

FANTASY WARLORD™ PROFILE

Race: Ogre

Hated Foe: Humans; Dwarfs

MOVEMENT IN CENTIMETRES (CMS)							MOVEMENT MODIFIERS			
Troop Type	Normal	Double	Evade Charge	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Ford	Scrub Marsh	Steep Hill Wood
Inf: No Armour, Leather Armour	18	36	27	9	31	29	- 1/2	- 1/2	- 1/4	- 1/4
Inf: Chainmail, Plate & Mail	16	32	24	8	28	26	- 1/2	- 1/2	- 1/4	- 1/4
Inf: Full Plate	14	28	21	7	25	23	- 1/2	- 1/2	- 1/4	- 1/4

CHANGE FORMATION PENALTY	
Troop Class	Penalty
A Marauders	- 1/4
B Bandits	- 1/2
C Lurkers	- 3/4
BASE SIZES (IN MM)	
Close Order Inf	30 x 30

ORDER AND REACTION TEST MODIFIERS	
Roll one D100 for each unit, then add or subtract the following modifiers:	%
Unit attacked by monster or magic last turn	+ 10EA
Unit suffered casualties last turn	+ 5
Unit passed last order test	- 8
ORDER TEST ONLY Character within 20 cms of the unit	- CF
REACTION TEST ONLY Character in direct control of unit	- CF x 2

INFANTRY MOVE & FIRE COST	
Infantry that move and fire suffer a movement penalty:	
Rock	- 1/4
Javelin	- 1/4
Crossbow	Not possible

ORDER/REACTION TARGETS	
Unit must score under or equal to its class % to pass its test	%
A Marauders	65
B Bandits	55
C Lurkers	40

AUTOMATIC MOVES	
Roll one D100 for each unit that failed its order test	%
Remain stationary	0-45
Retire to limit of movement	46-57
Advance to limit of normal move	58-70
Copy nearest visible Friends on right	71-85
Copy nearest visible Friends on left	86-100

BASIC FIRING PERCENTAGES (BFP)				TARGET'S ARMOUR TYPE				
Weapon Type		Range		No Armour	Leather Armour	Chainmail	Mail & Plate	Full Plate
	Short	Medium	Long					
Rock	0-4	5-7	8-15	9	8	7	5	3
Javelin	0-6	7-11	12-21	11	10	8	6	4
Crossbow	0-12	13-25	26-50	16	15	14	11	10

RANKS FOR FIRING	
INFANTRY:	
Rock	1 rank
Javelin	1 rank
Crossbow	2 ranks
CAVALRY:	
N/A	

FIRING MODIFIERS (ADD THE FOLLOWING CUMULATIVE MODIFIERS TO YOUR BFP)			
	%		%
Target is character or in open order	- 5	Per rank of target (no maximum)	+ 2
Target moved 10 cms plus this turn	- 3	Target is mounted or on a vehicle	+ 2
Target in light cover	- 2	Target is a monster	+ 3
Target in medium cover	- 4	Unit firing are A class	+ 1
Target in heavy cover	- 6	Unit firing are C class	- 1
Target equipped with shields	- 2	Unit firing are mounted	N/A
Target has armoured mounts	- 2	Unit firing are on a moving vehicle	- 2

Race: Ogre

General Allegiance: Darkness

Hated Foe: Humans; Dwarfs

BASIC COMBAT PERCENTAGES (BCP)		TARGET'S ARMOUR CLASS			
Weapon Type	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Dagger	12	9	6	5	4
Improvised Weapons	18	14	8	6	5
Sword	30	27	20	16	12
Axe, Mace or Hammer	33	29	25	19	14
Spear	34	31	23	14	11
Pike	N/A	N/A	N/A	N/A	N/A
Polearm or Double Handed Weapon	51	46	35	29	24
Mixed Weapons	29	26	19	15	11

COMBAT MODIFIERS	
Add the following cumulative modifiers to your BCP where applicable	%
Charged into combat (Cavalry x 2)	+ 14
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	- 5
Character is in direct control of unit	+ MF
Attacking enemy in rear	+ 20
Attacking enemy in light cover	- 1
Attacking enemy in medium cover	- 3
Attacking enemy in heavy cover	- 5
A class or is a character	+ 6
C class	- 2
Enemy has a shield/armoured unit	- 1/-1
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 10 cms
Suffered 20% casualties this turn
Attacked by magic
Character in Direct Control killed
Suffered 50% casualties overall

BASIC MORALE VALUES (BMV)		CASUALTIES AS % OF INITIAL UNIT				
Troop Class	No Loss	- 10%	- 20%	- 30%	- 40%	- 50%
A Marauders	12	11	9	8	6	5
B Bandits	11	10	8	7	5	4
C Lurkers	9	8	6	5	3	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 of unit is killed this turn	- 2
Each free visible enemy monster or unit within 20 cms	- 1
Hated Foe within 20 cms	+ 1
Unit is being attacked in flank	- 1
Unit is being attacked in rear	- 3
Unit is engaged with enemy twice its number	0
Unit is engaged with enemy half its number	+ 2
Unit lost last round of combat	- 1
Unit is in heavy cover	+ 2
Unit has been attacked by magic this turn	- 1
Unit has been attacked by a monster this turn	- 2
Unit has been attacked by undead this turn	- 1

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