FANTASY WARLORD™ PROFILE

Race: Flying Monsters

Move	Movement in Centimetres (cms)						MOVEMENT MODIFIERS				
Mons	ter	Normal	Double	Charge Evade*	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Scrub	Wood Hill	Marsh Ford
e.	Demi-Dragon, Wyvern	40	80	60	20	88	84	Not Applicable			
Airborne	Griffin	44	88	66	22	92	90	Not Applicable			
Ain	Pteradon	46	92	69	23	96	94	Not applicable			dell JAS
pəl	Demi-Dragon	14	28	21	7	32	30	- 1/4	- 1/4	- 1/2	IMP
Grounded	Wyvern, Pteradon	12	24	18	6	28	26	- 1/2	- 1/4	- 1/2	- 1/2
S.	Griffin	40	80	60	20	84	82	- 1/2	- 1/4	- 1/2	- 1/2

^{*}Players should note all flying monsters are capable of evading whilst in the air.

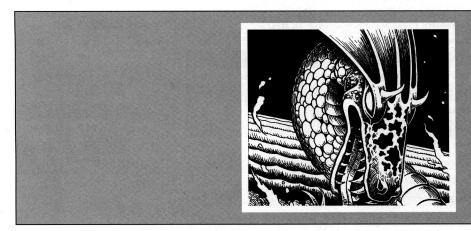
CHANGE FORMATION PENALTY			
Monster	Penalty		
Demi-Dragon	- 1/2		
Wyvern	-3/4		
Pteradon	- 3/4		
Griffin	- 1/2		

Animal Base Sizes(in mm)	
All flying monsters	As appropriate to model

ORDER AND REACTION TEST MODIFIERS	
Roll one D100 for each monster, then add or subtract the following:	%
Monster attacked by fire/monster/magic last turn	+ 10
Monster sustained a wound last turn	+ 10
Monster was in command last turn	-5
ORDER TEST ONLY Monster within 20 cms of enemy	+5
REACTION TEST ONLY Character in direct control of monster	- CF x 2

ORDER/REACTION TARGETS				
A monster must score under or equal to its class % to pass this test	%			
Demi-Dragon	65			
Wyvern	40			
Griffin	45			
Pteradon	25			

Automatic Moves				
Roll one D100 for each monster that failed its order test	%			
Remain stationary	0–25			
Retire to limit of movement	26–55			
Advance to limit of normal move	56–80			
Copy nearest visible Friends on right	81–90			
Copy nearest visible Friends on left	91–100			



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BASIC COMBAT PERCENTAGES (BCP)	TARGET'S ARMOUR CLASS						
Monster	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate		
Demi-Dragon	160	152	140	110	92		
Wyvern	120	114	105	83	70		
Pteradon	130	124	114	90	75		
Griffin	140	133	123	97	81		

^{*}Players should note that Demi-Dragons can breathe fire and possess a flame attack.

COMBAT MODIFIERS				
Add the following modifiers to your BCP	%			
Charged into combat	+ 20			
Fighting Cavalry	+ 12			
Attacking enemy in flank	+ 15			
Attacking enemy in rear	+ 25			
Fighting from the air (ground for Pteradon)	- 10			
Character in Direct Control	+ CF			
Attacking Foe in medium cover	-2			
Attacking Foe in heavy cover	-4			
Enemy has a shield or armoured mount	- 1/- 1			
Enemy is disordered	+ 15			

Animal Armour Classes		
Creature	Armour	
Demi-Dragon	Mail & Plate	
Wyvern	Chainmail	
Pteradon	Leather	
Griffin	Leather	

GENERAL ALLEGIANCE GUIDE		
Demi-Dragon	None	
All other flying animals	Equilibrium	
Pteradon	Darkness	

LOCATION	HITS ON FLYING MONSTERS (ROLL 1 D4)						
Roll 1 D100	1	2	3	4			
HEAD 1-17%	STUNNED If flying it crashes. Cannot move, fire or fight for one turn. If hit during this time creature is killed.	WOUNDED -15 combat and firing modifier	BLINDED -1/2 movement. Will move in a random direction and attack anything it meets.	KILLED			
WINGS 18-43%	SERIOUS WOUND If in flight crashes. No more flight20 combat and firing modifier.	NICKED -1/4 airborne movement	WOUNDED -1/2 airborne movement. -10 combat and firing modifier.	WOUNDED -1/4 airborne movement. -5 firing and combat modifier.			
TORSO 44-73%	NICKED –5 combat and firing modifier.	CRITICAL WOUND -40 combat and firing modifier. -3/4 ground and -1/2 air movement.	SERIOUS WOUND -25 combat and firing modifier. -1/4 to ground movement.	KILLED			
LEGS 74-100%	WOUNDED - 5 combat modifier. -1/4 ground movement.	WOUNDED -15 combat modifier1/2 ground movement.	CRITICAL WOUND -25 combat and firing modifier. -3/4 ground movement.	NICKED –1/4 movement.			

Players should note that if a monster is critically wounded and has or subsequently receives another critical or serious wound it is killed

BASIC MORALE VALUES (BMV)						
Creature	No Wound	Wounded	Serious Wound	Critical Wound		
A Demi-Dragon, Griffin	15	12	8	3		
B Pteradon and Wyvern	16	13	9	4		

WHEN TO TEST MORALE		
Los	t a combat	
Atta	cked in flank or rear	
Atta	cked by a monster	
Fire	ed on by hidden foe	
Atta	cked by magic	
Frie	ends routing within 20 cms	
Fire	ed on for first time this game	
Atta	cked by Fire	
Attacked by Undead (not Pteradon)		
Mor	aster seriously or critically wounded	
Atta	cked by fire (not Demi-Dragon)	

CUMULATIVE MORALE MODIFIERS (ADD TO BMV)			
Character in direct control			
Per free visible allied character or unit within 20 cms	+1		
Per free visible enemy monster or unit within 20 cms			
Character in direct control killed this turn			
Monster is in medium or heavy cover			
Monster attacked in flank			
Monster attacked in rear			
Attacked by Magic			
Attacked by Fire (not Demi-Dragon)			
Attacked by Monster			
Attacked by undead (not Pteradon)			

Morale Results Table			
Score	A	В	
18+	UA	UA	
17	co	UA	
11–16	co	СО	
10	СО	RET	
8–9	RET	RET	
7	RET	ROUT	
6 or less	ROUT	ROUT	