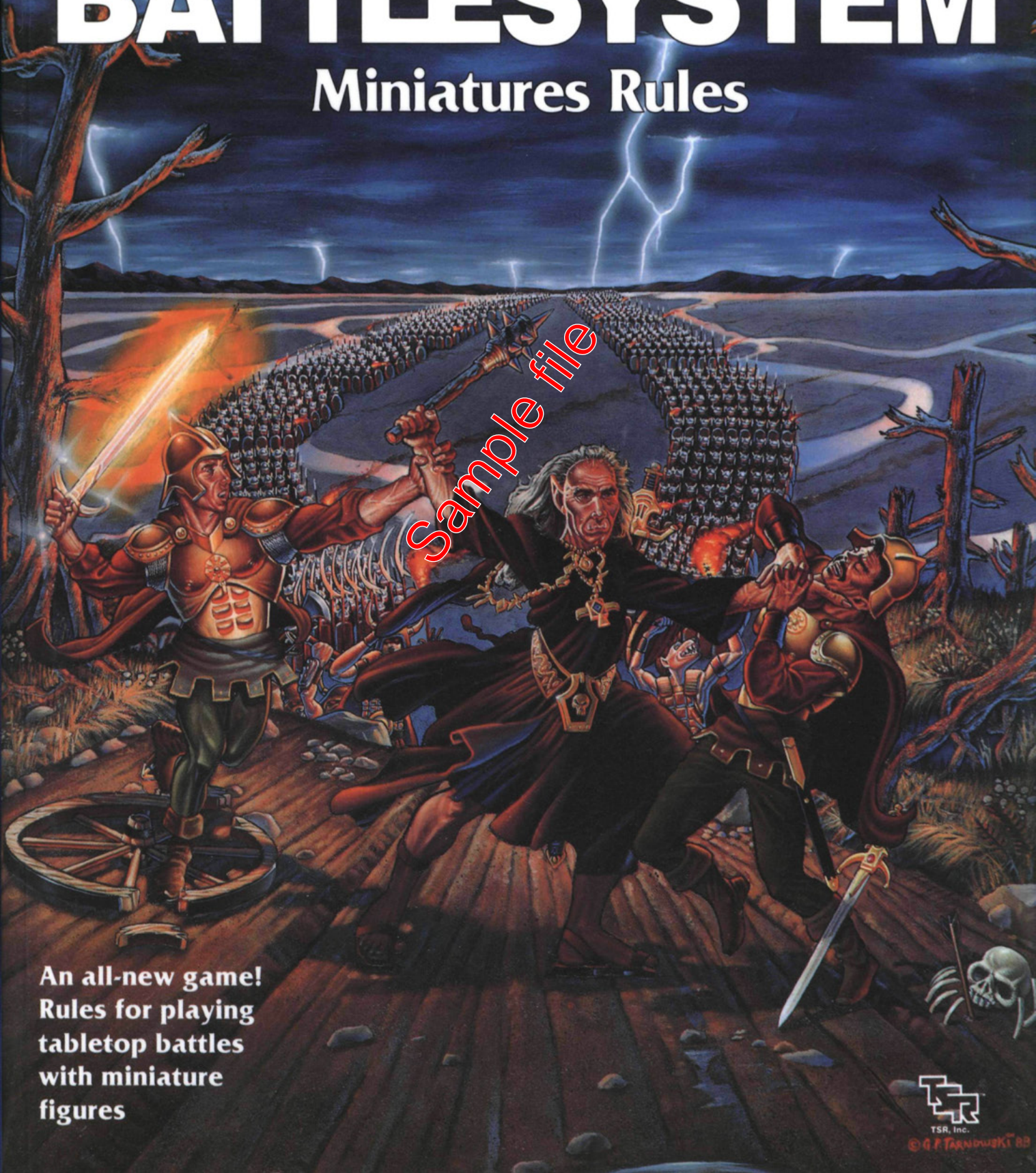# Advanced Dungeons & Dragons
2nd Edition

BATTLESYSTEM™
Miniatures Rules

An all-new game!
Rules for playing
tabletop battles
with miniature
figures

TSR, Inc.

