

FANTASY WARRIORS

QUICK REFERENCE SHEET

THE BATTLE TURN

Phase	
One	THREAT
Two	SHOOTING
Three	MOVEMENT
Four	COMBAT
Five	NEW ORDERS
Six	INFLUENCE
Seven	COMMAND TEST
Any time	MAGIC

THE QUALITY THROW

Roll 1D, modify according to the units Quality

- +2 ELITE
- +1 VETERAN
- 0 AVERAGE
- 1 POOR
- UNPREDICTABLE
- +3 with dice score 4 to 6
- 3 with dice score 1 to 3

TEST RESULTS TABLE

TYPE	REACTION			
	Disciplined	Tribal	Fanatics	Stupid
10+	7+	6+	6+	BLOODLUST
3-9	4-6	4-5	4-5	OK
1-2	2-3	2-3	-	SHAKEN
0 or less	1 or less	1 or less	3 or less	ROUT

REACTIONS See page 21 for full details.

OK STATUS

A unit with OK status is unaffected by any reaction

BLOODLUST

Units will remain in bloodlust until it gets a different reaction. Will advance at full speed towards its nearest enemy and engage it in combat. Will not slow for disorganising terrain. Will not halt to reorganise. The unit's battle leader may attempt to influence a unit in bloodlust

Missile units in bloodlust see page 21

SHAKEN

The unit becomes disorganised. The unit's battle leader may attempt to influence a shaken unit. The unit will still remain disorganised until it is halted and reorganised.

ROUT

The unit and any warchief, battle leader or individual currently with it are immediately removed from the tabletop. The unit ceases to exist as a fighting force.

THE THREAT TEST page 20

The threatened player throws 1D and adds or subtracts for his units quality on the QUALITY THROW table above (center)

THEN APPLY ANY RELEVANT MODIFIERS

- 1 Each musician in threatening unit
- 1 Threatening unit has a greater worth
- 1 Your unit is enduring bad light
- 2 Terrible creature within 6ins
- 2 Your unit is shaken
- +1 Hero with unit
- +1 Your unit has musicians
- +1 Your unit has an allied terrible creature within 6ins
- +1 Your unit has a standard bearer
- +1 Your unit has a leader
- +2 Your unit is in bloodlust

Find your score on the TEST RESULTS TABLE (top right)

SHOOTING METHOD page 23

Shooting is simultaneous. Remove casualties **after** all shooting and tests have been taken.

HIT THROW

- * Throw 1D for each figure shooting. In the case of war machines etc, throw 1D for each point of worth.
- * If blackening the sky throw a number of dice equal to the number of figures shooting multiplied by the number of volleys shot.
- * Any 6 thrown is an automatic hit. Any 1 thrown is an automatic miss.
- * To the remaining dice (those that show 2,3,4 or 5) apply any relevant modifiers.

MODIFIERS

- 1 Poor or unpredictable troops shooting.
- 1 Long range
- 1 Blackening the sky.
- 1 Bad light.
- 1 Disorganised.
- 1 In bloodlust or shaken.

RESULTS 4 - 6= HIT 1-3=MISS

KILL THROW

- * Throw 1D for each hit
- * Any 6 thrown is an automatic kill. Any 1 thrown is an automatic failure
- * To the remaining dice (those that show 2,3,4 or 5) apply the following modifiers.

ADD

The strength of the shooter/ machine.

SUBTRACT

The target's resilience

- 1 The target carries a shield.
- 1 The target is in soft cover.
- 2 The target is in hard cover.

MISSILE WEAPONS V ARMOUR TABLE

Weapon	Range		Armour				
	Short	Long	None	Light	Medium	Heavy	Extra Heavy
Bow	6ins	18ins	3,4,5,6	4,5,6	5,6	6	6
Longbow	8ins	24ins	2,3,4,5,6	3,4,5,6	4,5,6	5,6	6
Crossbow	8ins	30ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Giant Crossbow	8ins	30ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Ballista	8ins	30ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	4,5,6	5,6
Handgun	6ins	12ins	2,3,4,5,6	2,3,4,5,6	3,4,5,6	3,4,5,6	4,5,6

RESULTS

If the final score is equal to any of the numbers shown on the missile v armour table the target has been killed. If the target has a saving throw it can attempt it. This also applies to automatic kills.

THE CASUALTY TEST page 25

Test when a unit loses any casualties from magic or loses over 25% casualties from missiles to its current tabletop total.

If several units are firing upon the same unit, losses are reckoned from the total number of casualties.

The testing player throws 1D and adds or subtracts for the unit's quality on the QUALITY THROW table above (center).

- 1 Losses
- 1 your unit is enduring bad light
- 1 Enemy Terrible Creature within 6ins
- 2 Your unit is shaken
- 3 Over 50% losses this turn *
- +1 Hero with unit
- +1 Your unit has a standard bearer
- +1 Your unit has a leader
- +2 Your unit is in bloodlust

Find your score on the TEST RESULTS TABLE (above right) and check across for any REACTIONS.

* NOTE: When casualties are mentioned they refer to the unit's current tabletop total not the total the unit started the battle with.

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