

Fantasy Warriors Estimated Points System

By Ross Dawe.

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The following is my estimate of the points system for use in the Fantasy Warriors fantasy miniatures game. This document is being provided free to the Fantasy Warriors Yahoo! Group to help encourage players to build new armies. Be warned though: the points system works well for infantry and some character types, but there are exceptions to every rule.

INFANTRY

Base cost of each figure is given in Table 1. Multiply the cost by the figure's Worth. Upgrades are paid for as the difference in points paid for quality times the figure's Worth. Base cost of armour is given in Table 2. The movement penalty is subtracted from the race's basic movement for both infantry and cavalry. Undead basic troops are costed as though they are infantry.

Table 1: base points cost.

Quality	Cost per point of Worth	Cost to upgrade to the next level of quality
Unpredictable	Free	N/A
Poor	2	+1 per point of Worth
Average	3	+3 per point of Worth
Veteran	6	+4 per point of Worth
Elite	10	N/A

Table 2: armour cost in points and movement penalty.

Type	Cost	Movement penalty
Shield	Free	None
Light	Free	None
Medium	+1	-1 inch
Heavy	+3	-2 inches
Extra Heavy	+5	-3 inches

Weapons:

All hand weapons, 2-handed swords (not pole-arms), spears, pikes and lances are free.

A pole-arm costs 1 point.

A crossbow, handgun or bow costs 2 points.

A longbow costs 3 points.

Extra Stuff:

Normal infantry do not receive a save. The cost for giving infantry a save of 8 costs anywhere from 2 to 6 points.

Fully Fanatic: costs 1 point per Worth. This does not apply to Tribal/Fanatic, which is free.

There is no points difference between tribal, tribal/fanatic and disciplined: all are free.

Figure is not affected by light: costs 2 points.

Strength bonus: costs strength bonus times Worth in points. E.g. Strength +3 and Worth 2 means the strength bonus costs 6 points.

Resilience bonus: costs 1 point for each – of resilience. (This is probably way too cheap: see below.)

This system gives a good estimate of the point costs for all infantry types that don't have special abilities such as shape changing. The exception is Dwarven Crossbows, which should be 11 points, not 14 points as listed in the Companion book.

For troops with special abilities such as shape changing, use the examples from the Fantasy Warriors Companion as a guide to cost the ability plus the normal infantry cost.

Important note: the costs for Strength and Resilience given above break down for large monsters. A recent poster to the Fantasy Warriors Yahoo! Group, 'PATXI' has kindly provided me with an alternative system designed by Italian players for costing Strength and Resilience that may work much better: see Table 3 for Strength and Table 4 for Resilience.

Table 3: alternative points costs system for Strength bonus (designed by Italian players).

Strength Bonus	Points Cost
+1	+2 points
+2	+4 points
+3	+8 points
+4	+16 points
+5	+32 points
+6	+64 points
+7	+128 points

+8	+256 points
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Table 4: alternative points costs system for Resilience bonus (designed by Italian players).

Resilience Bonus	Points Cost
-1	+3 points
-2	+6 points
-3	+12 points
-4	+24 points
-5	+48 points
-6	+96 points
-7	+192 points
-8	+384 points

CAVALRY

All cavalry are costed using the infantry system above, but the costs are based on the Worth of the rider plus mount in combat. Then add the extra point cost per mount as shown in Table 5.

Table 5: extra points costs per mount.

Worth	Extra Cost
2	+5 points
3	+9 points
4	+12 points
5	+15 points

All mounted troops have a base save of 7. Improving this save to 6 costs an extra 7 points.

Note that this system gives a reasonable estimate of the point cost for cavalry, but there appears to be an extra random factor of +/-2 points for different races. Even so, goblin gargoyle riders appear to be overcharged: this could be explained if they were intended to have flight as an extra ability.

INDIVIDUALS, BATTLE LEADERS AND WARCHIEFS

Wizards, Witches and Druids are costed as Infantry + 3 points, plus the costs of their magic points.

Priests are costed as Infantry + 78 points. (A priest costs 75 points more than a wizard with comparable statistics.)

Couriers cost 27 points, plus there is a random cost of an extra 0 to 5 points. (The Amazon Courier cost is too low and is inconsistent with other Couriers.)

Heralds on foot have the same base cost as Couriers of 27 points, but with an extra 1 to 15 points. (The Amazon Herald cost is too low and is inconsistent with other Heralds.) Mounted heralds cost an extra 30 or 32 points compared to Heralds on foot.

Banner Bearers on foot cost 10 points more than a Herald on foot. Mounted Banner Bearers cost 10 points more than a mounted Herald. (Except that a High Elf costs 20 points extra instead of 10 points.)

Scouts are costed as for infantry + 53 points.

Soothsayers are costed as for infantry + 42 points. (Except the Amazon Soothsayer costs 5 points extra.)

Heroes cost 75 points plus a random 0 to 10 points. A Mounted Hero costs an extra 20 points per extra worth given by the mount (check the difference in Worth between Hero on foot and Mounted Hero, then add a random cost between -2 and +18 points.

Paladins cost 50 points more than a Hero. (Except the Paladin in the Men list costs an extra 60 points.)

A Destroyer costs 85 points more than a Hero, plus a random extra 0 to 15 points.

Warchiefs and Battle Leaders on foot cost as though they are infantry, plus a random extra 4 to 7 points. Mounted Warchiefs and Battle Leaders are costed as though they are infantry but using the Worth of the rider plus mount in combat. Also add the cost of the mount as though they are cavalry (see Table 5), plus there is an extra random points cost ranging from -5 to +3.

All individuals, battle leaders and warchiefs have a base save of 7. Improving this save to 6 costs an extra 7 points.

MONSTERS AND OTHER BIG THINGS

Use the system above with the monster or big thing costed as though it is infantry, with suitable extra abilities and a small random points cost that can be up or down by a few points. Being 'Terrible' costs an extra 3 points per point of Worth.

Saves better than 6 should be expensive, but there are insufficient examples to estimate this accurately.

This system works as a very rough estimate for creatures up to around 100 points. Anything much above that and the system described here consistently under costs the monster or big thing by a factor that varies from 1.5 to 2.3. In which case, the adjustment in Tables 3 and 4 may be a lot closer to the mark.

COMMENTS

The points system given here is at best an estimator of what troops should cost in Fantasy Warriors, so that people making new armies have a guide to start from. I strongly recommend play testing new troop types and using examples from the Fantasy Warriors Companion as a practical guide.

Comparing the point costs to work out a system has shown some odd examples. A barbarian war chief and a goblin war chief have practically identical stat lines, but they cost 3 points different. There are other examples of individuals with similar stats costing different points. These may have arisen because of play testing, or I may have guessed wrong on the formula for some of the base costs. It just shows that there may not be an exact system that covers everything in the game.

However, no amount of tinkering with a points system can explain the cost of Goblin Giant Spider Riders.

If you have any suggestions for improving this points system, please post them to the Fantasy Warriors Yahoo! Group.