

FANTASY WARLORD™ PROFILE

Race: Monster: Giant

Hated Foe: None

MOVEMENT IN CENTIMETRES (CMS)							MOVEMENT MODIFIERS			
Troop Type	Normal	Double	Evade Charge	Retire	Rout	Pursuit	Wall Hedge	Broken Fence Ford	Scrub Marsh	Steep Hill Wood
Inf: No Armour, Leather Armour	33	66	49	16	70	68	No Effect	No Effect	– 1/4	– 1/2
Inf: Chainmail, Plate & Mail	30	60	45	15	64	62	No Effect	No Effect	– 1/4	– 1/2
Inf: Full Plate	26	52	39	13	56	54	No Effect	No Effect	– 1/4	– 1/2

CHANGE FORMATION PENALTY		ORDER AND REACTION TEST MODIFIERS	
Troop Class	Penalty	Roll one D100 for each unit, then add or subtract the following modifiers:	%
Giant	Entire turn	Giant attacked by monster or magic last turn	+ 10EA
		Giant suffered wound last turn	+ 10
		Giant passed last order test	– 5
BASE SIZES (IN MM)		ORDER TEST ONLY	
Close Order Inf	60 x 60	Character within 10 cms of the giant	– CF
		REACTION TEST ONLY	
		Character in direct control of giant	– CF x 2

GIANT MOVE & FIRE COST		ORDER/REACTION TARGETS		AUTOMATIC MOVES	
Giants that move and fire suffer a movement penalty:		Giant must score under or equal to its class % to pass its test	%	Roll one D100 for each unit that failed its order test	%
Rock	– 1/2	Giant	45	Remain stationary	1–30
				Retire to limit of movement	31–45
				Advance to limit of normal move	46–60
				Copy nearest visible Friends on right	61–80
				Copy nearest visible Friends on left	81–100

BASIC FIRING PERCENTAGES (BFP)				TARGET'S ARMOUR TYPE				
Weapon Type	Range			No Armour	Leather Armour	Chainmail	Mail & Plate	Full Plate
	Short	Medium	Long					
Rock	0–8	9–14	15–25	75	70	65	55	45

RANKS FOR FIRING.		FIRING MODIFIERS (ADD THE FOLLOWING CUMULATIVE MODIFIERS TO YOUR BFP)			
GIANT:			%		%
Rock	1 rank	Target is character or in open order	– 6	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	0	Target is a monster	+ 4
		Target in medium cover	– 1		
		Target in heavy cover	– 3		
CAVALRY:		Target equipped with shields	N/A	Giant firing is mounted	N/A
	N/A	Target has armoured mounts	N/A	Giant firing is on a moving vehicle	– 6

BASIC COMBAT PERCENTAGES (BCP)	TARGET'S ARMOUR CLASS				
	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Dagger	27	20	14	11	9
Improvised Weapons	68	51	30	23	19
Sword	101	90	68	53	41
Axe, Mace or Hammer	121	108	90	68	53
Spear	N/A	N/A	N/A	N/A	N/A
Pike	N/A	N/A	N/A	N/A	N/A
Polearm or Double Handed Weapon	202	180	136	118	95
Mixed Weapons	100	89	66	51	41

COMBAT MODIFIERS	
<i>Add the following cumulative modifiers to your BCP where applicable</i>	
Charged into combat (Cavalry x 2)	+ 50
Fighting a hated foe	+ 5
Unit is mounted and fighting infantry	N/A
Each complete rank of unit's formation (max 5)	+ 1
Attacking enemy in flank	+ 10
Fighting a monster	- 2
Character is in direct control of unit	+ MF
Attacking enemy in rear	+ 20
Attacking enemy in light cover	N/A
Attacking enemy in medium cover	- 2
Attacking enemy in heavy cover	- 4
Giant is a character	+ 6
Enemy has a shield/armoured unit	N/A
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 30 cms
Attacked by magic
Character in Direct Control killed
Giant is seriously wounded
Giant is critically wounded

LOCATION Roll 1 D100	HITS ON GIANTS			
	1	2	3	4
HEAD 1-10%	STUNNED Character is unable to move, fire or fight for one turn. If attacked and hit during this time he is killed.	SERIOUS WOUND Character suffers a -25 combat modifier and firing modifier	BLINDED Character's movement halved. Will move in a random direction and engage anything he contacts.	KILLED
ARMS 11-39%	NICKED -5 combat and firing modifier.	WOUNDED -10 combat and firing modifier.	SERIOUS WOUND -20 combat and firing modifier, -1/4 movement.	WOUNDED -15 combat and firing modifier.
TORSO 40-68%	CRITICAL WOUND -30 combat and firing modifier, -1/2 movement.	NICKED -5 combat and firing modifier.	KILLED	SERIOUS WOUND -20 combat and firing modifier, -1/4 movement.
LEGS 69-100%	WOUNDED -5 combat modifier and -1/2 movement.	CRITICAL WOUND -30 combat and firing modifier, -3/4 movement.	WOUNDED - 10 combat modifier, -1/4 movement.	NICKED -1/4 movement.

Players should note that if a character is critically wounded and has or subsequently receives any other wound, apart from a nick, blinding or stun, he is killed. A character who is seriously wounded and has or subsequently receives one other serious wound or two ordinary wounds (but not nicks, blinding or stun) is killed.

BASIC MORALE VALUES (BMV)				
	No Loss	Wounded	Seriously wounded	Critically wounded
Giant	12	8	5	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 is killed this turn	- 1
Each free visible enemy monster or unit within 20 cms	- 1
Hated Foe within 20 cms	+ 1
Unit is being attacked in flank	N/A
Unit is being attacked in rear	- 2
Unit is engaged with enemy twice its number	N/A
Unit is engaged with enemy half its number	N/A
Unit lost last round of combat	- 1
Unit is in heavy cover	+ 1
Unit has been attacked by magic this turn	- 2
Unit has been attacked by a monster this turn	- 2
Unit has been attacked by undead this turn	- 1

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