

Who Will Work With Who in Fantasy Warriors.

	High Elf	Wood Elf	Halfmen	Dwarf	Men	Amazons	Barbarian	Dark Elf	Goblins	Orcs	Nihon Orc	Ratmen	Undead	Evil Undead	Evil Alliance	Vik	Conq	Triton	COST		
☉High Elves	RW	A	A	A	A	A	A												M03		
☉Wood Elves	SA	RW	A	A	A	A	A												M04		
☉Halfmen	A	A	RW	A	AS												R		M07		
☉Dwarves	A	A	A	RW	A	A	A									AM	○		M08		
☉Men-at-Arms	A	A	AM	AM	RW	A	A	A	A						A				M09		
☉Amazons	A	A	A	A	A	RW													M01		
☉Barbarians	AM	AM	AM	AM	AM	A	RW	AM	AM	AM	AM	AM			A	AM			M02		
☉Dark Elves	X	X	X	X	M			RW	A	A	A	A			R			A	M05		
☉Goblins	X	X	X	X				A	RW	AMS	AMRS	A			RS			A	M06		
☉Hobgoblins	X	X	X	X				A	RW	AMSM	AMRS	A			R			A	M06		
☉Orcs	X	X	X	X	AM	AM	AM	AM	M	RW	AMR				R			A	M10		
☉Nihon Orcs	X	X	X	X	AM	AM	AM	AM	AMRW	AMRW	RW	AM			R			A	M11b		
☉Ratmen	X	X	X	X	AM	X	AM	A	A			RW			A		MR	X	M12		
☐Undead								AZ					RW	R	A			X	M13		
☉☉Vikings	M	M	M	M	M			M	M	M	M	M						RW	M19		
☉Conquistador								M										RW	M57		
☉Triton								R				X			R		AMR	RW	M58		
○War Giantess	A	A	A	A	A	R	A		X	X		X							702	M1	
○Frost Giantess	M	M	M	M	M	M	M	M	X	X	M	X			M				702	M15	
○Dragons	M	M	M	M	M	M	M	M	M	M	M	M			M					M14	
☉Half-Giant	M	M	M	M	M	M	MR	M	M	M	M	M			M				103	M15	
☉Half-Giantess	M	M	M	M	M	MR	M	M	X	X	M	X			M				66	M15	
☉Dwarf Giant	M	M	M	MR	M	M	M	X	X	X	M	X			M				134	M15	
☉Great Battle Giant	M	M	M	M	M	M	MR	M	M	M	M	M			M				762	M15	
☉2Head 1/2-Gi Ogre	X	X	X	X	M	X	M	M	M	MR	M	M			M				82	M15	
☉Troll Half Giant	X	X	X	X	AM	AM	AM	AM	AMR	RS	AMRS	AM			R				83	M11,2	
☉Trolls	X	X	X	X	AM	AM	AM	AM	AMR	RS	AMRS	AM			R					M11,2	
☉Ogres	X	X	X	X	AM	AM	AM	AM	AMR	RS	AMRS	AM			R					M11,1	
☉Goblin War Giant	X	X	X	X				A	R	AMS	AMRS	A			R			A	594	M06,4	
☉Giant Orc	X	X	X	X	AM	AM	AM	AM	M	R	AMR				R			A	41+	M10,3	
☉Juggernaut	X	X	X	X	AM	AM	AM	AM	M	R	AMR				R			A	308	M10,3	
☐Und. Half-Giant	X	X	X	X				A					R	R					98	M13,3	
☐Und. Half-Giant Troll	X	X	X	X				A					R	R					78	M13,3	
☐Und. Death Giant	X	X	X	X				A					R	R					387	M13,3	
☐Und. Dragon	X	X	X	X				A					R	R					228	M13,3	
○Sherwood	M	M	M	M	M	M	M													M16,2	
☉Horse Raiders	M	M	M	M	M	M	M	M	M	M	M	M								M16,8	
☉Harpies								R	M	M	M	M			R					M16,3	
☉Bugbears					M	M	M	M	M	M	M	M								M16,3	
☉Cyclops								M	M	M	M	M								M16,3	
☉Sinister Elves	X	X	X	X				RM	M	M	M	M			M					M16,4	
☉Chaos	X	X	X	X				M	M	M	M	M			M					M16,6	
☉Dworgar								M	M	M	M	M			M			A		M16,7	
☉Half-Orcs					M	M	M	M							M					M16,9	
☉Minotaurs								M	M	M	M	M			M					M16,10	
☉Spectre															W	W				309	M16,11
☉Hydra								R							R					M17+	
☉Polar Wyrn	X	X	X	X	AM	AM	AM	AM	AMR	MRS	AMRS	AM			R					65	M11,2
○Eagles	M	M	M	M																M17,1	
○Flying Unicorns	M	M	M	M																M17,1	
○Hippogriffs	M	M	M	M	M	M	M	M	M	M	M	M								M17,1	
○Unicorns	M	M	M	M																M17,2	
☉Wolves								M	M	M	M	M								M17,2	
☉Giant Spiders								M	M	M	M	M								M17,2	
☉Spider Swarm								M	M	M	M	M								M17,2	
☉Demon					Z		Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	X		M17,3	
☉Efreti					Z		Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z		M17,3	
○Jinn	Z	Z	Z	Z	Z	Z	Z													M17,3	
☉Elemental	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z	Z		M17,4	

