FANTASY WARLORDTM PROFILE

Race: Ground Monster

Movement in Centimetres (cms)					MOVEMENT MODIFIERS					
Monster	Normal	Double	Charge Evade	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Scrub	Wood Hill	Marsh Ford
Wyrm	14	28	21	7	32	30	- 1/4	N/E	- 1/4	- 1/4
Spider	22	44	33	- 11	48	46	- 1/4	N/E	N/E	- 1/4
Scorpion	18	36	27	9	40	38	- 1/4	N/E	N/E	N/E

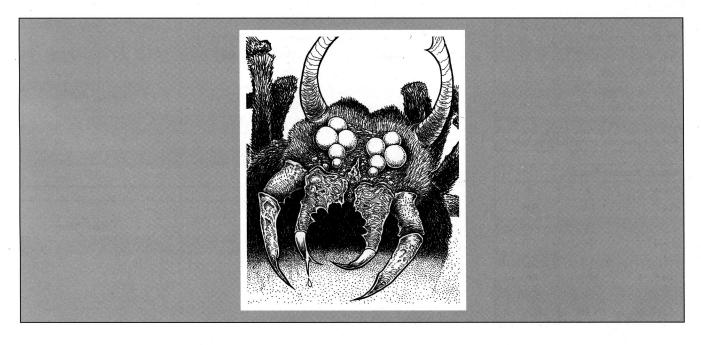
CHANGE FORMATION PENALTY		
Monster	Penalty	
Wyrm	- 1/4	
Spider	- 1/2	
Scorpion	- 3/4	

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

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

ORDER/REACTION TARGETS	
A monster must score under or equal to its class % to pass this test	%
Wyrm	60
Spider	30
Scorpion	20

Automatic Moves			
Roll one D100 for each pack that failed its order test	%		
Remain stationary	0-50		
Retire to limit of movement	51–65		
Advance to limit of normal move	66–80		
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	
Wyrm	180	175	158	146	124	
Giant Spider	100	95	80	70	60	
Giant Scorpion	130	125	110	100	80	

Combat Modifiers			
Add the following modifiers to your BCP	%		
Monster charged into combat	+ 20		
Fighting Cavalry	+ 12		
Attacking enemy in flank	+ 15		
Attacking enemy in rear	+ 25		
Fighting Hated Foe	+ 15		
Character in Direct Control	+ CF		
Attacking Foe in medium cover	-1		
Attacking Foe in heavy cover	-2		
Enemy has a shield or armoured mount	- 1/- 1		
Enemy is disordered	+ 15		

Monster Armour Classes			
Creature		Armour	
Wyrm		Mail & Plate	
Spider		Leather	
Scorpion		Chainmail	

LOCATION	HITS ON GROUND MONSTERS (ROLL 1 D4)					
Roll 1 D100	1	2	3	4		
HEAD 1-20%	STUNNED 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		
TORSO 21-60%	NICKED -5 combat and firing modifier.	CRITICAL WOUND -40 combat and firing modifier. -3/4 ground.	SERIOUS WOUND -25 combat and firing modifier. -1/4 to ground movement.	KILLED		
LEGS 61–100%	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 Scorpion	17	15	12	7		
B Wyrm and Spider	15	12	8	3		

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	
Monster seriously or critically wou	nded

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

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	-2	
Attacked by Monster	-1	
Attacked by undead	-1	

GENERAL ALLEGIANCE GUIDE		
Wyrm	Equilibrium	
Scorpion & Spider	Darkness	