BATTLESYSTEM™
Miniatures Rules

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The playing surface usually represents something other than flat, featureless terrain; the battlefield (whether for a predesigned scenario or one of your own creation) is likely to have hills, rivers, buildings, forests, and other kinds of physical features that will have an effect on how the battle plays out.

These terrain pieces can be simple or elaborate. Cut-out strips of construction paper can mark a river. A few large books can be scattered around to represent low hills, while a book on a flat game box represents a high hill.

Of course, a whole host of products is available to make your battlefield look like a grand diorama. Many players enjoy placing styrofoam cut-outs, detailed miniature trees, and models of buildings and other features on the battlefield. Appendix IV contains some basic information on how to construct and use realistic-looking three-dimensional terrain features.

MEASURING STICK. Several rulers and measuring tapes are handy at the gaming table, since every player will probably need to make a few measurements during a turn. The best tools for this purpose are those metal tape measures that remain rigid when extended. You can get along with rulers or yardsticks most of the time, but a flexible tape will come in handy at times for measuring along arcs. If not every player has access to a ruler, you can make temporary measuring sticks by marking off half-inches and inches on a strip of cardboard.

Playing a Scenario

Once you have learned the basic rules of the BATTLE-SYSTEM™ game, you will be able to set up and fight an enormous number of battles, skirmishes, and engagements on your tabletop playing area. Each scenario—actually a "game" in itself—consists of at least three sections of information: the situation map and background; a list of the forces involved in the scenario; and special conditions (including how to achieve victory) that apply only to that scenario.

Each of the nine scenarios in this book contains all of the information described above, enabling you and your friends to recreate the situations and play out the battles as commanders of the opposing forces. If you're new to miniatures gaming or have just started to become familiar with the BATTLESYSTEM rules, you should start by setting up and playing the basic scenarios on pages 47-52. When you've gone through each of those at least once, you can try your hand at designing some more scenarios using only the basic rules, or you can progress to the intermediate and advanced rules and try out the scenarios provided on the pages following those sections. By the time you've absorbed all the rules in this book, you'll be able to play large battles involving heroic leaders, hordes of monsters, powerful siege artillery—even flying dragons and towering castles!

The complexity and playing time of a scenario relate directly to the size of the playing area and the number of miniatures involved. While miniatures gaming lends itself readily to team play, getting more players involved will not necessarily decrease the playing time of a game. Experience will soon show you the right type of scenario for a given group of players and time limit.

Self-designed scenarios are easy to do and lots of fun. A particular advantage of the home-grown scenario is that you can tailor the forces in the battle to the kinds of minatures you have on hand. Appendix III provides a point system and other tips for creating balanced armies in home-grown scenarios.

Starting to Play

Once your scenario is chosen or planned, you simply need to set up the necessary terrain features, make a roster of all of your units (for an original scenario), put the miniatures in place on the battlefield, and start to play.

For the scenarios given in this book, general setup locations are specified. However, you will often get to select the exact placement of each unit, the direction faced by your miniatures, and so on. Sometimes a scenario will specify that one side or another is set up first.

Rosters for the scenarios in this book are included with each scenario. You may want to copy the information onto a separate sheet of paper (especially if you want to refer to other parts of the rule book during play), but this is not necessary. If you are using a self-designed scenario, you will have to draw up your own rosters.

Once your rosters are in hand, the terrain and miniatures are arrayed across the table, and dice, rulers, and the rule book are close at hand, you're ready to start the game!

Follow the BATTLESYSTEM sequence of play (see page 14) for each turn of the game. Play through a succession of turns until one side or another achieves victory. Though the victor is always defined by certain scenario conditions, such definitions are often unnecessary. If your victory was a solid one, you (and your opponent) will know it!

Questions?

If you're unsure how to interpret a rule or how to deal with a special situation that comes up during the play of a scenario, we may be able to help. Send a note containing your question or comment, along with a self-addressed, stamped envelope, to BATTLESYSTEM™ Game Question, TSR, Inc., P.O. Box 756, Lake Geneva WI 53147. Be sure to give us as much information as we'll need to give you an accurate and complete answer, and if possible, phrase your question so that it can be answered in just a few words.

About this book

This new book of BATTLESYSTEM™ rules gives you all the information you need to create and fight tabletop battles with miniature figures. The rules progress through stages, allowing you to select the level of complexity and detail you desire.

The basic rules (Chapters 1 through 5) are the fundamentals: how units of miniature figures are described, and what they represent; the sequence of events that makes up a turn; how to determine morale; how to move units across the battlefield; and how to conduct combat. By the time you master this section of the book, you will be a full-fledged miniatures player.

The intermediate rules (Chapter 6) go a few steps farther, introducing special historical units such as skirmishers (hit-and-run specialists) and arquebusiers (wielders of the first primitive firearms). In this section you'll also meet the exceptional individuals known as heroes and commanders and learn about the many ways in which their presence on the battlefield can change the outcome of a conflict. Rounding out this section are optional rules for movement and combat that add detail and realism.

The advanced rules (Chapters 7 and 8) add the element of fantasy, with guidelines for using flying creatures, magical effects, and magic spells, plus rules for undead creatures and artillery. Finally, you'll learn how to conduct combat in and around fortresses, towers, and other structures: breaking through barriers, scaling walls, using siege machines, and defending against a foe who's trying to do those things to your troops.

All of the optional rules (intermediate and advanced) are modular, so that you can use only some of them if you so desire. The system has been carefully designed so that the omission of some of the optional parts will not have a bad effect on the overall balance of the game. However, we strongly encourage you to work through all the rules in this book—try everything before deciding

The irregular peasant unit approaching the castle suddenly halts, thrown into further disarray by the thunderous charge of heavy cavalry.

not to use something, so that you can get as much enjoyment as possible out of the BATTLESYSTEM™ miniatures gaming experience.

Following each section of game rules, you will find three scenarios—predesigned battles that you can set up and fight. The first group of scenarios uses just the basic rules, and the later groups add the intermediate and advanced rules—creating scenarios that are more complex but also more exciting because of their complexity.

The appendices at the back of this book take you even farther into the hobby of miniatures gaming. You'll find out how to convert character types and creatures from the ADVANCED DUNGEONS & DRAGONS® game into figures and units that can be used in a BATTLESYSTEM scenario. To save you some work, we've provided a long list of statistics for typical troop types and many of the fantastic creatures from the AD&D® game worlds. You'll learn how to design your own scenarios, using a point system to be sure that the forces on each side are evenly balanced. And lest you thought we forgot about the most important aspect of miniatures gaming—the figures themselves—we've also included a section on painting attractive and realistic-looking figures as well as creating the three-dimensional features for your tabletop battlefield. These rules *would* work just as well with cardboard squares for troops, and penciled-in outlines of rivers and trees . . . but it wouldn't be quite the same.

The Rules Summary

A summary of the major BATTLESYSTEM rules is included at the end of the Introduction (page 6). Players with some experience in miniatures gaming will be able to absorb the basics of this game with a quick look at the rules summary.

Changes in the System

This set of rules bears some resemblance to the original

BATTLESYSTEM Fantasy Combat Supplement, published in 1985—but a lot of details have been improved. Some of the differences between the old system and the new one are these:

The new combat system requires less record-keeping and uses more dice and less mathematics. A time-consuming part of the original game, the Combat Results Table, has been completely revamped.

Instead of a quarter-page unit roster, each unit can be represented by as little as one line of information. Page 127 is a sheet of blank forms, used to display information for units in any easily readable fashion.

