

## Fantasy Wargaming Character Sheet (Combat and Weapons)

**Base Factors for Morale Test:**

**Base Factors for Control/Berserk Test:**

**Base Factors for Dodge/Disengage:**

**Base Factors for Missile Attack:  
Melee Attack:**

**Favored Weapons:**

**Helmet:**

Protects Face?  No  Yes  
Protective Value:  
Agility Reduction:

**Armor:**

Areas Protected:  
Protective Value:  
Agility Reduction:  
Minimum Physique:

**Shield:**

Base Factors for Shield Parry:  
Protective Value:  
Agility Reduction:  
Minimum Physique:  
Minimum Agility:

**Weapon:**

Base Factors for Attack:  
Minimum Physique:  
Surplus Physique:  
Range/Effective Length:  
Location:  
Room Needed:  
Special:

Base Factors for Parry:  
Minimum Agility:  
Surplus Agility:  
Breakage/Loss Code:  
Ready Time:  
Dense Formation Factors:

Favored?  No  Yes

Damage:  
Base Damage:  
Bonus/Penalty for Parry:  
Agility Reduction:

**Weapon:**

Base Factors for Attack:  
Minimum Physique:  
Surplus Physique:  
Range/Effective Length:  
Location:  
Room Needed:  
Special:

Base Factors for Parry:  
Minimum Agility:  
Surplus Agility:  
Breakage/Loss Code:  
Ready Time:  
Dense Formation Factors:

Favored?  No  Yes

Damage:  
Base Damage:  
Bonus/Penalty for Parry:  
Agility Reduction:

**Weapon:**

Base Factors for Attack:  
Minimum Physique:  
Surplus Physique:  
Range/Effective Length:  
Location:  
Room Needed:  
Special:

Base Factors for Parry:  
Minimum Agility:  
Surplus Agility:  
Breakage/Loss Code:  
Ready Time:  
Dense Formation Factors:

Favored?  No  Yes

Damage:  
Base Damage:  
Bonus/Penalty for Parry:  
Agility Reduction: