

Chainmail Character List

Ahmut

Figure	Type	Cost	Lev	Spd	Arm	Hlth	Sav	M Att	M Dam	R Att	R Dam	Abilities	Spells
Battered Skeletal Troll	Evil Undead	22	6	4	14	4	+4	+8	2			Difficult Troop X2; Undead Creature; Reach 1"; Scary 2; Skeletal	
Slaughterpit Zombie	Evil Undead	15	4	3	17	6	+2	+5	2			Undead Creature; Extra Melee Attack	
Human Death Cleric	Evil Humanoid (Human)	14	2	4	17	3	+3	+2	2			Commander 4; Death Touch 1 •; Spontaneous Inflict	0 = guidance +1 •••, resistance +1 •; 1st = cause fear ••, shield of faith +2 ••
Half-Orc Fighter	Evil Humanoid (Orc)	13	2	4	18	4	+2	+5	2			Commander 2	
Zombie Troglodyte	Evil Undead	10	4	3	14	6	+1	+2	2 blunt			Undead Creature	
Halfling Sneak	Neutral Humanoid (Halfling)	10	1	4	16	2	+4	+1	1	+4, 24"	1	Independent Troop 0; Hide 13; Slow Ranged Attack; Sneak Attack 1	
Skeletal War Dog	Evil Undead	7	2	10	14	3	+2	+3	1			Wild Troop; Undead Creature; Skeletal	
Skeletal Orc	Evil Undead	6	1	6	15	1	+1	+2	2	+1 •, 6"	1	Undead Creature; Skeletal; Thrown Weapon	

Drazen

Figure	Type	Cost	Lev	Spd	Arm	Hlth	Sav	M Att	M Dam	R Att	R Dam	Abilities	Spells
Owlbear	Neutral Beast	27	5	6	15	9	+5	+7	2			Wild Troop; Extra Melee Attack; Rend +3; Scary 1; Scent	
Ogre Trooper	Evil Giant	20	4	6	16	5	+2	+8	3 blunt			Difficult Troop x2; Fight Dwarf -4; Reach 1"	
Hobgoblin Fighter	Evil Humanoid (Goblinoid)	15	2	4	19	4	+3	+3	2	+4 •, 6"	1	Commander 3; Thrown Weapon	
War Ape	Neutral Animal	14	4	8	15	5	+5	+6	2			Wild Troop; Extra Melee Attack; Scent	
Orc Druid	Evil Humanoid (Orc)	12	2	6	13	3	+2	+3	2 blunt	+2 •, 6"	Poison 11	Commander 2; Poison 11 (dart); Thrown Weapon; Woodland Stride	0 = cure wounds 0 ••••; 1st = cure wounds 1 ••, entangle •
Orc Berserker	Evil Humanoid (Orc)	10	1	8	12	3	+2	+6	3			Difficult Troop x2; Fearless	
Goblin Scout	Neutral Humanoid (Goblinoid)	6	1	6	17	1	+2	+2	1	+4, 24"	1	Scout +4; Slow Ranged Attack; Sneak Attack +1	
Goblin Trooper	Evil Humanoid (Goblinoid)	3	1	6	15	1	+1	+0	1 blunt	+1 •, 6"	1	Cowardly; Morale -2; Thrown Weapon	

Mordengard

Figure	Type	Cost	Lev	Spd	Arm	Hlth	Sav	M Att	M Dam	R Att	R Dam	Abilities	Spells
Dwarf Fighter	Good Humanoid (Dwarf)	16	3	3	20	5	+4	+5	2			Commander 3; Cleave; Fight Orc +1	
Stonespike	Neutral Elemental (Earth)	16	3	4	18	5	+3	+6	2 blunt			Difficult Troop x2; Elemental Creature; Extra Melee Attack	
Dire Badger	Neutral Animal	15	3	6	16	6	+6	+4	2			Wild Troop; Extra Melee Attack; Fearless; Scent	
Dwarf Cleric	Good Humanoid (Dwarf)	14	2	3	18	3	+5	+2	1 blunt			Commander 3; Fight Orc +1; Spontaneous Cure; Turn Undead +4	0 = guidance +1 •, resistance +1 •••; 1st = cause fear ••, command •, shield of faith +2 •
Dwarf Raider	Good Humanoid (Dwarf)	11	1	3	16	3	+4	+4	2	+2, 24"	1	Fight Orc +1; Slow Ranged Attack	
Shock Trooper	Good Humanoid (Dwarf)	6	1	4	16	2	+4	+3	1	+4 •, 6"	3 blunt	Fight Orc +1	
Dwarf Scorcher	Good Humanoid (Dwarf)	5	1	4	14	1	+3	+2	1	+2 •, 6"	Fire Bomb 2	Fight Orc +1; Fire Bomb 2; Thrown Weapon	
Dwarf Legionnaire	Good Humanoid (Dwarf)	5	1	3	17	2	+3	+2	1 blunt	+1 •, 6"	1	Fight Orc +1; Thrown Weapon	

