

FANTASY WARLORD™ 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
Wyrms	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
Wyrms	– 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	%
Wyrms	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
Wyrms	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
Wyrms	Mail & Plate
Spider	Leather
Scorpion	Chainmail

LOCATION Roll 1 D100	HITS ON GROUND MONSTERS (ROLL 1 D4)			
	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 Wyrms 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 wounded

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

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	
Wyrms	Neutral
Scorpion & Spider	Evil