The base size for BATTLESYSTEM units has been converted to a more universal standard. Individually mounted figures that have been used with the original game can be easily remounted, since the new standard base sizes are slightly larger than the older ones.

The number of magic spells described in these rules, although still substantial, is much smaller than the number of spell choices in the original game, and each spell is specifically described in BATTLESYSTEM game terms.

These rules are fully compatible with the AD&D game (original or 2nd Edition), but do not depend on that game in order to be playable. You don't need any of the AD&D game reference materials, or even any knowledge of that game, to stage miniatures battles with the new BATTLESYSTEM rules.

One result of these changes, and the many others that players of the original BATTLESYSTEM game will find in this book, is that any miniatures battles you want to set up using these rules can be played without the participation of a referee. The Dungeon Master of your AD&D game campaign is welcome to oversee the battle, of course, and he may be useful in resolving issues that arise if your game play goes beyond the scope of these rules. But this version of the BATTLESYSTEM game has been designed so that two players can contest against one another without the need for a third party to moderate.

Other Materials Needed for Play

DICE. An assortment of dice are used in playing the BATTLESYSTEM game, primarily for resolving attacks and checking the morale status of your units, but also for other purposes.

For best results you should have at least six dice of each of the following types: 4-sided, 6-sided, 8-sided, 10-sided, and 12-sided. Dice are referred to in the rules by abbreviations: d6 for a six-sided die, d10 for a 10-sided die, and so on.

If you don't have all of these types of dice, the absolute minimum requirement is two 6-sided dice and two 10-sided dice. To simulate the rolling of a d4 or a d8, roll the next largest die and disregard (reroll) any results higher than the desired range. To simulate a d12 roll, roll 1d6 and 1d10. If the d10 comes up 1–5, read the d6 normally. If the d10 comes up 6–10, add +6 to the d6 roll to get a number from 7 through 12. (As you can see, getting along without all the proper types of dice is possible but troublesome.)

FIGURES. Miniature figures, cast from metal or plastic, make the best troops for your army. The game is designed to be played with 25mm (1 inch = 6 feet) scale figures. Chapter 1 contains information on preparing figures for play, and Appendix IV includes a short course on painting miniatures and attaching them to bases.

PLAYING SURFACE. A miniatures game requires a large, flat surface. You can use a section of floor, but for several reasons (especially in a household with animals or small children) a tabletop is much better. The table should be large enough to allow room for maneuvering, but small enough so that 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 battlefield that is twice as long as it is wide. A 4' × 8' surface is ideal; 3' × 6' is large enough for small scenarios.

When reading this summary, you will need to refer to a BATTLESYSTEM™ unit roster (see the example on page 12), and the Reference Card attached to the back cover.

The ground scale is 1 inch = 10 yards. Figures are at a 10:1 ratio, so that each figure in a unit represents 10 individual combatants of that figure type. The game is designed for use with 25mm figures.

Units are described by the wods and statistics on the unit roster: Type, Weapon(s) Used, Attack Dice, Armor Rating, Hits, Morale, and Movement.

Attack Dice (AD) specifies a size of die (d4, d6, d8, d10, or d12). On rare occasions, an AD notation will be given as the total of two dice, such as 10 + 8 or 2d10; otherwise, only a single numeral appears, indicating a single die that has that many sides. Generally, a player rolls one attack die for each figure in an attacking unit. The result of each roll is compared to the table on the top of the Reference Card to find out how many hits were scored on the defending unit by that roll. The attacker adds up the hits scored by all of his AD rolls to determine how many hits were scored by the entire attack.

Occasionally (such as during a charge or when missile weapons are fired; see the Reference Card), the number of attack dice allowed for a unit is increased or decreased. In all such cases, round fractions up. For example, a unit with 5 figures that is allowed a bonus of $\times 1\frac{1}{2}$ AD gets to roll 3 extra attack dice; the same unit attacking at $\times \frac{1}{2}$ AD must roll only 3 attack dice instead of 5.

