

EREHWON POINTS VALUES

VERSION 1.2
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This file explains how I arrived at the basic points values for all of the army lists. I've included it so that players who wish to make adjustments to the existing lists, or create new lists, can do so using the same methodology.

The primary objective of points values is to provide players with a means of selecting forces from the army lists, and to do so in a way that reflects the general worth of units in the context of the force as a whole in so far as possible.

All points values are worked out to a formula. Like all formulas this one tends to break down when you get extreme combinations of stats or special rules. I've made some attempt to deal with that but obviously it's impossible to get the balance exactly right without a lot of playing experience and variety of approaches. Even so - points values cannot be definitive in all situations, combinations of forces, scenarios or playing styles.

Some costed elements have different theoretical points values in combination with other additions. For example the cost of a **wound** is double the model's Res. When an armour option increases Res value this should therefore change the wound cost; however, if you take this approach costing the options becomes insanely complicated all for the sake of the odd point. In this and similar cases, values for options may be fixed at a rounded value - and we shall live with it. I have tried to indicate instances where this approach is necessary.

WARNING! If you know how the stats are costed it is entirely possible to create creatures that are very powerful but unreasonably cheap - because you have knocked back their non-fighting stats - and so on. The idea is that you assign stats to the model that are judged appropriate to the model and *then* cost it. If you start to 'game' the points value calculator the whole thing falls apart.

BASE VALUE - HUMAN STAT LINE

	Ag	Acc	Str	Res	Init	Co	Points
Human	5	5	5	5	7	7	5

The base value of a model is 5pts for the statline 555577 - an average human statline.

Each pip up on the statline adds +1 except for Strength, Resist, and Command which add +2.

Each pip down on the statline deducts the same amount.

For example a Dwarf works out as $5-1+2+2-1+2 = 9$ points.

And a weedy Goblin works out at $5 +1 -2 -2 -2 = 0$ points but don't fret we have yet to take his weapons into account.

DWARF STAT LINE

	Ag	Acc	Str	Res	Init	Co	Points
Dwarf	4	5	6	6	6	8	-
PV 5+	-1	0	+2	+2	-1	+2	9

GOBLIN STAT LINE

	Ag	Acc	Str	Res	Init	Co	Points
Goblin	6	5	4	4	7	6	-
PV 5+	+1	0	-2	-2	0	-2	0

If a stat is literally never used then don't modify it. This doesn't mean human warriors who won't be using their Acc stat because they lack missile weapons - they are still human and humans can use missile weapons. It's for things like Spirits and other oddities where discounting for low stats for things like Initiative would just make them too cheap (and amount to 'gaming' the points). This is a judgement that may be context sensitive and does not need to be applied universally or consistently.

This file is about points values and how to calculate them rather than assigning stat values, but it's worth remembering that the human values are treated as an average and most humanoid values are within +/-1 of those values.

RES BONUS FOR WOUNDS

Wounds are added as a multiple of Res values. When you add extra Res you ought to also add per Wound but this would become very cumbersome, so instead if the model has any Wounds then a further optional Res bonus costs 5pts + a further 5pts per Res increase. Eg +1 = +10, +2 = +15. This is more than it would calculate to - but I reason that the upgrade is penalised as opposed to someone who has this armour as standard.

SPECIAL RULES

These are the values used for special rules. Assigning values to special rules is something of an arcane art because different rules are more or less valuable in different situations. Players also have an uncanny knack of discovering new situations. Rather than try to be too pernickety I have tried to round out points values, especially where they typically apply to monstrosities, on the basis that the odd point in neither here nor there when we are dealing with creatures in the 100pt+ range.

I've added a few notes where helpful to do so - originally where I found it useful either to remind myself of how something was calculated or where some specific condition or restriction is envisaged.

Aquatic Free

Baleful Glare 20

Beastly Breath 20

Berserk 5

Blundering -5 (applied to a monstrosity)

Challenge 10

Choking attacks +1 per attack

Chunder 2 (costed as Ranged Attack)

Cold-Eyed 1

Command 10 All Warlords get Command - otherwise - extreme exceptions only.

