wizard can use this wand to polymorph any miniature within 6"



Human, 1st Level Warrior

Part Three

that he can see, with effects just like the spell *polymorph other*.

Miscellaneous Magic

These items are all unique. There are no universal rules governing their function.

Amulet vs. Undead 200* XP

This device allows any miniature to turn undead as if it was a priest. The amulet can have the power of a 5th through 9th level priest. It costs 200 XP per level.

Boots of Levitation 2,000 XP

The wearer can rise or drop 2" per round.

Boots of the North 1,500 XP

The wearer can move across ice at a movement penalty of 2, instead of the normal 3 (each inch costs two from his allotment).

Boots of Speed 2,500 XP

The wearer can move at a speed of 18 and has an AC bonus of 2.

Boots, Winged 2,000 XP

These boots allow the wearer to fly. The speed and maneuverability combinations are: 15(A), 18(B), 21(C), 24(D).

Bowl of Commanding Water Elementals 4,000 XP

A wizard can use this item to summon and control a 12-hit water elemental.

Bracers of Archery 1,000 XP

Any warrior wearing these gets a +3 bonus to his THAC0 with a bow.

Bracers of Defense 500* XP

These wristlets boost the AC of the wearer to a specific value. Magical items can improve the AC further, but normal armor cannot. Any AC value from 8 to 2 is possible. They cost 500 XP for AC 8, and 500 XP more for each point the AC is lowered beyond that.

Brazier of Commanding Fire Elementals 4,000 XP

A wizard can use this item to summon and control a 12-hit fire elemental.

Brooch of Shielding 1,000 XP

This piece of jewelry absorbs up to 20 hits' worth of magic missiles.

Carpet of Flying 7,500 XP

The carpet can hold one miniature that is fighting. It can hold three miniatures for transport, but they may not fight that round. It flies at a speed of 30(C).

Censer of Controlling Air Elementals 4,000 XP

A wizard can use this item to summon and control a 12-hit air elemental.

Cloak of Displacement 3,000 XP

The first attack from a miniature automatically misses. This does not apply when firing into a mass. Subsequent attacks are at a -2 THAC0 penalty. The wearer gets a +2 saving throw bonus against gaze attacks.

Cloak of Elvenkind 1,000 XP

The wearer is invisible in outdoor terrain, if he moves at half speed or less. There is a 50% chance each round of his being invisible in brightly lit areas or under *light* spells.

Cloak of Protection 1,000* XP

These cloaks provide an AC bonus of +1 to +5. They cost 1,000 XP per point.

Drums of Panic 6,500 XP

All creatures within 12" must make a morale check or become routed automatically. There is a safe zone with a 2"-radius centered on the drums.

Eversmoking Bottle 500 XP

When uncorked, this bottle produces 50 cubic inches of smoke (a 5" x 10" x 1" area, for example). Each round produces another 10 cubic inches of smoke, up to a maxi-

Kobold with short sword

Hits	1
AC	9
AD	1(1)
THAC0	20(20)
Range	4/8/12
ML	8
MD/CD	2
CB	—
MV	6
XP	15
Size	S
AL	LE
EXP	Irregular

mum of 120 cubic inches of smoke (12" x 10" x 1" area). In still air the smoke must be as nearly square as possible. In a breeze it forms a cone shape. Treat the smoke as fog.

Figurines of Wondrous Power

100* XP

There are seven types of figurines. Each is an animal that becomes life-sized upon command. Each can be activated only once per scenario. These creatures never check morale and are always completely obedient to their owner.

Ebony Fly: Hits 5, AC 5, MV Fl 24(C), SZ M. It cannot attack, only transport one man-sized figure.

Golden Lions: Hits 5, AC 3, AD 2, THAC0 13, MV 12, SZ M; if both AD score a hit, the lion rolls an additional AD for rear claws.

Ivory Goats: There are three ivory goats: traveling, travail, and terror. The goat of traveling has Hits 5, AC 7, AD 2, THAC0 17, MV 42. The goat of travail has Hits 19, AC 0, AD 7, THAC0 6, MV 24, SZ L. In a charge it does AD 6. The goat of terror has Hits 10, AC 4, MV 36, SZ L. Its rider can use one horn as a lance +3, and the other as a sword +6. This goat causes all miniatures within 3" to make a morale check.

Marble Elephant: Hits 11, AC 6, AD 9, THAC0 12, MV 15, SZ L.

Obsidian Steed: Hits 4, AC 9, AD 2, THAC0 17, MV 15, Fl 15(C), SZ L. The horse can fly.

Onyx Dog: Hits 2, AC 4, AD 1, THAC0 18, MV 12, SZ M. The dog can see hidden and invisible miniatures 75% of the time and can talk to its owner.

Serpentine Owl: As a normal-sized owl it has Hits 1, AC 8, AD 1, THAC0 20, MV 1, Fl 27(C), SZ S. It can communicate everything it sees telepathically to its owner. As a giant-sized owl it has Hits 4, AC 6, AD 3, THAC0 17, MV 3, Fl 18(E), SZ M.

Gauntlets of Ogre Power 1,000 XP

These steel gloves can be worn by priests, warriors, and rogues. If calculating the weapon damage from scratch, it conveys a +15 to the damage total. Otherwise it adds 2 AD and a +1 THAC0 penalty to the miniature.

Gem of Seeing 2,000 XP

The wearer detects all illusion, invisible, hidden, or other-planar miniatures. It can see out to 30" .

Girdle of Giant Strength 2,000 XP

Any priest, rogue, or warrior wearing this girdle becomes as strong as a giant. Different girdles are the equivalent of different sized giants. The wearer's attack dice must be recalculated from scratch. Use the table below to find the modifier to the total damage and THAC0.

Giant Type	Damage	THAC0
Hill Giant	+14	+3
Stone Giant	+16	+3
Frost Giant	+18	+4
Fire Giant	+20	+4
Cloud Giant	+22	+5
Storm Giant	+24	+6

Gloves of Missile Snaring 1,500 XP

The wearer can snare up to two small missiles aimed at him per round, one with each empty hand. Once snared, he can keep them to use or discard them. Small missiles are arrows, quarrels, stones, darts, spears, axes, daggers, etc. Boulders hurled by giants cannot be caught with this item.

Helm of Teleportation 2,500 XP

The wearer can teleport once per scenario. A wizard with teleportation memorized normally can teleport up to six times with the spell restoring itself automatically.

Horn of Blasting 1,000 XP

It can emit a cone of sound (12x3C) that stuns for two rounds and deafens for four. The victims can save to half duration. Those failing the save also take 1 hit of damage.



Kobold with short sword

Kobolds never carry more than four throwing javelins.

Part Three



Kender, 1st Level Warrior

Hits	1
AC	8
AD	1(1)
THAC0	20(17)
Range	—/6/9
ML	—
MD/CD 9	—
CB	—
MV	6
XP	65
Size	S
AL	CN
EXP	Heroes

There is a 10% cumulative chance per use after the first that the horn will explode, causing 6 hits of damage.

Horn of Fog 400 XP

Each round of blowing produces a 1" x 1" x 1" fog. Once the horn stops blowing, the fog dissipates in 2d4 rounds.

Horseshoes of a Zephyr 1,500 XP

A horse wearing these shoes does not touch the ground. Any material can be treated as solid ground. Plains and water are treated as smooth roads.

Necklace of Adaptation 1,000 XP

The wearer ignores any attack or situation that affects his breathing. He can walk underwater and ignore gas-based attacks.

Necklace of Missiles 100* XP

This golden necklace holds small, detachable spheres that can be thrown up to 7". When they land, they explode as a fireball. The spheres cause from 2 to 10 hits each. The necklace costs 100 XP per hit, totaled for all spheres.

Robe of the Archmagi 6,000 XP

Only a wizard can wear this robe. It grants him AC 5, MR 5%, +1 bonus to all saves. If the wizard casts *charm monster*, *charm person*, *friends*, *hold monster*, *hold person*, *polymorph other* or *suggestion* spells, the target miniatures have a -20% MR and a -4 saving throw penalty.

Robe of Scintillating Colors 2,750 XP

A priest or wizard wearing this garment can cause it to glow with shifting patterns of color. Any miniature that can see it within 4" must save vs. spells each round or be paralyzed for 1d4+1 rounds. Each continuous round of activity grants a +1 AC bonus, up to a +5. It takes one round of concentration to get the robe started.

Scarab of Protection 2,500 XP

The wearer gets a +1 bonus to all saves vs. spells. It can absorb up to 12 hits of draining attacks. Death spells and rays count as 1 hit.

Slippers of Spider Climbing 1,000 XP

The wearer can climb any surface, even upside down, at a speed of 6" per round.

Stone of Controlling Earth Elementals 1,500 XP

A wizard can use this stone to summon a 12-hit earth elemental.

Wings of Flying 750 XP

The wearer gets large bat wings which allow him to fly at speed 32(C).

Armor and Shields

Most armor and shields grant bonuses to the AC of the wearer. The base AC is determined by the type of armor, then the bonuses are subtracted to get the final AC value. Shields provide a +1 AC bonus, plus whatever enchantment they have. Armor or shields can have from +1 to +5 enchantments. Each plus is worth 500 XP, except +5 armor and shields, which are worth a total of 3,000 XP.

Armor of Command 1,000 XP

The wearer gets a command bonus of +2. This armor is also *plate mail* +1.

Plate Mail of Etherealness 5,000 XP

This +5 armor has 20 charges that allow the user to become ethereal. Each five charges expended reduces the quality of the armor by one. Once the charges are exhausted, it is only +1 armor.

Plate Mail of Fear 4,000 XP

This +1 plate mail has three fear charges. Each charge causes all miniatures within 3" to make a morale check or rout.

Shield, Large, +1, +4 vs. Missiles

400 XP

Normally +1 magic, against any normal missiles it is a +4 shield. It has a 20% chance to stop magic missiles.

Magical Weapons

Most magical weapons grant bonuses to the THAC0 and damage of the wielder. Swords can have magical bonuses up to +5, but other weapons are limited to +3. This does not translate instantly into *Skirmishes* numbers. Each magical weapon must be calculated separately using the tables in Appendix A. The XP value is 500 per plus for weapons other than swords.

Swords

Any type of weapon can have magical combat bonuses. There isn't room in this book to detail all of the possible weapons with all of their possible AD and THAC0 values for each potential magical plus. When dealing with unusual magical weapons, refer to Appendix A for converting AD&D® game damage values to *Skirmishes*. Below are the combat values for long swords, one of the most common melee weapons in the AD&D game.

There is an entire class of swords that carry a +1 enchantment normally, but are more dangerous to a specific type of enemy. Rather than provide individual descriptions for each, apply the same rule to all of them. Assume that these swords are all long swords. This means that table 23 below can be used to figure out the combat bonuses. Below is a list of the most common specialized magical swords. Feel free to design your own swords using these as examples. Each sword is worth 750 XP.

Sword +1, +2 vs. spell casters and enchanted monsters

Sword +1, +3 vs. lycanthropes and shape changers

Sword +1, +3 vs. regenerating monsters

Sword +1, +4 vs. reptiles

**Table 23a. Magical Long Swords
1 Attack/Round**

Bonus	AD	THAC0	XP
+1	1/2	+2/-1	400
+2	1/2	+4/+1	800
+3	2	+1/+4	1,400
+4	2	+3/+6	2,000
+5	2/3	+6/+3	3,000
+6	2/3	+8/+5	Special

Table 23b. Magical Long Swords

Bonus	AD	3/2 Attacks		2/1 Attacks	
		Bonus	AD	THAC0	
+1	2	0/+3	2/3	+3/+2	
+2	2/3	+3/+1	3/4	+2	
+3	2/3	+5/+3	3/4	+4/+3	
+4	3	+3/+6	4/5	+4	
+5	3/4	+5	4/5	+5	
+6	3/4	+8/+6	5/6	+6	

Arrow of Slaying 250 XP

Each arrow is enchanted to slay one specific type of monster. For humanoids, it is enchanted to a particular character class. Some rare types of arrows are enchanted to slay whole classes of creatures, such as reptiles or undead. The arrow has a +3 THAC0 bonus and instantly kills (no save) if it hits the specified creature type. The cost of this arrow assumes that the arrow is enchanted for a random type of monster, which means that it probably isn't useful in a scenario. It costs 2,500 XP if chosen for a scenario that is known to contain that type of creature.

Axe of Hurling • XP

This axe has a range of 6/12/18 and returns to the hand of the thrower. It does extra damage when hurled. The table below describes the various abilities of the different *axes of hurling*. Negative THAC0 numbers are penalties. Numbers in parentheses are for missile attacks. Numbers following slashes are for larger than man-sized targets.



Kender, 1st Level Warrior

A kender is immune to fear, including magical fear, and never checks morale. It receives a +4 bonus on saving throws vs. spells and poison. If a kender spends a round taunting its enemy, that miniature must save vs. spells or attack for 1d10 rounds with a -2 penalties to both its THAC0 and AC. Kender cannot be formed into military units.

Part Three



Mind Flayer

Hits	9
AC	5
AD	4*
THACO	11
Range	—
ML	15
MD/CD	12
CB	—
MV	12
XP	8,000
Size	M
AL	LE
EXP	Veteran/Monster

Bonus	AD	THACO	XP
+1	1(2/1)	+1/0(0/+3)	1,500
+2	1(2)	+3/+2(+2/0)	3,000
+3	1(2)	+5/+4(+4/+2)	4,500
+4	2/1(2)	+2/+6(+6/0)	6,000
+5	2(3/2)	+4/+3(+3/+7)	7,500

Bow +1 500 XP
The bow fires arrows with a +2 THACO bonus.

Crossbow of Accuracy 2,000 XP
This crossbow grants a +3 THACO bonus and eliminates range penalties.

Crossbow of Distance 1,500 XP
This *light crossbow* +1 has double the normal range (12/24/36).

Crossbow of Speed 1,500 XP
This crossbow doubles the number of attack dice and grants a +2 THACO bonus.

