Chainmail for AD&D

BUY UNITS

	Unit	MV	Road Bonus	Charge MV	Missile Range	Fire Rate	Kill Zone	1 Platoon 1st Month	Upkeep Thereafte
L.F.	Light Foot	9		12				721	720
L.F.	Light Foot (pike)	9		12				1,442	720
L.F.	Crossbowmen, Light	12		12	18	1/r †		1,802	759
L.F.	Archers, Long Bow	12		15	21	1/r ³		3,605	836
H.F.	Heavy Foot	6		9	3	1/r ❋		1,442	759
H.F.	Heavy Foot (pike)	6		9				2,163	759
H.F.	Crossbowmen, Heavy	9		9	24	½ r ‡		2,523	759
H.F.	Archers, Short Bow	9		12	15	1/r ³		3,605	759
A.F.	Armored Foot	6		6				1,802	759
A.F.	Armored Foot (pike)	6		6				2,523	873
L.H.	Horse, Light	24	6	30	6	1/r ↗		2,523	873
L.H.	Horse, Light (l. crossbow)	24	6	30	18	1/r †		3,244	912
L.H.	Horse, Light (short bow)	24	6	30	15	1/r or Split-Move ³		4,326	912
M.H.	Horse, Medium (l. crossbow)	18	6	24	18	1/r †		3,965	990
M.H.	Horse, Medium (short bow)	18	6	24	15	1/r or Split-Move ³		5,047	990
H.H.	Horse, Heavy	15	3	18				4,326	1,065
H.H.	Horse, Heavy (l. crossbow)	15	3	18	18	1/r †		4,686	1,065
L.S.	*Balista (45° L or R)	6	3		¾" - 32"	1/2 r	½" ⊠	2,523	873
L.S.	Ram	6	3					1,802	875
L.S.	Sow	6	3					2,703	875
L.S.	*Light Catapult (45° L or R)	6	3		15" - 30"	1/2 r	1"d	7,210	875
H.S.	*Heavy Catapult (45° L or R)	6	3		18" - 36"	1/3 r	2"d	10,815	1,065
H.S.	*Trebuchet (45° L or R)	6	3		24" - 48"	1/4 r	3"d	14,420	1,065
W	Wagons	6	6					900	

* Siege Engine fire must be called (Ex.: 28" & 8" right! The Kill Zone is then placed at that point.

⊠ Balistas destroy the unit/figure they hit on a roll of 3 - 6.

↗ Troops armed with throwing axes and spears (such as Vikings and Saxons) fall into this category.

❋ Javelin armed troops such as the Spanish c 1200 have a 6" range.

³ Archers that do not move and are not meleed may fire twice per round. If they move only half their normal movement (excluding charge) they may fire once. If they move over half their normal movement, they may fire once ONLY if they beat an opponent's die roll.

Split-Move — Only for Horsemen w/ bows. The units can move up to ½ their movement, immediately conduct missile fire, and if any movement remains (not to exceed ½ normal movement) finish out the balance. The horse archers can be fired upon by opponent missiles during their firing phase or by Pass-Through Fire.

† Light Crossbowmen who move only half their normal movement (excluding charge) may still fire once. If they move over half their normal movement, they may fire once ONLY if they beat an opponent's die roll.

‡ Heavy Crossbowmen fire every other round. If they move up to half their normal movement (excluding charge) they may still either fire or reload. If they move over half their movemnt, they may fire ONLY if they beat an opponent's die roll and no re-load is allowed. These units add +1 to all Missile Fire die rolls.

FIRE MISSILES

MISSILE FIRE CASUALTIES TABLE

Number of Units Firing	Unarmored Target		Light Armored Target		Number of Units Firing	Full Armored Target	
d6 roll ⇨	1-2	3-6	1-3	4-6	d6 roll ⇨	1-4	5-6
1-2	0	1	0	1	1-3	0	1
3-4	1	2	0	1	4-8	0	1
5-6	2	3	2	2	9-12	1	2
7-8	3	4	2	3	13-16	2	3
9-10	4	5	3	3	17-20	3	3

Groups of missile troops which are larger than the maximum number shown on the table MUST be divided into two or more equal groups so as not to exceed the maximum. Groups not exceeding the maximum, which are firing at the same target, may not be divided into smaller groups.

