

FANTASY LEGEND



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BATTLE RESOLUTION SHEET

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Steps for Conducting Melee

1. Determine how many eligible models will attack.
2. Apply all Modifiers from the Melee Modifiers Table and the Cover Table.
3. Add the MHV of the attacking Unit or Character to item 2 above.
4. Roll a D10 and reference the Hits Scored Table to calculate the Hits Scored.
5. Calculate the damage to the target using the Damage Table.
6. Separate the casualties, but wait for end of round to remove casualties.
7. When the round of Combat is over, remove any casualties from the table.

Steps for Shooting Missile Weapons

1. Declare your target. Determine Line of Sight.
2. Determine eligible shooters.
3. Determine the Range of the Target.
4. Apply all Modifiers from the Modifiers to Shooting Table, the Cover Table.
5. Add the MHV of the Unit or Character shooting.
6. Roll a D10 and reference the Hits Scored Table to Determine Hits Scored.
7. Use the Damage Table to calculate the damage done to the Target.
8. After damage has been calculated, the player controlling the Target will remove any models from the table.

Steps for Shooting with Engines of War

1. Declare your Target and Determine Line of Sight.
2. Determine the Range of the Target.
3. Apply all Modifiers as outlined above.
4. *Roll to Hit, calculate hits.
5. Calculate Damage.
6. Remove Casualties.

Use the Engine Crew Profile Sheet to record and play with an Engine unit.



Melee Modifiers

This table is to be used by the ATTACKER only!			
Positive Modifiers	+	Negative Modifiers	-
Per Rank of Attacking Unit (3 Max)	1/2	Per Rank of Defending Unit (3 Max)	-1/2
Attacker has a Musician	1	Defender has a Musician	-1
Attacker has a Standard	1	Defender has a Standard	-1
Attacker is Class "A"	2	Defender is Class "A"	-2
Attacker is Class "B"	1	Defender is Class "B"	-1
Attacker is FEARED by Defender	1	Attacker FEARS the Defender	-2
Attacker rides in a Chariot	1	Defender rides in a Chariot	-1
Attacking from "Higher Ground"	1	Defender is on "Higher Ground"	-1
Attacking from a Mount	1	Defender is Mounted	-1
Defender is Disordered	1	Attacker is Disordered	-1
Attacker is Charging	1	Defender is behind a Linear Obstacle	-2
Defender is "Routing"	2		
Attacker is "Frenzied"	2	Note: Do Not add the Higher Ground to the Chariot or Mount Modifiers. These take higher ground into account!	
Defender is "Frenzied"	1		
Attacking from the Rear	3		
Attacking the Flank	2		

Modifiers to Shooting

Positive	MHP
Firing from AMBUSH	+2
Firing Unit has not Moved or Fought in COMBAT	+1
Firing Unit is on Higher Ground (Stationary)	+1
Per each Rank over 1 of the Target Unit (+3 Max)	+1
Target is in Disorder	+2
Target is or is riding a large Beast or Monster	+2
Target is within Short Range	+1
Negative	
Firing unit attacked last turn (by Missiles, Magic or Combat)	-1
Firing Unit is on a Moving Platform or Mount	-1
Firing from a Flyer	-2
Firing Unit is SHAKEN	-2
Per Crewman lost on an Engine of War	-1
Per Volley in one Turn (each over one)	-1
Target at Long Range	-1
Target is a single troop or Character	-3
Target Moved over 10 in. Last Turn	-1
Target Unit is behind COVER	Cover Table

BREAK-OFF RESULTS TABLE

Unit Class			D10 Roll Result
A	B	C	
1	1-2	1-3	D5 Casualties, -3 Morale, Back to Enemy
2-3	3-4	4-7	D5 Casualties, -1 Morale, Back to Enemy
4-5	5-7	8-10	-2 Morale, Facing the Enemy
6-7	8-10	NA	-1 Morale, Facing the Enemy
8-10	NA	NA	Facing the Enemy

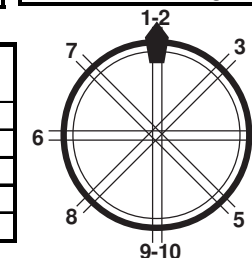
Modified Movement Table

FULL	3/4	1/2	1/4
2	2	1	1
3	2	2	1
4	3	2	1
5	4	3	1
6	5	3	2
7	5	4	2
8	6	4	2
9	7	5	2
10	8	5	3
11	8	6	3
12	9	6	3
13	10	7	3
14	11	7	4

Start with the FULL Modified Movement of the subject (MOV-Total ENC), and follow therow to the right to find the 3/4, 1/2 and 1/4 Modified Movement. Transfer these numbers to the Profile Sheet.