A:May be an ally. M:May be hired as Mercs. R:May form own regular units within this army. S:May join as subordinate in multi-race army. W:Can provide Warchief. B:Can provide mercenary BL. *:Can provide a BL. X:Will never work with. Z:Summoned. ○:Never with ● or ☐.

There are several types of armies which can fight in a Fantasy Warriors game. This lists the different structures & their restrictions.

Armies Containing Another Race as Regular Troops

Some races will fight as regular troops for other races. They must form units of their own race, but they will take orders from BLs of either race.

- The WarChief must be of main race.
- These relationships are not necessarily reciprocal, check the table above.
- Individuals may be drawn from the minor race.
- There are no restrictions on the numbers of the minor race.
- There are no extra restrictions on which allies/mercenaries may be used except for “Will not Work With”.

Armies Containing A Major Race & A Subordinate Race.

The first kind of “multi-ethnic” army is that formed between a major and a subordinate race^[1]. The WarChief must be from the major race. BLs from the minor race may only command units from the minor race. Units from the subordinate race may otherwise be mixed into commands with the major race.

This kind of army may not have allies or mercenaries. There are no restrictions on the numbers or types of figures from either race.

An Alliance of Evil

An army which is led by a mercenary Spectre is an “alliance of evil” & can have one of two structures.

Evil Races United By Spectre.^[2]

One is the second kind of “multi-ethnic” army consisting of commands of;

- Orcs (& Ogres/Trolls as regulars).
- Goblins (& Ogres/Trolls as regulars).
- Dark Elves (& Sinister Elves as

regulars).

Each race;

- Must be led by BL of same race.
- May may bring their own individuals.
- Suffer Undead Dread of Spectre.

No mercenary or allied contingents.

Undead Commanded By Spectre.^[3]

The second kind of Spectre-led army is Undead & Mercenary Dworgar. The dwarves;

- Must be led by BL.
- May not outnumber undead.
- May may bring one individual (Hero, Scout, Marksman, Destroyer).
- Suffer Undead Dread of Spectre.

Bringing Allies & Mercenaries.

An army composed of a primary race may bring one command each of allies & mercenaries.

The Allied command^[4];

- Must have a BL.
- May not bring other individuals.
- Must not outnumber primary race.
- Must be available as Ally to primary race.
- May scout.

The Mercenary command;

- Must have a BL.
- May bring one individual. (Hero, Scout, Marksman, Destroyer)^[5]
- Must not outnumber primary race.
- Must be available as Mercenaries to primary race.
- May not scout.

Bringing Allies Who Bring Mercenaries

An army composed of a primary race may bring one command of allies who in turn bring a command of mercenaries.

The Allied command;

- Must have a BL.
- May not bring other individuals.

- Must not outnumber primary race.
- Must be available as Ally to primary race.
- May scout.

The Mercenary command;

- Must have a BL.
- May bring one individual. (Hero, Scout, Marksman, Destroyer).
- Must not outnumber members of the allied race.
- Must not, combined with the allies who hired them, outnumber members of primary race.
- Must be available as Mercenaries to allied race.
- Does not have to be available as Mercenaries to primary race.
- Must not be excluded from working with primary race.
- May not scout.

Bringing Undead.

Dark Elves may bring Undead as allies. If they do so they may not have other allied commands or mercenary commands. They may still use Sinister Elves as regular troops.

The Allied command;

- Must have a BL.
- May not bring other individuals.
- Must therefore magically be supported by Dark Elf characters.
- Must not outnumber the Dark Elves.
- May cause Undead Dread in the Dark Elves.

Allied Players

The final kind of Fantasy Warriors force is one made of several actual armies – there is more than one WarChief on the side.

In this case;

- Each army must be a legal army under the above rules.
- WarChiefs may only order their own forces.
- Magic points, ammunition, prayers, and other resources may not be shared

between armies.

- Light forces^[6] will only ally with Light or Neutral forces.
- Evil forces will only ally with Evil or Neutral forces.
- The “Will Not Work With” limitation applies ACROSS the force.
- Undead may only join with Dark Elf or Goblin forces^[7].

