

# CHARACTER DESIGN

The specific periods covered by some rulebooks often have the potential to include many named or otherwise heroic characters from the pages of history. Far too many in fact for a comprehensive list to be included within some army lists.

Where no characters are included within an army list, or if a player should wish to expand on those that are already included, the following rules provide the option to create any number of fully balanced choices.

## CREATING A PROFILE

Each character begins life with a single wound at a cost of 30 points.

It's a good idea to write down each addition to a new characters profile as you progress, along with the associated points for each.

Choose from the available character options and add them to the new profile. This will give you an initial profile.

Character Options	Pts
The General	10
Sub Commander	5
Leader	Free
Command Points (per point)	10
Command Influence (per 6")	10
Mounted (Horse)	10
Mounted (Chariot)	Free
Mounted Attachment	6
Superior Armour (per increment)	5
Wounds (per extra wound)	5
Extra Attack	*

Once you have created an initial profile, you are able to add extras such as weapons, superior armour, and any special rules that you think might build the personality of your chosen character.

Before a new character can be used in an army, each player must agree that all limitations have been adhered to, and that points have been calculated correctly.

## LIMITATIONS

### Command

- Characters must always be included in the command section of an army list.
- A character must be either The General, a Sub Commander or a Leader.

### Command points

- May not have more than 6 per character.

### Command influence

- May only be used in 6" increments.
- May not be greater than 18".
- Leaders may not have command influence.

### Wounds

- A character may have no more than two wounds.

### Attacks\*

- A character may have no more than two attacks.
- An extra attack costs double the points of the chosen weapon.

### Arms and armour

- May only have a single combat weapon.
- Hit values must not be better than 3+.
- Wound values must not be better than 3+.

Characters may normally only use the same weapons that are already being used by other commanders or units within their own army list.

The list of weapons in the arms and armour charts are not necessarily all available to characters from the period covered by this rulebook, but are included to provide insight into a wider variety of options and their points values.

### Superior armour

- Value may not be better than 3+.

## ARMS AND ARMOUR

Weapon Points by Hit Value			
Weapon/Hit Value	3+	4+	5+
Hand Weapon	3	2	1
Javelins	2	1	0
Sling	2	1	0
Short Bow	2	1	0
Bow	3	2	1
Long Bow	4	3	2
Halberd	3	2	1
*Lance	0	0	0
*Xyston/Kontos	3	3	3
Light Crossbow	3	2	1
Crossbow	3	2	1
Double Handed Weapon	3	2	1
Cavalry spear	4	3	2
Broad Sword	3	2	1
Rhomphaia /Falx	4	3	2

\*Must be accompanied by a hand weapon with the same statistics, that must also be paid for.

Weapon Points by Wound Value			
Weapon/Wound Value	3+	4+	5+
Hand Weapon	2	1	0
Javelins	2	1	0
Sling	3	2	1
Short Bow	2	1	0
Bow	3	2	1
Long Bow	3	2	1
Halberd	4	3	2
*Lance	1	1	1
*Xyston/Kontos	0	0	0
Light Crossbow	2	1	0
Crossbow	4	3	2
Double Handed Weapon	5	4	3
Cavalry spear	4	3	2
Broad Sword	3	2	1
Rhomphaia /Falx	3	2	1