Cover Table

Terrain Feature	Cover Type	DRF Modifier	MHV Modifier
Large Rocks	Hard	+3	-2
Medium Rocks	Hard	+3	-1
Stone Structure	Hard	+3	-2
Light Chariot	Light	+1	-1
Medium Chariot	Medium	+2	-2
Heavy Chariot	Hard	+3	-3
Wagon	Medium	+2	-2
Wood Structure	Medium	+2	-3
Earth Works	Hard	+3	-1
Trenches	Medium	+2	-2
Siege Tower	Hard	+3	-3
Mantlet	Medium	+2	-3
Heavy Woods	Hard	+3	-3
Light Woods	Light	+1	-2
Tall Grass / Scrub	Light	+1	-1
Hedges / Small Trees	Medium	+2	-1
Wood Fence	Light	+1	-1
Smoke or Fog	Light	0	-3



Random Direction Compass

Simply consider the arrow as the direction your model was facing, shooting or casting, and roll a D10. The result of the roll is the direction the element takes.

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BATTLE RESOLUTION SHEET

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Hits Scored Table

Models Eligible	D10 Roll Result									
	1	2	3	4	5	6	7	8	9	10
	Number of Hits									
1	0	0	0	0	1	1	1	1	1	1
2	0	0	1	1	1	1	1	2	2	2
3	0	1	1	1	2	2	2	2	3	3
4	0	1	1	2	2	2	3	3	4	4
5	1	1	2	2	3	3	4	4	5	5
6	1	1	2	2	3	4	4	5	5	6
7	1	1	2	3	4	4	5	6	6	7
8	1	2	2	3	4	5	6	6	7	8
9	1	2	3	4	5	5	6	7	8	9
10	1	2	3	4	5	6	7	8	9	10
11	1	2	3	4	6	7	8	9	10	11
12	1	2	4	5	6	7	8	10	11	12
13	1	3	4	5	7	8	9	10	12	13
14	1	3	4	6	7	8	10	11	13	14
15	2	3	5	6	8	9	11	12	14	15
16	2	3	5	6	8	10	11	13	14	16
17	2	3	5	7	9	10	12	14	15	17
18	2	4	5	7	9	11	13	14	16	18
19	2	4	6	8	10	11	13	15	17	19
20	2	4	6	8	10	12	14	16	18	20
21	2	4	6	8	11	13	15	17	19	21
22	2	4	7	9	11	13	15	18	20	22
23	2	5	7	9	12	14	16	18	21	23
24	2	5	7	10	12	14	17	19	22	24
25	3	5	8	10	13	15	18	20	23	25
26	3	5	8	10	13	16	18	21	23	26
27	3	5	8	11	14	16	19	22	24	27
28	3	6	8	11	14	17	20	22	25	28
29	3	6	9	12	15	17	20	23	26	29
30	3	6	9	12	15	18	21	24	27	30

Damage Table

Strength	Number of Hits																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	Damage																			
3	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
4	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
6	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120
7	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
8	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160
9	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144	153	162	171	180
10	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
11	11	22	33	44	55	66	77	88	99	110	121	132	143	154	165	176	187	198	209	220
12	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192	204	216	228	240
13	13	26	39	52	65	78	91	104	117	130	143	156	169	182	195	208	221	234	247	260
14	14	28	42	56	70	84	98	112	126	140	154	168	182	196	210	224	238	252	266	280
15	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
16	16	32	48	64	80	96	112	128	144	160	176	192	208	224	240	256	272	288	304	320
17	17	34	51	68	85	102	119	136	153	170	187	204	221	238	255	272	289	306	323	340
18	18	36	54	72	90	108	126	144	162	180	198	216	234	252	270	288	306	324	342	360
19	19	38	57	76	95	114	133	152	171	190	209	228	247	266	285	304	323	342	361	380
20	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400
21	21	42	63	84	105	126	147	168	189	210	231	252	273	294	315	336	357	378	399	420
22	22	44	66	88	110	132	154	176	198	220	242	264	286	308	330	352	374	396	418	440
23	23	46	69	92	115	138	161	184	207	230	253	276	299	322	345	368	391	414	437	460
24	24	48	72	96	120	144	168	192	216	240	264	288	312	336	360	384	408	432	456	480
25	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500
26	26	52	78	104	130	156	182	208	234	260	286	312	338	364	390	416	442	468	494	520
27	27	54	81	108	135	162	189	216	243	270	297	324	351	378	405	432	459	486	513	540
28	28	56	84	112	140	168	196	224	252	280	308	336	364	392	420	448	476	504	532	560
29	29	58	87	116	145	174	203	232	261	290	319	348	377	406	435	464	493	522	551	580
30	30	60	90	120	150	180	210	240	270	300	330	360	390	420	450	480	510	540	570	600
31	31	62	93	124	155	186	217	248	279	310	341	372	403	434	465	496	527	558	589	620
32	32	64	96	128	160	192	224	256	288	320	352	384	416	448	480	512	544	576	608	640

FANTASY LEGEND

MAGIC RESOLUTION SHEET

Steps for Casting Spells

1. Declare your Target and Determine Line of Sight.
2. Determine the Range to the Target.
3. Roll D% for Success.

If the Caster rolls doubles (i.e., '88' or '55'), a fumble has occurred! Roll a D% against the Fumbled Magic Table and proceed as instructed. The spell may still succeed, even though a fumble has occurred!

