

SECTION THREE: MAN-TO-MAN COMBAT RULES

Large-scale battles should be played using *Chainmail*, with few changes that will be described in Appendix 1. For man-to-man scale battles *Starkpool* will use the following rules which are edited together from *Chainmail*, *OD&D* and the *Greyhawk Supplement*, with some additional ideas from the *OD&D proboards* and bits and pieces from a plethora of games, editions and experience..

On Scale: When using miniatures, each inch on the table will equal 5 feet. Movement Rates for Characters are listed in table-top inches for convenience sake (12"). Depending on the source for monster stats, they could be listed in feet (Rules Cyclopedia) or in Inches (OD&D or AD&D). Treat those listed in Inches as 5" per inch, those listed in feet, divide by 10 to get the inch equivalent. Example: an Ogre in AD&D is rated as 9" of movement, treat this as the same as a player character movement rate of 9" or 45' feet. The same Ogre in the Rules Cyclopedia stats is listed as 90', treat this as 9" or 45 feet,

On time: combat is handed in Rounds of 1 minute each. 10 such rounds equal 1 exploration turn.

ARMOR CLASS: one of the basic concepts for combat is Armor Class or AC. AC is determined by armor worn (see *Starkpool Shopper*). Basically, normal clothes are AC 9, leather or padded armor is AC 7, chain mail is AC 5, and plate armor is AC 3. Using a shield drops the AC by 1. Therefore AC 2 is the best natural armor class for men and AC 9 is the worst. AC is used on the attack matrices to determine hit numbers. A combatant may not use a Shield and a 2-handed weapon at the same time.

3.1--Surprise

Parties moving in dangerous dungeons and hostile wilderness are assumed to be moving as stealthily and carefully as practical at all times. When one party is unaware of the presence of another, it may be surprised. Generally speaking, noise will negate chance for surprise (e.g. bashing a door, prying a box), as will light that is not blocked by a door while in a dungeon. Roll 1d6 for each party that is unaware. On a 1-2, that party is surprised. When one side is surprised and the other isn't, the non-surprised side gets one full round to take all normal actions while the surprised side can make no move, missile or melee actions that round.

- In the dungeon, a group of 11 or more creatures will only surprise an adversary on a "1". In the outdoors, a group of 100 or more will only surprise an adversary on a "1".
- In the wilderness, except for clear grassland or clear sandy desert, a group made up entirely of Elves and/or Halflings will surprise on a 1-4.
- A group of Scout and Delver classed combatants will have an improved chance for surprise based on experience level of its lowest-level member. Scouts/Delvers level 1-3 surprise on a 1-3. Scouts/Delvers level 4-6 surprise on a 1-4, Scouts/Delvers level 7 or better surprise on a 1-5. Note that surprise chance is not modified by high ability scores or task bonuses.
- The Judge may allow some monsters to have a better chance of surprise and may grant an increased chance to surprise to either side based on extensive or unique preparation or terrain.
- If one party has surprised the adversaries, the non-surprised party always has the opportunity to escape or avoid the other unnoticed.

- In a dungeon, if one party is surprised and the other is not, roll for a random distance of 2-5" (1d4+1) (adjusted for map circumstances if needed). In the wilderness, the distance is 9-18" [roll1d10+8].
- If the party who surprised the other was not moving, it is considered to be hiding or waiting in ambush. It can remain hiding until a moment of its choosing, and then begin its surprise round.
- If a moving party has people who surprise the enemy at different chances, use the worst chance to determine surprise.
- If however, the party is hiding in place, still roll a single surprise roll for each side, but it will be possible that only some of the hiding group will get a surprise round. Any of the characters that does surprise the enemy can either act in the surprise round or remain hidden until an opportune moment.
- If a party bashes down a door to begin an encounter they cannot surprise the enemy unless the bashing is successful on the very first round of attempts. If it fails, the enemy won't be surprised and a wandering monster check must be made. If it succeeds on the first round of attempts, and the surprise roll indicates that the enemy is surprised, then any combatant who attempted to bash the door is limited to only being able to move out of the way of the door during the surprise round. If there is no surprise, then the bashers have a full regular round.
- If a combatant moves out of sight during a combat, when he moves back into sight he has another chance at surprise for the purposes of getting a rear attack or back stab when he rejoins the fight. He will have his regular chance to surprise. He does not get a full surprise round. The Judge may disallow this if opponent would reasonably know where he was and was not distracted by other combatants.

3.2—Round Sequence

1. Initiative Phase: Roll 1 die, on a 1-3 Side A has the choice of moving first (Move) or last (Counter Move). On a 4-6, Side B has the choice.
2. Move Phase: The side that has first move moves its combatants and makes any Split-Moves and Shoot, and attempts any Power Duel at the same time. Leaders may make Rally attempts. High level Scouts and Delvers may attempt to spot invisible foes. The other side may take any Pass Through Shots it is eligible for and may meet a charge with counter-charge.
3. Counter Move Phase: The side that has last move moves its combatants and makes any Split-Moves and Shoot and attempts any Power Duel at the same time. Leaders may make Rally attempts. High level Scouts and Delvers can attempt to spot invisible foes. The other side may take any Pass Through Shots it is eligible for.
4. Missile Phase: All other missile shots, spells, magic devices, magic-like powers, counter-spells, turning undead and artillery are resolved simultaneously.
5. Melee Phase: Refuse Melee and Escape Melee attempts are made. Melees are resolved
6. Steps 1-5 are repeated through the battle.