Forces of Light^[8]

High Elves
Wood Elves
Halfmen
Dwarves

Neutral Forces

Amazons
Men-at-Arms
Barbarians
Vikings
Conquistador

Forces of Evilness

Goblins/Hobgoblins
Orcs
Ratmen
Dark Elves
Alliance of Evil (Races of Evil)
Triton Lizardmen

The Dead

Alliance of Evil (Undead)
Undead

^[1]M00 page 2.

^[2]M16 page 11.

^[3]M16 page 11.

^[4]M00 page 2&3.

^[5]FWComp. page 30.

^[6]M16, page 1.

^[7]M13 page 1.

^[8]M16 page 1.

Animals Used in Armies

Race	Riding	Chariot	Flying	Monsters	Machines	Swarm
High Elves	Horse	Horse			Gt.Crossbow, Catapult	
Wood Elves	Horse		Eagle	Shapechangers,		Unicorns, Fly.Unicorns, Eagles, Wolves
Halfmen	Pony	Mules, Pony			Lt. & Hvy.Culverine	
Dwarves	Bear, Bat		Bat	Worm, Giant	Gt.Crossbow, Catapult, Bombard, Cannon, Gt.Cannon	
Men-at-Arms	Horse				Gt.Handgun, Culverine, Cannon, Bombard	
Amazons	Big Cat, Mammoth	Big Cat		Giantess, Mammoth		
Barbarians	Horse, Tiger, Rhino, Mammoth	Tiger		Rhino, Mammoth, Giant, 1/2-Giant		
Dark Elves	Horse, Raptor, Condor		Condor		Ballista, Catapult	
Goblins	Spider		Gargoyle	Spiders, Giant Spiders, Giant		Spiders, Giant Spiders
Orcs	Wolf	Wolf?		Giant, Gt.Orc, Juggernaut	Ballista, Catapult	
Nihon Orcs						
Ratmen				Gt.Ratmen, Worm	Hvy. Gun, Bombard	Mice
Undead	Horse, Rhino, Mammoth		'Creature'	Rhino, Mammoth, Und.1/2-Troll, Death Giant, Und.Dragon	Ballista, Catapult	Bats
Vikings	Horse			Giant(ess), 1/2-Giant(ess)		
Conquistadors	Horse				Springarda, Ribauldequin, Cannon, Culverine	
Triton	Raptor		Pterodacty	Dinosaurs	Acid Throwers	Serpents, Microsaur
Samurai	Horse			Giants		
Horse Raiders	Horse					
Spectre			Wyvern			

Availability of Individuals to FW Armies

	High Elf	Wood Elf	Halfmen	Dwarf	Men	Amazons	Barbarian	Dark Elf	Goblins	Orcs	Nihon	Ratmen	Undead	Vikings	Triton	Conq	Samurai	ROLE
	Elf				Orc													
WC/BL	FM	FM	FM	FM	FM	FM	FMR	FM	FM	FMC	F	F	FMC	FM	FM	FM	FM	Command.[FW42]
Alchemist								F				F				F	FM	Better Weapons. Transformations. Magic User.[+]
Astrologer	F				F												F	Omens, Combat/Scout/Shoot Bonuses.[+]
Banner	FM	FM	FM	FM	FM	FM	FM	FM	FM	F	F			FM	FM	FM	F	Extend Control Radius.[FW42]
Cleric	F	F	F	F	F	F	F	F	F	F	F	F		F	F	F	F	Prayer Bonus. Protect Priest.[+]
Courier	FM	FM	FM	F	FM	F	F	FM	F	F	F	F		FM	F	F	F	Carry Order Changes.[FW42]
Destroyer						F	F	F	F			F		F				Fighter individual.[CP36-37]
Druid		FM	F															Creature/Terrain Summon/Control.[CP39-41]
Elementalist															F		F	Magic User. Summon Elemental Forces.[+]
Enchantress						F								(F)				Control Enemy Units.[CP37-39]
Fairy		X																Creature/Terrain Summon/Control.[M04]
Giant				F		F	F		F				F	F				Being giant..
Herald	FM	FM	FM	FM	FM	FM	FM	FM	FM	FM	F	F		FM	FM	FM	FM	Extend Control Radius.[FW42]
Hero	FM	FMX	FM	FM	FM	FM	FM	FM	FM	FM	F	F		FM	FM	FM	FM	Fighter individual.[FW40]
Master of Guns				F	F													Artillery Bonuses.[M08/M09]
Master Forger				F													F	Better Weapons.[+]
Marksman	FM	FM	FM	FM	FM	FM	FM	FM	FM	FM			FM					Sniper individual.[CP37]
Necromancer								F					F					Create Necro Power.[CP15]
Paladin	FM				FM			FM										Fighter individual.[CP36]
Priest(ess)	F	F	F	F	F	F	F	F	F	F		F		F	F	F	F	Prayer.[FW40-41]
Scout	FM	F	F	F	F	F	F	F	F	F	F	F		F	F	F	F	Scouting.[FW42]
Servant					F													Magic Re-rolls. Protect Witch.[M]
Shaman		M												F	F		F	Magic User. Creature Summon/Control.[M04]
Snake-Shaman							F											Prayer. Transforming Fighter individual.[M02]
Soothsayer	F	F	F	F	F	F	F	F	F	F		F		F	F	F	F	Omens Bonus. (Creature Summon/Control.)[various]
Sorcerer/ess								F								F		Magic User. Create Necro Power.[M05]
Spectre													FMX					Fighter individual.[CP15]
Liche													FM					Magic User. Create Necro Power.[CP15]
Witch					F	FM												Magic User.[M09,FW43-45]
Wizard	F	F	F	F	F		F	F	FM	FM		F		F	FM	FM	F	Magic User.[FW43-45]
Wraith													FM					Fighter individual. Unit leader. Scouting.[CP15]