All Spells Cost 1AP to Cast, unless otherwise noted!

A Mage may cast as many spells as he has APs during an Action Phase, but is limited to only as many Offensive Spells as he has Attacks. Offensive spells do something bad to the enemy. Counter Spells are NOT Offensive.

Rules for Magic are located in Appendix D (Pp. 127-141) in the Fantasy Legend rulebook.



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Fumbled Magic Table

If you roll a double number like 88 or 55, roll a D% and refer to the table below. A D5 is a D10 divided by 2.

Roll % Dice	Effects of the roll	Roll % Dice	Effects of the roll
1-5	The Caster has failed to control the forces of the Matrix! A tremendous explosion occurs, immediately destroying the Caster and any other model within any part of its base within the affected area. Use the medium blast template.	51-55	The spell fails, but the energy spent in attempting to cast it is directed toward the nearest friendly Character. The failed spell hits the Character, doing 2D10 Damage to him/her, with no reduction for DRF or any other factor. If the Character is mortally wounded, he/she is removed from the game.
6-10	The spell fizzles out, with the smell of Ozone and a bit of smoke. The fortunate caster is left relatively unharmed, but temporarily loses his ability to cast spells. He may not cast another spell for D5 turns. Roll a D10 and divide the result by 2, round up.	56-60	The Mage botched this spell so badly, that he can no longer cast it. This lasts for the remainder of the game. The spell is scratched from the Mage's Spell/Artifact Table on his Character Profile Sheet.
11-15	POOF! The Caster is transformed into a small green reptile. All units within 8" of the Caster's position now have a -1 to their Morale due to uncontrollable laughing. The effects last for D5 turns. Roll a D10 and divide the result by 2, rounding up.	61-65	The Mage takes 2D10 Damage. If he is killed, remove him from the table. If the Mage is not killed, he acts normally.
16-20	The spell is miscast and affects the nearest FRIENDLY unit. If the spell is not of an "offensive" nature, it will cause the Morale of the affected unit to drop to a state of SHAKEN. If the unit is already SHAKEN, it will now ROUT.	66-70	The spell goes haywire, and slams into the nearest friendly Unit, Character or Monster, whichever is the CLOSEST to the Mage. Upon making contact, the failed spell automatically kills one Troop, Character or Monster, and does an additional 3D10 of damage. DRFs still apply as normal.
21-25	The spell fails with a flash, and sets the caster's scroll on fire in the process. The controlling player must roll a D5 and remove that number of spells from the caster's Spell/Artifact Table on the Profile Sheet. This effect lasts for the rest of the game.	71-75	The Spell alters the mana around the closest Unit, and causes it to disappear from the battlefield. The Unit re-appears on the edge of the table near where it set up at the start of the game. The members of the unit are disordered for the rest of the turn, but will reform and move toward their commander next Action Phase.
26-30	A mis-pronounced word while casting the spell teleports the Caster 2D10 inches in a random direction. If the caster passes through a solid object, such as a wall or large rock, he is killed. If he goes off the table edge, he may not return to the game.	76-80	The failed spell has summoned a Dark Lord from his Saturday Night Show er. Dark Lords do not like it when you bring them out in public, wearing a show er cap. Your Mage is immediately squashed under foot. The Dark Lord returns to his show er.
31-35	All of the Caster's power is used up to save the Caster's life. The caster may not use magic for the rest of the game. So he stomps off the nearest table edge to sulk. If attacked while attempting to leave, he conducts combat as normal.	81-85	Something in the incantation went wrong, and instead of the spell your Mage was attempting, five Class "B" Skeletons armed with Swords, Class 1 Shields and Light Armor are raised directly in front of him! He must fight them, and kill them (again). Other Characters and Units cannot come to the Caster's aid until the following Action Phase.
36-40	The Caster seems to be responsible for a foul odor. Any models within 8" will suffer a -1 to Morale and will not stay near. Once outside the 8" area, their Morale returns to normal. This effect lasts for the remainder of the game.	86-90	The spell fails, but a strange side effect occurs. The Enemy unit CLOSEST to the Mage will not have to check its Morale for the rest of the game. The Unit will always have a Morale of Determined.
41-45	An intense flash of white light blinds all models within 12" of the Caster. The effects last for the current turn. All affected units may not fight, and have no DRF. Models outside of the affected area may attack and fight normally, and may attack the blind Units.	91-95	The Closest Enemy Character is now impervious to any of your magic for the rest of the game. None of your spells will affect him/her.
46-50	The Caster begins to spin violently as the energy of the Matrix manifests itself into a Vortex of deadly force. The "tail" of the vortex destroys everything in its path as it is moved D10 inches in a random direction for D5 turns. In the process, the Caster is killed. Use the Small Blast Template to represent the "Tail" of the Vortex.	96-100	The Closest Friendly Unit is now an "Arrow Magnet". Any hostile Character or Unit firing any hand-held missile weapon at the Unit will do so with a +4 To Hit modifier.

