FANTASY WARRIORS ARMY LISTS

Note:
- **The rules and the army lists that follow must be considered an updating of those they had been published by the Grenadier with the F.W. Rules Book, the F.W. Companion by Nick Lund and the following updatings published on the magazine Warrior.**
- **For the correct use of this rules and army lists it is necessary to have the original F.W. Grenadier's Rule Book and the F.W. Companion by Nick Lund; the updatings of the rules published on the many issue of the Warrior magazine are very useful too.**

Rules for the composition of the army

General Rules

- Every army will have to disposition a given amount of "Army Points" and a given amount of "Magic Points", the same for each opposing army .
- The "Magic Points" will be used to pay the wizards, druids, witches, enchantresses, priests, soothsayers, and for Talismans, and the magic points, druidic power points, enchantment power points, and similar power points that this individuals will use.
- The Army Standard and the Beloved Personages can also be paid with the "Army Points".
- The Undead Army may use the "Army Points" and/or the "Ars Arcane Points" for its Necromants (in the percentage chosen to discretion of the player).
- Every army has to line up at least the 20% of the "Army Points" for Infantry Units without missile weapons and without saving throw.
- Every army can spend the maximum 50% of the "Army Points" for Artillery units and/or for Creatures or Units with saving throw.
- There can be no more than one Hero or one Paladin Hero per 500 points of the "Army Points" (*as from original Grenadier's Fantasy Warriors Rule Book)*.
- There can be no more than one Destroyer Hero and no more than one Marksman for each warchief, and both must be of the same race (*see the Nick Lund's F.W. Companion - page 36-37*).
- Maximum a standard-bearer and two heralds for every command.
- Heralds and standard-bearer have to always stay to no more of 10 cm of distance from their warchief or battleleader.
- Every unit will be able to have maximum one standard-bearer and one musician.

Scouting Comands

- Rules from the ***F.W. Rules Book*** will apply, with the following variants:
  - The Scouts (Individuals.) can be lined up by scouting commands, with a maximum of two Scouts for every command.
  - Units and Individuals with Extra Heavy armour or armed with pikes or polearmes cannot scout. All Artilleries and the Terrible Creatures in base of 5 x 5 cm or greater, cannot scout.

Auxiliary troops

- Any races cannot form an army but they can only fight for others as if they were normal troops of the army of the race from which they depend. We define such troops as "Auxiliaries" . For example: Ogres and Trolls can fight as "Auxiliaries" for an Orcs or a Goblins & Hobgoblins army.

Allied commands

- ❑ For every army it is furnished the list of the races whose warriors can form an allied command.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of units made up of several of the races included in the above mentioned list.
- ❑ High Elves, Wood Elves, Halfmen and Dwarves will never fight in an army containing Dark Elves, Damned Elves, Goblins, Hobgoblins, Ogres, Orcs, Ratmen and Trolls.
- ❑ Amazons will never fight in an army containing Ratmen.
- ❑ The allied command cannot have any individuals, it can have the Battle leader only..

Mercenary commands

- ❑ Rules from the *F.W. Companion by Nick Lund* will apply, with the following variants:
- ❑ For every army it is furnished the list of the races whose warriors can form mercenary commands.
- ❑ A mercenary command can consist of units, individuals, creatures made up of several of the races included in the above mentioned list.
- ❑ In violation of the rules mentioned in the F.W. Companion, a mercenary command can also have a standard-bearer and two heralds to flank its battleleader; some of the races that are included in the army list of the mercenaries will be able even to line up wizards, priests and soothsayers. [1]
- ❑ The following rule written in the F.W. Companion:
  - ❑ «mercenaries make it possible to have units of elves and orcs fighting side by side»
- ❑ it is replaced as follows:
  - ❑ «High elves, Wood elves, Halfmen and Dwarves will never fight in a mercenary command containing Dark or Damned or Sinisters elves, Goblins, Hobgoblins, Orcs, Ogres, Ratmen, Trolls and Chaos warriors and creatures».
- ❑ Amazons will never fight in a mercenary command containing Ratmen.

Multi-ethnic Armies.