Crazed Psychotics 5

Dead Eye Shot 10 for the whole unit - 5pts if single character

Deathly Chill attack +1 per attack

Disciplined 10 for the unit

Divine Intervention 10

Dread 10 for unit

Enchanted Steed 8 (+2 for the Enchanted steed rule +6 for its SV1 attack)

Exchange of Missile 1 + SV eg SV 3 is 1+3 = 4

Fast +2 per 1" increment over 5"

Ferocious Charge +1

Flaming Breath 3+SV per attack - eg 3x SV3 = 18points

Flaming Wheel 25

Flies 10 - but see Eagles below for models with Wounds

Follow 10 - note that not all Warlords get follow;

Goblins, Undead and Gnolls don't get it - things that are less together don't get it.

Frenzied Charge 2 (extra attack on charge - costed as 'half' an attack and rounded down).

Haughty Distain 10 per unit

Heavily Laden -1 (no sprint and -1Ag/init if Strength 5 or less)

Hero 10 - but reduced to 0 in case of the Undead

Champion who can't make effective use of the rule but needs it to have magic weapons -

Heroes get Hero rule - a heroic Warlord could have it where a Warband otherwise lacks a Hero.

Howling Horror Ammo 10

Impact hits chariot (D6 SV1) 25 points - this is slightly higher than calculated [21] but deserved!

Infiltrators 1

Irresistible Charge 10

Magic 25 per level

Mechanical Genius 10

Multiple Attacks HtH +5 per A (+SV per A if beast/etc). See explanation under Weapons for how this works with different models.

Multiple Attacks Missile - these are added as multiples of the range and SV calculation as explained under Weapons - eg range 10" (1pt) SV2 (2pts) = 3pts per attack.

Pavise 1 per model

Ramshackle Contraption Free

Rapid Sprint 2

Regenerate 5 (half Tough because of pin)

Savage 1 (per attack)

Shieldwall 2 per model

Slow -1 per 1" increment (don't deduct for artillery crew)

Spectral Undead. As Undead +1, + a further W value if Wound (+1 extra for W, +2 for 2 W, etc), but 5pts flat if damage chart. BUT +5 for the Carrion... which feels right... so you might say +5 for monster if it's flying or otherwise top stuff.

Spirit 5

Stampede - Free

Stealthy 1

Stubborn 2, if monstrosity 5

Surly -1

Terror 20pts for unit (they are all monstrosities anyway)

Tough 10 /+10 per increment

Undead: 1pt, Models with Wounds Wx10pts, Models with Damage Charts 5pts, Monsters 5pts.

Unstoppable 10

Vengeful 1
Venomous +5 for unit
Whirling Dervishes Free (costed as stats)
Woodsmen 1
Wound 2x Res value per Wound
Zealous 5
Zombie 2
Zombie Master 10

WEAPONS

The cost of a weapon is the basic cost of a model's first attack - which is why creatures that have their own attacks (teeth, claws, etc) pay separately for 1xHtH. In this context, close combat and ranged attacks made by unarmed monsters are also 'weapons', e.g. a flaming breath attack.

HtH weapons: basic cost is 3, + SV, +1 per special bonus (special column of weapon chart).

Missile weapons: basic cost is 1 per 10" of range (exchange 1 if exchange only) + SV. Cost is discounted -1 where restricted e.g. crossbow which cannot shoot except with a Fire order, and bonused +1 per special e.g. blowpipe.

If a model carries a weapon and has multiple HtH attacks these are added at +5 for each attack including the first. Note that this means there is a 5pt 'penalty' for multiple attacks from these models - but this is considered a fair reflection of value - i.e. multiple attacks are effective! A flat rate is used, rather than the weapon's cost, because models often have weapon options and having a variable dependent upon weapon choice would be too annoying.

If the attack is a non-weapon attack from a model that has its own HtH attacks (special column of its stat line) then each attack costs 5pts + SV. I.e. 2xHtH SV3 = 16pts. In this case the attack values are fixed so it is easier to apply a simple multiplier.

If a model has multiple ranged attacks then each additional attack costs the same as the weapon. However, note that this is intended primarily for calculating multiple attacks from monsters and the like, and it is not envisaged that troops would normally have this capability. A few characters do - e.g. Halfling Clan Chief.

Monstrosities with multiple order dice (MoD2 and MoD3) pay extra for attacks as noted separated (generally x2 and x3 respectively).