Hammer +3, Dwarven Throwing 1,500 XP
Most miniatures use this as a *ham-*

mer +2. In the hands of a dwarven fighter it is +3 (AD 2, THACO -1/-2) in melee. When thrown it has range 6/12/18, AD 3/2, THACO -2/+1. When thrown against giants, including ogres, trolls, and ettins, it has AD 3, THACO +2.

Javelin of Lightning 250 XP
This javelin has a range of 9" with no range penalties. Where it strikes it becomes a 3" long bolt of lightning extending directly along its path of flight. The target miniature takes 5 hits. Others caught in the bolt take 4 hits and can save for half damage.

Javelin of Piercing 250 XP
This self-propelled missile has a range of 18 with no range THACO penalties. It is a +6 weapon attacking with AD 2, THACO +7. Once used, it is no longer magical.

Mace of Disruption 2,000 XP
This mace grants a +2 THACO bonus to the user as well as its special powers. Any undead with 5 hits or less is instantly destroyed by a hit from the mace. Other undead miniatures get a special saving throw. Success means taking 1 extra hit of damage (for a total of 2 hits). Failure means instant destruction. Rolling the number, or above, on the table means success.

Undead	Roll
Wraith or 6 hits	20
Mummy or 7 hits	17
Spectre or 8 hits	14
Vampire or 9 hits	11
Ghost or 10 hits	8
Lich or 11+ hits	5
Other evil undead	2

Scimitar of Speed 2,000* XP
The wielder can roll twice for attacks, against different opponents. The scimitar can be found with enchantments of +1 to +5. It costs 2,000 XP plus 500 XP for each THACO bonus.



The firbolg and unicorn parlay with the black dragon while the dwarf plan a surprise.

Sun Blade 3,000 XP

This sword can create an area of sunlight strong enough to destroy undead that are susceptible to the light. The wielder cannot attack while doing this, but can move normally. The area has a 1" radius and increases one-half inch for every continuous round of concentration, to a maximum of 6". It is a *broad sword* +2 normally (AD 2, THACO -1), +4 against evil miniatures (AD 2, THACO +2) and has AD 4, THACO -2 against evil undead.

Sword +1, Flame Tongue 900 XP

This flaming long sword always has at least +1 enchantment. Its flames can ignite flammable material. It is +2 vs. regenerating miniatures, +3 vs. cold-using, flammable, or avian miniatures, and +4 vs. undead.

Sword +2, Dragon Slayer 900 XP

Against dragons, this is a +4 sword. Each sword is attuned to one particular color of dragon, against which it has AD 5, THACO +4.

Sword +2, Giant Slayer 900 XP

Against giants or related monsters (ettins, ogres, etc.), it has a +3 enchantment. Against true giants it does extra damage (AD 4, THACO 0).

Sword +2, Nine Lives Stealer 1,600 XP

The attacker must roll the first 20-sided attack die separately. If it is a 20, then the target miniature must save vs. spells or die. The sword can "steal" nine lives this way. If the first die is not a 20, the others are rolled and added to the result of the first.

Sword +3, Frost Brand 1,600 XP

This frigid blade has +3 enchantment. It is +6 vs. fire-based or using miniatures. It grants protection like a *ring of fire resistance*. It has a 50% chance of extinguishing a 1" x 1" x 1" cube of fire, including fireballs, flame strikes, and the like.

Sword +4, Defender 3,600 XP

The +4 enchantment of this blade can be divided in any manner between AC bonuses and THACO bonuses. The decision is made at the instant of combat each round. The AC bonus only applies to attacks coming from the front.

Sword of Dancing 4,400 XP

This sword starts with a +1 enchantment. Each consecutive round of melee (not necessarily against the same opponent) the sword improves by +1 THACO, up to a maximum of +4. On the round it might otherwise become a +5, it starts over again at +1. On that same round, or any afterward, it can leave its owner and attack on its own up to 3" away. After doing this for four rounds, it returns to its owner. The sword cannot be hit in melee.

Sword of Life Stealing 5,000 XP

This +2 weapon drains a level from any miniature it hits, in addition to normal damage. This hit will heal the wielder if he is wounded.

Sword of Wounding 4,400 XP

Wounds from this +1 weapon cannot be healed by magic.

Sword of Sharpness 7,000 XP

The first 20-sided attack die must be rolled separately. If it is a 20, then double the total number of AD (rounded up) for that attack.

Sword, Vorpal 10,000 XP

This is a +3 weapon which decapitates any miniature if the first 20-sided attack die is an 18, 19, or 20. Roll this die separately before rolling the others. This is automatic death for most types of creatures.



Mind Flayer

A mind flayer's four tentacles do no damage (*). Rather, if any of the four attack dice scores a hit, the mind flayer can kill its opponent in 1-4 rounds (roll only 1d4, no matter how many tentacles hit). The victim is not allowed a saving throw. His only chance is if melee contact is broken by an outside force (meaning the mind flayer is killed, knocked unconscious, paralyzed, forced to retreat, or otherwise rendered unable to fight). The mind flayer's mental blast is a 6x2 cone. All miniatures in that area must save vs. wands with a -4 penalty or be stunned for 1d10+2 rounds. A mind flayer can also use the following powers, one per round, as often as desired: suggestion, charm monster/person, ESP, levitate. All saving throws vs. mind flayer attacks have a -4 penalty.

Part Three

Chapter 17 Scenarios

Right of Passage

This scenario is set in Krynn, the campaign world of the DRAGONLANCE® saga. A brave group of heroes is crossing the Khalkist mountains. A silver dragon with rider joined them just the day before, warning of an impending ambush. The heroes reach the end of a mountain trail only to discover that a wide chasm yawns between them and the continuing trail on the other side. The only way across is to ferry the adventurers one at a time on the dragon's back.

Just as they are preparing to start this operation, they are attacked by a band of draconians and a red dragon with rider. The draconians did not anticipate the presence of the silver dragon, making the fight much more even than they had wished.

This scenario uses the

DRAGONLANCE™ Heroes, Draconians, Huma's Silver Dragon and The Red Dragon of Krynn boxed sets of Ral Partha Miniatures.

Dragonlords:

- 3 Baaz Draconians
- 2 Bozak Draconians (spells: *magic missile* (x2), *enlarge*, *invisibility*, *web*)
- 2 Kapak Draconians
- 2 Sivak Draconians
- 1 Young Red Dragon
- 1 Dragon Rider, human: Hits 7; AC 1; AD 1/2[2/5]; THACO 15/14[14/18]; ML 13; MV 12; Size M; field plate mail, lance

Heroes:

- Laurana, elven warrior: Hits 9; AC 1; AD 2/3(1); THACO 11/13(13); ML —; MV 12; Size M; *chain mail* +2, *long sword* +2, spear, range 3/6/9
- Tanis, half-elven warrior: Hits 13; AC 4; AD 2/3(2); THACO 9/11(12); ML —; MV 12; Size M;



Minotaur of Krynn, 6th Level Warrior

Hits	7
AC	5
AD	1
THACO	12
Range	—
ML	13
MD/CD	12
CB	—
MV	12
XP	270
Size	L
AL	LE
EXP	Veteran/Monster



Table setup for the *Right of Passage* scenario.

Part Three

leather armor +2, long sword +2, bow, range 15/30/51

Tika Waylan, human warrior: Hits 9; AC 3; AD 2/3; THAC0 11/12; ML —; MV 12; Size M; *chain mail +1, long sword +2*

Caramon, human warrior: Hits 18; AC 3; AD 2; THAC0 11/8; ML —; MV 12; Size M; *chain mail and shield +1, long sword +1*

Flint Fireforge, dwarven warrior: Hits 14; AC 1; AD 1(1); THAC0 11/12(11/12); ML —; MV 6; Size M; *plate mail and shield +1, hand axe +1 (x2), range 3/6/9*

Tasslehoff Burrfoot, kender thief: Hits 7; AC 5; AD 1(1); THAC0 16/17(19/17); ML —; MV 6; Size M; *Leather armor, hoopak, range *3/6/9*

1 Young Silver Dragon

1 Dragon Rider, human: Hits 4; AC 3; AD 1/2[2/5]; THAC0 17/16[16/20]; ML 13; MV 12; Size M; *Plate mail, lance*

SETUP: The heroes must set up first within 3" of the end of the trail where it ends at the cliff. Tasslehoff and the silver dragon can set up anywhere within 12" of that spot. The dragon can start the scenario airborne.

The draconians can start with any active spells they want. They can set up anywhere that is more than 15" from a hero. Concealed draconians must record their locations on paper in advance. They must reveal their locations when they move.

VICTORY CONDITIONS: The scenario ends as soon as all the heroes are standing on the other side of the chasm. The draconians win a minor victory if they can kill the silver dragon. They win a major victory if they can kill the silver dragon and two heroes. The heroes win a minor victory if the silver dragon survives. They win a major victory if the red dragon is also killed.



Minotaur of Krynn, 6th Level Warrior

The minotaur's head butt causes one hit, or two in a charge. Its own hits equal its level plus one.



Draconians block the path of a party of adventurers. On the rock cliff, the aurak and sivak draconians direct the attack.

Appendix A



Ogre with club & armor

Hits	4
AC	1
AD	1
THACO	16
Range	—
ML	11
MD/CD	5
CB	—
MV	9
XP	175
Size	L
AL	CE
EXP	Regular/Monster

Converting AD&D® Characters and Monsters

Skirmishes draws heavily upon the **ADVANCED DUNGEONS & DRAGONS®** role-playing game for its source material. The men and monsters are all from the game. The combat system and spells are both derived from it. Unfortunately, the AD&D® game is so large it is an impossible task to include all the monsters, all the types of miniatures, all the spells, and all the magical items into this *Skirmishes* book.

A core set of miniature types, monsters, spells, and magical items have been provided in Appendix B. Basic racial types and their base values and preferences are found there as well. To make up for what's missing, this appendix contains rules for converting AD&D game elements into *Skirmishes* format. Most importantly, it contains the rules for converting your role-playing characters into *Skirmishes* format. The conversion is detailed enough to allow for the subtle differences in each character and monster.

Multiclass character conversion is not covered in this booklet. The guidelines for the individual classes should make it relatively easy to convert them on your own. Hit points will have to be manually converted into *Skirmishes* hits, since the levels do not directly relate to hit dice.

Combat Values

There are four basic combat values in *Skirmishes*; THACO, AD, AC, and hits. These correspond directly to the AD&D game combat values of THACO, Damage, AC, and hit points. The three tables that follow are used to convert those AD&D game mechanics into *Skirmishes* mechanics.

Hits and AC: In the AD&D game, a creature's level, or hit dice, is a general measure of its power and toughness. Monsters in the AD&D game get an 8-sided die worth of hit points for every level or hit die that they have. In *Skirmishes*, each hit is the equivalent of one 8-sided hit die in the AD&D game. This makes translating monsters into *Skirmishes* format easy. They have one hit for each hit die.

Unfortunately, characters from the game do not translate as easily. Characters can have 4-sided, 6-sided, 8-sided, or 10-sided hit dice. Priests who use 8-sided hit dice are simple. Otherwise, there are two ways to deal with this problem.

If you know how many hit points the character has and that number is 25 or more, just divide it by 5. The result is the character's hits.

Otherwise, look up the character's level or monster's hit dice on table 25 and record both the hits and the remainder. The remainder (in parentheses) will be used in a moment. Each column ends where characters of that class cease gaining full hit dice.

Next, find the number of extra hit points that the creature has. For characters, this usually comes from Constitution bonuses. For high level characters it can also happen above 9th or 10th level where hit points are awarded at each level instead of hit dice. Add the remainder to the number of extra hit points and look up the result on Table 27: Armor Class Adjustments. Ignore the AC modifier on the remainder table if the miniature has 5 or more hits (including any extras it gets from table 27).

The character or monster starts with its AC value from the AD&D game. The armor class table is repeated here for handy reference. Subtle differences in hit points translate into modifiers in the creature's armor class (a few extra hit points is not enough for a full hit, so instead an AC bonus is awarded). The final AC is the base plus the adjustment from table 26.

EXAMPLE: Let's take an example. Artemis is a 6th level fighter with an AC of 3. He uses 10-sided hit dice and has a +3 bonus for Constitution. This has netted him a grand total of 53 hit points as an adventurer.

At this point, we could just divide his hit points by 5 to get his hits, then look up the remainder on the armor class adjustment table. Dividing by 5 gives us a 10 for hits. Looking up the remainder of 3, that's an extra hit and a -2 AC penalty. Ignore the AC penalty because he has 5 or more hits. His hits would be recorded as 11, and his AC would be recorded as a 3.

Now let's use the tables on the same example. A 6th level fighter has 7 hits in *Skirmishes*, with no remainder. Artemis's Constitution bonus is 18 points ($3 \times 6 = 18$); 18 divided by 5 is 3 with a remainder of 3. So now Artemis has 10 hits ($7 + 3$). The remainder of 3 is added to the other remainder (0), giving us a 3 for the armor class adjustment table. Looking that up, we find Artemis gets 1 extra hit and a -2 AC penalty. Again ignore the AC penalty. His hits are now at 11, and his AC is a 3.

These two schemes came up with identical values but in other cases they might differ slightly. PC characters in a role-playing campaign can use whichever method they want. The simpler method (divide by 5 and look up the remainder) is recommended.

For NPCs or characters that are not derived from a role-playing campaign, the second method is actually faster than rolling lots of hit dice to determine hit points. Merely reference the level of the character, add the remainders, and apply the results. In the final analysis, use whichever system you prefer (or the one which gives the most favorable result).

Table 25. Hits and Remainders

Level/ Hit Die	Wizard 1d4	Rogue 1d6	Fighter 1d10
1	1(-2)	1(-1)	1(+1)
2	1	2(-2)	2(+2)
3	2(-1)	2(+1)	4(-1)
4	2(+1)	3	5
5	3(-1)	4	6
6	3(+1)	5	7
7	4	5	9
8	4(+1)	6	10
9	5	7	11
10	6	8	—

Numbers in parentheses are remainders.