Pass-Through Fire: Stationary missile troops may fire on enemy units which are within their missile range at the half-move portion of the turn. This includes any enemy troops split-moving, passing by, or charging the missile troops.

Range of Fire: Footmen 45° left or right. Horsemen 180° left, 45° right.

Line of Sight: Two ranks of missile troops are permitted to fire. Range is always measured from the front rank. Missile troops behind the front two ranks must be on higher ground, or use indirect fire.

Indirect Fire: Bows only. Min 3" distant. Can fire over the heads of other troops. Reduces range by ⅓. Moves target to next higher Armor Category so that Full Armored Targets become "arrow proof".

Cover: Soft cover such as woods, brush etc. reduce casualties by 50% (round down). Hard cover such as walls makes targets "arrow proof". Overhead cover such as trees, prevents indirect fire.

Throwing Axes Javelins & Spears: Fire only once per round, may always fire at troops charging them and cannot fire indirectly.

ROUND SEQUENCE

1. Both sides roll 1d6: High roll elects to Move (first) or Counter-Move (last).
2. Side w/ First Move moves its figures; conducts any Split-Moves with missile fire; and takes any Pass-Through fire at the same time
3. Side w/ Counter-Move now moves figures; conducts Split-Moves with missile fire; and takes any Pass-Through fire at the same time.
4. Artillery fire exchanged simultaneously for both sides.
5. Missile fire exchanged simultaneously for both sides.
6. Resolve Melees & Check Morale
7. Repeat steps 1 thru 6 for remainder of game.

Charging:
- Permitted only when melee contact is expected during the round.
- A charging unit must move at normal speed the following round.
- Cavalry charges must be in a relatively straight line (max 45° curve allowable).
- Surviving charging units must continue to move out the balance of their charge move in the direction first indicated.

BEGIN WAR !

CHANGE FORMATION & FACING

Column to Line or Line to Column	1 entire move
Column to Square*	1 entire move
Line to Square*	2 entire moves
Oblique Facing (45°)	1/4 move
Left or Right Facing (90°)	1/2 move
About Face	1 entire move

* Foot only

Double all penalties for poorly trained troops & Half penalties for Horse

Units caught in melee during formation change are considered as flanked.

FATIGUE

Units begin w/ ZERO fatigue & become fatigued at 100 points.

Movement	+20
Charge	+26.7
Melee	+33.3
Non-movement 1 round	Reset to 0

Fatigued units attack and defend at the next lower value & suffer -10 morale

TERRAIN

Hills & Ramparts	Uphill: Slows MV 50% & prevents charges. 1 uphill move = 2 normal moves. Downhill: HvyFt, ArmFt & All Horse add an extra die to combat rolls
Wooded	Slows MV 50%, Prevents Charges, Missile Casualties reduced 50% (round down), Prevents all Indirect Fire
Marsh & Rough	Slows MV 50%, Prevents Charges & prevents entry of heavy equipment and engines of war
Stream	Requires 6" to cross & prevents charges
River	**Halt** before; One entire move to cross; **Halt** after (3 moves total)

MELEE COMBAT

Attacker Rolls by Class	vs	Light Foot* DPAU	Kill	Heavy Foot* DPAU	Kill	Armored Foot* DPAU	Kill	Light Horse DPAU	Kill	Medium Horse DPAU	Kill	Heavy Horse DPAU	Kill
1 Light Foot ⇨			6	1 per 2	6	1 per 3	6	1 per 2	6	1 per 3	6	1 per 4	6
2 Heavy Foot ⇨		1 per 1	5-6	1 per 1	6	1 per 2	6	1 per 2	6	1 per 3	6	1 per 4	6
3 Armored Foot ⇨		1 per 1	4-6	1 per 1	5-6	1 per 1	6	1 per 1	6	1 per 2	6	1 per 3	6
4 Light Horse ⇨		2 per 1	5-6	2 per 1	6	1 per 1	6	1 per 1	6	1 per 2	6	1 per 3	6
5 Medium Horse ⇨		2 per 1	4-6	2 per 1	5-6	2 per 1	6	1 per 1	6	1 per 1	6	1 per 2	6
6 Heavy Horse ⇨		4 per 1	5-6	3 per 1	5-6	2 per 1	5-6	2 per 1	5-6	1 per 1	5-6	1 per 1	6