3.3—MOVE AND COUNTER MOVE PHASES:

The moving side may move none, some or all of its combatants. If a combatant comes into the Zone of Control of an enemy, then he must stop movement immediately. Zone of control is 1" for small or medium combatants, 2" for larger combatants. Monsters are rated with a fixed movement allowance, characters move based on encumbrance:

- No or Light Armor: 12" (60') but 9" (45') for dwarves, gnomes, halflings and goblins
- Chainmail: 9" (45') but 6" (30') for dwarves, gnomes, halflings and goblins
- Plate Armor: 6" (30')
- Overloaded: 3" (15'); including carrying a Pavis

3.3.1--Split-Move and Shoot

Scouts and Delvers using any missile weapon, and elves on foot with bows are allowed to Split-Move and Shoot. They can move up to ½ their normal movement, shoot, and then continue to move the rest of their movement allowance. The shot is resolved immediately. A successful hit that inflicts damage will prevent a spell caster from casting a spell or reading a scroll during the missile phase. Split-Movers' shots are simultaneous with any Pass Through Shots targeted against them. In outdoor combat, Mannish Fighting-Men, Nomads, Dervishes and trained Horse Archers or Javelin Armed Cavalry may also execute Split Move and Shoot, as long as they are mounted and using a bow or javelin.

3.3.2--Pass Through Shot

Missile troops who remain stationary may shoot at any moving target at the half-point of the target's move. These targets might be enemies moving nearby, attempting a split move, or charging the shooters.

3.3.3--Charge Movement

When combatants rush forward into contact with an enemy, it is called a charge. A charge on level, unobstructed ground with no more than a 45 degree of turning during its course, will give horsemen or monsters with 4 or more legs an additional 6" of movement and footmen or monsters with 2 legs an additional 3" of movement, unless the footmen are wearing plate armor, in which there is no extra movement. A combatant may not charge 2 rounds in a row. If two units could charge one another, and the first unit charges the other during the Move phase, the second unit may declare a Counter-Charge and also charge to meet the first unit during the phase.

3.3.4—Power Duels

If a Magic-User or Cleric who has moved less than half his move allowance and is not locked in melee is within 9" of an enemy Magic-User or Cleric he may attempt a Power Duel during his movement phase. Both the attacker and target roll 1d6 and add his experience level to the roll. If the attacker rolls higher, then the defender takes 1 hit point of damage and is stunned and cannot move, shoot, cast spells, make a melee attack or take any other action for the rest of the round. If the defender rolls higher or the roll is tied, then the attacker takes 1 point of damage and the defender can use the rest of his round as normal. In any case, the attacker is finished for the round, except if he is attacked in melee, in which case he does get any counter-blow he has coming if he wasn't stunned.

3.3.5—Spot Invisible Foe: beginning at 8th level, a Scout or Delver can locate the position of an invisible enemy. The scan takes place in the character's Move (or Counter Move) phase. He rolls 1d6 if he scores 3+, he has figured out the location of the invisible or hidden foe. The character himself may not move, or be already locked in melee the round where he attempts the spotting, He may take a single shot with a missile weapon during the missile phase, but only if he succeeds at the spotting, and only at the spotted target. He can also point out to others

where the enemy is standing, so that they can make attacks against it during the missile or melee phase. Any attack made by anyone against a spotted invisible target is still made at a -5 to hit (as cover). Once the enemy moves, the character must scan again.

3.4—MISSILE PHASE:

Any combatant who is not locked in melee and is armed with a distance weapon (bows, slings, crossbows, catapults, spells etc.) may shoot during the missile phase. Also, combatants with special abilities (e.g. Dragon Breath) or magic items like potions or wands may use them in this phase. All shooting and spell casting takes effect simultaneously.

3.4.1--Shooting Procedure:

Men and Man-like weapon-using creatures use the *Starkpool Men Attacking Missile Matrix* and cross-reference their weapon with the target's Armor Class (AC). This will provide the number equal to or greater than which the shooter must roll on 1d20 to score a hit with the weapon. The die roll can be modified for high level or hit dice, range, dexterity, cover or magic; those modifiers are applied to the die roll, not the target's AC. Monsters with missile attacks follow the same procedure, except that they use the *Monster Attacking* matrix from Men and Magic. For each hit that is scored roll the damage from either the Weapon Table or the Monster Description and subtract that amount of damage from the target's total hit points. When the target reaches 0 hit points it is dead.

3.4.2—Shooting Rules:

- No one can shoot at a target locked in melee, except for 9-10th level Scouts.
- Missile ranges are found on the missile weapon table in the *Starkpool Shopper*. Spell ranges are found in the spell description in the *Rules Cyclopedia*.
- No one can shoot if they themselves are in melee.
- Anyone with a Bow of any sort or darts may shoot twice, if he does not move in the round. If he has attempted Pass-Through Shooting, that shot counts as 1 of the 2 shots.
- All other combatants with missile weapons (crossbowmen, slingers, javelin throwers, giants throwing rocks, etc) may only shoot once, and only if they move less than ½ of their movement allowance during the round. If they move more than ½ their movement allowance they may attempt a shot: roll 1d6 and if the result is 4-6, then they may shoot, otherwise they may not.
- Heavy Crossbowmen only shoot every second round, and must not move more than half their movement allowance if they wish to shoot or re-load.
- Any shooter with a bow of any sort (not crossbow, sling etc) may shoot over the heads of intervening friends or enemies (but not if those enemies are in a rank in front of or are protecting the proposed target) , but only if the targets are at medium range, and even then, the shooters suffer a -2 penalty. Generally, this can only be done outdoors.
- Targets behind movable mantlets or arrow-slits cannot be shot at with normal bows, crossbows, slings or thrown weapons. Magic missile weapons or projectiles shot from magic bows, crossbows or slings can attempt to shoot such targets, but always shoot as if the target were AC 0.
- If a combatant shoots at a target behind a Pavis, he suffers -3 on his to hit roll.
- Combatants shooting from an elevated position get +2 to hit.
- Other cover (battlements, trees, windows etc) provide a -5 to be hit to those under cover.

