

Warlord Second Edition Quick Reference Sheet

Turn Sequence
Initiative Phase
Action Phase
Repeat Action Phase for all Troops
End Phase

Actions
Focus
Inspire (Warlord & Captain Only)
Rally (Warlord & Captain Only)
Regroup (Leader Only)
Specialty
Move
Charge
Run
Combat - Fight
Combat - Shoot
Combat - Spellcast

Base Size Values	
Value	Type
1	Standard (1" square)
2	Large (1.5' square) and Cavalry (1" x 2" rectangle)
3	Giant (2" square)



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Terrain Type	Movement Modifier
Open Terrain, Light Woods, Scrub, Fields	Normal Movement
Rough Terrain, Heavy Woods, Ditches, Dry Moats, Marsh, Bog	Half Movement
River Crossing	Quarter Movement
Obstacle of the same size or smaller than the model	-1 MOV
Increase Elevation Level	-1 MOV
Decrease Elevation Level	-0 MOV
Bridge, Road, Trail	+2 MOV

Terrain Sizes	
Size	Description
0	Very low walls (1/2" high), light scrub, small hedges, and some rough terrain
1	Medium height walls (1" high), Base Size 1 models, defensive field works, and less than 2" depth of light woods
2	High wooden walls (2" high), Base Size 2 models, and less than 1" depth of heavy woods
3	Buildings (3+ " high), high fortress walls (3+ " high), and Base Size 3 models

Fight Situation Modifiers to MAV	
+1	Support: Three or more friendly models in B2B with the enemy model (Support does not apply to Defensive Strikes.)
+2	Defending model is Shaken
+1	Attacker used a Focus Action

Ranged Attack Situation Modifiers to RAV	
-1	Target in Extended Range
-1	Target is Flying
-2	Target in Cover
+2	Target is Shaken
+1	Attacker used a Focus Action

Attack Spell Situation Modifiers to CP	
+1	Spellcaster used a Focus Action
+2	Defending model is Shaken
-2	Spellcaster is in B2B with an enemy model