DPAU : Dice per attacking unit/figure

Kill : Die result required to remove an enemy unit/figure

* : If armed w/ pikes these troops defend against a charge at one Class higher (AF would defend and inflict casualties vs a charge as LH)

Flank Attack: Units flanking their enemy attack at the next highest class (Example: AF attack as LH)

Rear Attack: Units attacking from the rear attack at the next highest class & deliver casualties without receiving any in return.

Retreat & Rout: After a retreat or rout move, the units remain w/ backs to enemy and cannot move on the following round. If attacked, roll 1d6. On a 1 or 2 the unit rallies and faces the enemy. Otherwise they take casualties but deal none in return. If retreating units contact friendly units the retreat is stopped & both groups must spend next round rallying.

Rallying: Any unit that retreats or routs off the table is out of the game. Otherwise, such units will rally as follows:

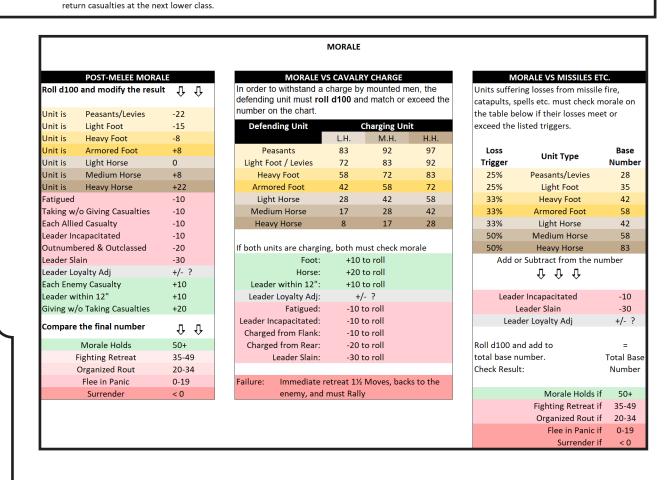| Round of Retreat/Rout	Die Score to Rally
1st	Automatic next round if not attacked
2nd	3-6
3rg	6
4th	Automatic removal from play

Melee Rules:
- Small missiles (non-seige) may not be fired into a melee
- Troops control 1" on all sides to prevent infiltration
- Units w/in 3" of a melee may join it if the owning player so desires, but cannot have moved over one-half its normal movement during the round.
- After round 1 of melee, excess troops (figures unopposed by an enemy directly before them) from the flanks or rear ranks, may be moved so as to flank or attack the rear of the enemy units if movement at one-half normal will allow.

Standing Cavalry: Cavalry not moved during the round they engage in melee (or not moved the previous round) are said to be standing. They defend normally but return casualties at the next lower class.

SPELL CASTING ON THE BATTLEFIELD

Due to general chaos spells are difficult to cast on the battlefield. To determine if a spell succeeds, roll 2d6. Spells which are successful resolve during Artilary Fire.

Casting Time		<6	6	7-8	9-10	11	12+
1	I		8	7	6	5	4
	D	7	6	5	4	3	-
	N	auto	5	4	3	2	-
2	I		8	7	6	5	4
	D	8	7	6	5	4	
	N	auto	6	5	4	3	
3	I		9	8	7	6	5
	D	9	8	7	6	5	4
	N	auto	11	10	9	8	7
4	I		10	9	8	7	6
	D	8	7	6	5	4	
	N		12	11	10	9	8
5	I		11	10	9	8	7
	D		12	11	10	9	8
	N	-					
6	I		12	11	10	9	8
	D	10	9	8	7		6
7 +	N	auto	auto	auto	auto	auto	auto

I — Spell immediately takes effect
D — Spell delayed to next round
N — Spell negated / fails