- Missiles can be shot from the first or second rank in a formation.
- Spells can be cast over the heads of or around friendlies or enemies (but pay careful attention of the effects described about Fireball, Lightning Bolt and other such spells).
- To turn undead, the Cleric must be holding his Holy Symbol in one hand and be visible and audible by the undead, e.g. the Cleric can't be invisible or behind a closed door. A Cleric may turn undead from a rear rank or while being protected.

3.4.3—Spell Casting, Magic-like Monster Attacks and all Area of Effect attack Rules

- No one can cast a spell, turn undead or read a scroll while locked in melee.
- A spell-caster who has moved, may not cast a spell, attempt a counter-spell, turn undead or read a scroll. But may use a wand or other magic device.
- If someone has been injured by any means (by Split-Move and Shoot or Power Duel most usually) then he cannot cast a spell, turn undead or read a scroll that round, but may use other magic devices unless stunned.
- Dragon breath and similar monster distance attacks are not foiled by injury. Dragon breath and various similar magic-like monster distance attacks (gaze attack etc, can only be made if the monster has moved half their movement allowance or less and are not locked in melee. Monster attacks that are delivered by touch or "to hit" such as undead energy drain or snakebite poison are made during the melee phase and move or melee lock do not matter.
- Area of effect attacks, like Fire Ball, Lightning Bolt, Dragon Breath are dangerous to use against targets in melee. The miniatures' position are only approximate, and the Judge should have the attack affect any friendlies in melee with the indicated targets.
- Being in the second or farther back rank or being protected by an ally in front of a combatant, does not prevent a spell or similar attack or Power Duel from targeting that combatant.

3.4.4—Flask Weapons: weapons that consist of a liquid or powder contained in a flask or similar container are known as flask weapons and attack using the Flask line on the Men Attack Matrix for missiles. The attacker picks a target within range and if he hits, the flask will hit the main target and any other combatant (friendly or hostile) within 1" of the target. Burning Oil, Cling Fire and Acid allow the secondary targets a Saving Throw to leap clear of the effect, if there is space to do so. If the thrower misses, roll randomly for direction and roll 1d4 for the number of 1" increments away that the flask lands. Consult the *Starkpool Shopper* to determine the damage, duration, and conditions that apply to each flask weapon type.

3.4.5—Counter-Spells: During the shooting phase, if a spell caster who did not move, is not in melee and who is in line of sight of an enemy spell-caster who is casting a spell or reading from a scroll, he may attempt to Counter-Spell that spell. He must have a prepared, unused spell of the level or higher of the spell to be countered. When a Counter-Spell is attempted, both casters roll 1d6 and add their experience level. If the Counter-Speller's total is higher than the target's, the spell is dissipated, expended and has no effect. If the caster being countered rolls equal or higher to the attempt, the spell goes off as normal. In either case, the counter-speller expends his unused spell being used to counter.

3.5—MELEE PHASE

3.5.1—Starting Melee

- A melee begins when a combatant moves within the Zone of Control of an enemy. Man-sized or smaller combatants have a 1" Zone of Control on all sides. Larger combatants have a 2" Zone of Control on all sides. Entering the Zone of Control of an enemy immediately stops movement. Combatants entering a large creature's 2" Zone may close to contact with the creature, however.
- Once all combatants from the moving side have moved, any figure on either side within the Zone of Control of any enemy is considered "Locked in Melee." Those so locked may not be shot at with missile weapons, nor take part in movement or shooting until clear of melee.
- If a friendly combatant stands between a combatant and an enemy, the rear combatant is considered protected and is not considered Locked in Melee
- If contact is made during the Move Phase, the non-moving combatants can attempt a Refuse Melee Move. If the contact is made during the Counter Move phase, then only men and humanoids in no armor or leather/padded armor (with no shield in either case) can attempt to "Refuse Melee" In no case can anyone who is Surprised attempt a Refuse Melee.
- When a Refuse Melee is attempted, roll 1d20 and get the combatant's current Movement Allowance in Inches or less (Scout and Delver classed characters add their experience level to their Move Allowance for this roll only). If the Refuse Melee has succeeded, the combatant can freely move to a place at least 2" but not more than 4" from any hostile combatant. If the Refuse Melee fails, the combatant is still locked in melee.

3.5.2—Strike Order

- Once combatants are matched up to fight, they begin to exchange blows. The procedure for striking a blow is listed below in section 3.5.3.
- In the first exchange of blows between opponents, the combatant with the Longer Weapon strikes first (see the Length Column on the Weapon Table, the higher number is the longer weapon). If the weapons are of the same length, then the attacker (the one who moved in to initiate the melee) goes first, unless the defender is higher up (on a stair, battlement, standing on a table etc).
- In subsequent exchanges of blows, the combatant with the shorter weapon strikes first (see the Length Column on the Weapon Table, the lower number is the shorter weapon). If the weapon lengths are tied, whoever went first last exchange, goes first this exchange.
- Small and Medium sized monsters or animals with natural weaponry count as having length 0. Large-sized monsters with natural weaponry count as having a length equal to their Hit Dice.
- Ogres and Minotaur use larger versions of weapons and add 3 to the length ratings of their weapons. In the same fashion Giants, and similar sized creatures add 6 to length.
- However, if a Flank or Rear Attack is made, the attacker always strikes first and in the case of the Rear attack, the defender gets no counter-blow.

- If a combatant uses a weapon that is 4 Length factors lower than his opponent, he gets one extra attack each round against him. If the weapon is 8 factors lower, he gets 2 extra attacks per round. This rule does not apply when one of the combatants is a monster or animal using natural weaponry (claw, bite, horn etc).