Armor Rating (AR) represents a unit's ability to withstand hits—the lower a unit's AR number, the harder it is to defeat. When the attacker has finished rolling his attack dice and has totaled all of the hits scored, the defender rolls 1d10 for each hit. Each result higher than the defending unit's AR means one of the hits is cancelled by armor.

Circumstances often affect a unit's armor rating, modifying it for the purpose of determining hits scored by a specific attack. A negative modifier to AR is an improvement, increasing the target's chance of avoiding hits, while a positive modifier makes the defender more vulnerable. In some cases, more than one of the modifiers to a target's AR (see the Reference Card) will apply at the same time.

Hits represents the number of hits required to remove one figure from the unit. Figures can be removed from anywhere in the unit. Partial damage to a figure can be recorded by placing a d6 next to the unit. For example, if it takes 4 hits to remove a figure from a unit and that unit suffers 3 hits, then a d6 with the "3" facing up is placed next to the unit to keep track of the hits it has suffered. As soon as the unit takes 1 more hit, then a figure must be removed.

Example of combat procedure: Unit A (8 figures, AD 8) engages in melee (hand-to-hand) combat with Unit B (6 figures, AR 7, H 2). For the attack, Player A rolls 8d6, getting results of 2, 2, 3, 4, 5, 5, 7, and 8. The three lowest rolls score no hits; the next three highest rolls score 1 hit each; and the two highest rolls score 2 hits each, for a total of 7 hits.

Player B rolls 7d10 to see how many of the hits are cancelled out by armor, getting results of 1, 3, 3, 4, 5, 8, and 9. The two highest rolls are greater than Unit B's armor rating of 7, meaning that only 5 of the hits actually did damage. Since each figure in Unit B can take 2 hits before having to be removed, this means that Player B must take 2 figures off the tabletop and then note (with a d6, as described above, or some other marker) that the unit has suffered 1 additional hit of damage.

Morale (ML) refers to the morale rating of the unit. When a unit makes a morale check, the player must roll 2d10. A result equal to or less than the unit's ML means that the check is passed, and the unit does not suffer any penalties. A result greater than the unit's ML means that the check is failed, which has varying effects, depending on the status of the unit when the check is made.

All units begin the game in good order. When a unit in good order reaches a situation that calls for a morale check (see the Reference Card), the unit must either make a morale check or retreat 4″ (player's choice). If the check is made and failed, the unit goes to shaken order and must retreat 4″.

When a shaken unit reaches a situation that calls for a morale check, the check is mandatory. If the check is failed, the unit must retreat 4″ and make another check. A failure on this second check causes the unit to rout.

A unit that has been routed will attempt to retreat from the battlefield as quickly as possible.

A unit that is shaken or routed and is not in contact with enemy forces can be rallied (improved to good or shaken order) if it makes a successful morale check.

Any unit that fails a morale check by 7 or more is routed immediately. For a unit with ML 12, for instance, this occurs if the 2d10 roll is 19 or 20.

It is important to remember that a high ML is *good*, but a high roll on a morale check is *bad*, since a check is failed whenever the roll exceeds the unit's ML.

In certain circumstances, a unit's ML is modified before a check is made; see the Reference Card.

For scenarios that use the intermediate rules concerning individual units (heroes and commanders), the heading on this column of the unit roster is given as ML/CD, and the number for an individual, expressed in inches, represents that figure's command diameter (see the intermediate rules). Heroes and commanders do not have morale ratings (in effect, their ML is considered to be so high that it need never be checked).

Movement (MV) is the number of inches a unit can move across clear, flat terrain. A unit conducting a charge can move farther than its normal MV. Special terrain—anything other than clear, flat ground—has an effect on movement (see the Reference Card); sometimes a unit is slowed, and certain types of units are not allowed to move into some types of terrain.