Table 26. Armor Class Values

Type	AC
None	10
Shield only	9
Leather or padded armor	8
Studded leather or ring mail	7
Scale mail, brigantine, hide	6
Chain mail	5
Splint mail, banded mail or bronze plate mail	4
Plate mail	3
Field plate mail	2
Full plate mail	1

Table 27. Armor Class Adjustment

Remainder	Result *
-2	-2 AC penalty
-1	-1 AC penalty
0	no change
1	+1 AC bonus
2	+2 AC bonus
3	+1 hit, -2 AC penalty
4	+1 hit, -1 AC penalty
5	+1 hit
6	+1 hit
7	+1 hit, +1 AC bonus
8	+2 hits, -1 AC penalty
9	+2 hits

* Ignore the AC modifier if hits are 5 or more



Ogre with club & armor

An ogre without armor has AC 4.



Ogre Mage

Hits	5
AC	2
AD	1
THACO	13
Range	—
ML	13
MD/CD	15
CB	—
MV	9, FI 15(C)
XP	420
Size	L
AL	LE
EXP	Veteran/Monster

Appendix A

Table 28. Melee Weapons

Melee Weapon	1 attack/round		3/2 attacks/round	
	AD	THACO	AD	THACO
Battle Axe	1	0	1	+2
Club	1	-1/-3	1	+1/-2
Dagger or dirk	1	-2/-3	1	-1/-2
Footman's flail	1	0/+1	1/2	+2/-2
Footman's mace	1	0/-1	1	+2/+1
Footman's pick	1	0/+1	1/2	+2/-2
Hand axe	1	-1/-2	1	+1/-1
Horseman's flail	1	-1	1	+1
Horseman's mace	1	-1/-2	1	+1/-1
Horseman's pick	1	-1/-2	1	+1/-1
Javelin	1	-1	1	+1
Lances				
Heavy horse	1/2 [2/5]	+1/+2 [+2/-2]	1/2	+1/+2
Medium horse	1/2[2/3]	0/-2 [0/+1]	1/2	0/-2
Light horse	1 [2]	-1/0 [-2/0]	1	-1/0
Morning Star	1	+1/0	2/1	-2/+2
Pole arms				
Awl Pike	1	-1/+2	1/2	+1
Bardiche	1/2	+1/-2	2	-2/+2
Bec de corbin	1	0/-1	1	+2/+1
Bill-guisarme	1	+1	2	-2/-1
Fauchard	1	-1/0	1	+1/+2
Fauchard-fork	1	0/+1	1/2	+2/-1
Glaive	1 [2]	0/+1 [0/+2]	1/2	+1/-1
Glaive-guisarme	1/2 [2/3]	+1/-2 [+1]	2	-2/+2
Halberd	1/2	+1/-2	2	-1/+2
Hook fauchard	1	-2	1	-1
Lucern hammer	1 [2]	+1/-1 [+1/-2]	2/1	-2/+1
Military fork	1 [2]	0/+1 [0/+1]	1/2	+2/-2
Partisan	1 [2]	-1/0 [-2/0]	1	+1/+2
Ranseur	1 [2]	+1 [+1]	2	-2
Spetum	1/2 [2/3]	0/-2 [0/+1]	1/2	+2
Voulge	1	+1	2	-2
Quarterstaff	1	-1	1	+1
Scourge	1	-2/-3	1	-1/-3
Sickle	1	-1/-2	1	+1/-1
Spear	1	-1	1	+1/+2
Swords				
Bastard, one-handed	1	0/+2	1/2	+1
Bastard, two-handed	1/2	+1/0	2/3	-2/0
Broadsword	1	+1	2/1	-2/+2
Khopesh	1	+1/-1	2/1	-2/+1
Long sword	1	0/+2	1/2	+2/+1
Scimitar	1	0	1	+2
Short	1	-1/0	1	+1/+2
Two-handed	1/2	+1/+2	2/3	-1/+2
Trident	1/2	0/-2	1/2	+2
Warhammer	1	-1/-2	1	+1/-1

/ Attacks against larger than man-sized opponents.

[] Charging while mounted.

{ } Set to receive a charge.

Table 29. Missile Weapons

Missile Weapon	AD	THAC0	Range (S/M/L)
Composite Long Bow	—	—	—
flight arrow	2	-2	6/12/21
sheaf arrow	2	0	4/8/17
Long Bow	—	—	—
flight arrow	2	-2	7/14/21
sheaf arrow	2	0	5/10/17
Short Bow	2	0	5/10/15
Crossbow	—	—	—
handheld	1	-3	2/4/6
light	1	-2	6/12/18
heavy	1	-1/0	8/16/24
Dagger or dirk	1	+1/0	1/2/3
Dart	1	+2/0	1/2/4
Throwing axe	1	-1/-2	1/2/3
Javelin	1	-1	2/4/6
Sling, w/bullet	1	-1/0	5/10/20
Sling, w/stone	1	-1	4/8/16
Spear	1	-1/0	1/2/3
Staff Sling, bullet	2	-2/0	**/6/9
Staff Sling, stone	1	+1	**/6/9

* Ranges are short/medium/long, in inches.

** Staff slings cannot hit any target less than 3" away.

Medium range has a -2 THAC0 penalty.

Long range has a -5 THAC0 penalty.

Ranges are in inches for untrained miniatures. Double the ranges for trained miniatures, and triple them for skilled miniatures, such as PCs.

THAC0 and AD: The same general principle that was applied to hits and armor classes works with THAC0s and attack dice. The character or monster starts with the THAC0 as stated in the AD&D® game. Since damage is rarely an exact 1d8, subtle differences are translated into THAC0 bonuses or penalties.

First calculate the damage value of the character or monster. This is the minimum amount of damage the creature can do in a round plus the maximum amount of damage the creature can do in a round. The minimum assumes all attack forms succeed in hitting. Look up this value on Table 30: THAC0 and Damage Conversions. Write down the AD value

and adjust the THAC0 accordingly. THAC0 modifiers from the table are subtracted from the base THAC0 of the miniature.

If you are building your units from racial types and adding weapons and armor, use the tables above. They provide all the weapon and armor information that you will need to calculate THAC0 and AD.

Some missile weapons can be fired multiple times in a round. This has already been factored into the AD and THAC0 values on the table. For other weapons or situations remember to total the minimum and maximum for all attacks in a single round when using the conversion table.



Ogre Mage

An ogre mage can use invisibility, darkness 10' radius, and polymorph self at will. It regenerates one hit every four rounds while alive. It can use charm person, sleep, cone of cold (6 × 2, causing 8 hits), and gaseous form once per scenario.

Appendix A



Orc with sword & short bow

Hits	1
AC	6
AD	(1)
THACO	19(19)
Range	10/20/30
ML	11
MD/CD	5
CB	—
MV	9
XP	65
Size	M
AL	LE
EXP	Regular/Monster

EXAMPLE: Let's use an example. Pious is a 6th level priest with a THACO of 15. He has a footman's mace for a weapon. He has a Strength of 18, which nets him a +2 on damage. The mace does 1d6 + 2 points of damage. His worst hit does 3 points; his best does 8; 3 + 8 = 11. His damage value is 11. Looking it up on Table 30, Pious gets 1 attack die, but also gets a THACO bonus of +1 to reflect the slightly better than average damage that he does. His THACO is recorded as 14 and his AD as 1.

Table 30. THACO and AD Conversion

Total Damage	AD	THACO
1	1**	0
2	1*	0
3-4	1	-3
5-6	1	-2
7-8	1	-1
9	1	0
10-11	1	+1
12-13	1	+2
14-15	2	-2
16-17	2	-1
18	2	0
19-20	2	+1
21-22	2	+2
23	3	-2
24-25	3	-1
26-28	3	0
29-30	3	+1
31	3	+2
32-33	4	-1
34-38	4	0
39-40	4	+1
41	5	-1
42-48	5	0
49	5	+1
50-58	6	0
59-67	7	0
68-76	8	0
77-85	9	0
86-94	10	0

* Two creatures must hit to do even a single hit of damage.

** Five creatures must hit to do a single hit.

MAGICAL WEAPONS and ARMOR: Magical armor is easy to handle. The armor has an AC bonus that is applied directly to the AC of the miniature. Weapons are a little more complicated. A plus of damage adds to both the minimum and the maximum damage, so it is worth two points for total damage. The table then provides the AD and THACO values. The THACO bonus of the weapon is then subtracted from the THACO to get its final value.

MISSILE WEAPON RANGES: The AD&D® role-playing game assumes characters wielding a missile weapon are trained and skilled with it. This is not always true for other types of creatures. In *Skirmishes* there are three classes of missile weapon miniatures: untrained, trained, and skilled.

An untrained archer (or any other untrained missile weapon user) uses the ranges from the *Player's Handbook*, in inches. For example, a short bow in the hands of an untrained archer has ranges of 5"/10"/15".

A trained archer doubles the numbers in the AD&D game rulebooks. For example, that same short bow in the hands of a trained archer has ranges of 10"/20"/30".

Finally, a skilled archer triples the number. (Ranges in the *Player's Handbook* are in yards. Tripling them actually makes them accurate in the *Skirmishes* scale of 1" = 10'). Further skill bonuses must be reflected in THACO adjustments.

As a rule, PCs, heroes, monsters, and elite miniatures are skilled with their missile weapons. Veterans are trained and regulars and below are untrained with their missile weapons. There are, of course, exceptions to this rule. For example, a band of rabble might be foresters, in which case they could be considered trained or even skilled with the bow.

Special Attack Forms

Many special attack forms merely do damage without the miniature needing to roll any attack dice. In that case, look up the total damage on the THACO and AD table just like any other attack. Ignore the THACO result and keep the AD value; it is the number of hits the attack causes. Record this as a special and separate attack. Breath weapons are an example of this.

BACKSTABBING: In the AD&D® game thieves can do extra damage if they get a surprise attack on the back (or blind side) of a creature. You can add this attack form to your PCs that are converted into *Skirmishes*. Merely record the damage multiplier on the roster sheet. When rolling damage, multiply the backstabbing value times the number of attack dice to get the final number of attack dice.

It is unlikely that backstabbing will be used. There is no surprise roll in *Skirmishes*. It is assumed that all melee engagements take place with all the miniatures aware of the presence of each other. The one exception would be unseen miniatures. An invisible or concealed thief would always get surprise, and hence a backstabbing damage bonus, when attacking from behind (unless, of course, he was attacking something which can see invisible or concealed things).

DRAINING: Level drains are a special attack form and are discussed in Chapter 9. Attribute-draining attacks are another matter. Each point of attribute draining is considered to be a +1 on the damage roll. Since this adds to the minimum and maximum possible damage, each point of attribute draining is a +2 to the total damage number when referencing Table 29.

POISON: Unless stated otherwise, poison is assumed to be fatal one round after the miniature is affected. This gives the owning player a round to save the miniature with spells or potions. Poison that just does damage must be calculated separately, in case the target miniature is immune to poison.

Noncombat Values

The noncombat values are movement, morale, magic resistance, morale distance, command distance, combat experience level, and command bonus. Most of these are defined in the core rules and expanded rules. Some are unique to *Skirmishes*, such as the morale distance, and are not drawn from the AD&D® game.

The morale distance, command distance, command bonus, and combat experience level are all discussed in the core rules and expanded rules. PCs do not need a morale distance or combat experience level. The command distance and command bonus values are discussed in detail in the chapter on commanders.

MOVEMENT: This is the easiest of all the values to translate. The movement listed for a monster or creature in the AD&D game rules is the number of inches it can move in unobstructed terrain in *Skirmishes*. For humans, this is 12 inches. For flying creatures, the flying classes also translate directly.

In the AD&D game, the number listed for movement refers to tens of yards. Since our scale is tens of inches, it might seem that these numbers should be tripled to convert them. However, the AD&D game also specifies that a creature can only use half its movement and still initiate combat. The AD&D® game also sets a precedent for reducing movement in a dungeon setting. The assumption is that in a dungeon the characters are



Orc with sword & short bow

Orcs are creatures of darkness, and suffer -1 THACO and morale penalties in sunlight brighter than twilight.

Appendix A



moving carefully, examining their environment, and are prepared to fight at a moment's notice.

All of this leads to simply using the values in the AD&D® game as the number of inches the miniature can move in *Skirmishes*. It also makes the game more playable.

MORALE: Morale is also easy to translate. Whatever number is used for the monster or character in the AD&D game becomes the value for *Skirmishes*. PC characters never check morale, so this number is not necessary for them.

MAGIC RESISTANCE: This number is normally a percentage value from 1 to 100. For *Skirmishes*, it becomes a number from 1 to 20. Magic resistance is rolled on a 20-sided die instead of percentile dice. To get the *Skirmishes* magic resistance number, divide the AD&D game value by 5 and round up. Numbers above 95 but less than 100 are always converted to 19.

PC Character Classes

FIGHTER: This is just your normal fighting unit in *Skirmishes*. However, the 10-sided dice that warrior classes use for hit points will tend to give them more hits than they have levels. Constitution bonuses can make this imbalance even more severe.

PALADIN: This character gets a +2 saving throw bonus. He can heal 1 hit for every even level he has, once per scenario. He constantly has a *protection from evil 10' radius* active (see priest spells). He can turn undead as a priest two levels below his paladin level.

RANGER: A ranger adds a +1 command bonus to animals that he commands or that are in the same unit with him. At 8th level and above the ranger can cast some priest spells.

WIZARD: The wizard is covered more completely in the section on magic.

PRIEST: The priest is covered more completely in the section on magic.

THIEF: The thief can climb cliffs and walls. If he makes his percentage chance roll, he makes it to the top at a cost of 3" per 1" rise. Thieves also get the backstab damage bonus.

BARD: The bard can climb cliffs and walls like a thief. He also gives a +1 morale bonus to any miniature he commands or unit he is a part of, so long as he doesn't fight that round. It is assumed that he spends the time singing or telling rousing stories.

