

FANTASY WARLORD™ PROFILE

Race: Pack Animals

MOVEMENT IN CENTIMETRES (CMS)							MOVEMENT MODIFIERS			
Animal	Normal	Double	Charge Evade*	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Scrub	Wood	Marsh Ford Hill
Hunting Dog/Wolf	40	80	60	20	84	82	– 3/4	– 1/4	– 1/4	– 1/4
Lion, Tiger, Giant Wolf	34	68	51	17	72	70	– 1/2	– 1/4	– 1/2	– 1/2
Bear	20	40	30	10	44	42	– 1/2	– 1/4	– 1/2	– 1/4
Wild Boar	32	64	48	16	68	66	IMP	– 1/4	– 1/4	– 3/4
Auroch and Bison	36	72	54	18	76	74	IMP	– 1/4	– 3/4	– 1/2
Rhino	26	52	39	13	56	54	IMP	– 1/2	– 3/4	– 3/4
Zebra	42	84	63	21	88	86	– 3/4	– 1/4	– 1/2	– 1/4
Horse/Unicorn	44	88	66	22	92	90	– 1/2	– 1/4	– 1/2	– 1/2

***Players should note that all animals bar Rhino are capable of evading.**

CHANGE FORMATION PENALTY	
Animal	Penalty
Unicorn	None
Horse & Zebra	– 1/4
Giant Wolf	– 1/4
Wolf and Dog	– 1/4
Lion and Tiger	– 1/2
Bear	– 1/2
Auroch	– 1/2
Bison	– 3/4
Rhino	Entire turn
Wild Boar	– 3/4

ANIMAL BASE SIZES(IN MM)	
Wolf and Hunting Dog	20 x 25
Zebra and Boar	25 x 50
Giant Wolf, Lion, Tiger, Bear	25 x 50
Auroch, Bison, Rhino	30 x 50
Horse and Unicorn	25 x 50

ORDER AND REACTION TEST MODIFIERS	
Roll one D100 for each unit, then add or subtract the following:	%
Pack attacked by fire/monster/magic/undead last turn	+ 10
Pack suffered casualties last turn	+ 10
Pack was in command last turn	– 5
ORDER TEST ONLY	
Pack within 20 cms of enemy	+5
REACTION TEST ONLY	
Character in direct control of pack	– CF x 2

ORDER/REACTION TARGETS	
A pack must score under or equal to its class % to pass this test	%
Unicorn	70
Hunting Dog, Horse	60
Auroch and Bison	25
Rhino	20
Wild Boar	30
All other animals	35

AUTOMATIC MOVES	
Roll one D100 for each unit that failed its order test	%
Remain stationary	0–20
Retire to limit of movement	21–40
Advance to limit of normal move	41–50
Copy nearest visible Friends on right	51–75
Copy nearest visible Friends on left	76–100

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BASIC COMBAT PERCENTAGES (BCP)		TARGET'S ARMOUR CLASS			
Animal	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Hunting Dog/Wolf	14	11	6	4	2
Giant Wolf/Lion	22	19	12	8	4
Tiger	24	21	13	9	5
Bear	22	19	14	9	5
Wild Boar	16	13	8	5	3
Auroch (Giant Bull)/Bison	16	15	13	10	6
Rhino	18	17	15	11	7
Zebra	8	5	4	3	2
Horse	9	6	5	4	3
Unicorn	13	9	6	5	4

COMBAT MODIFIERS	
Add the following modifiers to your BCP	%
Pack charged into combat	+ 13
Pack fighting Infantry	+ 8
Attacking enemy in flank	+ 6
Attacking enemy in rear	+ 16
Fighting a monster	- 15
Character in Direct Control of Pack	+ CF
Attacking Foe in medium cover	- 6
Attacking Foe in heavy cover	- 10
Enemy has a shield or armoured mount	- 2/- 2
Enemy is disordered	+ 10

ANIMAL ARMOUR CLASSES	
Creature	Armour
Hunting Dog/Wolf	No Armour
Lion and Tiger	No Armour
Giant Wolf	Leather
Bear	No Armour
Wild Boar	No Armour
Auroch	No Armour
Bison	Leather
Rhino	Chainmail
Zebra and Horse	No Armour
Unicorn	Leather

BASIC MORALE VALUES (BMV)						
Creature	No Loss	- 10%	- 20%	- 30%	- 40%	- 50%
A Giant Wolf, Tiger, Lion, Unicorn, Wild Boar, Bear, Auroch and Rhino	12	10	7	5	3	1
B All other pack animals	10	9	5	4	2	0

WHEN TO TEST MORALE
Pack has lost a combat
Attacked in flank or rear
Attacked by a monster
Fired on by hidden foe
Attacked by magic (not Unicorn)
Friends routing within 25 cms
Fired on for first time this game
Attacked by Fire
Attacked by Undead (not Giant Wolf)
Pack suffered 20% casualties this turn
Pack has suffered 50% casualties overall

CUMULATIVE MORALE MODIFIERS (ADD TO BMV)	
Character in direct control of pack	+ MF
Per free visible allied character or unit within 10 cms	+ 1
Per free visible enemy monster or unit within 20 cms	- 1
Character in direct control killed this turn	- 4
Pack is in medium or heavy cover	+ 2
Pack attacked in flank	- 3
Pack attacked in rear	- 6
Attacked by Magic (except Unicorn)	- 4
Attacked by Fire	- 4
Attacked by Monster	- 4
Attacked by undead (not Giant Wolf)	- 3

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

GENERAL ALLEGIANCE GUIDE	
Unicorns	Light
All other pack animals	Equilibrium
Giant Wolves	Darkness