Artillery is calculated using range as above +SV per Attack or SV per average Dxhits. This doesn't quite work though - so x2 small and x3 large with arbitrary values for cannons etc fitted around that (looks about right)

Blowpipe 2 (extra for venomous)
Bolas 1 (entangle and no damage cancels out)
Bow 2
Javelin 2
Longbow 4
Crossbow 3 (discounted 1 for fire only)
Heavy Crossbow 4 (discounted as above)
Handgun 4 (discounted as above)
Rocks dropped 5

Rocks thrown only 1
Sling 3
Bomb 18
Bouncing Bomb 19
Pistol 3

Sword, Axe or Mace 5
Spear 5
Staff 4
Lance 6
Long Spear 5

Halberd 6
Big axe, Huge sword/Massive mace/Warhammer 5
Bloomin' Big Axe or Improbably vast Sword 6
Daggers/knives 4
Pitchforks, glaives, bills 4
Scourge 4
Rock carried as H2H weapon or as combined weapon 3 (this is discounted 1 as combined weapon for convenience of calculation)
Cudgel 3

Small bolt thrower 42
Large Bolt thrower 63 (+21)
Small stone thrower 54
Large stone thrower 81 (+27)
Small cannon 50 (these - and following - are arbitrary based on above)
Organ Gun 50
Large cannon 100
Fire cannon 60
Bombard 45

ROCKS

Rocks are the only thing that can be both a HtH weapon and a ranged shooting weapon. If carried, the addition of a HtH weapon displaces the rock's HtH ability bringing the value down to 1. If carried, the addition of a missile weapon displaces the rock's shooting ability, but because the rock is worth 3 HtH this does not reduce the value of the missile weapon's added. I know this is a faff - but otherwise the rock becomes too expensive and you have to have clubs and cudgels as basics and rocks as optional upgrades in the army lists - which just feels silly.

Example - rock+sword = rock worth 1, rock+bow, rock worth 3, rock alone =3.

CAVALRY AND FAST RULE (Allocating special rules)

Horses are Fast 8 - move 8/16/24
Wolves are Fast 6 Rapid Sprint - move 6/12/24
Boars are Fast 6 - move 6/12/18
Ponys and Donkeys are Fast 6 as boars.

Mounted models generally get a base Res boost of 1 - so unarmoured man on horse = Res 6. However this can be varied if wished (don't without mentioning it as it causes confusion).

MONSTROSITIES AND CHARIOTS

These have a split stat line.

1. Work out basic cost using the highest stat in each case. Including Hero/etc stats that are not used except on foot.
2. Adjust for MoDs if appropriate (x2 MoD2, x3 MoD3)
3. Add specials for top line including any attacks from a monstrosity.
4. Crew are 'free' base and cost for an attack (5 per attack) weapons and unique specials only. (In effect the cost is the weapon they carry and any specials the chariot/mons does not have in its top line. In the case of heroic types the stats are taken into account at step 1 – but note this falls apart if you have more than one hero in a chariot... so don't!)
5. Horses are 'free' base (any slow/fast or move rule is included in top line) and pay for any specials unique to them – generally additional HtH attacks.

Charioteers with Wounds. If a charioteer has wounds this doesn't benefit the chariot – it enables the hero to fight on foot if the charioteer falls casualty thus destroying the chariot. In this case add the cost for the Wounds as per the model on foot.

All chariots +50 (this is arbitrary based on unit v unit play tests - the formula undervalues chariots).

The formula given above undervalues MoDs so + the value of the HtH attacks for a MoD2, and 2x for MoD 3. If has no HtH attacks add for ranged attacks instead.

Bound +10 or +10 per MoD if MoD, Allied +20 or +20 per MoD if MoD.

Monstrosity units within army lists don't pay the bound or allied cost - this means they are cheaper than equivalent units from the Monster list. This is a bonus that the army enjoys and is intentional.

EAGLES ET AL

Fast flyers with wounds get +50 eagles/carrion - to balance them.

Note. This could be expressed as +10 per Move over 5 - but this might be too much if Res is low. It could also be expressed as Total cost of fly for models with Wound/s = Res >5 +20pts per additional pip, so Res 6 =+20, 7=+40 and 8=+60. (This is the same as +50 on top of a Res 8 flyer with wounds). This is not settled.