3.5.3—Striking Procedure:

Men and Man-like weapon-using creatures use the *Starkpool Men Attacking Melee Matrix* and cross-reference their weapon with the target's Armor Class (AC). This will provide the number equal to or greater than which the combatant must roll on 1d20 to score a hit with the weapon. The die roll can be modified for high level or hit dice, dexterity, tactical features or magic; those modifiers are applied to the die roll, not the target's AC. Monsters attacks follow the same procedure, except that they use the *Monster Attacking Matrix* from *Men and Magic*. For each hit that is scored roll the damage from either the Weapon Table or the Monster Description and subtract that amount of damage from the target's total hit points. When the target reaches 0 hit points it is dead.

3.5.4—Number of Opponents:

A maximum of 8 opponents can attack an enemy of equal size (Small vs Small, Medium vs Medium, Large vs Large). Up to three can be normal attacks, 2 can be flank attacks, and 3 rear attacks. A maximum of 12 opponents can attack an enemy of larger size (Small vs Medium, Medium vs. Large). Up to 4 can be normal, flank and rear each. Only 4 combatants can attack a smaller enemy (Large vs Medium, Medium vs Small). 2 will be normal, 1 flank and 1 rear. A combatant on horseback counts as size Large.

3.5.5: Resolving Charges in Melee Round

- Combatants who charge gain +1 to hit and damage on all their attacks, if they move at least 3"
- If they are mounted and using a Lance, they score double damage, if they move at least 3".
- Anyone who charges but is hit by an enemy using a spear, halberd or pike, will suffer double damage.
- Charging attackers who cut down targets in their way must continue to move up to their charge movement rate, and if they have the ability to make multiple attacks (high level Fighting-Men against lower level enemies, for example) they can continue to attack new targets, as long as they don't stray from a 45 degree arc from their starting position and they must stop (at least long enough to kill the new target) at each new Zone of Control they enter.

3.5.6: Movement During Melee Phase

- A combatant who did not move during the Move/Counter Move phases may move up to 2" in the melee phase to engage a target, if he is that close to a potential enemy. He must make this move before any blows are struck.
- In the melee phase, if a combatant is eligible to make an attack but is in contact with no enemies, he may move up to 2" to do so. For example, if a Level 2 Fighting-man is fighting orcs and may make 2 attacks and is only in Zone of Control of 1 orc, and kills him on the first blow, he may move up to 2" if he could then reach a second orc.

- A combatant must always immediately stop all movement (either during melee or during the Move/Counter Move phases) when entering a Zone of Control, unless invisible or otherwise undetectable. Anyone entering the Zone of Control of a Large Creature (2") may move the 1" necessary to make melee contact.
- Combatants who are hidden or invisible and within 3" of an enemy who is in melee may, at the start of any exchange of blows, move up to 3" and make a Rear Attack against that enemy, but will then be part of the melee.
- A combatant may attempt to **Escape Melee** by giving up one of his attacks. To succeed, roll 1d20 and get the combatant's current Movement Allowance in Inches or less (Scout and Delver characters add their level to the movement allowance for this check). If the Escape Melee has succeeded, the combatant can freely move to a place at least 2" but not more than 4" from any hostile combatant. If the escaping combatant would have struck first, then his enemy gets no attack. If the enemy would have struck first, he does get 1 of his blows. If a combatant did not move in the Move or Counter-Move phases, and all his enemies were killed or otherwise eliminated in the Missile Phase (typically by magic spells), he may attempt an Escape Melee in order to move in the Melee phase.
- A combatant may **Flee** from melee. If he does so, every enemy whose Zone of Control he leaves gets an attack against him that counts as a Rear Attack (and Back Stab if the enemy is a Scout). NPC's will only flee if they fail a Morale Check, but player characters may decide to flee. In either case the Fleeing happens after all the regular blows for the round AND the extra Rear attacks are made. The combatant may flee his regular movement rate.

3.5.7—Continuing the melee

When every still living combatant in the melee has used all of his available attacks, that exchange of blows is over (1 melee round). However, the melee itself may continue in the next round. Any combatant who is still within Zone of Control of an enemy at the end of the round is still considered "Locked in Melee" and may not Move or Counter-Move nor conduct Missile Fire or cast Spells during the next round (unless protected by an intervening friendly). One can leave melee by the following means:

- Being killed or rendered unconscious
- Using the Escape Melee option during a melee round instead of attacking.
- Becoming invisible
- Fleeing due to a failed Morale Check or player choice.

3.5.8 Multiple Attacks

Fighting-Men (including Paladins and Berserkers) are able to get multiple attacks against lower level enemies based on the ratio of their level to their enemies' Hit Dice. Divide the Fighting-man's level by the Hit Die (ignoring any plus) of the highest Hit Die enemy he is engaged with. Creatures rated as ½ a HD are counted as a half HD for this purpose too. So, for example, a 6th level Fighting-Man is fighting 4 hobgoblins (1+1 HD) and 1 bugbear (3+1 HD), since the bugbear has the highest total, divide 6 by 3 to get 2 attacks. If he kills the bugbear on the first round, on the next he would get 6 attacks against the hobgoblins.

Scouts, Delvers and Clerics-Militant get a similar chance for multiple attacks. However, they must divide their levels by 2 (rounding down) before figuring the ratio. So a 5th level Scout

facing 5 Orcs (HD 1), would divide 5 by 2, yielding 2, divide by 1 HD, yielding 2 attacks against the orcs. Magic-Users, Druids and Clerics-Spiritual gain no multiple attacks.

Fighting-men of levels 6-9 get a minimum of 2 attacks per round, and those of level 10 gain a minimum of 3 attacks, regardless of the Hit Die of their enemies.