FANTASY LEGEND

RECOVERY PHASE SHEET

Rules covering Morale are located on Pp. 33-40 in the Fantasy Legend rulebook.

Rules covering the Recovery Phase of the Game Turn are located on page 78.

Determining the State of Morale

1. Declare which Characters (within range) will be influencing the unit, and with how many MF points. Note that if you declare too many, you may send your unit into a state of **FRENZY!**
2. Consult the Modifiers to Morale table on this page, and add/subtract the appropriate number of points from your unit's Base Morale. This will be the Modified Morale for the unit for the current Recovery Phase.
3. Now that you have the Modified Morale value for your Unit, you must consult the Morale Table. This is also located on the Recovery Phase Sheet.
Under the heading "Base Morale", find your Unit's MOR, or in the case of Units with an attached Character, the MOR for the Character. Follow the row to the right until you come to the value closest to but not greater than the Modified Morale value. The state of Morale for your Unit is located at the bottom of the table under this value.

For example, if you have a Unit with a base MOR of 7, and the Unit suffers a total of -3 in Modifiers, you will find that the Unit has a Modified MOR of 4. When you consult the Morale Table, you will find the "7" in the Base Morale column, follow the row to the right until you reach the "4" column, and then down to the MORALE: row which reads "Shaken". This is the State of Morale for the Unit for the upcoming turn.

Rallying a Routing Unit

In order to rally your routing Unit, you must bring its Morale to a state of at least Shaken. If this is accomplished, the Unit stops its rout movement, and attempts to reform, getting out of Disorder.

Modifiers to Morale

Positive Modifiers		Negative Modifiers	
Character in Direct Control of Unit	+MF	No Character within range to add MF to unit	-3
Each Friendly Unengaged unit within 6"	+1	Each Friendly Unit ROUTING within 6" and LOS	-2
Unit has a Standard	+1	Unit's Standard was Captured this Turn	-3
Unit has a Musician	+1	Musician was Killed this Turn	-3
Unit Charged Last Action Phase	+1	Unit is Being Charged (Test Immediately), see below	*
Unit Won its last round of Combat	+1	Unit Lost its last round of Combat	-1
Fighting Enemy 10+ models Smaller	+1	Fighting Enemy 10+ models Larger	-1
Attacked Enemy from the Flank	+2	Unit was attacked from Flank	-2
Attacked Enemy from the Rear	+3	Unit was attacked from the Rear	-3
Unit is defending behind Works or Cover	+1	Unit was affected by Magic last Turn	-2
Unit is hidden or waiting in AMBUSH	+1	Unit was Damaged by Engine of War	-2
Pursuing a ROUTED Unit	+2	Unit was attacked by Monster last Turn	-3
Unit is in a state of FRENZY	+3	Unit is ROUTING	-4
Per Rank of Unit (over One)	+1	Unit was attacked while in DISORDER	-3
Unit has a Champion	+1	Charging Unit Falls Short of Goal	-3

*Note that if a unit is being charged, and does not have a Morale of Determined, it tests for Morale immediately. Roll a D10. If the unit has a Morale of Stable, and the result is a 2 or less, the unit being charged routs immediately. If the unit has a



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Morale Table

Base Morale	Modified Morale				
	1	2	3	5	6
4	1	2	3	5	6
5	1	3	4	6	8
6	2	3	5	7	9
7	2	4	5	8	11
8	2	4	6	9	12
9	2	5	7	10	14
10	3	5	8	11	15
11	3	6	8	12	17
12	3	6	9	13	18
13	3	7	10	14	20
14	4	7	11	15	21
15	4	8	11	16	23
16	4	8	12	17	24
17	4	9	13	18	26
18	5	9	14	19	27
MORALE:	Rout	Shaken	Stable	Determined	Frenzy

Read this table by starting with the base MOR of the unit. Apply all of the pertinent modifiers, then consult the "Modified Morale" table. If the Modified Morale is equal to or greater than the value, keep going to the right until the number in the cell is

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CHARACTER PROFILE SHEET

Character Name	
Army	Army Commander
Unit Commander	RacePro
Mount	

Total	Total	Total
TOU	DRF	ENC

Points Breakdown			
Item	Points	Item	Points
RacePro		Hand Weapons	
Mount		Equipment	
Beasts		Banner	
Armor		Instrument	
Missile Weapon		Spells/Artifacts	
		Total Points	

Basic Character Information

MOR	MF	INIT	AP	MOV	STR	TOU	DRF	MHV	ATT	POINTS

Pro Points:	
Build Points:	

Basic Mount Information

MOR	Class	INIT	AP	MOV	STR	TOU	DRF	AIR	ATT	POINTS

Equipment Profile

Equipment	Cover	TOU	DRF	ENC	Points

Banner	Points	Magical?
Instrument	Points	Magical?

