FANTASY WARLORD™ PROFILE

Race: Flying Animals

	Animal		Normal	Double	Charge Evade*	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Scrub	Wood	Marsh Ford Hill
MOVEMENT IN CENTIMETRES (CMS)									**MOVEMENT MODIFIERS**			
Airborne	Giant Eagle		54	108	81	27	116	112	Not Applicable			
	Giant Raven, Giant Bat		48	96	72	24	104	100	Not Applicable			
	Pteradactyl		40	80	60	20	88	84	Not applicable			
	Pegasus		44	88	66	22	92	90	Not Applicable			
Grounded	Giant Eagle, Giant Raven		10	20	15	5	24	22	− 1/2	− 1/2	− 1/2	− 1/2
	Giant Bat, Pteradactyl		6	12	9	3	16	14	− 3/4	− 1/2	− 3/4	− 3/4
	Pegasus		40	80	60	20	84	82	− 1/2	− 1/4	− 1/2	− 1/2

*Players should note all flying animals are capable of evading.

CHANGE FORMATION PENALTY

Animal	Penalty
Pegasus	None
Eagle	− 1/4
Ravens	− 1/4
Giant Bat	− 1/2
Pteradactyl	− 3/4

ANIMAL BASE SIZES (IN MM)

All flying animals	30 x 30

ORDER AND REACTION TEST MODIFIERS

Roll one D100 for each unit, then add or subtract the following:	%
Pack attacked by fire/monster/magic/undead last turn	+ 10
Pack sustained casualties last turn	+ 10
Pack was in command last turn	− 5
ORDER TEST ONLY Pack within 20 cms of enemy	+5
REACTION TEST ONLY Character in direct control of pack	− CF x 2

ORDER/REACTION TARGETS

A pack must score under or equal to its class % to pass this test	%
Giant Eagle	70
Pegasus and Raven	55
Giant Bat	40
Pteradactyl	20

AUTOMATIC MOVES

Roll one D100 for each unit that failed its order test	%
Remain stationary	0–20
Retire to limit of movement	21–40
Advance to limit of normal move	41–50
Copy nearest visible Friends on right	51–75
Copy nearest visible Friends on left	76–100

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BASIC COMBAT PERCENTAGES (BCP)	TARGET'S ARMOUR CLASS				
Animal	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Great Eagle	15	12	7	5	3
Giant Raven	13	10	5	3	2
Pegasus	9	6	5	4	3
Pterodactyl	14	11	6	4	2
Giant Bat	14	11	6	3	2

COMBAT MODIFIERS	
Add the following modifiers to your BCP	**%**
Charged into combat	+ 10
Fighting Cavalry while flying	+ 8
Attacking enemy in flank	+ 6
Attacking enemy in rear	+ 10
Fighting a monster	− 10
Character in Direct Control	+ CF
Attacking Foe in medium cover	− 5
Attacking Foe in heavy cover	− 8
Enemy has a shield or armoured mount	− 2/− 2
Enemy is disordered	+ 10

ANIMAL ARMOUR CLASSES	
Creature	**Armour**
Giant Bat	No Armour
Eagle	Leather
Raven	Leather
Pterodactyl	Leather
Pegasus	No Armour

BASIC MORALE VALUES (BMV)						
Creature	No Loss	− 10%	− 20%	− 30%	− 40%	− 50%
A Eagle, Raven	14	12	8	6	4	2
B All other flying animals	11	9	5	4	2	0

WHEN TO TEST MORALE
Lost a combat
Attacked in flank or rear
Attacked by a monster
Fired on by hidden foe
Attacked by magic
Friends routing within 25 cms
Fired on for first time this game
Attacked by Fire
Attacked by Undead (not Pterodactyl)
Pack suffered 20% casualties this turn
Pack has suffered 50% casualties overall

CUMULATIVE MORALE MODIFIERS (ADD TO BMV)	
Character in direct control of pack	+ MF
Per free visible allied character or unit within 15 cms	+ 1
Per free visible enemy monster or unit within 20 cms	− 1
Character in direct control killed this turn	− 4
Animal is in medium or heavy cover	+ 2
Animal attacked in flank	− 3
Animal attacked in rear	− 6
Attacked by Magic	− 4
Attacked by Fire	− 4
Attacked by Monster	− 4
Attacked by undead (not Pterodactyl)	− 3

MORALE RESULTS TABLE		
Score	**A**	**B**
18+	UA	UA
17	CO	UA
11–16	CO	CO
10	CO	RET
8–9	RET	RET
7	RET	ROUT
6 or less	ROUT	ROUT

GENERAL ALLEGIANCE GUIDE	
Pegasus	Light
All other flying animals	Equilibrium
Pterodactyls	Darkness