Monsters with multiple attacks listed in their monster descriptions (e.g., Trolls getting claw/claw/bite) will obviously get those attacks. However, the Judge can allow any monster to make multiple attacks against lower hit die creatures in the same manner as Fighting-Men. So, an 8-HD Hill Giant could make 8 attacks against some 1-HD men-at-arms or 4 attacks against a bunch of 2nd level adventurers.

When a combatant gets extra attacks due to difference in weapon length, they are added to the number of attacks gained from other sources. Example: a 4th level Fighting-Man with a dagger is fighting a crowd of 1-HD orcs with battle axes. He gets 4 attacks due to the level/HD ratio, but since he has a length 1 dagger and they have length 5 battle axes, 4 codes shorter, he will get an extra attack for a total of 5.

3.5.9 Melee Options and Tactical Mods

- Flank Attack: when 2 or more attackers attack the same target and one of them can come in on the side of that attacker, he ignores the defender's shield and gains a +1 to hit (Flank Attack).
- Rear Attack: In the same circumstance, if the attacker can get round to the rear of the defender, the attacker ignores the shield and gets a +2 to hit (Rear Attack). If the target survives the rear attack, he must immediately roll a Morale Check (just himself) and if he fails, he must immediately attempt an Escape Melee maneuver. If he fails the Escape, he will Flee. Scouts and Delvers get a +4 to hit and multiply damage based on level on a Rear Attack. A combatant cannot attack the enemy who made a rear attack against him during the same melee round even if he passes the Morale Check. Any attack made against an enemy who is fleeing because of a failed morale check, or some sort of fear spell or effect, or against Undead who have been turned by a Cleric is a Rear Attack. If a combatant is in position to make a rear attack (or even back-stab) and is eligible for multiple attacks, they all count as rear attacks/back-stabs.
- Parry: a combatant with any weapon can give up an attack and instead Parry a single blow, giving that attack a -3 on the attack roll. A combatant with multiple attacks can make none, some or all of them into parries.
- Shield Parry: a combatant with a shield may give up an attack to make a Shield Parry against one attacker. He rolls 1d6 against a hit scored on him (except Flank or Rear Attacks) and subtracts that amount of damage from the hit. If he rolls a "6" the shield is destroyed in the process (a 5-6 if it is a wooden shield). If the shield stops all damage from being scored, it prevents any special effect (e.g. energy drain) from taking effect. If he has multiple attacks and multiple opponents, he can choose to do multiple shield parries.
- Grapple: if an attacker (or more usually several attackers) wish to wrestle down a target to capture him, they all roll attack rolls on the Grapple line of the Melee Matrix. Each small attacker who hits rolls 1d4, each Medium attacker who hits rolls 1d6 and each Large Attacker who hits rolls 1d8. Total the rolls for all the attackers who hit. The defender rolls a number of d6 equal to his level or HD. If the attackers' total is higher than the defender's total, then the defender is grappled and subdued and can be made a prisoner. If the defender's total is higher, he throws off the grapplers.

- Disarm: a combatant may use an attack to disarm an enemy instead of doing damage. He must be using a weapon that is of equal length or longer than his target's and must roll to hit AC 7, if he hits, the target must make a Saving Throw or see his weapon stricken from his hand scattered 1d10 feet in a random direction.
- Split or Hook Shield: An attacker who is using a Hand ax, Battle ax, Heavy ax or Halberd can attempt to split an enemy's shield in two or hook it and pull it out of his hands instead of doing damage. He must roll to hit AC 7. If he hits, the target must make a Saving Throw or see his shield broken or stricken from his hand scattered 1d10 feet in a random direction (magic shields are always hooked, otherwise the attacker chooses). If the shield is a wooden shield, the target gets no saving throw.
- Unhorse: a combatant may use an attack to pull a mounted enemy from his horse and knock him prone instead of doing damage. He must be using a bill, lance or pike and must roll to hit AC 7. If he hits, the target must make a Saving Throw or fall from his horse and be knocked prone to the ground. The target must also make another Save or be stunned through the next round sequence.
- Knock Down: a combatant may use an attack to knock or trip an enemy on foot instead of doing damage. He must be using a lance or any two-handed weapon and must roll to hit AC 7. If he hits, the target must make a Saving Throw or be knocked prone to the ground. This maneuver cannot be done against enemies that are a large size-code (Small, Medium, Large) than the attacker.
- Getting Up From Prone: if a combatant is not in melee, he may use half his movement allowance during the Movement Phase to get up from being prone. If he is locked in melee, he must give up an attack to stand back up, and will automatically act last in the melee round. Attacks made by a combatant who is prone are made at -4 to hit.
- Attacking a Prone Enemy: all melee attacks against a prone enemy are made at +2 to hit. If the attacker is using a spear, dagger or sword, that bonus is doubled to +4. A dagger, furthermore will score 3d4 points of damage on such a hit. However, missile attacks made against prone targets are made at -3 to hit.
- Mounted vs Foot: mounted men get +2 to hit the first round against footmen and +1 thereafter, while footmen get -1 to hit against mounted men, unless armed with a pike, bill or halberd.
- Height: a combatant attacking from an elevated position gets a +1 to hit a lower target. A combatant attacking from a lower elevation gets a -1 to hit. These effects do not stack with Mounted vs. Foot.
- Weapons Space Restrictions: lances can only be used from war horses, paladin's horses or some fantastic mount, not light war horses or other normal mounts. Neither pikes nor lances can be used in dungeons or even any but the very largest spaces in any building. Big Clubs, Flails, Heavy Axes, Mauls and Two-Handed Swords can only attack by swinging and are big weapons, so the 1" on either side of the combatant must be free of friendlies in order to use these weapons. Spears, Staffs, Halberds and Bills can attack by a thrust, so are not so restricted, despite being of a similar size.
- Horses and other mounts may only attack on a round that they did not move.
- Only War Horses, Light Warhorses and Paladin's Horses are trained for battle. All other normal mounts must make a Morale Check every single round they are engaged in melee or flee.