Spell/Artifact Table

Spell/Artifact	Range	Duration	Auto Kills	Points	Success	Effects	Sp. Rules

Notes:

Armor

Armor Type	DRF	ENC	Points

Hand Weapons

Weapon	STR	Points

Missile Weapon

Weapon	STR	Range			Points
		Short	Eff	Long	

Terrain Effects

Type	Character	Mount
Open		
Broken		
Rough		
Linear Obstacle		
Light Wood		
Heavy Wood		
Steep Hill		

Modified Movement

	Full	3/4	1/2	1/4
	Troop			
Mount				
Mt. Air				



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Unit Type		# of Troops
Army		Army Commander
Unit Commander		RacePro
Mount		Champion?



UNIT PROFILE SHEET

Total DRF	Total ENC

Points Breakdown			
Item	Points	Item	Points
RacePro:		Missile Weapons	
Mount:		Equipment:	
Armor:		Banner:	
Hand Weapons:		Instrument:	
		Champion:	
		Total Points	

Unit Name: _____

Player: _____

Basic Troop Information

MOR	MF	INIT	AP	MOV	STR	TOU	DRF	MHV	ATT	POINTS

Basic Mount Information

MOR	Class	INIT	AP	MOV	STR	TOU	DRF	AIR	ATT	POINTS

Casualty Line

Damage	1	2	3	4	5	6	7	8	9	10
Remove										

Banner	Points	Magical?
Instrument	Points	Magical?

Equipment Profile

Equipment	Cover	TOU	DRF	ENC	Points

Armor

	Armor Type	DRF	ENC	Points
1				
2				
3				

Hand Weapons

Weapon	STR	Points

Missile Weapon

Weapon	STR	Range			Points
		Short	Eff	Long	

Terrain Effects

Type	Troop	Mount
Open		
Broken		
Rough		
Linear Obstacle		
Light Wood		
Heavy Wood		
Steep Hill		

Modified Movement

	Full	3/4	1/2	1/4
Troop				
Mount				
Mt. Air				

Notes



Army

Army Commander

Direct Commander



Points

Unit 1 Unit 2 Unit 3 Unit 4

Total Points: Total Init:

COMMAND PROFILE SHEET

Use this sheet to record your NON-SPECIAL units. This sheet should accompany the Character Profile Sheet and any Special Unit Sheet in the same Command.



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Basic Troop Information

of Troops:

RacePro:

MOR	INIT	AP	MOV	STR	MHV	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Basic Mount Information

of Mounts:

Mount Type:

MOR	INIT	AP	MOV	AIR	STR	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Casualty Line

Dam age	Rem ove	1	2	3	4	5	6	7	8	9	10

Total DPF	Total ENC
-----------	-----------

Missile Weapon	Weapon	STR	Range	Short	Ef	Long

Notes: Banners, Instruments, or Special Equipment should be noted, along with the page number in the rulebook associated with the item.

Basic Troop Information

of Troops:

RacePro:

MOR	INIT	AP	MOV	STR	MHV	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Basic Mount Information

of Mounts:

Mount Type:

MOR	INIT	AP	MOV	AIR	STR	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Casualty Line

Dam age	Rem ove	1	2	3	4	5	6	7	8	9	10

Total DPF	Total ENC
-----------	-----------

Missile Weapon	Weapon	STR	Range	Short	Ef	Long

Notes: Banners, Instruments, or Special Equipment should be noted, along with the page number in the rulebook associated with the item.

Basic Troop Information

of Troops:

RacePro:

MOR	INIT	AP	MOV	STR	MHV	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Basic Mount Information

of Mounts:

Mount Type:

MOR	INIT	AP	MOV	AIR	STR	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Casualty Line

Dam age	Rem ove	1	2	3	4	5	6	7	8	9	10

Total DPF	Total ENC
-----------	-----------

Missile Weapon	Weapon	STR	Range	Short	Ef	Long

Notes: Banners, Instruments, or Special Equipment should be noted, along with the page number in the rulebook associated with the item.

Basic Troop Information

of Troops:

RacePro:

MOR	INIT	AP	MOV	STR	MHV	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Basic Mount Information

of Mounts:

Mount Type:

MOR	INIT	AP	MOV	AIR	STR	ATT	Op	Br	Ro	Lin	LW	HW	Hill
				/	/	/							

Casualty Line

Dam age	Rem ove	1	2	3	4	5	6	7	8	9	10

Total DPF	Total ENC
-----------	-----------

Missile Weapon	Weapon	STR	Range	Short	Ef	Long

Notes: Banners, Instruments, or Special Equipment should be noted, along with the page number in the rulebook associated with the item.

FANTASY LEGEND

ENGINE CREW PROFILE SHEET

Engine Type		# of Engines
Army	Army Commander	
Unit Commander	Master Gunner?	
Team	# in Team(s)	
Crew RacePro	# in Crew(s)	

Total DRF	Total ENC

Points Breakdown			
Item	Points	Item	Points
Master Gunner:		Armor:	
RacePro:		Hand Weapons:	
Team:		Banner:	
Engine:		Instrument:	
Equipment:		Sp. Loads:	
		Total Points	

Rules governing Engines of War may be found on pages 108 through 112 of the Fantasy Legend™ Rulebook.

