Hauberk

ADDITIONAL RULES for the CHAINMAIL GAME

by

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Sample file

Arpedege

Introduction: When Chainmail was first released by Guidon Games in 1971, it was intended to be a set of rules by which a small number of historical enthusiasts could simulate medieval warfare with miniature figures. 50 years later its direct descendent is one of the most popular tabletop role playing games in the world.

The history of that game cannot be repeated in the space I have here, but it started with a rules supplement at the back of the Chainmail rules. The "Fantasy Supplement" was a loose set of guidelines designed to aid the medieval enthusiast in recreating his (or her) favorite scenes from fantasy literature (with an emphasis on The Lord of the Rings). However, soon after its release gamers began to use the rules to simulate individual heroics as they entered deep dungeons seeking dangerous dragons. Those house rules for Chainmail were soon codified and released as the game we all know and love.

This work is an homage to those early days of gaming where people would find a rule set like Chainmail and modify it using a variety of house rules to suit their style of play. The rules are purposefully vague and a bit haphazard. However, they are implicit in the attempt to focus the game on man-to-man skirmishes. If at any point you are confused about a rule, agree on how to interpret it and move on.

Enjoy

Written by RK Payne (2022)

Ownership of the Chainmail game and several twelve-sided dice are required to use this product.

https://www.drivethrurpg.com/product/17010/Chainmail-Rules-for-Medieval-Miniatures-0e?term=chainmail

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ADDITIONS TO THE MAN-TO-MAN RULES

TRAITS

Traits can be applied to individual figures when using the Man-to-Man rules. It is possible to have two of the same traits with the effects added. The descriptor "Very…" is usually applied (such as Very Strong or Very Fragile).

The cost for a Trait is reflected as a percentage, adding or deducting from the base point cost of the model (round any fractions up). The minimum cost for any figure is ½ a point.

Strong: The figure is unusually strong for its species. Add 1 to melee attack rolls. Add 1 to strength tests. (20%)

Weak: The figure is underdeveloped. Subtract 1 from strength tests. (-10%)

Intelligent: The figure is much smarter than his peers. Add 1 to intelligence and magic tests. (-10%)

Dimmed: The figure lacks clarity of thought. Subtract 1 from intelligence and magic tests. (-10%)

Wise: The figure is worldly and commands respect. Add 1 to rally attempts and magic saves. Add 1 to wisdom tests. (-10%)

Foolish: The figure is rash and prone to error. Subtract 1 from magic saves. Subtract 1 from wisdom tests. (-10%)

Tough: The figure has more endurance than usual. Add 1 HTK. Add 1 to constitution tests. (20%)

Fragile: The figure is sickly. Subtract 1 from constitution tests. (-10%)

Agile: The figure is quick and dexterous. Add 1 missile attack die. Add 1 to dexterity tests. (20%)

Clumsy: The figure is not very adroit. Subtract 1 from dexterity checks. (-10%)

Leader: The figure is charismatic. Add 1 to morale, rally, and charisma tests. (20%)

Antagonistic: The figure is unrefined and lacks personality. Subtract 1 from charisma tests (-10%)

Stealthy: The figure is good at hiding and moving about unnoticed. Add 2 to any dexterity tests when trying to move silently or hide in shadows / brush. (20%)

Sneaky: The figure is trained in how to filch items, pick locks, and decipher riddles or maps. Add 2 to dexterity tests when attempting those tasks. (20%)

Natural: The figure is at home out of doors and can track others, identify natural signs, and hunt effectively. Add 2 to wisdom tests when attempting those tasks. (20%)

Gifted: The figure is blessed by his god, well trained, or just talented. Choose one non-combat skill, ability, or skill and add 1 to the roll of any test. (10%)

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