The following races can form a multi-ethnic army, that is an army formed by units, individuals and creatures of both the armies, that they will operate as if they were of the same race.
- ❑ A multi-ethnic army cannot have allied or mercenary commands.
- ❑ One of the two races is considered dominant , the other is instead considered subordinate.
  - ❑ The Warchief must be of the dominant race.
  - ❑ Battle leaders of the dominant race can have to their orders Units and Individuals of both races.
  - ❑ Battle leaders of the subordinate race can only have to their orders Units and Individuals of their same race.
  - ❑ Wizards, Priests and Sootsayers can be of both the races.
- ❑ The possible combinations are the followings:

Dominant race	subordinate race.
High elves	Woods elves
Orcs	Goblins (Hobgoblins excluded), Ogres and Trolls.
Men-at-Arms	Halfmen

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[1] In the F.W. Companion, page 30, it is written that the mercenary command can only have the following individuals: battleleader, hero, scout, marksman and destroyer.

General Special Rules

Any units are characterized with the following special rules, that they will be indicated in the notes of the profile:

1) Berserker:
- ❑ The Berserker Unities have two profiles:
    - ❑ the top profile is used when the berserker are not in blood lust;
    - ❑ if at any time the berserker are in blood lust use the lower profile.

2) Special profile 1st round
- ❑ Any units have a special second profile named as «1st round» , what will be used only during the 1° round of a combat fase and only in th e case when the unit operates in Attack order and/or is in bloodlust and it has engaged the enemy or from it has been engaged on the front.
- ❑ This rule doesn't apply oneself if the unit favored with the double profile has engaged on the front an enemy unit with pikes that is going to be operated in Attack or Hold order.
- ❑ If a unit of cavalry follows this rule, it will be able to use the special profile only when it fights with the profile including the mounted creature.

3) Linebraker
- ❑ Unit that benefits of this special rule, if it has going to be operated in Attack order or is in bloodlust and have to engage or it be engaged on the front, then in the first round of combat (and only in this round):
    - a) If it will win the combat round, it will disorganize automatically the enemy; if the enemy is already disorganized then it will cause to him to became shaken, regardless other morale test result, except rout.
    - b) This rule it is only applied against enenmy that has a base with a front of equal or smaller width to the front of the unit that is favored of this rule.
    - c) For unit of cavalry and war chariots that make use of this rule, the same doesn't apply if the enemy unit, engaged on the front, it uses pikes and operates in Attack or Hold order; to the contrary the rule applies if the unit armed with pikes comes engaged on the back or to one side.

4) Giant Creatures
Some of the Terrible Creatures particularly big can have the following special rules:

- ❑ If threatened, they are able to add the bonus of the musician and of the allied terrible creature in the test.
- ❑ To the cost of +10 points it will be able to add the miniature of a musician and in such case the effects of the drummers will influence negatively the eneny unit.
- ❑ If this creatures has to make 4 or more saving throws at any time it must then take the relevant test, and obey any potential reactions.
- ❑ The cost of leadership is included in the cost; they will be able to add one herald and one musician, adequately represented on the miniature.
- ❑ If it is lines up singularly, they will be considered as unit and not as individual.
- ❑ If the model has a base superior to 5x5 cm, in case of death or route their army will effect a test of command.
- ❑ For an extra cost of 50 points the Army Standard can be brought by the giant creature, instead of the normal cost of the Talismans.
    - ❑ The Army Standard moves together to the creature.
    - ❑ Till the creature lives, the Army Standard is considered raised (or in position) and it furnishes his bonus.
    - ❑ The Army Standard brought by a giant creature cannot be taken down.
    - ❑ If the creature is killed or routed, the Army Standard is considered wrecked, and a test of command has to be effected in this turn without the benefit of the Army Standard.

5) War chariots

❑ the war chariots cannot move across: woods, forests, bushes, hills, walls, palisades, chevaux de frise, sheets of water (but they can in the fords) and cannot enter into the buildings even if ruined.

❑ the war chariots can be cover by two miniatures of cavalry in base minimun 2.5 x 5 cm.

❑ If the war chariot has the linebreaker ability, it can only use it against models with a maximum base of 4 x 4 cm or against cavalries in base not greater those of 5 x 5 cm.

6) Artillery

❑ the models that have this rule will apply the rules scheduled for the dwarven war cannon in the *NICK LUND COMPANION'S FW COMPANION*, chapter *ARTILLERY & HUGE CREATURES* , with the following adaptation and generalization:

  ❑ **if are used two gunpower charges the value of the cannon duplicates,**
  ❑ **if are used three gunpower charges the value of the cannon triples.**

❑ For the rest the rules over pointed out are applied.

