



Terrain Rules Summary

Use these rules with the downloadable terrain sheets available at the CHAINMAIL® official website <www.wizards.com/chainmail>.

Briars

Movement Cost: $-2\frac{1}{2}$ max
Cover: yes (+4 armor)

Dragon Claw

Movement Cost: -2 per
Cover: yes (+4 armor)
A model on a dragon claw suffers -2 to attacks and armor.

Dragon Skull

Movement Cost: no movement
Line of Sight: blocked
If an attacking model touches the ground surrounding the skull, a natural 20 on the attack roll is automatically a critical hit.

Giant Tree

Movement Cost: no movement
Line of Sight: blocked

Hall of Evil (Walls and Floor)

Wall Movement Cost: no movement
Wall Line of Sight: blocked
If an evil model touches the floor within the hall, it gains a +1 bonus on its attack rolls.

Hall of Good (Walls and Floor)

Wall Movement Cost: no movement
Wall Line of Sight: blocked
If a good model touches the floor within the hall, it gains a +1 bonus on its attack rolls.

Hedgerow

Movement Cost: $-2\frac{1}{2}$ per
Cover: yes (+4 armor)
A model on a hedgerow suffers -2 to attacks and armor.

High Wall

Movement Cost: no movement
Cover: yes (+4 armor)
Line of Sight: blocked

Hill

Movement Cost: $-1\frac{1}{2}$ per (uphill)
Line of Sight: special
Provides Elevation (An elevated model gets a +1 bonus to attack a lower model.)

Hissing Pool

Movement Cost: -1 max
Any model that is knocked down while any part of its base is touching the red area of the hissing pool is destroyed.

Hut (Wall and Window)

Wall Movement Cost: no movement
Wall Line of Sight: blocked
Window Movement Cost: $-2\frac{1}{2}$ per
Window Cover: yes
A model in a hut window suffers -2 to attacks and armor.

Large Hill

Movement Cost: -1 per (uphill)
Line of Sight: special
Provides Elevation (An elevated model gets a +1 bonus to attack a lower model.)

Low Wall

Movement Cost: $-2\frac{1}{2}$ per
Cover: yes (+4 armor)
A model on a low wall suffers -2 to attacks and armor.

Mausoleum (Wall)

Wall Movement Cost: no movement
Wall Line of Sight: blocked

Murder Slab

If a living model is touching the murder slab, it heals 1 damage for each enemy model it destroys.

Quagmire

Movement Cost: no movement
Cover: no

Row of Headstones

Movement Cost: $-1\frac{1}{2}$ per
Cover: yes (+4 armor)

Row of Trees

Movement Cost: $-2\frac{1}{2}$ max
Cover: yes (+4 armor)
Line of Sight: blocked by $2\frac{1}{2}$ or more of row of trees

Ruined Tower (Rubble and Wall)

Rubble Movement Cost: -2 max
Rubble Cover: yes
Wall Movement Cost: no movement
Wall Line of Sight: blocked

Sacred Circle (Idol and Outer Ring)

Idol Movement Cost: no movement
Idol Line of Sight: blocked
Outer Ring Cover: no

Stake Barrier

Movement Cost: $-1\frac{1}{2}$ per
Cover: no
The stakes "attack" any model that enters the barrier from the direction the stakes are pointing.
Melee Attack: +5; Melee Damage: 1
A model (other than a wild troop or a routing model) can treat the stake barrier as an impenetrable barrier when determining which enemy model is nearest or which path to an enemy model (or other point) is shortest.

Web

Movement Cost: A model that touches the web while moving or that starts its turn touching the web must make a save (Difficulty Class 13). If it fails, it may not move farther this turn, or move at all if it was touching the web at the start of its turn. If it succeeds, it suffers no movement penalty.
Cover: Attacks made through the web suffer a -4 penalty for each 1" (or fraction of an inch) between the attacker and the target.

Woods

Movement Cost: $-2\frac{1}{2}$ max
Cover: yes (+4 armor)
Line of Sight: blocked by $2\frac{1}{2}$ or more of woods



Free Bonus Terrain

The Free Bonus Terrain was created by Christopher West and was given to visitors of the Wizards booth at GenCon 2002.

Boulder Piles

Movement Cost: -2" per (uphill and downhill)

Line of Sight: special*

*Provides Elevation (An elevated model gets a +1 bonus to attack a lower model).

Although the boulder piles provide elevation, unlike hills they do not block line of sight.

Chasm

Movement Cost: no movement

Cover: no

Special: A model that is knocked down while touching the chasm terrain piece must immediately make a successful save (DC 12) or be removed from the game.

Magma Pool

Pool Movement Cost: no movement

Path Movement Cost: special*

Cover: no

* The crusted path over the pool is solid enough to allow normal movement, but emanates a considerable amount of heat. A model that begins its turn with any part of its base on the path receives 1 fire damage upon activation.

[Note: In this way, models that pass over the path on their turn may do so unharmed, but models that are forced to stop on it receive damage.] A model (other than a wild troop or a routing model) can treat the path as an impenetrable barrier when determining which enemy model is nearest or which path to an enemy model (or other point) is shortest.

Row of Stalagmites

Movement cost: no movement

Line of sight: blocked

[Note: Models with 25mm bases are meant to be able to pass between all the gaps except for the tiny gap between the second and third stalagmite from the right. Large-based models can't fit between several of the gaps without squeezing between the obstacles, meaning they can't end their movement between the small gaps.]

Sinkhole

Movement Cost: -2" per (uphill and downhill)

Line of Sight: special*

*Blocks line of sight between models fully within the sinkhole area and those fully outside of it. Models in contact with the edge of the sinkhole are considered to have Elevation over those within.

Subterranean Pool

Movement Cost: no movement

Cover: no

Stalagmite Line of Sight: blocked