Appendix B: Sample Figures

Name	Hits	AC	AD	THACO	Range	ML	CD	CB	MV	XP	AL	Size	EXP
Aarakocra	1	5	1(1)	17(17)	6/12/18	11	18	—	6, Fl 36(C)	65	NG	M	Regulars
Animal stampede	3	7	1	17	—	4	—	—	15	35	N	L	Animal
Basilisk	6	4	1	14	—	12	—	—	6	975	N	M	Monster
Bear, brown	6	6	3	17	—	9	—	—	12	420	N	L	Animal
Behir	12	2	2	13	—	15	—	—	15	10,000	NE	G	Monster
Bugbear w/ spears	3	4	1(1)	16(18)	2/4/6	11	5	—	9	120	CE	L	Regular
Bugbear leader	4	2	2	17	—	12	5	1	9	175	CE	L	Unit leader
Bugbear chief	6	5	2	15	—	13	6	2	9	350	CE	L	Hero/Commander
Bulette	9	-2	10	12	—	11	—	—	14, Br 3	4000	N	L	Monster
Camel	3	7	1	18	—	—	—	3(7)	21	65	N	L	Animal/Mount
Catalepas	6	7	1	16	—	11	—	—	6	975	N	L	Monster
Centaur w/ bows	4	4	2(1)	19(17)	12/24/51	13	18	—	18	175	CG	L	Veteran
Chimera	9	6/5/2	5	11	—	13	—	—	9, Fl 18(E)	5000	CE	L	Monster
Cockatrice	5	6	1	18	—	11	—	—	6, Fl 18(C)	650	N	S	Monster
Couatl	9	6/5/2	5	11	—	13	—	—	9, Fl 18(E)	5000	LG	L	Monster
Displacer Beast	6	2	2	14	—	13	—	—	15	5000	N	L	Monster
Dog, war, armored	2	2	1	18	—	9	—	—	12	65	N	M	Animal
Draconian, Aurak	8	0	3(3)	13(13)	18	15	15	—	15	6000	LE	M	Veteran/Monster
Draconian, Baaz	2	4	1	19	—	13	15	—	6, Run 15	175	CE	M	Veteran/Monster
Draconian, Bozak	4	2	1	17	—	13	15	—	6, Fl 6(E)	1400	LE	M	Veteran/Monster
Draconian, Kapak	3	4	1	19	—	13	15	—	6, Run 15	650	LE	M	Veteran/Monster
Draconian, Sivak	6	1	1	14	—	14	15	—	6, Fl 24(C)	2000	NE	L	Veteran/Monster
Dragon, black, young	10	1	6	8	—	16	LOS	—	12, Fl 30(C)	3000	CE	H	Elite/Monster
Dragon, blue, young	12	1	7	6	—	16	LOS	—	9, Fl 30(C)	4000	LE	H	Elite/Monster
Dragon, brass, young	10	1	6	8	—	17	LOS	—	12, Fl 30(C)	4000	CG	H	Elite/Monster

Aarakocra: carries 6 javelins, 1 for melee; +4 THACO on a dive.

Animal stampede: no special information.

Basilisk: gaze turns to stone, even in ethereal, 6" range.

Bear, brown: if any AD rolls a 19 or 20, add 1 extra hit of hugging damage.

Behir: 2 x 1st level lightning bolts once per scenario, 3 AD; immune to electricity and poison.

Bugbear w/spears: only one throwing spear.

Bugbear leader: no special information.

Bugbear chief: no special information.

Bulette: no special information.

Camel: favored terrain—sandy desert.

Catalepas: melee attack to any direction, save vs. paralyzation or stunned for 1d10 rounds; 25% chance per round of deathray attack, 18" range, save vs. death allowed.

Centaur w/bows: get a charging bonus with lance as if it was mounted; can be priests; favored terrain—forest, treat dense woods as light woods for movement.

Chimera: option to do 3 AD melee and breathe fire at a single target at 1 inch range for 3 hits; AC 5 for frontal attacks, AC 2 flank, AC 6 rear.

Cockatrice: touch is a petrification attack.

Couatl: poison bite; polymorph self at will; can become ethereal, with 1 other large miniature, at will; invisible at will. All couatl are 5th level wizards and/or 7th level priests, 8,000 xp if both; favored terrain—dense woods.

Displacer beast: saves as a 12-hit monster with +2 bonus; true seeing raises its AC by 2 (penalty); favored terrain—rocky.

Dog, war, armored: AC 4 without armor.

Draconian, aurak: invisible at will; polymorph self into man-sized animal 3/day; detect invisible and hidden 1x"; dimension door 3/day, 18"; +4 bonus all saves; cast 2 spells of up to 4th level; mind control 1/day, 1 miniature with 8 or less hits for 2d6 rounds, save vs. spell to negate.

Draconian, baaz w/sword: running is on all fours, no attacks allowed that round; glide 18" (E), must lose altitude each round; petrify upon death, 35% chance weapon is stuck in stone for 1d4 rounds.

Draconian, bozak w/sword: run 15" on all fours, no attacks allowed that round; glide 18" (E), must lose altitude each round; 4th level wizards; +2 bonus on all saves; round after death, body explodes, causing 1 hit in 1" radius.

Draconian, kapak w/mace: running is on all fours, no attacks allowed that round; glide 18" (E), must lose altitude each round; poisoned weapons, paralysis for 2d6 rounds; upon death, becomes a pool of acid 1" diameter, 1 hit damage.

Draconian, sivak w/sword: run 15" on all fours, no attacks allowed that round; +2 bonus for all saves; upon death, if slayer is larger than sivak, body bursts into flames, 1 hit to all within 1".

Dragon, black, young: breath weapon 1/3 rounds, 6x1L, acid stream for 4 hits; detect invisible at 3"; swim 12"; favored terrain—swamp.

Dragon, blue, young: breath weapon 1/3 rounds, 10 x 1L lightning bolt for 7 hits; detect invisible at 3"; burrow 6"; favored terrain—sandy desert.

Dragon, brass, young: breath weapon 1/3 rounds, 7 x 2C sleep gas or 2S heat for 4 hits; detect invisible at 3"; burrow 6".

Appendix B: Sample Figures

Name	Hits	AC	AD	THACO	Range	ML	CD	CB	MV	XP	AL	Size	EXP
Dragon, bronze, young	12	-1	7	6	—	17	LOS	—	9, Fl 30(C)	5000	LG	G	Elite/Monster
Dragon, copper, young	11	0	6	6	—	16	LOS	—	9, Fl 30(C)	4000	CG	H	Elite/Monster
Dragon, gold, young	14	-3	9	4	—	17	LOS	—	12, Fl 40(C)	6000	LG	G	Elite/Monster
Dragon, green, young	11	1	6	6	—	15	—	—	9, Fl 30(C)	3000	LE	H	Elite/Monster
Dragon, red, young	11	-2	8	6	—	17	LOS	—	9, Fl 30(C)	6000	CE	G	Elite/Monster
Dragon, silver, young	13	-2	8	4	—	17	LOS	—	9, Fl 30(C)	6000	LG	G	Elite/Monster
Dragon, white, young	9	3	6	8	—	15	LOS	—	12, Fl 40(C)	3000	CE	H	Elite/Monster
Drow, 2nd Level Warrior	2	2	1(1)	18(20)	6/12/18	14	12	—	12	420	CE	M	Veteran
Dwarf, 1st Level Warrior	1	4	1	20	—	13	3	—	6	65	LG	S	Regular
Eagle, giant	4	7	3	14	—	13	48	—	3, Fl 48(D)	175	N	L	Veteran/Monster
Elemental, Air	8	2	2	10	—	15	—	—	Fl 36(A)	3000	N	L	Monster
Elemental, Earth	8	2	4	12	—	15	—	—	6	2000	N	L	Monster
Elemental, Fire	8	2	3	13	—	15	—	—	12	2000	N	L	Monster
Elemental, Water	8	2	4	12	—	15	—	—	6, Sw 18	2000	N	L	Monster
Elephant	11	6	9	10	—	7	—	—	15	4000	N	L	Animal/Mount
Elf, 1st Level Warrior	1	5	1(1)	19(19)	10/20/34	13	6	—	12	65	CG	M	Regular
Ettin w/ spiked clubs	10	3	4	9	—	14	12	—	12	3000	CE	H	Veteran/Monster
Flind with flindbar	3	7	1	16	—	11	6	—	12	65	LE	M	Regular
Flind leader	4	6	1	15	—	12	6	1	12	120	LE	M	Leader
Gargoyle	5	5	2	16	—	11	8	—	9, Fl 15(C)	650	CE	M	Regular/Monster
Genie, djinn	8	4	2	13	—	13	—	—	9, Fl 24(A)	2000	CG	L	Monster
Genie, Marid	13	0	4(1)	8(10)	18	16	24	—	9, Fl 15(B), Sw 24	15,000	C	H	Veteran/Monster
Ghost	10	0	—	—	—	—	—	—	9	7000	LE	M	Undead

Dragon, bronze, young: breath weapons 1/3 rounds, 1S repulsion gas or 10 x 1L lightning for 7 hits; detect invisible at 3"; sw 3"; favored terrain—shallow water.

Dragon, copper, young: breath weapon 1/3 rounds, 7 x 1L acid for 5 hits or 1S slow gas; detect invisible at 3".

Dragon, gold, young: breath weapon 1/3 rounds, 9 x 3C fire or 2S chlorine gas, both for 9 hits; detect invisible at 3"; swim 12".

Dragon, green, young: breath weapon 1/3 rounds, 2S chlorine gas for 5 hits; detect invisible at 3"; swim 9"; favored terrain—forest.

Dragon, red, young: breath weapon 1/3 rounds, 9 x 3C fire for 8 hits; detect invisible at 3"; rider not described here.

Dragon, silver, young: breath weapons 1/3 rounds, 8 x 3C cold for 8 hits or 2S paralyzation gas; detect invisible at 3"; rider not described here.

Dragon, white, young: breath weapon 1/3 rounds, 7 x 2C cold for 3 hits; detect invisible at 3"; burrow 6", swim 12"; favored terrain—snow.

Drow elf, 2nd level warrior: w/short sword and hand crossbows; +1 chain mail; +1 shield; +1 short sword; poison crossbow quarrels, save at -4 penalty, unconscious; +6 save vs. fire; cast *faerie fire* and *darkness* once per scenario; magic resistance 50%; +2 bonus save vs. any magic; morale check if in sunlight or magic light; bright light causes -2 THACO penalty.

Dwarf, 1st level warrior: +3 on saves vs. magic and poison; +1 THACO vs. orcs, goblins, and hobgoblins; ogres, trolls, and giants are -4 THACO against dwarves.

Eagle, giant: no special information.

Elemental, air: +2 weapon to hit; -1 THACO and +1 AD bonuses in aerial combat; whirlwind 1" wide bottom, 3" wide top, 4" tall, lasts 1 round, kills miniatures with 3 hits and less, 2 hits to others, no save; if summoned—AD 12, THACO 7, XP 7,000; if conjured—AD 16, THACO 5, ML 17, size H, XP 11,000.

Elemental, earth: +2 weapon to hit; +2 AD bonus vs. airborne or swimming miniatures; favored terrain—rough, rocky, slopes; if summoned—AD 12, THACO 9, XP 6,000; if conjured—AD 16, THACO 7, ML 17, size H, XP 10,000.

Elemental, fire: +2 weapon to hit; unable to cross water, -1 AD penalty vs. fire-using miniatures; if summoned—AD 12, THACO 9, XP 6,000; if conjured—AD 16, THACO 5, ML 17, Size H, XP 10,000.

Elemental, water: +2 weapon to hit; -1 AD penalty when out of water; must always be within 18" of water; invisible in water; favored terrain—water; if summoned—AD 16, THACO 9, XP 6,000; if conjured—AD 16, THACO 7, ML 17, Size H, XP 10,000.

Elephant: no special information.

Elf, 1st level warrior: +1 THACO with swords and bows; immune to charm or sleep spells; favored terrain—forests; dislike using mounts.

Ettin w/spiked clubs: no special information.

Flind with flindbar: successful melee strike requires target to save vs. wands or be disarmed.

Flind leader: no special information.

Gargoyle: +1 weapon needed to hit.

Genie, djinn: create illusion (visual, audial), no concentration necessary; invisibility; gaseous form; wind walk; +2 AC bonus vs. air-based attacks.

Genie, marid: jet of water up to 18" blinds, saving throw allowed; breathe in and walk on water at will; swim at 24" per round; +2 on saves vs. cold, +2 AC vs. cold attacks; -1 AC and -1 penalty on saves against fire attacks; *detect invisible*, *invisibility*, *polymorph self* and assume liquid shape twice per scenario; *lower water*, *part water*, *wall of fog*, *assume gaseous form* or *water breathing* upon others 7 times per scenario.

Ghost: aging attack is treated as a level drain, by touch; any miniature which sees a ghost must make a morale check; +1 weapon to hit; *magic jar* attack to possess any other miniature; AC 8 on ethereal plane; paralysis attack for 1d6+2 rounds, elves are immune.