7) To shoot with parabolic trajectory.

❑ the models favored with this rule can shoot from behind a unit or terrain item (wood, hill, building) that would obstruct the line of sight; in such case they will have however a penalization of -2 to the to hit test.

❑ Before the battle begins it is necessary to define like terrain items are or not surmountable with the projectiles of a cannon like a mortar that shoots with parabolic trajectory.

❑ For example: a hill is surmountable, while a mountain it is not.

❑ For this particular artillery, the minimum range to hit is that pointed out by the value of the **"short range"**, therefore it can only hit a target that it is in a zone between the distance definites **"short range"** and that definites **"long range"**.

8) Lances

❑ the warriors that are using the Lances (mainly the Knights) will have a +1 to the hit trow in the round in which they have engaged the enemy or they have been engaged by an enemy on the front.

❑ To the unit equipped with Lance the above bonus will be appliedy only if the unit operates in Attack order or it is in bloodlust.

9) Transiting the impracticable terrain.

❑ The units and the individuals that make use of this rule are able to cross impracticable terrain but only when their movement will end to the outside of the impratcicable terrain.

❑ With this rule, the units will not become disorganized when they cross difficult terrain at maximum speed.

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Rules Updating

SHOOTING ON SINGLE FIGURES

At the chapter **"Shooting on single figures"** *(see page 24 of the Rules Book and page 75 of the Nick Lund's F.W. Companion - "Shooting at individuals")*, the definitions **"single figures"** and **"a lone figure"** are substituted with **"Individuals"** and **"Individual"** , therefore the new text of the rule becomes:

SHOOTING AT INDIVIDUALS
It is possible to shoot on an Individual when it is alone (not in base.to.base contact with other figures) or joined to other Individuals forming a group of individuals, with the following rules:
- If the individual is joined to others forming a group of individuals, the player shooting will have to first choose the individual will be target. A unit or an individual must shoots on an individual only, it is not possible to distribute the volleys on all the members of a group of individual.
  - For each kill on the Individual throw 1D6. If any dice comes up six then the Individual is indeed killed.
  - If the Individual has an saving throw he is, of course, allowed to attempt it..

No variations for the rules concerning the Individuals joined to a unit.
Warchiefs and Battleleaders are considered Individuals.

CAVALRY UNITS MADE TARGET BY MISSILE WEAPONS.

To chapter **"Phase Two- Shooting"** the following new rule is added:

Cavalry Units made target by missile weapons.
- If a Cavalry unit is made target by missile weapons, for the "To hit" and "Kill" tests it will be used the profile that include the mount (second line of the profile).

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Short range missile weapons

Special rules for the short range missile weapons

In the category of the short-range missile weapons they can be included the followings: javelins, one hand guns (revolver, pistol), throwing knifes, throwing axes, rotating disk, one hand crossbow pistol, sling, blowpipe.

Blackening the sky.
- Throwing knifes and Rotating disks can blackening the sky with four volleys.
- Javelins and throwing axes can blackening the sky with three volleys.
- One hand crossbow-pistol and one hand gun can blackening the sky with two volleys, but they cannot blackening the sky if they are used during the Phase Four - Combat.

Special rules for the Sling
- It can blackening the sky with 5 volleys.
- The sling starts the battle with 8 volleys.

Special rules for the Blowpipe
- It can blackening the sky with 3 volleys.
- The blowpipe starts the battle with 6 volleys.
- The darts can be poisoned with the rules scheduled for the poisoned arrows.

Use of the short-range missile weapons.

The short-range missile weapons can be used:
- in the Phase Two - Shooting,
- in the first Phase Four - Combat, in such case it is necessary to distinguish two cases:
- **a) if the unit with the short-range missile weapons has been engaged:**
  - it can use the short-range missile weapons in the first combat phase, just after the engagement, in alternative to the normal hand weapons it dispose;
- **b) if it is the unit that disposes of such weapons that engages the enemy:**
  - it can use the short-range missile weapons in the movement phase, juast after it has effected the engagement, and in the immediately following first phase of combat, in alternative to the normal hand weapons it dispose.
- It can use part of the volleys in the shooting phase and part in the combat phase as it wants.

Hit Throw Test
- for the Hit Throw test, the short-range missile weapons will follow the same rules of the normal missile weapons.

Kill Test
- for the Kill test we will use the following new chart.

