

# Medieval Force Creation

<b>Points of Force</b>	FP	1000	<i>Use to buy troopers, elites, monsters and vehicles</i>
<b>Points of Renom</b>	40% of FP	400	<i>Use to buy characters and specials</i>
<b>Hero Points</b>	1 per 150 of FP	10	<i>Use to buy Hero Points</i>

<b>Size of units (minimum)</b>	<b>Troopers</b>	<b>Elites</b>	<b>Monsters &amp; Vehicles</b>	<b>Characters &amp; Specials</b>
	3	2	Light 1-3; Medium 1-2; Heavy 1	1

## WarEngine Guidelines

- 1/ For every elite in your force, you must include at least 3 troopers
- 2/ Up to 2 elites may be added to units of troopers to act as leaders for the unit
- 3/ Up to half your Points of Force may be used on Monsters and vehicles

## Medieval Guidelines

- 1/ A third elite (Coutilier) can be added to unit of troopers of type Lance (leaded by Knight and Squire)

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Based on the works of Phillip Hartzog

v0.5

# Figure Creation

## Figure Type Table

Code	Points	Description	Max Tweak Pts	Max Hero Pts	Weapon slots	Notes (The first combat slot is for close combat weapons only)
T	2	Trooper	15	4	2	Basic weapon only (one of every 3 troopers in a unit round down can carry one heavy weapon)
E	4	Elite	25	6	3	One heavy weapon, rest are basic only
S	6	Special	35	8	4	Two heavy weapons, rest are basic only
C	8	Character	60	12	4	One support or heavy weapon, one heavy weapon, rest are basic
L	10	Light Vehicle/Monster	15	4	3	Basic or heavy weapon only
M	20	Medium Vehicle/Monster	25	8	4	One support weapon, rest are basic or heavy
H	40	Heavy Vehicle/Monster	50	12	5	All weapons allowed

## Control Radius Table (CR)

CR	Points	Notes
0"	0	
4"	2	
5"	4	
6"	6	Max for Type: T
7"	8	
8"	10	Max for Type: E
9"	12	
10"	14	Max for Type: C, L, M, H, S

## Mental Table (Mn)

Mn	Points	Notes
2k2	0	
3k2	2	
3k3	4	
4k3	6	Max for Type: T
4k4	8	
5k4	12	Max for Type: E
5k5	16	
6k5	20	
A	24	Max for Type: C, L, M, H, S

## Hero Points Table

Hero Points	Points
1	4
2	8
3	12
4	16
...	...
...	...
...	...
n	n*4

## Defense Table (Df)

Df	Points	Notes
1k1	0	
2k1	4	
2k2	8	
3k2	12	Max for Type: T
3k3	16	
4k3	20	Max for Type: E
4k4	24	
5k4	28	Max for Type: C, L, S
5k5	32	Max for Type: M
6k5	36	Max for Type: H

## Defense Adjustment

Armor	Cost	Df	Notes
Light Armor	4	Df+1	Gambison, leather, partial scale or lamellar, light mail; open helm, chapel or barbute
Medium Armor	8	Df+2	Complete scale or lamellar, heavy mail, haubergeon, brigandine; helm or small bacinet
Heavy Armor	12	Df+3	Plate and mail, haubergeon with arms and legs armor, XIII century armor
Full Armor	20	Df+4	Blanc Harnois, include large bacinet, armet or salade
Shield	One weapon slot	+1k0	Round shield, Knight shield
Large Shield	Two weapons slot	+2k0	Kite shield
Buckler	One weapon slot	+1k0 vs CC Attacks	Boucle, roce, rondelle
Pavise	One weapon slot	+2k0 vs Ranged Attacks	Pavois

*Full armor allows to Elite, Special or Character to increase the Defense Max for Type, so the cost is much higher*

## Movement Table (Mv)

Mv	Points	Notes
0"	0	
3"	2	
6"	4	
9"	6	
12"	8	Max for Type: T
15"	12	
18"	16	Max for Type: E, C, H, S
21"	20	Max for Type: M
24"	24	Max for Type: L

## Mounted Movement Adjustment

Horse Type	Mv "Max for Type" Modifiers	Cost	Notes
Fast Horse	Max for Type + 6"	8	Cannot support rider with Full Armor (Coursier, Palefroi, Ambleur)
Horse	Max for Type + 3"	4	(Destrier, roncín, courtaud)

*A horse allows to Trooper to increase the Max for Type to 18" (higher cost). Elite, Special or Character cannot go to more than 18".*

## Armored Movement Adjustment

Armor	Mv "Max for Type" Modifiers
Medium/ Heavy Armor	Max for Type - 3"
Full Armor	Max for Type - 6"

*"Max for Type" modifiers for Mounted and Armored Movement are cumulative*

Mount/Dismount a horse : cost half of the movement rate.

## Weapon Creation

### Range Table

R	Points	Notes
-	0	Close combat only
6"	6	
12"	10	
18"	14	
24"	18	
30"	22	
36"	26	
42"	30	
48"	34	
LOS	42	Line of sight

### Attack Value Table (AV)

AV	Points	Weapon Type
1k1	4	Basic
2k1	6	Basic
2k2	8	Basic
3k2	10	Basic
3k3	12	Basic
4k3	14	Basic
4k4	16	Heavy
5k4	18	Heavy
5k5	20	Support
6k5	22	Support

### Area Effect Table (AE)

AE	Mult.	Notes
-	0	No area effect
2x	1.5	2 figures
3x	2	3 figures
4x	3	4 figures

### Area Effect Type Table (AET)

Code	Description	Notes
CC	Close Combat	Close combat only
Ex	Explosive	Any weapon
Bu	Burst Fire	Ranged only
Li	Linear	Ranged only