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Naresh

Figure	Type	Cost	Lev	Spd	Arm	Hlth	Sav	M Att	M Dam	R Att	R Dam	Abilities	Spells
Abyssal Ravager	Evil Outsider	25	4	10	17	8	+6	+10	2, Poison 14			Difficult Troop x2; Immune Poison; Poison 14; Resist Acid, Cold, Electricity, Fire 4; Scent	
Gnoll Ranger	Evil Humanoid (Gnoll)	16	3	6	15	5	+4	+4	1	+4, 24"	1	Commander 1; Extra Melee Attack; Fight Elf +1; Point Blank Shot +2; Precise Shot; Scout +4	
Demonic Gnoll Adept	Evil Outsider (Gnoll)	15	3	4	19	4	+3	+3	2 blunt			Commander 3; Immune Poison; Resist Acid, Cold, Electricity, Fire 4	0 = cure wounds 0 •, ghost sound ••; 1st = cure wounds 1 •, sleep •
Abyssal Maw	Evil Outsider	8	2	6	15	2	+3	+4	3*			Immune Poison; Resist Acid, Cold, Electricity, Fire 4; Scent, *The Abyssal Maw immediately destroys any model whose health it drops to 0.	
Abyssal Skulker	Evil Outsider	7	2	8	15	2	+5	+5	1			Independent Troop 0; Immune Poison; Resist Acid, Cold, Electricity; Fire 4	
Gnoll Archer	Evil Humanoid (Gnoll)	7	2	4	15	2	+1	+3	1	+1, 24"	1	None	
Gnoll Trooper	Evil Humanoid (Gnoll)	5	2	4	17	2	+1	+3	1			None	
Hyena	Neutral Animal	4	2	10	14	3	+4	+3	1			Wild Troop, Scent	

Ravilla

Figure	Type	Cost	Lev	Spd	Arm	Hlth	Sav	M Att	M Dam	R Att	R Dam	Abilities	Spells
Horned Felldrake	Good Dragon	21	4	6	17	7	+5	+8	2			Difficult Troop x2; Immune Paralysis; Immune Sleep; Powerful Charge +2; Scent	
Centaur Trooper	Good Monstrous Humanoid	19	4	10	13	5	+5	+5	2	+5, 24"	2	Difficult Troop x2; Extra Melee Attack	
Gray Elf Wizard	Good Humanoid (Elf)	15	2	6	13	2	+2	-1	1			Commander 2; Immune Sleep	Spells - 0 = daze ••••; 1st = mage armor +4 •, magic missile 1 •, sleep •
Wood Elf Ranger	Good Humanoid (Elf)	12	2	6	16	3	+2	+3	1	+4, 24"	1	Commander 1; Extra Melee Attack; Fight Evil Outsider +1; Immune Sleep; Scout +4; Woodland Stride	
Gray Elf Warsinger	Good Humanoid (Elf)	9	1	6	14	1	+2	+0	1	+3, 24"	1	Independent Troop 0; Immune Sleep; Inspire Courage +2; Sorcery	0 = •• ghost sound, resistance +1
Wood Elf Scout	Good Humanoid (Elf)	9	1	6	15	2	+2	+2	1	+3, 24"	1	Extra Ranged Attack; Immune Sleep; Point Blank Shot +2; Scout +4; Woodland Stride	
Gray Elf Duelist	Good Humanoid (Elf)	8	2	6	15	3	+2	+2	1	+3, 6"	1	Independent Troop 0; Extra Melee Attack; Immune Sleep; Thrown Weapon	
Crested Felldrake	Good Dragon	6	2	8	15	3	+4	+3	1			Difficult Troop x2; Immune Paralysis; Immune Sleep; Scent	

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Thalos													
Figure	Type	Cost	Lev	Spd	Arm	Hlth	Sav	M Att	M Dam	R Att	R Dam	Abilities	Spells
Hammerer	Good Construct	22	5	4	21	6	+1	+10	4 blunt			Unreliable Troop 11; Construct Creature	
Human Sorcerer	Good Humanoid (Human)	22	2	6	11	2	+3	+0	1 blunt			Commander 2; Sorcery	0 = daze, ghost sound; 1st = mage armor +4, magic missile 1
Human Paladin	Good Humanoid (Human)	17	2	4	19	3	+4	+4	2			Commander 5, Aura of Courage +4, Fearless, Smite Evil +1 •	1st = Cure Wounds 1 •
Gnome Infiltrator	Good Humanoid (Gnome)	8	1	4	16	2	+2	+2	1	+4, 24"	1	Fight Goblinoid +1; Point Blank Shot +2; Precise Shot	
Human Glavier	Good Humanoid (Human)	8	1	6	15	2	+2	+4	2			Reach 1"	
Human Swiftwing Disc	Good Humanoid (Human)	7	1	6	15	2	+4	+0	1 blunt	+3 •, 6"	1	Independent Troop 0; Evasion; Extra Melee Attack; Stunning Attack 12 •; Thrown Weapon; Tumble 13	
Human Marine	Neutral Humanoid (Human)	5	1	6	13	1	+2	+2	1	+2, 24"	1	Point Blank Shot +2, Slow Ranged Attack, Sneak Attack +1	
Human Conscript	Good Humanoid (Human)	2	1	6	11	1	+0	+0	1			Untrained Troop*	*The Human Conscript can only be part of a Thalos warband.
Mercenary													
Figure	Type	Cost	Lev	Spd	Arm	Hlth	Sav	M Att	M Dam	R Att	R Dam	Abilities	Spells
Ogre Mercenary	Neutral Giant	30	5	8	17	8	+4	+10	4			Difficult Troop x2; Fight Dwarf -4; Reach 1"; Scary 1	*A model with no faction is always considered to be a cross-faction model.