

FANTASY WARLORD™ PROFILE

Race: Dwarf

Hated Foe: Orcs; Goblins; Ogres; Trolls

MOVEMENT IN CENTIMETRES (CMS)							MOVEMENT MODIFIERS			
Troop Type	Normal	Double	Evade Charge	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Ford	Scrub Marsh Wood	Steep Hill
Inf: No Armour, Leather Armour	16	32	24	8	28	26	- 3/4	- 1/2	- 1/2	- 1/4
Inf: Chainmail, Plate & Mail	14	28	21	7	25	23	- 3/4	- 1/2	- 1/2	- 1/4
Inf: Full Plate	12	24	18	6	22	20	- 3/4	- 1/2	- 1/2	- 1/4
Cav: No Armour, Leather Armour	32	64	48	16	56	52	IMP	- 1/2	- 3/4	- 1/2
Cav: Chainmail, Mail & Plate	28	56	42	14	50	46	IMP	- 1/2	- 3/4	- 1/2
Cav: Full Plate	24	48	36	12	44	40	IMP	- 1/2	- 3/4	- 1/2

CHANGE FORMATION PENALTY	
Troop Class	Penalty
A Guard	- 1/4
B Regular	- 1/2
C Militia	- 3/4
BASE SIZES (IN MM)	
Close Order Inf	20 x 20
Close Order Cav	25 x 50
Open Order Inf	
Open Order Cav	

ORDER AND REACTION TEST MODIFIERS	
Roll one D100 for each unit, then add or subtract the following modifiers:	%
Unit attacked by monster or undead or magic last turn	+ 5EA
Unit suffered casualties last turn	+ 4
Unit passed last order test	- 12
ORDER TEST ONLY Character within 20 cms of the unit	- CF
REACTION TEST ONLY Character in direct control of unit	- CF x 2

INFANTRY MOVE & FIRE COST	
Infantry that move and fire suffer a movement penalty:	
Javelin	- 1/4
Shortbow	- 1/2
Crossbow	- 3/4
Firearm	Not possible

ORDER/REACTION TARGETS	
Unit must score under or equal to its class % to pass its test	%
A Guard	80
B Regular	70
C Militia	55

AUTOMATIC MOVES	
Roll one D100 for each unit that failed its order test	%
Remain stationary	0-60
Retire to limit of movement	61-70
Advance to limit of normal move	71-78
Copy nearest visible Dwarfs on right	78-89
Copy nearest visible Dwarfs on left	90-100

BASIC FIRING PERCENTAGES (BFP)				TARGET'S ARMOUR TYPE				
Weapon Type	Short	Range		No Armour	Leather Armour	Chainmail	Mail & Plate	Full Plate
		Medium	Long					
Javelin	0-5	6-10	11-20	10	9	7	6	4
Shortbow	0-10	11-20	21-40	12	11	10	7	6
Crossbow	0-15	16-30	31-60	17	16	14	12	10
Firearm	0-9	10-18	19-36	19	18	17	15	13

RANKS FOR FIRING	
INFANTRY:	
Javelin	1 rank
Shortbow	2 ranks
Crossbow	2 ranks
Firearm	1 rank
CAVALRY:	
All weapons	1 rank

FIRING MODIFIERS (ADD THE FOLLOWING CUMULATIVE MODIFIERS TO YOUR BFP)			
	%		%
Target is character or in open order	- 5	Per rank of target (no maximum)	+ 2
Target moved 10 cms plus this turn	- 4	Target is mounted or on a vehicle	+ 2
Target in light cover	- 2	Target is a monster	+ 3
Target in medium cover	- 4	Unit firing are A class	+ 1
Target in heavy cover	- 6	Unit firing are C class	- 4
Target equipped with shields	- 2	Unit firing are mounted	- 4
Target has armoured mounts	- 2	Unit firing are on a moving vehicle	- 3

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General Allegiance: Neutral

BASIC COMBAT PERCENTAGES (BCP)	TARGET'S ARMOUR CLASS				
	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Dagger	8	6	5	4	3
Improvised Weapons	13	10	6	5	4
Sword	20	17	13	11	8
Axe, Mace or Hammer	22	20	16	12	10
Spear	21	19	14	9	7
Pike	26	24	17	13	8
Polearm or Double Handed Weapon	34	30	23	20	16
Mixed Weapons	20	16	12	10	8

COMBAT MODIFIERS	
Add the following cumulative modifiers to your BCP where applicable	%
Charged into combat (Cavalry x 2)	+ 10
Fighting a hated foe	+ 8
Unit is mounted and fighting infantry	+ 10
Each complete rank of unit's formation (max 5)	+ 1
Attacking enemy in flank	+ 10
Fighting a monster	- 8
Character is in direct control of unit	+ MF
Attacking enemy in rear	+ 20
Attacking enemy in light cover	- 2
Attacking enemy in medium cover	- 4
Attacking enemy in heavy cover	- 6
A class or is a character	+ 6
C class	- 2
Enemy has a shield/armoured unit	-2/-1
Enemy is disordered	+ 10

WHEN TO TEST MORALE
Attacked by a monster
Attacked in flank or rear
Lost a combat
Fired on by previously hidden enemy
Friends routing within 10 cms
Suffered 20% casualties this turn
Attacked by magic
Character in Direct Control killed
Suffered 50% casualties overall
Attacked by undead

BASIC MORALE VALUES (BMV)		CASUALTIES AS % OF INITIAL UNIT				
Troop Class	No Loss	- 10%	- 20%	- 30%	- 40%	- 50%
A Guards	11	10	9	8	7	6
B Regulars	10	9	8	7	6	5
C Militia	8	7	6	5	4	2

CUMULATIVE MORALE MODIFIERS (ADD TO BMV)	
Character in direct control of unit	+ MF
Each free visible friendly character or unit within 10 cms	+ 1
Character in direct control of unit is killed this turn	- 2
Each free visible enemy monster or unit within 20 cms	- 1
Hated Foe within 20 cms	+ 1
Unit is being attacked in flank	- 2
Unit is being attacked in rear	- 4
Unit is engaged with enemy twice its number	- 1
Unit is engaged with enemy half its number	+ 1
Unit lost last round of combat	- 1
Unit is in heavy cover	+ 3
Unit has been attacked by magic this turn	- 2
Unit has been attacked by a monster this turn	- 3
Unit has been attacked by undead this turn	- 2

MORALE RESULTS TABLE			
Score	A	B	C
20 and above	UA	UA	UA
19	UA	UA	UA
18	CO	UA	UA
17	CO	CO	UA
11-16	CO	CO	CO
10	CO	CO	RET
9	CO	RET	RET
8	RET	RET	RET
7	RET	RET	ROUT
6	RET	ROUT	ROUT
5 or less	ROUT	ROUT	ROUT