Chart weapons against armors

weapon	range	none	light	medium	heavy	X-heavy
Axe (axe)	"5-15"	.2+	.3+	.4+	.5+	.6+
Knife (knf)	"10-20"	.3+	.4+	.5+	.6+	.6+
Rotating disk (disk)	"10-20"	.2+	.2+	.3+	.5+	.6+
Sling (sl)	"10-20"	.3+	.4+	.5+	.6+	.6+
Blowpipe (bp)	"5-15"	.3+	.4+	.5+	.6+	.6+
Javelin (jav)	"5-15"	.3+	.4+	.5+	.6+	.6+
Pistol (pist)	"5-15"	.2+	.3+	.4+	.5+	.6+
Crossbow-pistol (xbp)	"5-15"	.3+	.4+	.5+	.6+	.6+

Range:
- the first value shows the short range, the second the long range; the values are given in centimetres.

Shooting on more lines.

- the javelins and the rotating disks can be thrown by the miniatures of the first and second line, included those that are to base-to-base contact with enemy miniatures, the other short-range missile weapons instead can be only used by the first line.
- Possible variations to the shooting on more lines will come specify in the special rules of the units equipped with such weapons.
- If the throwing comes only effected by the first line it doesn't apply any additional penalty, if instead it is effected by more lines an additional penalty of -1 is applied to the Hit Throw test.
- In the combat phase, the short-range missile weapons can be only used against the unit that has been engaged, is not held account of the possible presence of the champion, neither of the D6 for every 5 for the Attack order *(as instead it happens for the other weapons in the Combat phase).*

Special rules for the units with short-range missile weapons.

- All the unit must be equipped with the same type of short-range missile weapon;
- the short-range missile weapon will be represented from the normal volley counters;
- in relationship to the type of weapon, in the profile it will have to be expressly pointed out the number of them at disposal of the warriors *(see Note n. 1);* every counter will represent a volley of such weapons;
- in the Movement and Combat phases, the short-range missile weapons can be only used against the unit that has been engaged.
- For the Hit Thrown test and Kill test, the reference is done to the specific notes of the profile of the warrior that uses such weapons and those of the weapon.
- Independently from the combat value, when he uses a short-range missile weapon the warrior of one unit or an individual will always have **Value = 1**.
- The possible presence of the champion is not considered, neither of the D6 for every 5 for the Attack order *(as instead it happens for the other weapons in the Combat phase).*
- If the unity disposes of more short-range missile weapons, on condition that they are of the same type, it is possible blackening the sky (with the relative penalty); if instead the weapons are different it is possible to use one only for every phase of game *(see Note n. 2).*

Special rules for the Individuals with short-range missile weapons.

- An Individual that operates alone or in a group of Individuals, when he engages an enemy unit or terrible creature or enemy individual he can use in that same phase (Movement) the short-range missile weapon of which he disposes *(see Note n. 3).*
- If he disposes of two different short-range missile weapons he can only use one of them for every phase: one in the phase of engagement (Movement - if he is him that engages) and the other in the immediately following Combat phase, in addition to one other weapon for man-to-man combat *(see Note n. 4).*
- If the Individual is joned to a unit that has not equipped with short-range missile weapons, he can use their weapons in the Shooting phase and/or in the Movement phase (engagement), but not in the Combat phase, because in this phase his value goes already to increase that of the unit, then we don't compute the additional weapon of which he disposes because as weapon of reference it is only used that of the unit.
- If the individual is instead joined to a unit that uses a short-range missile weapon, for him it is added 1 to the value of the unit, even if he is not lined up in the first line or he is not in base-to-base to contact with an adversary, and it doesn't matter if his weapon is not the same of that of the unit, obviously on condition that he has still at least a counter: *for example he could have a pistol, while the unit uses javelins or throwing knifes; we will consider as reference the weapon of the unit (as it happens in the normal Combat phase, in which the type of weapon to be considered is that of the unit and not that of the Individual).*
- Independently from the Combat value, when he uses a short-range missile weapon the Individual will always have value = 1 (obvious!).
- If he disposes of more short-range missile weapons of the same type, he may blackening the sky (with the relative penalty), as above pointed out for the units.

