

FANTASY WARLORD™ PROFILE

Race: Goblin

Hated Foe: Dwarfs

MOVEMENT IN CENTIMETRES (CMS)							MOVEMENT MODIFIERS			
Troop Type	Normal	Double	Charge Evade	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Ford	Scrub Marsh	Steep Hill Wood
Inf: No Armour, Leather Armour	22	44	33	11	37	35	- 1/2	- 1/2	- 1/4	- 1/2
Inf: Chainmail, Plate & Mail	20	40	30	10	34	32	- 1/2	- 1/2	- 1/4	- 1/2
Inf: Full Plate	17	34	25	8	38	36	- 1/2	- 1/2	- 1/4	- 1/2
Cav: No Armour, Leather Armour	38	76	57	19	65	61	IMP	- 1/2	- 1/4	- 1/2
Cav: Chainmail, Mail & Plate	34	68	51	17	59	55	IMP	- 1/2	- 1/4	- 1/2
Cav: Full Plate	28	56	42	14	50	46	IMP	- 1/2	- 1/2	- 3/4

CHANGE FORMATION PENALTY	
Troop Class	Penalty
A Warriors	- 1/2
B Raiders	- 3/4
C Tribesmen	Entire turn
BASE SIZES (IN MM)	
Close Order Inf	20 x 20
Close Order Cav	25 x 50
Open Order Inf	25 x 25
Open Order Cav	30 x 50

ORDER AND REACTION TEST MODIFIERS	
Roll one D100 for each unit, then add or subtract the following modifiers:	%
Unit attacked by monster or magic last turn	+ 10EA
Unit suffered casualties last turn	+ 7
Unit passed last order test	- 7
ORDER TEST ONLY Character within 10 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
Sling	- 1/4
Shortbow	- 1/4
Crossbow	Not possible

ORDER/REACTION TARGETS	
Unit must score under or equal to its class % to pass its test	%
A Warriors	58
B Raiders	48
C Tribesmen	33

AUTOMATIC MOVES	
Roll one D100 for each unit that failed its order test	%
Remain stationary	0-36
Retire to limit of movement	37-51
Advance to limit of normal move	52-66
Copy nearest visible Friends on right	67-83
Copy nearest visible Friends on left	84-100

BASIC FIRING PERCENTAGES (BFP)				TARGET'S ARMOUR TYPE				
Weapon Type	Range			No Armour	Leather Armour	Chainmail	Mail & Plate	Full Plate
	Short	Medium	Long					
Javelin	0-4	5-8	9-18	9	8	6	5	4
Sling	0-5	6-10	11-20	8	6	5	3	2
Short Bow	0-11	12-23	24-45	12	11	10	7	6
Cross Bow	0-9	10-18	19-36	15	14	13	11	9

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

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

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General Allegiance: Evil

Hated Foe: Dwarfs

BASIC COMBAT PERCENTAGES (BCP)	TARGET'S ARMOUR CLASS				
	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Dagger	7	5	4	3	2
Improvised Weapons	11	8	5	4	3
Sword	18	16	12	10	8
Axe, Mace or Hammer	18	16	13	10	8
Spear	21	19	14	9	7
Pike	N/A	N/A	N/A	N/A	N/A
Polearm or Double Handed Weapon	30	27	20	17	14
Mixed Weapons	17	15	11	9	7

COMBAT MODIFIERS	
Add the following cumulative modifiers to your BCP where applicable	%
Charged into combat (Cavalry x 2)	+ 8
Fighting a hated foe	+ 5
Unit is mounted and fighting infantry	+ 8
Each complete rank of unit's formation (max 5)	+ 1
Attacking enemy in flank	+ 10
Fighting a monster	- 10
Character is in direct control of unit	+ MF
Attacking enemy in rear	+ 20
Attacking enemy in light cover	- 1
Attacking enemy in medium cover	- 3
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 20 cms
Suffered 20% casualties this turn
Attacked by magic
Character in Direct Control killed
Suffered 50% casualties overall
'C' class fired on for first time

BASIC MORALE VALUES (BMV)	CASUALTIES AS % OF INITIAL UNIT					
	No Loss	- 10%	- 20%	- 30%	- 40%	- 50%
Troop Class						
A Warriors	10	9	7	6	5	3
B Raiders	9	8	6	5	4	2
C Tribesmen	7	6	4	3	2	0

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	- 3
Each free visible enemy monster or unit within 20 cms	- 1
Hated Foe within 20 cms	+ 1
Unit is being attacked in flank	- 4
Unit is being attacked in rear	- 6
Unit is engaged with enemy twice its number	- 2
Unit is engaged with enemy half its number	+ 1
Unit lost last round of combat	- 2
Unit is in heavy cover	+ 1
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	- 1

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