

FANTASY WARLORD™ PROFILE

Race: SPIRIT: Allegiance: Seraphs & Angels: Light Hated Foe: All of Darkness
 Allegiance: Imps & Demons: Darkness Hated Foe: All of Light

BASIC COMBAT PERCENTAGES (BCP)		TARGET'S ARMOUR CLASS			
Weapon Type	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Seraph with Sword / Imp with Scimitar	80	75	65	55	45
Angel with Spear / Demon with Trident	170	160	140	110	80
Archangel or Archdemon	285	270	240	210	180

COMBAT MODIFIERS	
Add the following modifiers to your BCP	%
Spirit charged into combat	+ 10
Spirit is Fighting a Hated Foe	+ 10
Spirit is attacking foe in flank	+ 10
Spirit is attacking foe in rear	+ 20
Spirit is fighting from the air	- 10
Attacking Foe in light cover	- 2
Attacking Foe in medium cover	- 4
Attacking Foe in heavy cover	- 6
Enemy has a shield or armoured mount	- 1/- 1
Enemy is disordered	+ 10

ANIMAL ARMOUR CLASSES	
Seraph or Imp	Chainmail
Angel or Demon	Mail & Plate
Archangel or Archdemon	Full Plate

CHANGE FORMATION PENALTY	
Arch-Spirit	None
Angel/Demon	- 1/4
Seraph and Imp	- 1/2

MOVEMENT IN CENTIMETRES (CMS)								MOVEMENT MODIFIERS			
Spirit		Normal	Double	Charge Evade	Retire	Rout	Pursuit	Wall Hedge	Broken Fence Ford	Scrub Marsh	Steep Hill Wood
Grounded	Seraph / Imp	24	48	36	12	N/A	38	– 1/4	– 1/4	– 1/2	– 1/2
	Angel / Demon	22	44	33	11	N/A	35	– 1/4	– 1/4	– 1/2	– 1/2
	Archangel / Archdemon	20	40	30	10	N/A	32	– 1/4	– 1/4	– 1/4	– 1/2
Airborne	Seraph / Imp	36	72	54	18	N/A	56	NOT APPLICABLE			
	Angel / Demon	40	80	60	20	N/A	62	NOT APPLICABLE			
	Archangel / Archdemon	44	88	66	22	N/A	68	NOT APPLICABLE			

HITS ON ANGELS/DEMONS

LOCATION	TYPE OF WOUND (ROLL 1 D4)			
Roll 1 D100	1	2	3	4
HEAD 1-16%	STUNNED If flying it crashes. Creature is unable to move, fire or fight for one turn. If hit during this time it is banished.	SERIOUS WOUND Creature suffers a -25 combat modifier and firing modifier.	BLINDED Creature's movement halved. Will move in a random direction and engage anything it contacts.	BANISHED
ARMS 17-37%	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 38-58%	CRITICAL WOUND -30 combat and firing modifier. -1/2 movement	NICKED -5 combat and firing modifier.	BANISHED	SERIOUS WOUND -20 combat and firing modifier. -1/4 movement.
LEGS 59-79%	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.
WINGS 80-100%	SERIOUS WOUND No further flight. If in flight it crashes. -15 firing and combat	WOUNDED -1/2 airborne movement. -10 combat and firing modifier.	NICKED -1/4 airborne movement.	WOUNDED -1/4 airborne movement. -5 firing and combat modifier.

Players should note that if a Spirit is critically wounded and has or subsequently receives any other wound, apart from a nick, blinding or stunned it is banished back to the ethereal plane. A Spirit which is seriously wounded and has or subsequently receives one other serious wound or two ordinary wounds (but not nicks, blinding or stunned) is banished back to the ethereal plane.