Appendix B: Sample Figures

Name	Hits	AC	AD	THACO	Range	MD/			MV	XP	AL	Size	EXP
						ML	CD	CB					
Griffon	7	3	3	13	—	11(15)	—	—	12, Fl 30(C)	650	N	L	Monster/Mount
Half-elf, 1st Level Warrior	1	5	1(1)	20(20)	5/10/17	13	6	—	12	35	NG	M	Regular
Halfling, 1st Level Warrior	1	8	1(1)	20(18)	5/10/15	11	3	—	6	120	LG	S	Regular
Ghoul	2	6	2	20	—	11	5	—	9	175	CE	M	Veteran/Undead
Giant, Cloud	17	0	6(3)	1(3)	24/48/72	17	15	—	15	10,000	NG	H	Veteran/Monster
Giant, Fire	16	-1	5(2)	1(7)	20/40/60	15	6	—	12	8000	LE	H	Regular/Monster
Giant, Frost	14	0	4(2)	1(5)	20/40/60	13	6	—	12	7000	CE	H	Regular/Monster
Giant, Hill	12	3	3(2)	6(9)	20/40/60	13	6	—	12	3000	CE	H	Regular/Monster
Giant, Stone	14	0	3(4)	3(8)	30/60/90	16	12	—	12	8000	N	H	Veteran/Monster
Giant, Storm	20	0	6(2)	1(1)	30/60/90	17	15	—	15, Sw 15	13,000	CG	G	Veteran/Monster
Giantkin, Firbolg	15	2	3	10	—	16	15	—	15	8000	N	L	Veteran/Monster
Gnoll w/ axe & long bow	2	5	1(1)	18(19)	10/20/34	11	5	—	9	120	CE	L	Regular
Gnoll unit leader	3	5	1	17	—	12	5	1	9	175	CE	L	Leader
Gnoll chieftain	4	3	2	17	—	13	6	—	9	270	CE	L	Hero/Commander
Gnome, 4th Level Illusionist	2	6	1	20	—	15	4	2	6	120	NG	S	Hero
Goblin w/mace & short bow	1	7	1(1)	20(20)	10/20/30	10	3	—	6	15	LE	S	Regular
Goblin unit leader	1	6	1	20	—	11	3	1	6	—	LE	S	Leader
Goblin chief	1	5	1	20	—	12	4	2	6	65	LE	S	Hero/Commander
Golem, Clay	11	7	4	10	—	—	—	—	7	8000	N	L	Monster
Golem, Flesh	9	9	4	11	—	—	—	—	8	5000	N	L	Monster
Golem, Iron	18	3	5	3	—	—	—	—	6	15,000	N	L	Monster
Golem, Stone	14	5	3	7	—	—	—	—	6	10,000	N	L	Monster
Harpy	7	7	2	14	—	13	8	—	6, Fl 15(C)	175	CE	M	Regular/Monster
Hippogriff	4	6	3	17	—	9(13)	—	—	18, Fl 36(C)	175	N	L	Monster/Mount
Hobgoblin w/sword & bow	1	4	1(1)	19(19)	—	11	—	—	9	65	LE	M	Regular
Hobgoblin sergeant	2	4	1	19	—	12	—	—	9	120	LE	M	Leader

Ghoul: paralysis attack for 1d6 + 2 rounds, elves are immune.

Giant, cloud w/morning star: hurls boulders.

Giant, fire w/sword: immune to fire; hurls boulders; catches hurled boulders, 50% chance.

Giant, frost w/axe: immune to cold; hurls boulders; catches hurled boulders, 40% chance.

Giant, hill w/club: hurls boulders; catches hurled boulders, 30% chance.

Giant, stone w/club: hurls boulders; catches hurled boulders, 90% chance; favored terrain—rocky, slopes.

Giant, storm w/sword: huge composite bow; breathe water; levitate 2/day; lightning bolt 1/day, AD 15, 8" long, range 57"; AC -6 in bronze plate mail.

Giantkin, firbolg w/sword: 75% chance to catch or deflect large missiles; *diminution*, *detect magic*, *alter self* once per day.

Gnoll w/axe and long bow: no special information.

Gnoll unit leader: no special information.

Gnoll chieftain: no special information.

Gnome, 4th level illusionist: 4th level illusionist wizard; +2 on saves vs. magic and poison; +1 THACO vs. kobolds and goblins.

Goblin w/mace and short bow: -1 THACO in sunlight, same for leader and chief.

Goblin unit leader: -1 THACO in sunlight.

Goblin chief: -1 THACO in sunlight.

Golem, clay: *move earth* spell causes 4 hits and pushes it back 12", *disintegrate* spell slows it for 1d6 rounds and does 1 hit, *earthquake* paralyzes it for 1 round and does 6 hits.

Golem, flesh: never check morale, immune to magical fear; +1 magical weapon to hit; immune to spells except: fire and cold spells *slow* it for 2d6 rounds, electrical spells heal hits instead of harming.

Golem, iron: never checks morale, immune to magical fear; +3 weapon to hit; immune to spells except: electrical spells *slow* it for 3 rounds, fire attacks heal hits instead of harming; every 7th round after the first it breathes a cloud of poison gas, 1S.

Golem, stone: immune to spells except: *rock to mud* slows it for 2d6 rounds, *mud to rock* heals all lost hits, *stone to flesh* makes it vulnerable to normal attacks (but not spells) for 1 round; never checks morale, immune to magical fear; +2 weapon to hit; once per 2 rounds can cast *slow* up to 1" away.

Griffon: no special information.

Half-elf, 1st level warrior: 30% magic resistant to charm or sleep spells.

Halfling, 1st level warrior: +3 THACO with short bows and slings; +2 on saves vs. magic and poison; invisible when hiding in brush, forest or rocky terrain.

Harpy: singing charms humanoids (not elves), save allowed, must move toward harpy, cannot attack or defend.

Hippogriff: no special information.

Hobgoblin w/sword and bow: no special information.

Hobgoblin sergeant: no special information.

Appendix B: Sample Figures

Name	Hit	AC	AD	THACO	Range	ML	CD	CB	MV	XP	AL	Size	EXP
Hobgoblin chief	3	3	1	15	—	13	—	—	9	175	LE	M	Hero/Commander
Horse, heavy	4	9	2	17	—	7(11)	—	—	15	120	N	L	Animal/Mount
Horse, medium	2	5	2	20	—	7(11)	—	—	18	65	N	L	Animal/Mount
Horse, light	2	7	1	18	—	7(11)	—	—	24	35	N	L	Animal/Mount
Human, 1st Level Warrior	1	5	(11)	20(20)	5/10/17	11	6	—	12	15	Any	M	Regular
Human, 1st Level Warrior	8	3	2	10	—	13	12	—	12, FI 12(A)	5000	N	L	Veteran/Monster
Kender, 1st Level Warrior	1	8	(11)	20(17)	3/6/9	—	—	—	6	65	CN	S	Heroes
Kobold w/shortsword	1	9	(11)	20(20)	4/8/12	8	2	—	6	15	LE	S	Regular
Kobold leader	1	7	1	20	—	9	2	1	6	35	LE	S	Leader
Kobold chief	1	5	1	20	—	10	3	2	6	65	LE	S	Hero/Commander
Lion	5	5	2	13	—	9	—	—	12	420	N	M	Animal
Lizard, giant	3	4	1	17	—	10	—	—	15	270	N	H	Monster/Mount
Lizard man	2	4	1	17	—	14	—	—	6, SW 12	120	N	M	Veteran
Lizard man leader	4	5	1	15	—	15	—	—	9, SW 12	175	N	M	Leader
Lizard king w/trident	8	—	—	15	—	16	—	—	9, SW 15	270	CE	M	Hero/Commander
Lycanthrope, wererat	3	5	1	18/17	—	11	6	—	12	270	LE	L	Regular/Monster
Lycanthrope, werewolf	5	5	1	14	—	12	7.5	—	15	420	CE	M	Regular/Monster
Manticore	7	4	2(4)	14(13)	18/36/54	13	—	—	12, FI 18(E)	1400	LE	H	Monster
Medusa w/short bow	6	5	1	17	5/10/15	13	—	—	9	2000	LE	M	Monster
Mind Flayer	9	5	4*	11	—	15	12	—	12	8000	LE	M	Veteran/Monster
Minotaur w/axe	7	6	2	15/13	—	16	—	—	12	1400	CE	L	Monster
Minotaur of Krynn	7	5	1	12	—	13	12	—	12	270	LE	L	Veteran/Monster
Ogre w/club & armor	4	1	1	16	—	11	5	—	9	175	CE	L	Regular/Monster
Ogre Mage	5	2	1	13	—	13	15	—	9, FI 15(C)	420	LE	L	Veteran/Monster
Orc w/sword & short bow	1	6	(11)	19(19)	10/20/30	11	5	—	9	65	LE	M	Regular
Orc leader	2	6	1	19	—	12	5	1	9	120	LE	M	Leader
Orc chief	3	3	1	18	—	13	6	2	9	175	LE	M	Hero/Commander
Owlbear	5	5	3	15	10/20/30	—	—	—	12	420	N	L	Monster
Pegasus	4	6	2	15	—	11	24	—	24, FI 48(C)	175	CG	L	Regular/Monster
Sahugin w/ trident	2	3	(11)	16(17)	4/8/12	12	6	—	12, SW 24	175	LE	M	Regular
Sahugin lieutenant	4	7	1	15	—	13	—	—	12, SW 24	270	LE	M	Leader

Medusa w/short bow: petrification gaze, range of 3"; melee attack is also poisonous.
 Mind flayer: its four tentacles do no damage (*), rather they kill 1-4 rounds after a hit, no save, unless melee contact is broken by an outside force; mental blast, 6 x 2C; save vs. wands w/ -4 penalty or be stunned for 1d10+2 rounds; suggestion, charm monster/person, esp, levitate, all with -4 penalty on saving throws.
 Minotaur w/axe: no special information.
 Minotaur of Krynn: 6th level warrior; head butt for 1 hit, double on a charge; hits equal levels + 1.
 Ogre w/club and armor: AC 4 without armor.
 Ogre mage: invisibility, darkness 10', radius, polymorph self at will; regenerate 1 hit every 4 rounds; charm person, sleep, cone of cold (6 x 2C for 8 hits), and gaseous form, all once per scenario.
 Orc w/sword and short bow: -1 THACO and -1 morale in sunlight.
 Orc leader: -1 THACO and -1 morale in sunlight.
 Orc chief: -1 THACO and -1 morale in sunlight.
 Owlbear: never checks morale, never breaks off melee until opponent is dead.
 Pegasus: no special information.
 Sahugin w/trident: three javelins; saves vs. fire at -2 penalty; favored terrain—water.
 Sahugin lieutenant: favored terrain—water.
 Lycanthrope, wererat: +1 weapon to hit; uses short sword.
 Lycanthrope, werewolf: +1 weapon to hit.
 Manticore: four flights of tail spikes.

Hobgoblin chief: no special information.
 Horse, heavy: no special information.
 Horse, medium: no special information.
 Horse, light: no special information.
 Human, 1st level warrior: no special information.
 Invisible stalker: always invisible, bonus already accounted for in AC and THACO.
 Kender, 1st level warrior: immune to fear, including magical fear; never check morale; +4 bonus save vs. spells, poison; taunt, target must save vs. spells or attack for 1d10 rounds with -2 penalty to THACO and AC; cannot operate in military units.
 Kobold w/shortsword: four throwing javelins.
 Kobold leader: no special information.
 Kobold chief: no special information.
 Lion: no special information.
 Lizard, giant: favored terrain—swamp, shallow water.
 Lizard man: favored terrain—swamp, shallow water, same for leader and lizard king.
 Lizard king w/trident: favored terrain—swamp, shallow water.
 Lizard man leader: favored terrain—swamp, shallow water.
 Lizard, giant: favored terrain—swamp, shallow water.
 Lion: no special information.
 Kobold w/shortsword: four throwing javelins.
 Kobold leader: no special information.
 Kobold chief: no special information.
 Lycanthrope, wererat: favored terrain—swamp, shallow water.
 Lycanthrope, werewolf: +1 weapon to hit; if both AD hit in a round, next round it hugs for 2 hits automatically.
 Lycanthrope, wererat: +1 weapon to hit; uses short sword.
 Manticore: four flights of tail spikes.

Appendix B: Sample Figures

Name	Hits	AC	AD	THACO	Range	MD/		CB	MV	XP	AL	Size	EXP
						ML	CD						
Sahuagin chief	5	5	1	14	—	14	—	—	12, Sw 24	420	LE	M	Hero/Commander
Skeletons	1	7	1	20	—	—	—	—	12	65	N	M	Undead
Spider, huge	5	6	1	20	—	13	—	—	18	270	N	M	Monster
Spider, phase	6	7	1	16	—	15	—	—	6, Wb 15	1400	N	L	Monster
Treant, middle aged	9	0	5	11	—	15	LOS	—	12	4000	CG	H	Elite/Monster
Tree, animated by treant	12	0	6	10	—	—	—	—	12	4000	N	H	Monster
Troglodyte	2	5	1	18(15)	6/12/18	11	6	—	12	120	CE	M	Regular
Troll	7	4	5	13	10/20/30	—	—	—	12	1400	CE	L	Monster
Umber Hulk	10	2	5	11	—	13	6	—	6, Br 3	4000	CE	L	Veteran/Monster
Unicorn	5	3	3	13	—	14	—	—	24	650	CG	L	Monster/Mount
Vampire	9	1	2	15	—	16	LOS	—	12, Fl 18(C)	3000	CE	M	Elite/Monster
Wolf	2	5	1	20	—	10	—	—	18	65	N	S	Animal
Worg	4	8	1	17	—	11	—	—	18	120	NE	M	Animal/Mount
Wight	5	5	2	17	—	14	LOS	—	12	975	LE	M	Elite/Undead
Wraith	6	4	2	16	—	15	—	—	12, Fl 24(B)	3000	LE	M	Monster
Wyvern	8	3	3	14	—	14	—	—	6, Fl 24(E)	2000	NE	G	Monster
Yeti	5	2	17	13	—	—	7.5	—	15	420	N	L	Veteran
Zombie	2	8	1	19	—	—	—	—	6	65	N	M	Undead

Sahuagin chief: favored terrain—water.

Skeletons: edged and piercing weapons get half AD, if AD is 1 apply a -4 THACO penalty.

Spider, huge: poisonous bite, +1 bonus to saving throw; favored terrain—web.

Spider, phase: can become ethereal and move (no penalty) in the same round, can return from ethereal and attack in the same round if spider wins initiative; can phase in, attack, and become ethereal again immediately.

Treant, middle aged: -4 penalty on saves vs. fire; can animate two trees with one round of concentration, range 6"; favored terrain—forest.

Tree, animated by treant: -4 penalty on saves vs. fire; must always be within 6" of controlling treant; favored terrain—forest.

