

FANTASY WARLORD™ PROFILE

Race: Flying Monsters

Movement in Centimetres (Cms)								Movement Modifiers			
Monster		Normal	Double	Charge Evade*	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Scrub	Wood Hill	Marsh Ford
Airborne	Demi-Dragon, Wyvern	40	80	60	20	88	84	Not Applicable			
	Griffin	44	88	66	22	92	90	Not Applicable			
	Pteradon	46	92	69	23	96	94	Not applicable			
Grounded	Demi-Dragon	14	28	21	7	32	30	– 1/4	– 1/4	– 1/2	IMP
	Wyvern, Pteradon	12	24	18	6	28	26	– 1/2	– 1/4	– 1/2	– 1/2
	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



Race: Flying Monsters

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	Neutra1
All other flying animals	Neutra1
Pteradon	Evi1

LOCATION	HITS ON FLYING MONSTERS (ROLL 1 D4)			
	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 flight. -20 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 modifier. -1/2 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
Lost a combat
Attacked in flank or rear
Attacked by a monster
Fired on by hidden foe
Attacked by magic
Friends routing within 20 cms
Fired on for first time this game
Attacked by Fire
Attacked by Undead (not Pteradon)
Monster seriously or critically wounded
Attacked by fire (not Demi-Dragon)

CUMULATIVE MORALE MODIFIERS (ADD TO BMV)	
Character in direct control	+ MF
Per free visible allied character or unit within 20 cms	+ 1
Per free visible enemy monster or unit within 20 cms	- 1
Character in direct control killed this turn	- MF
Monster is in medium or heavy cover	+ 2
Monster attacked in flank	- 2
Monster attacked in rear	- 4
Attacked by Magic	- 2
Attacked by Fire (not Demi-Dragon)	- 2
Attacked by Monster	- 1
Attacked by undead (not Pteradon)	- 1

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