## SPECIAL RULES

Character Special Rules	Pts
<b>1.</b> If using a command point to re-roll a leadership test and the roll is a success, once per game your opponent may force you to re-roll that success.	-10
<b>2.</b> Any command point used will be returned on a D6 roll of 6+.	5
<b>3.</b> **Mercenary units are able to gain a leadership bonus from any commander in the army.	5
<b>4.</b> **Allied units can be given orders from any commander in the army.	5
<b>5.</b> Add +1 to the final score when using a command point to re-roll a leadership test.	5
<b>6.</b> If special objectives are being used, may take an extra card, then discard one.	5
<b>7.</b> Once per game, may use a command point to make a second leadership test re-roll.	5
<b>8.</b> *Add plus one to the D6 roll on a single order. The specific order must be chosen when creating the character.	5
<b>9.</b> **May use 'Chain of command' at any range.	5
<b>10.</b> When joined to a friendly unit, they may add +1 to their combat score.	10
<b>11.</b> When joined to a friendly unit, they may re-roll any number of dice when determining their charge move.	10
<b>12.</b> +1 to the D6 roll to 'Deploy the armies'.	15
<b>13.</b> Successful orders may not be intercepted by an opponent.	15
<b>14.</b> When joined to a friendly unit, all orders targeting them receive a +1 bonus to the dice roll.	15
<b>15.</b> **Add an extra D6 when rolling for initiative in the first game turn.	15
<b>16.</b> **Command Points used to successfully intercept orders are automatically returned.	20
<b>17.</b> When joined to a friendly unit, they may fight with one extra rank during any initial combat.	25
<b>18.</b> When joined to a friendly unit, they may re-roll a failed stand fast test in any initial combat.	25

Character Special Rules		Pts
<b>19.</b> When joined to a friendly unit, they may re-roll any failed to hit rolls in any initial combat.		25
<b>20.</b> When joined to a friendly unit, they may re-roll any failed to wound rolls in any initial combat.		25
<b>21.</b> **Once both armies have been deployed to the battlefield, The General may use any number of his command points to attempt to remove an enemy General's command points. For each point used, roll a D6. On each roll of 4+ the General will keep one command point and the enemy General will lose one. On each roll of 3 or less, the General will lose a point, with no effect to the enemy General.		25
<b>22.</b> When joined to a friendly unit, they gain +1 to the dice roll for all leadership tests.		30
<b>23.</b> When joined to a friendly unit, all friendly units within 6" add +1 to their leadership rolls.		35

\*May be duplicated twice on the same character.

\*\*Only 'The General' may use this special rule.

**Top Tip...** Why not try your hand at creating your own character special rules to really add flavour to your command options. The current list of available options is a good starting point for how to do this, whilst still keeping the game fair and balanced for each player.

After adding each of the options in to create our new character, we end up with a profile that looks something like the one below.

<b>Name:</b> Something Heroic 0-1			<b>Command:</b>	
<b>Weapons:</b>	<b>H</b>	<b>W</b>	The General	
Hand weapon	3+	3+	<b>Command Points:</b>	5
			<b>Superior Armour:</b>	4+
			<b>Points:</b>	170
<b>Arms and Armour:</b> Hand weapon and superior armour (4+). Mounted. <b>Special Rules:</b> 18" Command Influence. Any command point used will be returned on a D6 roll of 6+. Successful orders may not be intercepted by an opponent.				

**For Example...** We've decided to create an heroic General for our army. We'll decide on a suitably heroic name once we've completed his profile.

Our new character starts out with the standard single wound, and costs 30pts. He will be a great warrior and leader of men, but not invincible, so we decide to keep him with a single wound.

Because he's a General, that will cost us an extra 10pts, so we're at 40pts.

As he's a great leader of men, and will be pivotal in making sure our troops do what we want them to do on the battlefield, we'll give him five command points at a cost of 50pts, and a command influence of the maximum 18", which costs us another 30pts, so now we're already at 120pts, and he hasn't even got a sword!

To get the best use out of those five command points, we want him to be as mobile as possible, so better pay for a horse, which is another 10pts, bringing us to 130pts.

We don't intend to get the newly created General of our army involved in too many actual combats, so will forgo the option to add an extra attack, especially as that can cost a lot of points, but we will give him a 4+ superior armour save, just in case, which costs another 15pts. So far we've spent a total of 145pts.

Every character needs a weapon (even if he never uses it!) and it just feels right to make it a sword, and a 3+ to hit 3+ to wound one at that, which costs a further 5pts.

We're almost there, but every great leader needs to have that extra level of personality, so we add in character special rule number 2 for the chance to get even more from his already amazing leadership skills, then number 13 so that no upstart or usurper would even dare to intercept an order given to his devoted soldiers.

With his two character special rules added, we're now at a grand total of 170pts!

A quick check of the limitations and points by each player tells us that our newly created character is ready to take to the field of battle at the head of his army!