Basic Master Gunner Information										RacePro:
MOR	MF	INIT	AP	MOV	STR	TOU	DRF	MHV	ATT	POINTS

Basic Crew Information Master Gunners allow the Crew to fire using the MHV of the Master Gunner!

MOR	MF	INIT	AP	MOV	STR	TOU	DRF	MHV	ATT	POINTS

Basic Team Information

MOR	Class	INIT	AP	MOV	STR	TOU	DRF	AIR	ATT	POINTS

Engine of War

Engine	STR	Max Kills	Range			TOU	ENC	Points
			Short	Eff	Long			

Crew Casualty Line

Damage	1	2	3	4	5
Remove					
Hit Mod.	-1	-2	-3	-4	-5

In order to move an engine of war, you must include either a Limber or a set of wheels for each engine. Limbers and wheels for an engine cost 1/2 as many points as the engine they will carry. List either in the "Equipment Profile" section. Neither offer cover. TOU/DRF are 1/2 that of the engine. There is no ENC for Wheels or Limbers.

Equipment Profile

Equipment	Cover	TOU	DRF	ENC	Points

Engines of War Miss and Fumble Table

D10 of:	Result	D10 of:	Result
1	Fumble	1	Engine Destroyed, Lose D5 Crew
2-3	Long	2-3	Engine Cannot be fired for D5 Turns
4-6	Left	4-6	Engine Cannot be fired for 2 Turns
7-9	Right	7-9	Engine Cannot be fired for 1 Turn
10	Short	10	Engine Mis-Fired, but not Damaged

Fumble Tables

If you miss your intended target, roll a D10 against the table on the left. This will tell you the direction that the projectile takes. At the same time, roll a D10 for the number of inches the projectile travels in that direction. If you roll a '1' on the first D10, you have fumbled. Roll a second D10 and consult the table on the right. This is the result of the fumble.

Armor

Armor Type	DRF	ENC	Points

Hand Weapons

Weapon	STR	Points

Special Loads

Load	STR	Points

Terrain Effects

Type	Crew	Team
Open		
Broken		
Rough		
Linear Obstacle		
Light Wood		
Heavy Wood		
Steep Hill		

Modified Movement

	Full	3/4	1/2	1/4
Crew on Foot				
Team				
Team Limbered				

Banner	Points	Magical?
Instrument	Points	Magical?



Unit Type		# of Troops
Beast Master Unit		
Army	Army Commander	
Unit Commander	Handler RacePro	
Beast/ Monster Type	# of Beasts	



BEAST / MONSTER

PROFILE SHEET

Total DRF	Total ENC

Points Breakdown			
Item	Points	Item	Points
Handlers		Hand Weapons	
Beasts/ Monsters		Missile Weapons	
Handler Armor		Instrument	
		Total Points	

Basic Handler Information

MOR	MF	INIT	AP	MOV	STR	TOU	DRF	MHV	ATT	POINTS

Basic Beast/ Monster Information

MOR	Class	INIT	AP	MOV	STR	TOU	DRF	AIR	ATT	POINTS

Handler Casualty Line

Damage										
Remove	1	2	3	4	5	6	7	8	9	10

Beast/ Monster Casualty Line

Damage										
Remove	1	2	3	4	5	6	7	8	9	10

Armor

Armor Type	DRF	ENC	Points

Terrain Effects

Type	Handler	Beast/ Monster
Open		
Broken		
Rough		
Linear Obstacle		
Light Wood		
Heavy Wood		
Steep Hill		

Missile Weapon

Weapon	STR	Range			Points
		Short	Eff	Long	

Hand Weapons

Weapon	STR	Points

Modified Movement

	Full	3/4	1/2	1/4
Handler				
Beast / Monster				

Banner	Points	Magical?
Instrument	Points	Magical?

Special Rules for Beast Masters

Each Handler may only control up to six beasts or two monsters each.

Handlers may be of any Character Level, but must be at least a Class A for rank and file.

If a Handler is killed, any beasts he is controlling will leave the table, as soon as possible, but any monsters will move in a random direction at their maximum modified rate. If the monster comes into contact with a unit, be they friend or foe, it will attack. The monster will stay engaged to the death, and will pursue any break-off, pushback or rout.

Notes





CHARIOT / WAGON CREW PROFILE SHEET

Chariots or Wagons, Lt. Med., Hvy.		# of Vehicles
Army	Army Commander	
Unit Commander	Char./ MG RacePro	
Team(s)	# in Team(s)	
Crew RacePro	# in Crew(s)	

Total DRF	Total ENC

Points Breakdown			
Item	Points	Item	Points
Character:		Armor:	
Crew:		Hand Weapons:	
Team:		Banner:	
Engine:		Instrument:	
Chariots/ Wagons:		Sp. Loads:	
		Total Points	

Character / Master Gunner Information

MOR	MF	INIT	AP	MOV	STR	TOU	DRF	MHV	ATT	POINTS

Character s and/or Master Gunners allow the Crew to fire using the MHV of the Master Gunner!