Troglodyte w/morning star: three javelins/troglodyte; scent causes -3 THACO penalty for melee opponents, save vs. poison, lasts 10 rounds.

Troll: never check morale; regenerate 1 hit each round, even after death, except fire or acid damage; climb cliffs at 3" per round.

Umber hulk: *confusion gaze*, range of 6".

Unicorn: horn acts as a +2 weapon, charge for AD 4, THACO 10; *teleport w/rider* once per scenario; immune to poison; immune to charm and hold spells; save vs. spells as 11th level wizard.

Vampire: *charm person gaze*; regenerate 1 hit per round; +1 weapon to hit; climb cliffs at normal speed; assume gaseous form; assume bat form; drain 2 levels with melee attack; sunlight kills in 1 round.

Wolf: favored terrain—forest.

Worg: favored terrain—forest.

Wight: melee attack drains 1 level; +1 weapon to hit; routed by sunlight.

Wraith: drains 2 levels in melee attack; +1 weapon to hit; routed by sunlight.

Wyvern: poisonous stinger, lose 1 hit even if save is successful; favored terrain—forest.

Yeti: favored terrain—snow.

Zombie: no special information.

Appendix B



Owlbear

Hits	5
AC	5
AD	3
THAC0	15
Range	10/20/30
ML	—
MD/CD	—
CB	—
MV	12
XP	420
Size	L
AL	N
EXP	Monster

Basic Racial Types

In the summary listings below, each race has been condensed from the AD&D® game descriptions. Only those elements that are relevant to the *Skirmishes* game have been included. In some cases the abilities have been streamlined to mesh more smoothly with *Skirmishes* rules.

Dwarves

Preferred weapons: Axes, hammers, spears, crossbows

Preferred armor: Chain mail and shield

Typical warrior: Hits 1, AC 4, AD 1, THAC0 20, ML 13, MD 3, EXP Reg., Move 6, Size S, XP 65

Typical unit leader: Hits 3, AC 3, AD 1, THAC0 18, ML 15, CD 3, CB 1, Move 6, Size S, XP 175

Typical hero/field commander: Hits 6, AC 2, AD 1, THAC0 15, ML 16, CD 4, CB 2, Move 6, Size S, XP 650

Racial abilities: +3 on saves vs. magic and poison; +1 THAC0 vs. orcs, goblins and hobgoblins; Ogres, trolls and giants are -4 THAC0 against dwarves

Racial restrictions: 10th level/hits as priests, 15th level/hits as fighters

Multiclass options: Fighter/Priest

Most common alignment: Lawful Good

Elves

Preferred weapons: Swords, spear, bows

Preferred armor: Scale, ring, chain mail and shield

Typical warrior: Hits 1, AC 5, AD 1(1), THAC0 19(19), ML 13, MD 6, EXP Reg., Move 12, Size M, XP 65

Typical unit leader: Hits 3, AC 4, AD 1(1), THAC0 17(17), ML 15, CD 6, CB 1, Move 12, Size M, XP 175

Typical hero/field commander: Hits 3, AC 6, AD 1, THAC0 16, ML 16,

CD 6, CB 2, Move 12, Size M, XP 270; 4th level fighter/wizard

Racial abilities: +1 THAC0 with swords and bows; Immune to charm or sleep spells; No movement or combat penalties in forests; Dislike using mounts

Racial restrictions: 12th level/hits as priests, 12th level/hits as fighters, 15th level/hits as wizards

Multiclass options: Fighter/Wizard

Most common alignment: Chaotic Good

Gnomes

Preferred weapons: Club, hammer, short sword, spear, short bow

Preferred armor: Studded leather and shield

Typical warrior: Hits 1, AC 5, AD 1(1), THAC0 20(20), ML 12, MD 3, EXP Reg., Move 6, Size S, XP 35

Typical unit leader: Hits 3, AC 4, AD 1, THAC0 18, ML 13, CD 3, CB 1, Move 6, Size S, XP 120

Typical hero/field commander: Hits 2, AC 6, AD 1, THAC0 20, ML 15, CD 4, CB 2, Move 6, Size S, XP 120; 4th level illusionist wizard

Racial abilities: +2 on saves vs. magic and poison; +1 THAC0 vs. kobolds and goblins

Racial restrictions: 9th level/hits as priests, 11th level/hits as fighters, 15th level/hits as illusionist wizards

Multiclass options: Fighter/priest, fighter/illusionist, priest/illusionist

Most common alignment: Neutral good

Half-Elves

Preferred weapons: Swords, spear, bows

Preferred armor: Scale, ring or chain mail with shield

Typical warrior: Hits 1, AC 5, AD 1(1), THAC0 20(20), ML 13, MD 6, EXP Reg., Move 12, Size M, XP 35

Typical unit leader: Hits 3, AC 4, AD 1(1), THAC0 18(18), ML 15, CD 6, CB 1, Move 12, Size M, XP 120

Typical hero/field commander: Hits 3, AC 6, AD 1, THAC0 16, ML 16, CD 6, CB 2, Move 12, Size M, 175; 4th level fighter/wizard

Racial abilities: 30% magic resistance to charm and sleep spells

Racial restrictions: Unlimited level/hits as bards, 14th level/hits as priests, 14th level/hits as fighters, 12th level/hits as wizards

Multiclass options: Fighter/priest, fighter/wizard, priest/wizard, fighter/wizard/priest

Most common alignment: Neutral good

Halflings

Preferred weapons: Short sword, hand axes, slings, short bows

Preferred armor: Padded or leather armor

Typical warrior: Hits 1, AC 8, AD 1(1), THAC0 20(18), ML 11, MD 3, EXP Reg., Move 6, Size S, XP 120

Typical unit leader: Hits 2, AC 7, AD 1(1), THAC0 19(17), ML 12, CD 3, CB 1, Move 6, Size S, XP 175

Typical hero/field commander: Hits 3, AC 6, AD 1(1), THAC0 18(16), ML 14, CD 4, CB 2, Move 6, Size S, XP 270

Racial abilities: +3 THAC0 with short bows and slings; +2 on saves vs. magic and poison; invisible when hiding in brush, forest or rocky terrain

Racial restrictions: 8th level/hits as priests, 9th level/hits as fighters

Multiclass options: None

Most common alignment: Lawful Good

Humans

Preferred weapons: Any

Preferred armor: Any

Typical warrior: Hits 1, AC 5, AD 1(1), THAC0 20(20), ML 11, MD 6, EXP Reg., Move 12, Size M, XP 15

Typical unit leader: Hits 3, AC 4, AD 1, THAC0 18, ML 12, CD 6, CB 1, Move 12, Size M, XP 65

Typical hero/field commander: Hits 6, AC 2, AD 1, THAC0 15, ML 14, CD 6, CB 2, Move 12, Size M, XP 270

Racial abilities: None

Racial restrictions: None

Multiclass options: None

Most common alignment: Any

Minotaur of Krynn

Preferred weapons: Axes, flails, broadswords

Preferred armor: Leather, no shield

Typical warrior: Hits 7, AC 5, AD 1, THAC0 12, ML 13, MD 12, EXP Vet., Move 12, Size L, XP 270

Typical unit leader: Hits 9, AC 5, AD 1, THAC0 10, ML 14, CD 12, CB 1, Move 12, Size L, XP 650

Typical hero/field commander: Hits 12, AC 5, AD 1, THAC0 7, ML 15, CD 12, CB 2, Move 12, Size M, XP 2,000

Racial abilities: Head butt for 1 hit, double on a charge; hits equals levels +1

Racial restrictions: Unlimited fighter levels, 8th level as ranger, 14th level as wizard, 10th level as priest

Multiclass options: None

Most common alignment: Lawful evil



Owlbear

Owlbears never check morale and never break off melee. They always fight until destroyed, or no enemies remain.

Scenario Construction

General Rules

At some point you will want to start designing your own scenarios. The top priority in designing any scenario is how much fun will it be for all the players. This is a game after all, and games are played to have fun.

A game is fun if all the players feel they have a fair chance to win. A game is fun if each player has something that makes his position in the game special. A game is fun if the player feels that his decisions make a difference. Most of all, a game is fun if you don't take things too seriously.

This book can't prevent players from taking things too seriously, but it can help with the other points. Game balance is how you make sure each player has a fair chance to win. The two sides should be equally powerful when everything is taken into consideration.

MINIATURES: *Skirmishes* balances the miniatures by using the experience point scale from the AD&D® game books. Each miniature is rated by experience points. The total of the experience points for each side must be relatively equal. Generally, a scenario is rated by experience points. A 10,000 XP scenario means that each side gets 10,000 XP worth of miniatures.

Unfortunately, experience points do not reflect the individual advantages between miniatures. For example, a million orcs cannot defeat a single gargoyle, because the gargoyle is only harmed by magical weapons. These kinds of factors must be dealt with on a scenario by scenario basis.

The experience point system tends to favor lots of cheap miniatures over a few expensive miniatures. To compensate for this, each scenario should have a single miniature maximum and/or minimum for experience

points. As a rule of thumb, the maximum should be about 25% of the total, and the minimum should be about 5%. Of course this can vary from scenario to scenario. You may want a scenario that has lots of miniatures on each side. In that case, lower the maximum. Or you may want a few tough monsters, in which case you raise the minimum value.

HUMANOIDS: Most humanoid miniatures (elves, humans, orcs, etc.) can have varying hits and choose from a variety of weapons and armor. Below is the Experience Point Table from the AD&D® game. Every level added to a humanoid miniature increases its XP value by one rank on this table.

If you add special abilities to the miniature, that may add extra ranks. Table 31 is a list of special abilities and how many ranks each adds to the XP value of the miniatures. Magical items are calculated individually and added to the XP of the miniature, so don't include their effects when using the list. Wizard spells are far more useful on a battlefield than are clerical spells. To account for this, wizards are automatically given an extra +1 rank modifier.

By the list of modifiers, a miniature must reach AC 0 before going up a rank. However, a miniature with AC 9 is far weaker than one with AC 2. For *Skirmishes*, a more detailed experience point modifier is necessary. Every even-numbered AC (8, 6, 4, 2) adds an AC modifier to the base cost of the miniature. Once you reach AC 0, it increases a whole rank. AC values above 0 (-2, -4, -6, -8) also add the AC modifier for each even value.



Pegasus

Hits	4
AC	6
AD	2
THACO	15
Range	—
ML	11
MD/CD	24
CB	—
MV	24, FI 48(C)
XP	175
Size	L
AL	CG
EXP	Regular/Monster

Table 31. Experience Points

Level	XP Value	AC Modifier
1	15	2
2	55	0
3	65	10
4	120	10
5	175	15
6	270	25
7	420	40
8	650	50
9	975	75
10	1,400	100
11	2,000	200
12+	+1,000 per hit	200

Table 32. Special Ability Modifiers

AC 0 or better	+1
More hits than levels	+1
Flies	+1
Immune to any weapon	+1
Level 2 or lower spells	+1
Level 3 or greater spells	+2
Wizard spells	+1
Missile weapons	+1
Poison	+29
Special attack (<i>ie.</i> , charge) of 3 or more AD a round	+1
Common attack (melee or missile) of 3 or more AD a round	+2
Special attack or defense (turn undead, etc.)	+1
Each unit morale rank higher than normal	+1

TERRAIN: The terrain is another primary factor. A battle in a snow field is much more advantageous to a yeti than it is to a sahuagin. If the field of battle favors one side more than another, the disadvantaged side gets 25% more experience points worth of miniatures.

Highly defensible positions, like castles or walls, require two to five times as many experience points for the attacker to penetrate. The relative strength of the defending position will have to be your guide. If the attacker has many flying miniatures, the castle is not an overwhelming factor and might only double the XP value. Against ground forces it would be much tougher.

GOALS: Each scenario must have a goal for each side. This goal should ideally force the two sides into conflict. A goal that allows one side to win by running away from combat is not usually a good goal. The goal will frequently determine the terrain (or vice versa). The goal should have some sort of limit, usually measured in time or in miniatures eliminated. For example, one side might have as a goal "capture the guardhouse within 10 rounds." In a different scenario a goal might be "take the hill with at least half your forces intact."

Try to have the goals of the teams be exact opposites. This makes it far easier to judge a winner. It also guarantees a conflict since it isn't possible for both sides to achieve their goals. It is possible to have scenarios where the goals of the two teams are quite different. However, this is a tricky thing to balance. It is frequently possible for both sides to achieve their goals, thus producing no clear winner.

Search and destroy: This is the simplest of all goals, but sometimes the most difficult to achieve. One team is trying to totally wipe out or rout all the miniatures on the other side. The other team may be trying to just stay alive, or might be trying to also destroy the first team.

Pork Chop Hill: This type of scenario is centered around a position, or positions, on the gaming table. The objective of one team is to take or capture that position, while the other team is trying to prevent it. The position to be taken can be a hill top, a tower or other building, a bridge, etc.

Rescue the princess: This type of scenario revolves around a captive miniature or object. One team is trying to capture or rescue the object, while the other is trying to keep it. Frequently the object of the quest can be moved from place to place. Generally it must



Pegasus

Appendix C



Sahuagin

Hits	2
AC	3
AD	1(1)
THACO	16(17)
Range	4/8/12
ML	12
MD/CD	6
CB	—
MV	12, Sw 24
XP	175
Size	M
AL	LE
EXP	Regular

not only be rescued, but returned to the safety of the player's starting area.

Kill the king: This is a variation on rescue the princess. Instead of trying to capture the item or miniature safely, the object is to destroy it. Like the princess scenario, it assumes the side holding the desired item or miniature wants to keep it intact.

Run the gauntlet: One team must get to a particular position on the gaming table. Frequently this is off of one side. The team wins if they can get a certain number of their miniatures through the gauntlet to this place of safety on the far side. The other team is trying to stop them, or at least cause enough casualties to win the scenario.

Capture the flag: Both sides are trying to capture an item or miniature that neither owns at the start of the scenario. This setup assumes that the item or miniature must not be destroyed. The first team to get it back to a place of safety wins.

