

FANTASY WARLORD™ PROFILE

Race: Wood Elf

Hated Foe: Orcs; Goblins; Trolls

MOVEMENT IN CENTIMETRES (CMS)							MOVEMENT MODIFIERS			
Troop Type	Normal	Double	Charge Evade	Retire	Rout	Pursuit	Wall Hedge Fence	Broken Ford	Scrub Marsh Wood	Steep Hill
Inf: No Armour, Leather Armour	24	48	36	12	40	38	– 1/2	– 1/2	– 1/4	– 1/2
Inf: Chainmail, Plate & Mail	22	44	33	11	37	35	– 1/2	– 1/2	– 1/4	– 1/2
Inf: Full Plate	19	38	28	9	32	30	– 3/4	– 1/2	– 1/2	– 3/4
Cav: No Armour, Leather Armour	48	96	72	24	80	76	– 1/2	– 1/2	– 1/4	– 1/2
Cav: Chainmail, Mail & Plate	44	88	66	22	74	70	– 3/4	– 1/2	– 1/4	– 1/2
Cav: Full Plate	38	76	57	19	61	59	IMP	– 1/2	– 1/2	– 1/2

CHANGE FORMATION PENALTY	
Troop Class	Penalty
A Rangers	– 1/4
B Troopers	– 1/2
C Pathfinders	– 3/4
BASE SIZES (IN MM)	
Close Order Inf	20 x 20
Close Order Cav	25 x 50
Open Order Inf	25 x 25
Open Order Cav	30 x 50

ORDER AND REACTION TEST MODIFIERS	
Roll one D100 for each unit, then add or subtract the following modifiers:	%
Unit attacked by monster last turn	+ 10
Unit suffered casualties last turn	+ 8
Unit passed last order test	– 10
ORDER TEST ONLY Character within 15 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:	
Javelin	No penalty
Shortbow	No penalty
Elfbow	– 1/4

ORDER/REACTION TARGETS	
Unit must score under or equal to its class % to pass its test	%
A Rangers	70
B Troopers	60
C Pathfinders	45

AUTOMATIC MOVES	
Roll one D100 for each unit that failed its order test	%
Remain stationary	0–45
Retire to limit of movement	46–58
Advance to limit of normal move	59–70
Copy nearest visible Elves on right	71–85
Copy nearest visible Elves on right	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					
Javelin	0–5	6–10	11–20	12	11	8	7	5
Shortbow	0–15	16–25	26–40	14	13	11	8	7
Elfbow	0–20	21–35	36–60	21	20	18	15	13

RANKS FOR FIRING	
INFANTRY:	
Javelin	2 ranks
Shortbow	2 ranks
Elfbow	3 ranks
CAVALRY:	
All weapons	1 rank

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

Race: Wood Elf

General Allegiance: Good

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BASIC COMBAT PERCENTAGES (BCP)	TARGET'S ARMOUR CLASS				
	No Armour	Leather Armour	Chain Mail	Mail & Plate	Full Plate
Dagger	9	6	5	4	3
Improvised Weapons	14	11	6	5	4
Sword	22	20	14	11	9
Axe, Mace or Hammer	19	17	14	11	9
Spear or Lance	24	22	16	10	8
Pike	N/A	N/A	N/A	N/A	N/A
Polearm or Double Handed Weapon	32	29	22	19	15
Mixed Weapons	21	19	14	11	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	+ 20
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 15 cms
Suffered 20% casualties this turn
Attacked by firearms
Character in Direct Control killed
Suffered 50% casualties overall

BASIC MORALE VALUES (BMV)	CASUALTIES AS % OF INITIAL UNIT					
	No Loss	- 10%	- 20%	- 30%	- 40%	- 50%
Troop Class						
A Rangers	12	10	8	7	5	3
B Troopers	11	9	7	6	4	2
C Pathfinders	9	7	5	4	2	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	- 3
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	+ 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