

# FANTASY WARLORD™ PROFILE

**Race:** Western Orc

**Hated Foe:** Elves; Dwarfs

MOVEMENT IN CENTIMETRES (CMS)						MOVEMENT MODIFIERS				
Troop Type	Normal	Double	Charge Evade	Retire	Rout	Pursuit	Wall Hedge	Broken Fence Ford	Scrub Marsh	Steep Hill Wood
Inf: No Armour, Leather Armour	20	40	30	10	34	32	– 1/2	– 1/2	– 1/2	– 1/4
Inf: Chainmail, Plate & Mail	18	36	27	9	31	29	– 1/2	– 1/2	– 1/2	– 1/4
Inf: Full Plate	15	30	22	7	26	24	– 3/4	– 1/2	– 3/4	– 1/2
Cav: No Armour, Leather Armour	32	64	48	16	52	50	IMP	– 1/2	– 1/2	– 1/2
Cav: Chainmail, Mail & Plate	28	56	42	14	46	44	IMP	– 1/2	– 1/2	– 1/2
Cav: Full Plate	22	44	33	11	37	35	IMP	– 1/2	– 1/2	– 3/4

CHANGE FORMATION PENALTY	
Troop Class	Penalty
A Urucks	– 1/2
B Soldiers	– 3/4
C Snargas	Entire turn
BASE SIZES (IN MM)	
Close Order Inf	20 x 20
Close Order Cav	25 x 50
Open Order Inf	
Open Order Cav	

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	– 7
ORDER TEST ONLY Unit attacked by elves or dwarfs	+ 5
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:	
Javelin	– 1/4
Sling	– 1/2
Shortbow	– 1/2
Longbow	– 3/4
Crossbow	Not possible

ORDER/REACTION TARGETS	
Unit must score under or equal to its class % to pass its test	%
A Urucks	60
B Soldiers	50
C Snargas	35

AUTOMATIC MOVES	
Roll one D100 for each unit that failed its order test	%
Remain stationary	0–40
Retire to limit of movement	41–55
Advance to limit of normal move	56–70
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					
Sling	0–7	8–12	13–22	8	6	5	3	2
Javelin	0–5	6–10	11–20	10	9	7	6	4
Shortbow	0–10	11–20	21–40	11	10	9	7	6
Longbow (Urucks and Soldiers only)	0–15	16–30	31–60	16	15	14	11	10
Crossbow	0–12	13–25	26–50	14	13	12	10	8

RANKS FOR FIRING	
INFANTRY:	
Javelin/Sling	1 rank
Shortbow	2 ranks
Longbow	2 ranks
Crossbow	1 rank
CAVALRY:	
All weapons	1 rank

FIRING MODIFIERS (ADD THE FOLLOWING CUMULATIVE MODIFIERS TO YOUR BFP)			
	%		%
Target is character or in open order	– 6	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	+ 2
Target in heavy cover	– 6	Unit firing are C class	– 4
Target equipped with shields	– 2	Unit firing are mounted	– 4
Target has armoured mounts	– 2	Unit firing are on a moving vehicle	– 3

**Race:** Western Orc

**General Allegiance:** Darkness

**Hated Foe:** Elves; Dwarfs

BASIC COMBAT PERCENTAGES (BCP)	TARGET'S ARMOUR CLASS				
	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Dagger	10	8	5	4	3
Improvised Weapons	14	11	6	5	4
Sword	20	17	13	11	8
Axe, Mace or Hammer	21	19	16	12	9
Spear	22	20	14	9	7
Pike	N/A	N/A	N/A	N/A	N/A
Polearm or Double Handed Weapon	37	33	25	21	17
Mixed Weapons	19	17	12	10	8

COMBAT MODIFIERS	
Add the following cumulative modifiers to your BCP where applicable	%
Charged into combat (Cavalry x 2)	+ 11
Fighting a hated foe	+ 6
Unit is mounted and fighting infantry	+ 10
Each complete rank of unit's formation (max 5)	+ 1
Attacking enemy in flank	+ 10
Fighting a monster	- 8
Character is in direct control of unit	+ MF
Attacking enemy in rear	+ 20
Attacking enemy in light cover	- 2
Attacking enemy in medium cover	- 4
Attacking enemy in heavy cover	- 6
A class or is a character	+ 6
C class	- 2
Enemy has a shield/armoured unit	- 2/-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 20 cms
Suffered 20% casualties this turn
Attacked by magic
Character in Direct Control killed
Suffered 50% casualties overall
'C' class fired on for first time

BASIC MORALE VALUES (BMV)		CASUALTIES AS % OF INITIAL UNIT				
Troop Class	No Loss	- 10%	- 20%	- 30%	- 40%	- 50%
A Uruck	13	11	8	7	6	3
B Soldier	12	10	7	6	5	2
C Snarga	10	9	5	4	3	0

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	- 3
Unit is being attacked in rear	- 5
Unit is engaged with enemy twice its number	- 1
Unit is engaged with enemy half its number	+ 2
Unit lost last round of combat	- 1
Unit is in heavy cover	+ 1
Unit has been attacked by magic this turn	- 2
Unit has been attacked by a monster this turn	- 3
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