ADDING A TWIST: There are a limited number of goals that a scenario can have. This would become dull quickly if we didn't introduce some special features to the scenario. There are a wide range of special features that can liven up a scenario. You can alter almost any aspect of the scenario, from the terrain to the goal.

Terrain: The normal terrain types can provide a wide variety of scenarios. However, there are terrain features that can change the whole nature of the game. For example, try playing a "capture the flag" scenario in a lava field where there are only a few islands of cool stone and some rock bridges to connect them. Try placing the entire scenario underground in a cavern complex. You could put it inside a building. Litter the field of bat-

tle with hidden pits and traps. Set up some illusions in advance.

Team play: Scenarios with more than two players usually have the players taking sides so there are only two teams. Try having multiple teams trying to achieve the same goal.

Plot twist: In the middle of the game, have the goal change. In order to keep things fair, have it change somewhat randomly so that neither side can take unfair advantage. Continuing the original goal should always be one of the possibilities. For example, a game built around running a gauntlet might require a die roll after round 5 to see what the new goal becomes. The choices might be to rescue a prisoner from the fleeing team. Maybe the fleeing team now has to destroy a particular bridge. Maybe part of a team defects to the other side.

Weather: This is a simple one to add. The wind could be quite strong, eliminating flying creatures and reducing missile ranges. There might be rain, fog, or snow.

Hidden movement: As a rule, hidden movement scenarios work best with a referee. One side might start with concealed miniatures. If a referee is not being used, the positions of the miniatures must be written down in advance. When the miniature moves, it reveals itself. Or dummy pieces could be used to mislead the opponent about the piece's real location. Sometimes hidden movement takes place on other planes of reality, such as the ethereal or astral plane. Whole battles can take place there as well.

Painting Your Miniatures

Much of the appeal of a miniatures game is its visual splendor. Everyone appreciates and admires a table full of natural-looking terrain and beautifully painted miniatures like the ones illustrated in this book.

The biggest secret about painting miniatures well is that anyone can do it! That's not to say it's easy or something you can learn overnight, but with patience and practice, you can turn out miniatures to be proud of.

Even if you have been painting miniatures for a while, the following advice is useful. After all, one of the best ways to get better at something is to study the methods of people who do it well.

Setting Up

Start with a small variety of brushes. You really don't need very many: a size 1 flat brush, a size 2 round brush, and a size 0 round brush are probably enough. Even a large brush can make very fine lines if the tip is properly shaped.

Good quality brushes are a must. They'll last a long time, and give much better results than cheap brushes. But pick up a couple of cheap brushes, too, for dry brushing.

We recommend water-based acrylic paints for miniatures. These are much easier to work with than oil-based paints: they dry faster, they mix easier, they cost less, and they thin and clean up with water. Oils and acrylics can be mixed on the same figure, but only if the previous coats of paint are completely dry before the next is applied.

A wide variety of colors is desirable. You'll need a good flesh tone and several earth tones. Bold colors are best. Use flat colors for everything except metallics.

Prepping the Figure

Before you can begin painting, you must get the miniature ready. Most miniatures have at least some flash and mold marks. Using a razor knife or a fine file, smooth these away.

Mount the figure on a base of some sort. A base prevents the miniature from tipping over on the table as well as defining its front, sides, and rear. Epoxy or white glue work well for mounting.

If the miniature comes in pieces, it must be assembled. Super glue, especially the gap-filling or gel variety, is sufficient for mounting small pieces like swords and shields but usually is not strong enough for things like dragon wings or giant arms. These require epoxy. In many cases, super glue can be used to position large pieces. Then epoxy can be carefully worked into the gaps and around the joint for strength.

Miniatures should always be primed. This seals the metal against corrosion and provides a better base for the paint.

Miniatures can be primed either black or white, depending on the figure and the look you want. Our example here is primed black. This is best on figures with lots of armor or exposed metal, or figures which should have a dark, heavy look. White is best for figures wearing light clothing or which need a bright look.

Basic Techniques

In simplest terms, there are three ways to put paint on miniatures: normal application, washing, and dry brushing.

Normal application is just what it sounds like. Paint is applied directly to the area where it's wanted, in a solid color. Paint can be used straight or thinned slightly, depending on its from-the-pot consistency. It is important that the paint flow smoothly



Sahuagin

A sahuagin carries three throwing javelins. It saves vs. fire with a -2 penalty. Its favored terrain is water.

Appendix D



Spider, Phase

Hits	6
AC	7
AD	1
THACO	16
Range	—
ML	15
MD/CD	—
CB	—
MV	6, Wb 15
XP	1,400
Size	L
AL	N
EXP	Monster

without running or clotting up.

To apply a wash, thin the paint until it is good and runny. When this is brushed onto areas with lots of three-dimensional relief, like deep folds in cloaks or bristly fur, the paint collects in low spots and thins out across high spots. This makes it darker in the low spots and lighter in the high spots. Washing only works over a white base coat or very light color. Always test the paint by stroking your brush across a paper before touching the figure; if the paint is too thin or there's too much in the brush, it could run all over the miniature and ruin lots of good work.

Dry brushing is the opposite of washing. The paint is used at its normal thickness. Dip the brush into the paint, then wipe it off on a newspaper or rag. When you can draw the brush across the paper and leave almost no mark, you have the right amount of paint. Now, when the brush is drawn

lightly across the miniature, it leaves paint only on raised surfaces: outer edges of fur, knuckles, chain mail links, belt buckles. By varying the amount of paint in the brush, you can create successive layers of color, either with sharp gradations or soft blending. Use an old or cheap brush, because it will be ruined quickly.

All of these techniques take practice. Don't expect to be a master the first time you try, but do expect to improve each time you try.

Figure 1

The miniature has been cleaned and primed. In this case I have chosen to prime with Black because the figure is wearing or carrying a lot of metal and dark clothes. In the case of this figure the armor is Steel and the skin is to be Dark Brown so the Black serves as a base for both.

To start the actual painting of the



Figure 1, front



Figure 1, back



Figure 2, front

figure I paint most of the armor Ral Partha Steel. This includes the body armor and helmet but not the shin guards. When painting the Steel, I am careful to allow the Black to show through at the creases of the armor. This provides dark outlines to define the plate sections. While the Steel is drying I paint the shin guards Ral Partha Minotaur Fur Brown. The shin guards are going to be Bronze, which is why I chose a Reddish Brown for a base color.

Figure 2

The next step is to apply the main metallic colors to the body armor and shin guards. These are applied by dry brushing. The body armor is dry brushed with Ral Partha Aged Metal and allowed to dry. Once the Aged Metal has dried, Ral Partha Silver is painted onto the highlights of the body armor. Note that Silver has been

applied to show fine lines of color.

The shin guards are a little different in that they use Bronze, Gold, and Silver. The shin guards are dry brushed Ral Partha Bronze and allowed to dry. Once dry, the Bronze is highlighted with Ral Partha Gold. This color is painted on, not dry brushed, in order to put the paint where I want it. I "build" this color around the folds of the armor. This means that I always allow the color below to show cleanly around the edges of the new color that I'm applying. The last step in finishing the guards is to apply Ral Partha Silver in small amounts to the very highest points of the guards. This includes the edges to provide a maximum separation between the shin guards and the skin of the minotaur.

In all the above dry brushing, note from the picture that I have not been careful about keeping the various colors off the surrounding areas of the



Spider, Phase

A phase spider can become ethereal ("phase out") and move with no penalty in the same round; it can return from ethereal ("phase in") and attack in the same round. If the spider wins initiative, it can phase in, attack, and become ethereal again immediately, before any counterattack.



Figure 2, back



Figure 3, front



Figure 3, back

Appendix D



Troll

Hits	7
AC	4
AD	5
THACO	13
Range	10/20/30
ML	—
MD/CD	—
CB	—
MV	12
XP	1,400
Size	L
AL	CE
EXP	Monster

figure. It is much easier to trim later than to try and control while dry brushing.

Figure 3

It is now time to trim the areas around the armor using Black, to cover up metallic that was dry brushed into the wrong place. I use a small amount of water to thin the paint in order to prevent obscuring any additional detail in the minotaur's hide. Once the Black is dry, I paint the large muscle areas of the minotaur's hide with Ral Partha Minotaur Fur Brown. Note that again the Black has been allowed to show around the edges of the Minotaur Fur Brown. This will provide depth to the muscles.

Figure 4

The next highlight is added to the muscles using Ral Partha Hell Hound Brown. Again the previous Minotaur

Fur Brown is allowed to show around the Hell Hound Brown. This step adds more depth to the muscles. At this step the fingers and toes are also painted with Hell Hound Brown, allowing the Black to show between each individual digit.

Figure 5

Now it is time to finish the hide of the minotaur. Using Armory Leather Brown, I add small highlights to the face, fingers, and toes. Once this is dry the entire area of hide is dry brushed using the Leather Brown. At this stage care must be taken to keep the Leather Brown from getting onto the previously painted areas of armor. When the Leather Brown is dry, a second dry brushing is done using Ral Partha Autumn Gold. This is applied very lightly to show the finest highlights of the hair. This will also blend the muscle tones.

In preparation for the next step, the



Figure 4, front



Figure 4, back



Figure 5, front

skirt is painted Black to remove any traces of the previous dry brushing. After allowing the Black to dry, the skirt fringe is dry brushed Ral Partha Yellow.

Figure 6

To start this section of the figure, the skirt has been blackened to remove the excess yellow from dry brushing the skirt fringe.

The first step in painting the skirt is to paint the individual sections Ral Partha Blood Red. This is done carefully in order to allow the black to show around the edges of the skirt sections. A black line is also allowed to show above the fringe to provide separation. Next, Ral Partha Red is used to define the folds of the sections. On this figure the sections of the skirt are molded flat, so I add folds by highlighting the sections to give some appearance of depth. Finally I add small highlight lines to the sections using Ral Partha

Orange. This final color is thinned with a small amount of water so it will blend into the Red.

This technique of adding highlights to flat surfaces does require some getting used to because you must determine where you want the folds to be and are not following the folds the sculptor has provided. The final result, however, provides more depth to the figure.

Before moving on to the next step, I prepped two different areas for painting. The first of these was to paint the sword sheath, belts, helmet edges, shoulder straps, sandals, and shin guard straps Black. Lastly, the hilt of the sword has been painted Ral Partha Dark Brown.

Figure 7

We are now getting to the point where many details start happening at once. The sheath is dry brushed twice: First with Ral Partha Steel and



Troll

Trolls are too fierce and stupid to check morale. They regenerate one hit each round, even after death, except fire or acid damage; only fire or acid will kill a troll. They can climb cliffs at 3 inches per round.



Figure 5, back



Figure 6, front



Figure 6, back

Appendix D



Umber Hulk

Hits	10
AC	2
AD	5
THACO	11
Range	—
ML	13
MD/CD	6
CB	—
MV	6, Br 3
XP	4,000
Size	L(F)
AL	CE
EXP	Veteran/Monster

then again with Ral Partha Silver. This is similar to the technique used to do the armor in figure 2, but I left off the middle step of Aged Metal because the sheath has no large, flat areas to cover. The sheath is composed of very pronounced "highs" which lend themselves to a single highlight color. Care is required when doing this dry brushing to keep it off of the surrounding skirt.

Next the sword hilt is painted Ral Partha Bronze. I do not paint the grip of the hilt inside the hand since I intend to only use a highlight of Gold to bring these ridges out. Next I add the highlight to the hilt using Ral Partha Gold. While I have the Gold out I also paint the fittings on the shoulders of the armor and the edging of the helmet, being careful to allow some Black to show through the Gold at the joints of the fittings. The Black provides extra depth to the fittings.

Lastly, the horns are painted Ral

Partha Dunkel Brown and the whites of the eyes are added.

Figure 8

Ral Partha Manticore Mane Yellow and Ivory are used to finish the horns. The key to this sort of blending is to work the two colors together while they are still wet. The Manticore Mane Yellow is applied to the top-most half of the horns and then worked downward toward the base of the horn using a small amount of water. Before the Manticore Mane Yellow can dry, Ivory is added to the top quarter of the horns and blended downward into the Manticore Mane Yellow. I continue to add Ivory to the tips of the horn until the desired affect has been achieved. A last, final highlight is added to the very tips using White.

The sword sheath has been trimmed in Black between the fittings and then painted Ral Partha Hell Hound Brown. While the Black is



Figure 7, front



Figure 7, back



Figure 8, front

out, the eyes are added by first putting dots in for eye pupils and then trimming the size of the eyes by adding a fine black line to the top of the entire eye. (One point which to me stands out the most on figures is the eyes. A lot of finely painted figures turn out to look "bug-eyed" because the painter did not size the eye by adding a controlling top line. This prevents the white of the eye from showing above the top of the pupil.)

The last work at this stage of the figure is to paint the sandals, shoulder strap, and shin guard straps using Ral Partha Leather. I leave the strap buckles Black for painting later. I add the metal devices to the groin guard using Ral Partha Aged Metal. Note that I did not paint the individual straps of the guard. This is because if the individual devices had been painted black to provide separation, the leather of the straps would have been obscured.

Figure 9

Although not shown on previous figures, I began the shield by base coating it with Ral Partha Blood Red. (I chose to paint the shield separately in order to allow better access to the remainder of the figure. The relationship of the shield to the body is the governing factor in this decision. If I believe I can reach most of the figure, I will glue the shield on before painting. If not, I'll do as I've done on this figure and leave the shield off.) After the Blood Red has dried, the shield is dry brushed with Ral Partha Red. The final highlight has been added using Ral Partha Orange combined with a small amount of water to help soften the Orange when it is applied. The Orange has not been dry brushed but applied by brush to control where the paint goes. While waiting for the shield to dry, the rest of the figure has been finished.

The Red-Brown of the sword



Umbur Hulk

Looking into an umber hulk's eyes causes confusion. Any figure which attacks an umber hulk in melee from the front must make a saving throw vs. spells or become confused, with the same effect as the confusion spell.



