

## Figures, Units and Points: A Revised Summary

One thing that confused me when reading through the Campaign rules was the issue of the relationship between the **units** on the Roster and the **point** size of the battle. Given that Units could be any size from 1 to 12 figures on the roster, how does this mesh with the usual game process of 'purchasing' figures for a game using points. I was not alone in this confusion and there are quite a few threads discussing this issue on the forum. The following is my interpretation of these discussions and what we will be playing in our campaign.

In a regular 4 point game you could choose 1xLevy (12 models), 2xWarrior (16 models) and 1xHearthguard (4 models), simple. You could then field the warriors as 2 units of 8, 1 unit of 10 and a unit of 6, or any other legal combination (smallest unit is 4). Let's say the player has the roster as shown below.

Unit	Type	Figures
1	Levy	10
2	Warriors	9
3	Warriors	6
4	Warriors	3
5	Hearthguard	5
6	Hearthguard	2

The player has 6 units (remember number of units goes towards power). But how many points does he have. Well, that is calculated using the usual values (e.g. 8 warriors or part thereof is worth 1 point etc).

So for this example, the player has 10 Levy (1 point), 18 warriors (3 points) and 7 Hearthguard (2 points)...so this is a 6 point Army.

In a battle, units are fielded in their entirety and are not allowed to be split; units of the same type/equipment etc. can be combined. So, to field the 6 point army given above, I could combine unit 4 with unit 2, and combine unit 5 with unit 6. This would give me 4 units on the table (1xLevy [10 models], 2xwarriors [12 and 6 models] and 1xHearthguard [7 models]).

The two rostered units of Hearthguard could be fielded as 2 units (limit for legal Hearthguard units is 2 models). Unit 4, as it's below the legal limit of 4 models for a warrior unit, must be merged with another unit for a battle. Note that a unit that is below 4 models (for Levy or Warriors) or below 2 models (for Hearthguard), cannot be fielded and does not count towards a warlords power.

So think about this when adding recruits to your units or building new units. Note also, that while having lots of units may be a good idea, you are restricted to a number of Levy Units (equal to your land), Warrior Units (equal to your wealth) and Hearthguard Units (equal to your Reputation). If one of these values drops such that you have more Warriors than wealth, then these units are temporarily removed from the Roster (or marked accordingly).

## Alliances

Just note that when you add two units from an Ally to your roster for a battle, you are adding complete units. The point value of these will then depend on how they combine with the number of warriors etc. in your own Warband. These troops are still available for the owning player when they play their battles (after removing any casualties of course as the battles are played sequentially).

## Building the Warband

If you have read through my summary of the campaign rules, then you already know this, but I figured it was worth repeating just to make things clear. You can build up the size of your force in 4 ways;

- 1) When you defend you gain figures to add to your existing units or start new units
- 2) At the end of a battle you gain figures (recruits) that you can add to existing units only.
- 3) Also at the end of a battle you get a fate roll, this could upgrade units (e.g. Levy to Warriors) or provide new figures to add to existing units or build new units.
- 4) Some Traits (e.g. Hard Ruler and Learn'd) get extra recruits to add to existing units at the start of a campaign season.