3.5.10 Protecting and Fighting in Ranks

A combatant who stands in front of an ally is able to protect that ally. He must be standing immediately in front of him, with no significant space intervening, i.e., no room for an enemy to move between them. A row of combatants side by side are considered a "rank" and can protect the rank behind them.

- Missiles can be shot from the first rank or second rank of a group.
- Missiles cannot be shot AT those in the second rank, or against a target protected by another combatant blocking the direction from which the shot might come. The only exception is that Scouts of level 2+ can make a Precise Shot against a protected target or one who is in the second rank.
- A combatant in the second rank can attack a target fighting against someone in the rank in front of him provided the second rank figure is using a spear, bill or pike.
- A combatant in the third rank can attack a target fighting against someone in the first rank in front of him provided the third rank figure is using a pike.
- A combatant who is protected or is in the second rank or farther back is not considered "Locked in Melee" and may move during the move/countermove phase and may shoot missiles or cast spells during the missile phase.
- Spell-casters can target individual enemies no matter what rank they are standing in or whether someone is protecting the target. This applies to spells and Power Duels equally.

3.6. MORALE

3.6.1: When to check morale:

When there is some reasonable doubt about whether enemies will flee or fight, a morale check is rolled. The check should be rolled immediately at any time during the round when one of the conditions is met. A check should be made under these circumstances:

- When the group's leader is killed.
- When an individual is the target of a Rear Attack.
- A single powerful monster has lost 50% of its hit points.
- When Class E, D or C foot troops are charged by lancers or a size Large monster.
- When a group of Class E or D has taken 25% casualties (again at 50% and 75%)
- When a group of Class C troops has reached 33% casualties (again at 66% and 75%)
- When Class A or B troops have taken 50% casualties (again at 75%)

3.6.2 Rolling Morale Check:

- The morale check is made with 2d6, a 7+ indicates that the check has been passed. If the morale check is passed, the group will continue to fight.
- If it fails the group or creature will begin to flee immediately, turning around and instantly moving normal move. See movement in melee, above for details.
- In the next round, the broken group will likely be able to be attacked by a Rear attack. If they are not attacked at all by missiles or melee, they may re-roll their morale check and potentially rally themselves. If this does not occur or fails, they will move away from the enemies until safe or trapped and unable to move farther. Only a leader may attempt to rally them after the first round.
- If the group becomes trapped and unable to flee farther and are faced with further attack another morale check is rolled, if this passes, the group will fight on to the death, if it

fails, the group surrenders unconditionally (monsters who cannot speak or otherwise communicate generally can't surrender and will begin to fight again).

3.6.3 Rallying

- If troops are fleeing, a leader can attempt to rally them back to the fight.
- The leader can attempt to rally any allies who are within 1" times his CHA score.
- Rallying takes place during the Move or Counter Move phase, and he may make up to half of his normal movement, as long as he does not enter a melee.
- The leader may not be locked in melee to attempt a rally
- The leader may not take any other action in the Missile or Melee phase (apart from melee blows in response to a new attack).
- A rider can attempt to rally his horse when it fails morale. He may attempt this either during Move/Counter Move, if out of melee, at the cost of half movement allowance, or by forfeiting an attack if locked in melee.

3.6.4 Morale Modifiers:

Berserkers: never need check morale Brigands: +1 on morale checks Cavalry: +1
Dervishes: never need check morale Cavemen: -1 on morale checks Plate Armor: +1
Orcs/Goblins/Kobolds: -1 morale checks in daylight
Hobgoblins: +1 morale Gnolls: +2 morale
Class E Troops and Non-Combatants: -2 morale
Class D Troops: -1 morale Class C Troops: 0 (Most "Normal" warriors)
Class B Troops (lvl 1 F): +1 Class A Troops (lvl 2 F): +2
Character Type: +1 per 2 levels (+4 maximum)
Monster Type: +1 per 2 HD (+4 maximum)
Leader has Charisma of 15+ +1
Leader has Charisma of 5- -1
Apply any Morale Bonus based on the Loyalty Score for hired NPC's.

If there are 25% of original combatants or fewer in the unit: -2

If there are 10% of original combatants or fewer in the unit: -3

3.7 MANIPULATING GEAR

- Change Weapons: when out of melee a combatant can change weapons as part of the Movement Phase at no cost. If locked in melee, he can only change weapons by giving up an attack. The exception is that he may drop any weapon to the ground and draw a sword or dagger at no cost. Note that any weapon with the "C" code must be dropped on the ground when not in use (e.g. you cannot keep a halberd strapped to your back).
- Use magic item: a combatant in melee can give up an attack to drink a potion or activated a magic item (but not cast a spell or read a scroll). Flasks can only be used in the Missile Phase out of melee.
- Dropping Items: a combatant may drop any item from his hands to the floor at no action cost at any time during the round.
- Picking things up: if a combatant is locked in melee, picking an object off the ground requires him to give up all his attacks. If he is not in melee, he may spend half his movement allowance to pick an object up during the Move/Counter Move.

- Unpacking Things: getting something from one's back pack or saddle bags takes the full Move/Counter Move and Missile phases, and can only be done when not in melee.
- Pavis: a pavis is a large shield-like piece of equipment. It takes a person using both hands to carry it and he moves at 3" (overloaded). It can be held in place, in which case the holder grants himself and one person standing behind him a -3 to all missiles shot against them. It also can be driven into the ground with the spike mounted on the bottom. This takes half a movement phase to do this. It does not need to be held if so driven. Of course, it can only be driven into dirt, not into stone floors in a dungeon or building. It takes half a movement phase to be pulled out of the ground.