Figure 8, back



Figure 9, front



Figure 9, back

Appendix D



Unicorn

sheath is highlighted with Armory Leather Brown. This color is applied to the edges of the sheath to represent wear.

The next items to be painted are the various buckles on the figure using Ral Partha Gold. The last color on the figure is Ral Partha Ivory, which is used to paint the teeth, toenails, and fingernails. The base figure is now finished.

The next thing to do is glue the shield to the figure. Once this is done, the edges and embossing of the shield are painted black.

Figure 10

It now only remains to finish the shield. The shield edge is painted Ral Partha Bronze and the center horns are striped Yellow. The key to doing these horns is a fine brush and allowing the black to show as strips. The snakes have been painted Ral Partha Troll Flesh Green and then high-

lighted with Ral Partha Mold along their bellies.

The last item to paint is the center boss. This is done by first painting the boss Aged Metal around the outer ring and on the center boss. Black is allowed to show between the ring and the boss for definition. Black is also added to the nail heads of the ring and Silver is used to dot the nail heads. Silver also is used to add a small highlight to the center boss.

The figure is now complete. It's a good idea to coat it with a waterproof spray fixer to avoid minor scrapes and scratches as well as general wear from handling during games.



Figure 10, front



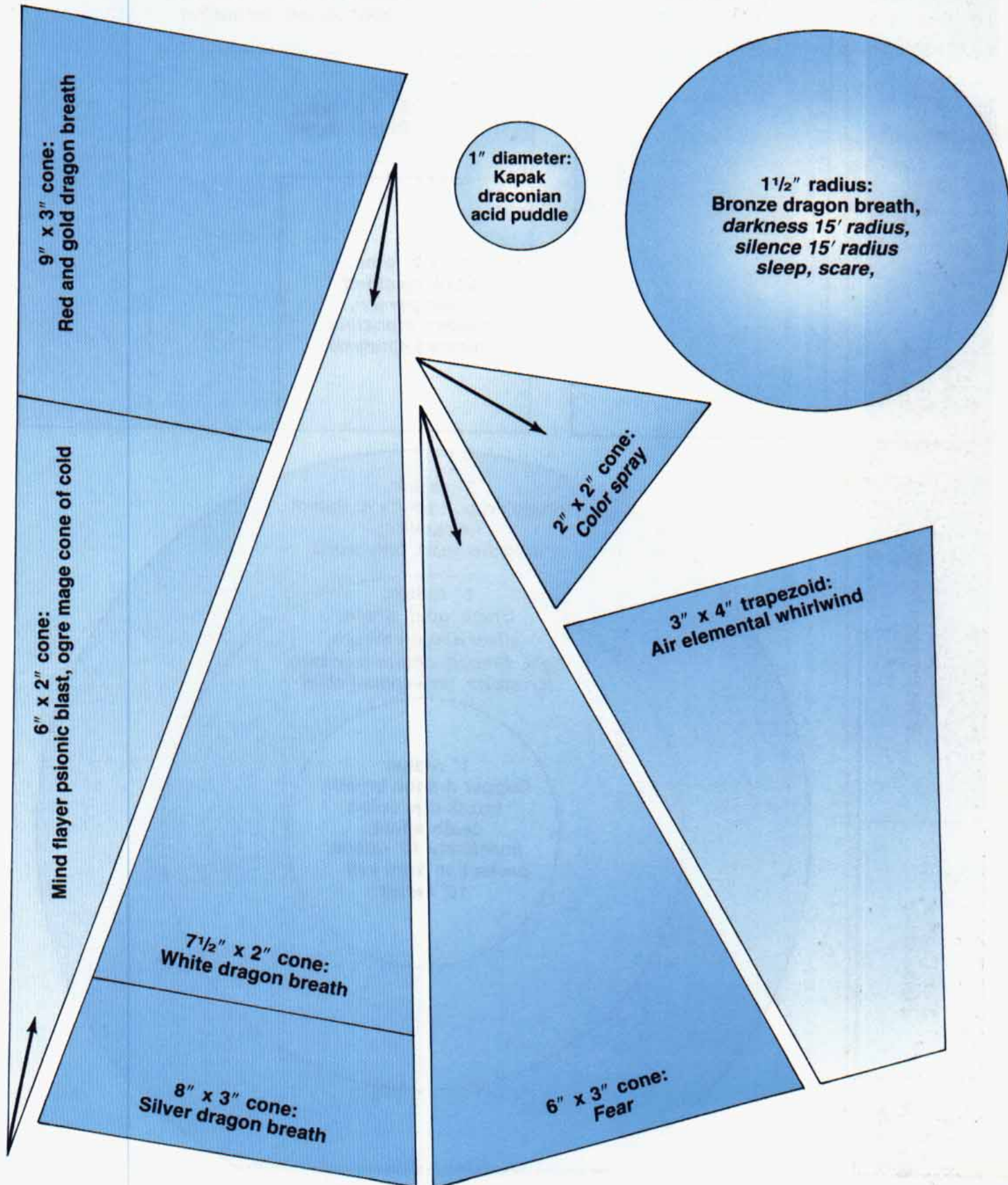
Figure 10, back



Figure 11, shields

Area Effect Templates

Photocopy these pages several times and cut out all the shapes. During the game you can lay the shapes on the table to represent or measure the particular area effects.



**10" x 1" area:
Blue dragon breath**

**7" x 1" area:
Copper dragon breath**

**6" x 1" area:
Black dragon breath**

**3" x 1" area:
Flame strike**

**1" x 1" area:
Sticks to Snakes**

**2" x 4" area:
Cloudkill**

**4" x 4" area:
Haste, slow, hold monster,
hold animal, confusion**

**3" x 3" area:
Dispel magic**

**2" x 2" area:
Stinking cloud,
hold person,
shadow monsters,
remove paralysis**

**3" radius:
Innate dragon ability to detect
invisibility;
animate dead, holy word**

**2" radius:
Brass, gold, green,
silver dragon breath,
light, fireball, charm monster,
ice storm, anti-animal shell**

**1" radius:
Copper dragon breath,
bozak draconian
death effect,
invisibility 10' radius,
protection from evil
10' radius**

BATTLESYSTEM™ Skirmishes Rules Reference Card

Table 3. Movement Costs for 1 Inch of Terrain

Terrain	Small	Man Sized	Large	Blocks LOS
Clear/Grasslands	1"	1"	1"	No
Light Woods	1"	3/2"	2"	2" thick
Dense Woods	3/2"	2"	Impassable	1" thick
Slope Up	2"	2"	2"	No
Swamp/Marsh	3"	3"	3"	3" thick
Shallow Water	3"	3"	2"	No
Deep Water (1")	Impassable	Impassable	3"	No
Rough	3"	2"	3/2"	No
Rocky	3/2"	3/2"	1"	No
Road/Trail	1"	1"	1"	No
Paved Road/Floor	2/3"	2/3"	2/3"	No
Brush/Scrub	2"	2"	3/2"	2" thick
Snow	3"	2"	3/2"	No
Ice	3"	3"	3"	No
Sand	3/2"	3/2"	1"	No
Fog	3/2"	3/2"	3/2"	1" thick
Climbing Ladder	2"	2"	2"	No
Stairs	3/2"	3/2"	3/2"	No
Climbing Wall/Rope	3"	3"	3"	No
Favored Terrain	1"	1"	1"	Varies
Restricted Terrain	Double	Double	Double	Varies

Table 6. LOS Summary

Condition	Effect
Facing	90 degree arc
Slope, 1" high	2" from edge
Slope, 2" high	1" from edge
Cliffs	1/2" from edge
Miniatures	Blocked by base
Starlight	4" visibility
Full Moon	12" visibility

Table 12. Flying Classes

Flying Class	Forward travel to rise 1"	Maximum turn*
A	0	Unlimited
B	1"	180°
C	2"	90°
D	3"	60°
E	4"	30°

* double if flying speed is half or less of maximum.

Table 15. Warrior/Monster Saving Throws

Miniature Hits	Paralyzation, Poison, Death	Rod, Staff, or Wand	Petrific'n or Polym.	Breath Weapon	Spell
1	16	18	17	20	19
1-2	14	16	15	17	17
3-4	13	15	14	16	16
5-6	11	13	12	13	14
7-8	10	12	11	12	13
9-10	8	10	9	9	11
11-12	7	9	8	8	10
13-14	5	8	6	5	8
15-16	4	6	5	4	7
17+	3	5	4	4	6

Table 14. Raw Material Strengths

Material	Hits	Damage
Wood	2	Slash, Bludgeon*
Metal	3	Bludgeon
Glass	1	Slash*, Bludgeon
Hide	1	Slash, Pierce
Net/web	1	Slash**
Rope	1	Slash
Wicker	1	Slash
Rock		Invulnerable

* For normal doors & thin walls

** Does not block piercing attacks

Table 19. Turning Undead

Undead Type (Hits)	Level of Priest											
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+
Skeleton (1)	10	7	4	T	T	D	D	D*	D*	D*	D*	D*
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*
Ghoul (2)	16	13	10	7	4	T	T	D	D	D*	D*	D*
Shadow (3-4)	19	16	13	10	7	4	T	T	D	D	D*	D*
Wight (5)	20	19	16	13	10	7	4	T	T	D	D	D*
Ghast	—	20	19	16	13	10	7	4	T	T	D	D
Wraith (6)	—	—	20	19	16	13	10	7	4	T	T	D
Mummy (7)	—	—	—	20	19	16	13	10	7	4	T	T
Spectre (8)	—	—	—	—	20	19	16	13	10	7	4	T
Vampire (9)	—	—	—	—	—	20	19	16	13	10	7	4
Ghost (10)	—	—	—	—	—	—	20	19	16	13	10	7
Lich (11+)	—	—	—	—	—	—	—	20	19	16	13	10
Special	—	—	—	—	—	—	—	—	20	19	16	13

• An additional 2d4 of these creatures are destroyed.

Table 17. Hits vs. Weapon Immunity

Hits	Equivalent to a...
5	+1 weapon
7	+2 weapon
9	+3 weapon
11	+4 weapon

Rules Reference Card

Table 2. Turn Sequence

1. Determine initiative
 - a. Declare opportunity fire
2. Movement
 - a. Reform units (expanded rules)
 - b. Move figures
 - c. Execute opportunity fire
3. Combat
 - a. Melee combat
 - b. Missile combat
 - c. Magic (expanded rules)
4. Morale checks

Table 4. Melee Combat Modifiers

Miniature has/is...	THACO	AC
Higher Elevation	+1	—
Lower Elevation	-1	—
Flank Attack	+1	—
Rear Attack	+2	—
Invisible	+2	+4
Blind	-4	-2
Prone	N/A	-2
One size larger	—	-1
Two sizes larger, or more	—	-2
Sleeping/held	Auto hit	—

Table 5. Missile Combat Modifiers

Target has/is..	AC
Short range	0
Medium range	+2
Long range	+5
Blind	-2
Prone	+2
One size larger	-1
Two sizes larger, or more	-2
Sleeping/held	-2
Soft cover	+2
Partial hard cover	+4

Table 7. Check Morale When . . .

- A unit is reduced to less than half of its original miniatures;
- A miniature is reduced to less than half of its original hits;
- A miniature with 4 or fewer hits originally is attacked by miniatures totaling at least 4 hits more;
- A miniature with 5 or more hits originally is attacked by miniatures totaling twice its original hits;
- A unit's leader is killed;
- A miniature's or unit's field commander is eliminated;
- A shaken miniature foregoes its movement in exchange for a rally attempt;
- A routed miniature passes through or within 1 inch of a friendly miniature;
- An individual charging miniature fails to reach an enemy miniature;
- More than half the miniatures in a charging unit fail to reach enemy miniatures;
- A miniature performs a hasty retreat;
- A morale check is called for because of the experience of the unit (under the expanded rules);
- A new unit is created unintentionally by circumstances of combat;
- A hero or monster is defeated in a personal challenge;
- The referee says so.

Table 10. Combat Experience

Experience Class	Morale Distance	Initiate Combat
Rabble	2 inches	Leader*
Irregulars	1/3 move	Leader
Regulars	1/2 move	Anytime
Veterans	move	Anytime
Elite	LOS	Anytime
Heroes, PCs	—	Anytime

- Morale check and a leader required

Table 8. Modifiers to Morale and Rally Numbers

- 1 Unit leader is missing.
- +1 Unit leader/field commander is present, or add the command bonus.
- 2 Field commander has been eliminated.
- 2 Miniature is shaken.
- 4 Miniature is routed.
- +1 Hero or friendly monster is present*.
- +2 More than one hero or friendly monster is present in the unit*.
- 1 Miniature or unit being attacked by a hero or monster*.
- 2 Miniature or unit being attacked by undead.
- 1 For each additional morale check called for that round. Applied in place of rolling the extra checks.
- +1 Personal challenge given or accepted.
- 2 Friendly hero or monster defeated in the most recent personal challenge.

- Does not apply to heroes and monsters checking morale.

Table 9a. Morale Check Rolls 20 d6 Special Effect

- 1 Routs permanently; remove from the table.
- 2 Decrease THACO and morale by 2 for the rest of the scenario.
- 3 Attacks nearest friendly miniature (or unit leader/hero).
- 4 Paralyzed for next two rounds.
- 5 Miniature surrenders.
- 6 Miniature (leader in a unit) turns traitor.

Table 9b. Morale Check Rolls 1 d6 Special Effect

- 1 Good morale permanently.
- 2 Morale improves by 2 permanently.
- 3 Friendly miniatures within 6 inches get +2 morale bonus for 2 rounds.
- 4 Gets a +4 THACO bonus next round.
- 5 All other friendly miniatures within 3 inches rally automatically.
- 6 Goes berserk (leader if a unit) for 2 rounds, ADx2, +4 ML, +2 CB. Must charge nearest enemy.

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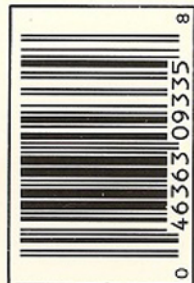
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