Basic Crew Information

MOR	MF	INIT	AP	MOV	STR	TOU	DRF	MHV	ATT	POINTS

Basic Team Information

MOR	Class	INIT	AP	MOV	STR	TOU	DRF	AIR	ATT	POINTS

Engine of War

Engine		STR	Max Kills	Range			TOU	ENC	Points
				Short	Eff	Long			

Crew Casualty Line

Damage	1	2	3	4	5
Remove					
Hit Mod.	-1	-2	-3	-4	-5

A Chariot or War Wagon may have an attached Character that acts as a Master Gunner. You may include as many Characters as you have vehicles, but must have an Army Commander of a high enough level to command them! The Driver is always the same RacePro as the Crew. No more than 5 crewman may operate a single Engine of War.

Steps for Shooting with Engines of War

1. Declare your Target and Determine Line of Sight.
2. Determine the Range of the Target.
3. Apply all Modifiers as outlined on the Modifiers to Shooting Table on the Battle Resolution Sheet.
4. *Roll to Hit, calculate hits.
5. Calculate Damage.
6. Remove Casualties.

* Remember that "Powder" weapons explode on a D10 roll of 4 or less. Roll seperately for this BEFORE rolling to Hit!

Rules governing Engines of War may be found on pages 108 through 112 of the Fantasy Legend™ Rulebook.

Notes: Don't forget that your vehicles offer COVER! List the cover type here:

Armor

Armor Type	DRF	ENC	Points

Hand Weapons

Weapon	STR	Points

Special Loads

Load	STR	Points

Terrain Effects

Type	Crew	Team
Open		
Broken		
Rough		
Linear Obstacle		
Light Wood		
Heavy Wood		
Steep Hill		

Modified Movement

	Full	3/4	1/2	1/4
Crew on Foot				
Team				
Vehicle				

Banner	Points	Magical?
Instrument	Points	Magical?

Engines of War Miss and Fumble Table

D10 of:	Result
1	Fumble
2-3	Long
4-6	Left
7-9	Right
10	Short

D10 of:	Result
1	Engine Destroyed, Lose D5 Crew
2-3	Engine Cannot be fired for D5 Turns
4-6	Engine Cannot be fired for 2 Turns
7-9	Engine Cannot be fired for 1 Turn
10	Engine Mis-Fired, but not Damaged

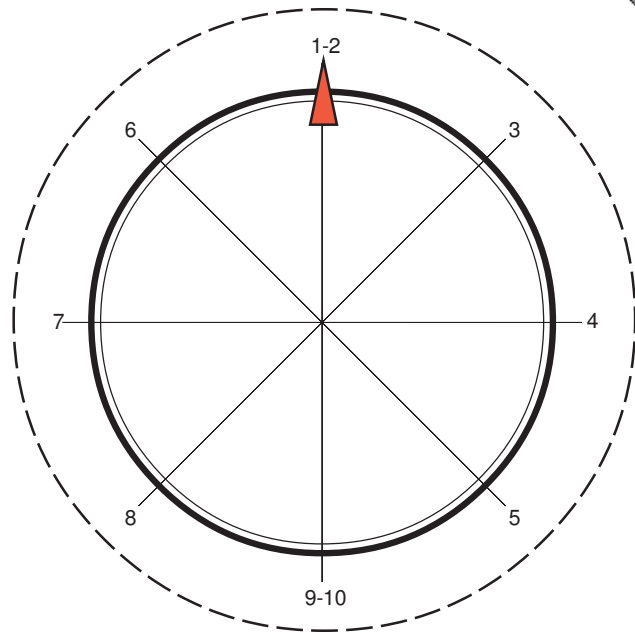
Fumble Tables

If you miss your intended target, roll a D10 against the table on the left. This will tell you the direction that the projectile takes. At the same time, roll a D10 for the number of inches the projectile travels in that direction. If you roll a '1' on the first D10, you have fumbled. Roll a second D10 and consult the table on the right. This is the result of the fumble.