3.8—OTHER MANEUVERS AND STUNTS

- Trying some maneuver or stunt that does not affect an enemy, usually requires an Ability Check, either against d20, d30 or d100.
- If you wish to affect an enemy, without causing damage, you must hit AC 7, and then the target may attempt to make a saving throw to avoid the effect.
- If you wish to affect an enemy and cause damage but are not using an actual weapon, you must roll a regular "to hit" using the worst weapon type for that AC.

3.9—CRITICAL HITS AND FUMBLES

3.9.1—Critical Hits: any time a natural, unmodified "20" is rolled on a missile or melee attack, the damage scored is the maximum possible plus 2. So, a natural 20 with a sword (1d8 damage) will score 10 points of damage (8+2).

3.9.2—Fumbles: any time a natural, unmodified "1" is rolled on a missile or melee attack, the combatant who rolled the "1" must make a Saving Throw or suffer a fumble. If the fumble occurs with a weapon that has an unprotected wooden shaft (club, spear, staff, lance, javelin, dart, pike, big club, torch), then the weapon breaks. A bow or crossbow will have its string snap. Other normal weapons will be damaged, suffering a -1 to hit and damage until repaired. Fumbled silver weapons are always completely useless until repaired (who makes silver weapons?). Magic weapons will be dropped on the ground. Unarmed persons or monsters with natural weaponry fall prone from fumbles.

3.10--TABLES

3.10.1---MONSTERS ATTACKING TABLE

Hit Die of Monster Attacking

AC	1	1+1	2-3	3-4	4-6	7-8	9-10	11+
-4	23	22	21	19	18	17	15	13
-3	22	21	20	18	17	16	14	12
-2	21	20	19	17	16	15	13	11
-1	20	19	18	16	15	14	12	10
0	19	18	17	15	14	13	11	9
1	18	17	16	14	13	12	10	8
2	17	16	15	13	12	11	9	7
3	16	15	14	12	11	10	8	6
4	15	14	13	11	10	9	7	5
5	14	13	12	10	9	8	6	4
6	13	12	11	9	8	7	5	3
7	12	11	10	8	7	6	4	2
8	11	10	9	7	6	5	3	1
9	10	9	8	6	5	4	2	1

3.10.2--MEN ATTACKING MATRIX--MELEE

Weapon	AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
Punch/Kick	26	25	24	21	18	15	13	10	11	6
Grapple	20	19	18	16	16	14	14	12	12	10
Dagger	22	21	20	19	16	15	13	12	10	8
Hand ax	22	21	20	19	16	15	13	12	10	9
Club or Torch	24	23	22	20	18	16	14	12	11	9
Mace	19	18	17	15	15	14	13	12	11	10
Hammer	19	18	17	15	15	13	13	12	11	10
Sword	21	20	19	17	15	14	13	12	11	9
Military Pick	17	16	15	13	13	11	13	12	11	10
Battle Ax	20	19	18	16	14	13	13	12	11	10
Big Club	23	22	21	19	17	15	13	11	10	9
Morning Star	19	18	17	16	14	12	12	11	9	8
Flail	17	16	15	14	14	12	12	11	10	9
Quarter Staff	26	25	24	21	18	15	13	11	10	9
Heavy Ax	19	18	17	15	14	12	12	12	11	10
Spear	21	20	19	17	16	15	13	12	11	10
Maul	19	18	17	16	14	12	12	11	9	8
Halberd/Pollax	19	18	17	15	14	12	12	12	11	10
Bill	20	19	18	16	15	13	11	10	9	8
2-handed Sword	18	17	16	14	12	11	11	10	9	8
Mounted Lance	19	18	17	16	14	12	10	9	8	7
Pike	20	19	18	16	15	14	13	12	11	10

Roll 1d20, add any character, tactical or magical modifiers to the result and if the total score equals or exceeds the indicated number on the table for the AC then a hit is scored. On the rare occasions when the target's AC exceeds 0, apply the AC number (-1, -2 etc.) as a penalty to the attacker's die roll.

3.10.3 MEN ATTACKING MATRIX--MISSILE

Weapon	AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
Sling	21	20	19	18	16	15	14	10	10	7
Short Bow	24	23	22	19	16	14	13	11	10	9
Horse Bow	23	22	21	19	16	14	13	11	10	8
Lt. Crossbow	24	23	22	19	16	14	12	11	10	8
Longbow	22	21	20	18	15	13	11	10	9	8
Composite Bow	23	22	21	19	16	14	12	10	9	8
H. Crossbow	20	19	18	17	15	14	12	10	9	7
Javelin	24	23	22	19	16	14	13	11	10	9
Dart	24	23	22	20	17	16	13	11	11	9
Flask	12	12	12	10	12	10	12	10	12	10

+1 to hit at short range; -2 to hit a long range

MODIFIERS (BOTH MEN-ATTACKING TABLES)

Fighting Men: Levels 4-6 +2; Levels 7-9: +5 Levels 10: +7

Clerics and Scouts Levels 5-8: +2; Levels 9-10: +5;

Magic-Users Levels 6-10: +2;

Normals

Non-combatants and Class E troops: -2 to hit

Class D troops: -1 to hit

Class C,B and A troops (men-at-arms, bandits, elves, dwarves etc): +0

Weapon-Using Monsters:

1-HD or less (orcs, goblins etc): +0

1+1 HD (hobgoblins): +1

2-3 HD (gnolls, lizardmen): +2

3-4 HD (bugbears) +4

4-6 HD (ogres): +5

6-8 HD: +6

9-10 HD: +8

11+ HD: +10

APPENDIX: MODIFICATIONS TO CHAINMAIL FOR STARKPOOL LARGE BATTLES

A.1 SUBSTITUTE POST-MELEE MORALE: REPLACES POST MELEE MORALE page 15

Each unit in the melee notes its melee morale number from page 15 and adds 1d6. Adjust by Morale Class if not regular: Class E -2, Class D -1, Class B +1, Class A +2.