M: Mounted **F:** Foot **X:** Flying **C:** Chariot **R:** Carried

FW: FW Core Rules **CP:** Companion **+**: Additional rules translation.

Availability of Troops to FW Armies

P: Poor A: Average/Medium V: Veteran E: Elite

D: Disciplined A: Tribal V: Fanatic E: Elite

	TYPE	Swd	Spear	2H	Halbd	Pike	Bow	XBow	Gun	M.Swd	Lance	M.Bow	M.XBow	M.2H	Fly	Fly.M	BL	Chars
High Elves	D	VE	VE	VE			VE										E	see above
Wood Elves	T	VE	VE	VE			VE			VE		VE				VE	E	see above Shapechangers
Halfmen	T	AV	AV				AV					AV					E	see above
Dwarves	D	VE	VE	VE	VE		VE	VE	VE	VE		VE	VE			VE	E	see above
Men-at-Arms	D	PAVE	PAV	VE	AVE	AV	AV	AV	AV	AVE	AVE		AV				E	see above
Amazons	T	VE	VE	AVE	VE		AV	AVE		AV							E	see above
Barbarians	T	AV		AVE			AV				AVE						E	see above
Dark Elves	D/F	VE	VE	VE				VE		VE	VE		VE			VE	E	see above
Goblins	T/F	PAV	AV	AVE	AVE	AV	PAV	AV		AV		AV				AV	E	see above
Orcs	T	PAVE	AV	AVE			PAVE				AV	AV		VE			E	see above
Nihon Orcs	F	AV				AV	AV	AV									E	see above
Ratmen	F	PAV	PAV	PAV				VE	AV								E	see above
Undead	U	A	A	A				A			A					A	E	see above
Sherwood	T	A					VE										E	Priest, Scout
Bugbears	F	A																
Sin.Elves	T	VE		VE				VE									E	Destroyer, Hero, Scout, Herald, Banner, Wizard, Priestess, Soothsayer, Marksman, Berserkers
Chaos	F			VE														
Cyclops	F			A														
Dworgar	F	VE		VE					VE								E	Berserkers, Bodyguard, Destroyer, Hero, Scout, Herald, Banner
Horse Raidrs	T									VE	VE							Hero
Half-Orcs	F	AV		VE			AV											Hero
Harpies	T														A			
Minotaur	T	AV		AV													E	Berserkers, Destroyer, Hero, Herald, Banner, Half-Giant

Troop Type	Armies Available to
Berserkers	Sin.Elves, Cyclops, Amazon, Barb, Goblin, Dwarves, Dworgar, Minotaurs, Vikings, Samurai
Heavy/Shock Infantry	Half-Orcs, Minotaurs, Amazon, Barb, HE, Goblin, Dwarves, Men, Orcs, Dworgar, Samurai, Conq
Cavalry	Amazon, Barb, HE, WE, DE, Goblin, Dwarves, Men, Orcs, Undead, Vikings, Samurai, Conq, Triton
Shooting Cavalry	Horse Raiders, Amazon, HE, WE, Goblin, Halflings, Dwarves, Men, Orcs, Samurai, Conq, Triton
Lance Cavalry	HE, DE, Dwarves, Men, Orcs, Samurai, Conq, Triton
Flying Infantry	Harpies, Goblin
Flying Cavalry	WE, Undead, Triton
Flying Lance Cavalry	Dwarves
Shooting Flying Cavalry	WE, DE, Goblin, Triton
Chariots	Amazon, Barb, HE, Halflings, Orcs, Undead
Giant	Minotaur, Undead, Dwarf, Amazon, Barbarian, Goblin, Orcs, Vikings, Samurai