HEROES & MONSTERS

HEROIC FIGURES

	K2K	Defends As	Attacks As
Fighter Types	lvl/2	AF	lvl/2 AF
Cleric Types	lvl/2	HF	lvl/4 HF
Thief Types	lvl/3	LF	lvl/4 LF
Wizard Types	lvl/4	LF	lvl/6 LF
Unit of Monsters	HDx2	MH	=HD HH
Single Monster	HD/2	MH	=HD MH
Single Heroic Monster	=HD	HH	=HD HH
Dragon	=Age	HH	=Age HH

K2K: number of kill rolls to kill this figure

Monsters & Heros may also use one special ability per round during Artilary Fire.

CHECK MORALE

MORALE

POST-MELEE MORALE

Roll d100 and modify the result ⇩⇩

Unit is	Peasants/Levies	-22
Unit is	Light Foot	-15
Unit is	Heavy Foot	-8
Unit is	Armored Foot	+8
Unit is	Light Horse	0
Unit is	Medium Horse	+8
Unit is	Heavy Horse	+8
Fatigued		-10
Taking w/o Giving Casualties		-10
Each Allied Casualty		-10
Leader Incapacitated		-10
Outnumbered & Outclassed		-20
Leader Slain		-30
Leader Loyalty Adj		+/- ?
Each Enemy Casualty		+10
Leader within 12"		+10
Giving w/o Taking Casualties		+20

Compare the final number ⇩⇩

Morale Holds	50+
Fighting Retreat	35-49
Organized Rout	20-34
Flee in Panic	0-19
Surrender	< 0

MORALE VS CAVALRY CHARGE

In order to withstand a charge by mounted men, the defending unit must **roll d100** and match or exceed the number on the chart.

Defending Unit	Charging Unit L.H.	M.H.	H.H.
Peasants	83	92	97
Light Foot / Levies	72	83	92
Heavy Foot	58	72	83
Armored Foot	42	58	72
Light Horse	28	42	58
Medium Horse	17	28	42
Heavy Horse	8	17	28

If both units are charging, both must check morale

Foot:	+10 to roll
Horse:	+20 to roll
Leader within 12":	+10 to roll
Leader Loyalty Adj:	+/- ?
Fatigued:	-10 to roll
Leader Incapacitated:	-10 to roll
Charged from Flank:	-10 to roll
Charged from Rear:	-20 to roll
Leader Slain:	-30 to roll

Failure: Immediate retreat 1½ Moves, backs to the enemy, and must Rally

MORALE VS MISSILES ETC.

Units suffering losses from missile fire, catapults, spells etc. must check morale on the table below if their losses meet or exceed the listed triggers.

Loss Trigger	Unit Type	Base Number
25%	Peasants/Levies	28
25%	Light Foot	35
33%	Heavy Foot	42
33%	Armored Foot	58
33%	Light Horse	42
50%	Medium Horse	58
50%	Heavy Horse	83

Add or Subtract from the number ⇩⇩

Leader Incapacitated	-10
Leader Slain	-30
Leader Loyalty Adj	+/- ?

Roll d100 and add to total base number. = Total Base Number

Check Result:

Morale Holds if	50+
Fighting Retreat if	35-49
Organized Rout if	20-34
Flee in Panic if	0-19
Surrender if	< 0

Chainmail was written in 1971.

I began learning how to to play it in 2019 using the signed 3rd edition rules that have spread through the Internet.

I found the rules to be very good but disastrously organized. Mechanics that should have been charts were not. Special exceptions were sprinkled through various paragraphs. The terms turn and round were used seemingly interchangeably. Etcetera.

So I set about condensing the core rules (minus gunpowder) down to four pages.

Then I set about reading Daniel R. Collins "Book of War". Daniel's book is excellent, but does have a slightly different goal: that of replicating mass combat that, on a statistical basis, faithfully replicated D&D.

What I needed was a system for large-scale warfare that took into account AD&D sensibilities not yet present back in 1971. Therefore, using Daniel's book as inspiration, I added the heoric figure and monster mechanics.

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