Whichever side inflicted more casualties adds +2, but +4 if it scored twice as many or +6 if thrice. (count 0 casualties inflicted as "1" for double/triple purposes).

Whichever side still has more figures on the board adds +2, but +4 if it has twice as many or +6 if thrice.

Whoever scored higher is the "winner". Compare the scores to find the result of the melee.

Winner's Margin	Loser Result	Description
0-5	None	Melee Continues Next Round
6-10	Pull Back in Good Order	Loser is immediately placed ½ of its normal move away, still facing enemy.
11-15	Retreat	Loser is immediately placed 1 full move away, back toward enemy, next round it must stay in place, reordering itself.
16+	Rout	Losing unit is removed from the table or surrenders, Judge's call.

A.2: MORALE DUE TO EXCESS CASUALTIES: SUBSTITUTION

Use the Morale Chart Rules from this rule book Section 2.6 in place of the Excess Casualty rules from *Chainmail* pages 17-18. But, the result will still be the same and a unit that fails such a check is eliminated.

A.3: CLARIFICATIONS

- All units must be set up in either a Line or Column and remain so. Individual figures may not overlap to flank or rush around to the rear of an enemy until the second round of an ongoing melee.
- If a unit charges and figures in front of it are eliminated, the figure must keep moving. This means that if, for example, a line of 6 cavalry charge into a line of 18 infantry, 6 wide and 3 deep, and the cavalry does 9 kills, it can wipe out the first line of the infantry, move forward into contact with the second line and remove the remaining 3 immediately.
- If two units could charge one another, and the first unit charges the other during the Move phase, the second unit may declare a Counter-Charge and also charge to meet the first unit during the phase.

A.4: MONSTERS, CHARACTERS AND SPELLS:

Scale: scale for Chainmail Battles will be 1 inch equals 10 yards and 1 turn is 10 minutes.

Monsters and Characters will move their standard "Inch" movement rate, so an AC 9 wizard will move 12" on the table, but it will equal 120 yards (360 feet) per 10 minutes, instead of 60' per 1 minute.

Monsters: The various higher HD monsters will count as 1 Figure per HD on the Chainmail battlefield. So, an Ogre, being 4+1 HD, will count as 4 Figures for rolling attack dice and for the number of "kills" it takes to kill it. If there is a +1, it means that the first attack each round gets a +1 on the die roll. Use the Chainmail monster descriptions when available to determine whether each monster attacks as Light Foot, Heavy Foot, Armored Foot, Light Horse, Medium Horse or Heavy Horse (etc.), Judge must make a ruling if there is nothing in the Fantasy Supplement to guide the choice.

Spells: Spell range will equal the Spell Range from Rules Cyclopedia, divided by 10, in Inches. So a spell listed as 120' in the Cyclopedia will have an on-table *Chainmail* Range of 12". Area of Effect for spells is the Area of Effect in feet divided by 30 into inches. So a 40x40' spell will be a 1.3 inch x 1.3 inch area, but always at least a 1 inch by 1 inch. Judge will have to rule based on individual spell descriptions how a given spell will affect a figure representing 5-20 men.

Figure Scale: If the number of combatants is less than 100 per side, we will use the *Starkpool Man-to-Man* (D&D based) combat system from this booklet. If there are more, we will use *Chainmail*. Depending on the number of total combatants, either 5, 10 or 20 regular men will equal one figure. The actual number of non-regular types will vary as follows:

Type	5-man scale	10-man scale	20-man scale
Class E, D	5	10	20
Class C	5	10	20
Class B (F-1)	4	8	16
Class A (F-2)	3	6	12
Leveled Character	1+2 guards/assistants	1+5 guards/assistants	1+11 guards/assistants
Monster HD-2	3	6	12
Monster HD-3	2	5	10
Monster HD-4	1	3	9
Monster HD-5	1	2	4
Monster HD-6	1	1	3
Monster HD-7	1	1	2
Monster HD-8+	1	1	1

Leveled Characters:

- Fighting-Men count as 1 figure per level for number of attacks and number of hits to kill and attack as either Armored Foot or Heavy Horse depending whether they are mounted.
- Clerics-Militant, Delvers and Scouts count as 1 figure per 2 levels for number of attacks and number of hits to kill, they will attack as Heavy Foot or Heavy Horse, depending on whether they are mounted.
- Magic-Users, Druids and Clerics-Spiritual count as 1 figure per 4 levels for number of attacks and number of hits to kill and will attack as Light Foot or Light Horse, depending on whether they are mounted.
- Characters in plate armor defend and move as either Armored Foot or Heavy Horse.

- Characters in chain armor defend and move as either Heavy Foot or Medium Horse
- Characters in leather/padded or no armor defend as Light Foot or Light Horse and move as Longbow men or Light Horse.
- Clerics and Magic-Users have their usual spells and may use their usual magic items.
- Magic weapons give one attack per "+" a +1 to the die roll (e.g., a 3rd level fighting-man with a +2 sword would get 3 attacks, two of which add 1 to the d6).
- Each character's battlefield figure represents himself and a number of guards or assistants, listed on the table above. The character and guards/assistants must all either be on foot or on horse. Magic-users or clerics who have lower level assistants may have those assistants use their spells. If a Magic-User or other lightly armored character is guarded by more heavily armored guards, the figure can be increased by 1 defense level (e.g. Light Foot to Heavy Foot), but also drop to the more heavily armored type's movement.