Notes:

Note 1.
- All the members of a unit of throwers of knifes can have six knifes;
- those equipped with one hand gun (with one bullet only) they can be equipped with six bullets, all usable in the Shooting phases; when they will arrive to base-to-base contact with the enemy they will be able to use still one (if they have it), but not more of a one, because we suppose that during the combat they have not the time to reload their weapon;
- those that use one javelin only or one throwing axe only they will be able to use such weapons a just once (obvious!).
- The double barrel guns is able shoot two hits in the same phase, using two counters, without the penalty blackening the sky .
- For the Individuals the same rules applies.

Note 2.
- For example he may shoot with a one hand gun (pistol) in the phase of engagement (Movement) and then launch a knife in the Combat phase, or he can shoot with two one hand guns or launch two knifes (in the same phase, but with the penalty blackening the sky).

Note. 3:
- We suppose that he is able to shoot with the pistol in the phase of engagement (Movement) and then strike with the sword an other adversary in the following Combat phase.

Note. 4:
- An Individual could be equipped with two one hand guns (pistols) and the sword; those weapons must be represented on the miniature in the following ways: a gun in a hand, the sword in the other and the second gun in the belt, or both the guns in hand and the sword in the sheath. In the Combat phase we assume that he can shoot against an adversary and, contemporarily, he can hit an other with the sword.

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ARMY LIST ABBREVIATIONS
SIGLE USATE NELLE TABELLE DEI PROFILI

Italiano	English
Nome	**NAME = name of unit or individual**

Qual = Qualità	**QUA = Quality**
Imprev = Imprevedibile	Unpred = Unpredictable
Scad = Scadente	Poo = Poor
Med - Medi - Media	Av = Average
Vet = Veterana	Vet = Veteran
El = Elite	El = Elite

Tipo	**TYP = TYPE**
Stup = Stupido	Stup = Stupid
Trib = Tribale	Tri = Tribal
Disc = Disciplinato	Disc = Disciplined
Fan = Fanatico	Fan = Fanatic
F/T = Fanatico/Tribale	F/T = Fanatic/Tribal
NM = Non morto	UD = Undead

For = Forza	**STR = STRENGTH**

Res = Resistenza	**RES = RESILIENCE**

Val = Valore	**WOR = WORTH**

Cor = corazza	**ARM = ARMOUR**
No = nessuna	No = None
lg = leggera	Lt = Light
lg/sc = leggera/scudo	Lt/Sh = Light/Shield
md = media	Md = Medium
(media o med)	
md/sc = media/scudo	Md/Sh = Medium/Shield
p = pesante	H = Heavy
p/sc = pesante/scudo	H/Sh = Heavy/Shield
xp = extra pesante	Xh = Extra Heavy
xp/sc = extra pesante/scudo	Xh/Sh = Extra Heavy /Shield

Arm = Armi	**WEA = WEAPON**
A = arco	B = bow
AL = arco lungo	Lb = long bow
Bal = balestra	Cb = crossbow
BalG = balestra gigante	G/Cb = Giant Crossbow
Arch = archibugio	Hg = handgun
1m = 1 mano	Hd = one hand
2m = 2 mani	2Hd = two handed
picca = picca	Pk = Pike
l o L o Ln = lancia	Sp = Spear
LC = lancia da carica	La = Lance
ala = alabarda	Pol = Polearm
c&z = corna & zoccoli	H&H = Horn & Hoof
z&a = zanne & artigli	T&C = Tooth & Claw

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Mov = Movimento              MOV = Movement
Note:
for Movement and basettes the unit to measure is cm (centimeters):
1.00 cm   = 0.40 inch
1.00 inch = 2.50 cm


Sal = Tiro Salvezza          SAV = Saving Throw

Ter = Creatura Terribile     TER = Terrible Creature

Luce = Luce Sfavorevole      BAD = Bad Light

Pun = costo in punti         PTS = Points Cost
+M o +PM  = punti magia      +M  = Cost of magic power
+C o +VC  = Valore Comando   +L  = Cost of leadership

Mig = miglioramento           UPG = Quality Upgrade
      Della Qualità
+?El = Elite                 +?El = cost of upgrade to Elite
+?Vet= Veterana              +?Vet = cost of upgrade to Veteran
+?Med = Media                +?Av  = cost of upgrade to Average

Min = numero minimo          MIN = Minimum figures in unit
    di figure in
    una Unità

Max = numero massimo         MAX = Maximum figures in unit
     di figure in
     in una Unità
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Immagine tratta dal Nick Lund's F.W. Companion
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