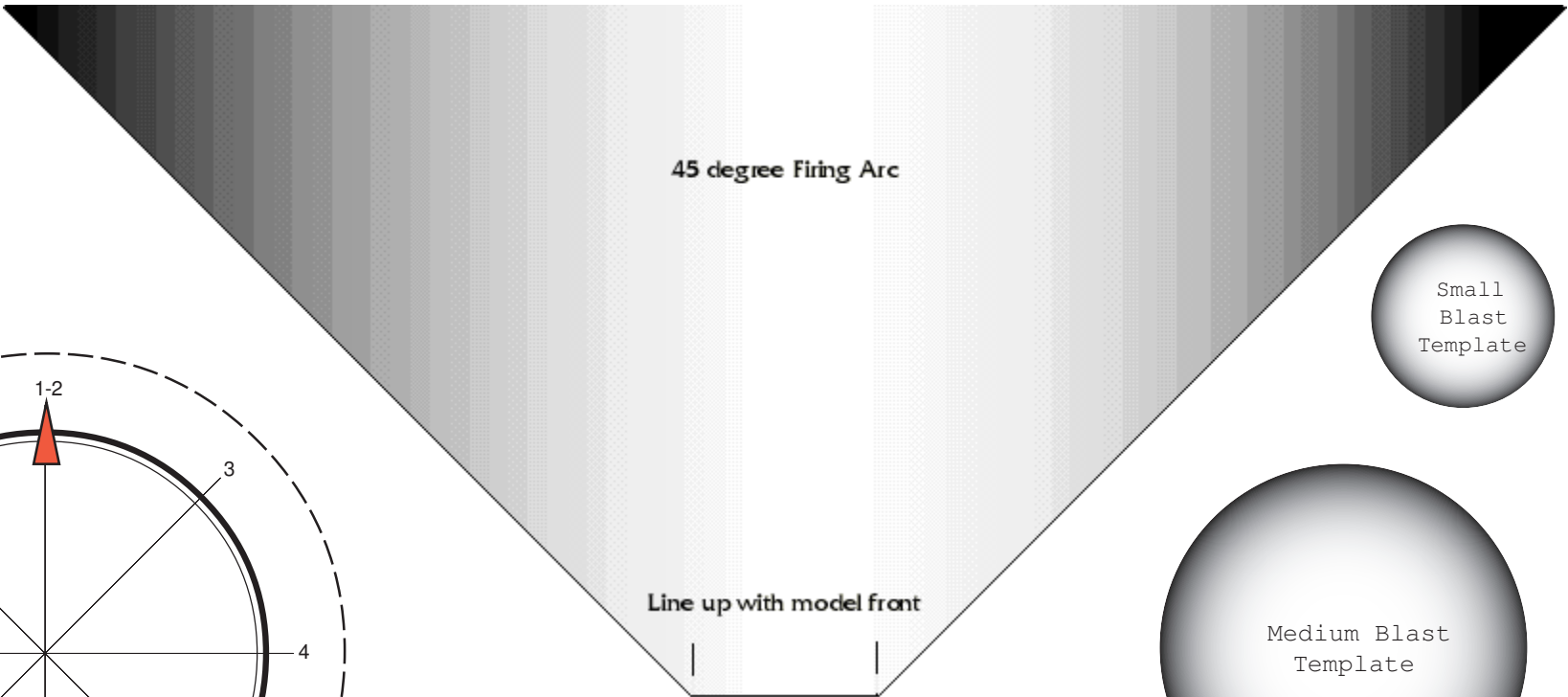


FANTASY LEGEND

TEMPLATES

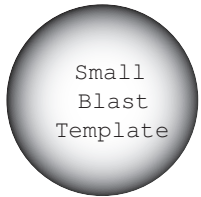


Random Direction Compass

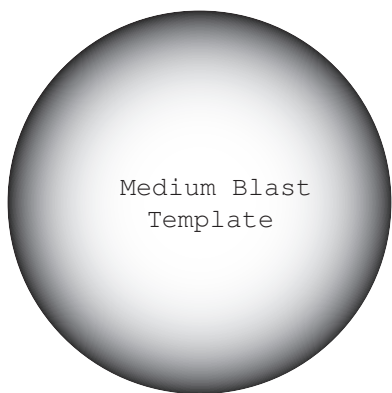


45 degree Firing Arc

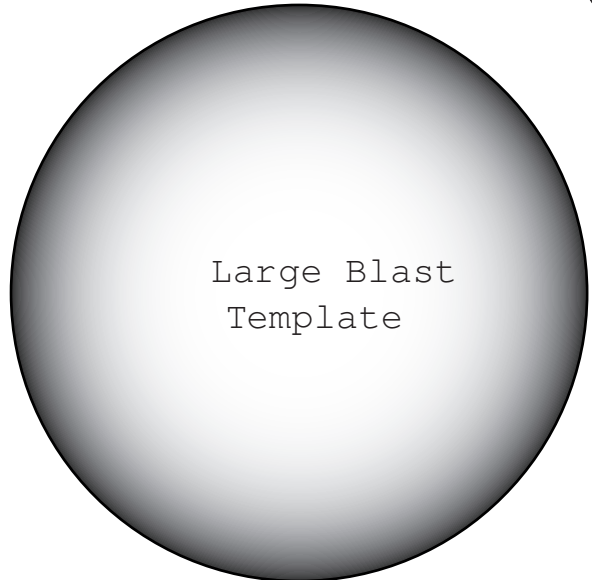
Line up with model front



Small
Blast
Template



Medium Blast
Template



Large Blast
Template

Make copies of this sheet, and cut out the various templates. These will come in handy when you play the game!



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