### Ranged Weapons

WP	Description	R	AV	AE	AET	Flaws	Edges
2	Throwing knife	6"	2k1	-	-	One Shot	-
4	Throwing Axe	6"	2k2	-	-	One Shot	-
10	Javelin	12"	3k2	-	-	One Shot	-
10	Spear (thrown)	12"	3k2	-	-	One Shot	-
21	Bow	24"	2k2	-	-	Move or fire	-
37	Long bow	36"	3k3	-	-	Move or fire	Extra Bite, Piercing Attack
15	Hand Crossbow	12"	2k2	-	-	Slow reload, Move or Fire	Armor Piercing
33	Light crossbow (XIII-) <i>Etrier, à bride</i>	24"	3k3	-	-	Slow reload, Move or Fire	Armor Piercing, Highly Accurate
39	Heavy Crossbow (XIII+) <i>Pied de biche, cranequin, cric</i>	30"	4k3	-	-	Slow reload, Move or Fire	Armor Piercing, Highly Accurate
43	Heavy Crossbow (XIV+) <i>Moufle, tour, rouet, passot</i>	36"	4k3	-	-	Slow reload, Move or Fire	Armor Piercing, Highly Accurate
28	Sling	18"	3k2	-	-	-	-
29	Handgun	24"	4k3	-	-	Slow Reload, Move or Fire	Armor Piercing
?	Siege Weaponry I	LOS	5k5	4x	Ex	Slow Reload, No Move	Extra Bite, Indirect Fire (Catapult, Trebuchet)
?	Siege Weaponry II	48"	5k5	2x	Li	Slow Reload, No Move	Extra Bite, Armor Piercing (Baliste)

### Close Combat Weapons

WP	Description	AV	Flaws	Edges
4	Tools	1k1	-	-
4	Hand to Hand	1k1	-	-
10	Wrestling	2k1	-	Entangling
6	Dagger	2k1	-	-
8	Short Sword	2k2	<i>Badelaire, Coutelas, Braquemart, Coutille</i>	-
18	Spear	3k2	-	Long
26	Lance	4k3	Mounted Weapon	Charging weapon, Long, Slow Attack
8	Broadsword	3k2	<i>1H Sword</i>	Parry Weapon
14	Longsword	3k3	<i>Bastard Sword</i>	Parry Weapon
12	Axe	3k2	-	Extra Bite
14	Flail	3k2	-	Entangling
12	Mace / Hammer	3k2	-	Piercing Attack (Crush Armor)
16	Greatsword (2H)	4k3	-	Extra Bite
16	Greataxe (2H)	4k3	-	Extra Bite
21	Polearm	3k3	<i>Fauchards, Vouges, Hallebardes, Corsèques, Fourches, Long Axes</i>	Very Long
8	Horse Attack	2k2	Mounted Weapon	-
8	Club	2k2	-	-

# Personal Tweaks

## Personal Flaws

-5	Blood Rage
-4	Coup Counter
-2	Glory Hound
-4	Guiltridden
-8	Hard Luck
-10	Kamikaze
-4	Monstrously Huge
-6	Obvious
-12	Ponderous
-4	Poorly Trained
-2	Stupid
-10	Summoned
-4	Trigger Happy
-4	Unwieldy
-8	Very Unwieldy
-2	Vindictive

## Unit Flaws

-30	Conscript
-20	Raw
-10	Green

## Unit Edges

15	Well Trained
20	Fighters to the End

## Personal Edges

1	Ballsy	2	Frenzied	4	Scrounger
6	Bushwhacker	6	Frother Command	8	Shapechanger
5	Butthole Sergeant	2	Hardcase	2	Sharpshooter
4	Chain of Command	1	Hyperactive Metabolism	1	Slippery
3	Charmed	10	Infiltration	1	Sole Survivor
2	Cybernetic	8	Inspiring Example	8	Stealthy
2	Dodge	8	Lightning Reflexes	12	Terrifying
1	Eagle Eye	14	Lucky Bastard	8	Totem Leader
4	Easily Controlled	12	Lurker	4	Tough
1	Fickle Finger of Fate	0	Monster	4	Tracker
1	Flame Retardant	5	Random Mutation	4	Weapon Master
5	Flight	12	Regeneration	0	Vehicle
5	Force Leader	8	Remote Servo-Link	8	Vehicle Commander

# Weapon Tweaks

## Weapon Flaws

-3	Cybernetic Only
-4	Fragile
-1	Heavy Recoil
-5	Move or Fire
-10	One Shot
-2	Slow Attack
-6	Slow Reload
-6	Volatile

## Weapon Edges

8	Armor Piercing
25	Attack Nanite System
6	Charging Weapon
4	Entangling
2	Extra Bite
4	High Explosive
5	Highly Accurate
10	Ignores Cover
12	Immolation

? Mounted Weapon

? Indirect Weapon

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## Troopers

### Gens de traits

All *Gens de traits* in the unit are armed with a ranged weapon and a close combat weapon.

They have medium armor

HP	Description	T	Ab	Df	Aln	CR
20	Soldier	T	9"	2k2	3k3	-
28	Sergeant	T	9"	3k2	4k3	4"
3	<i>Hardcase, Sole Survivor</i>					

#### Options

2	<i>Sharpshooter (English archer)</i>
4	<i>WM: Shield (Shield, Buckler, Pavise)</i>
8	<i>Fast Horse</i>
-8	<i>No armor</i>
-4	<i>Light Armor</i>
4	<i>Heavy Armor</i>

#### Close Combat Weapons

#### Ranged Weapons

Hand to Hand	Bow
Wrestling	Long Bow
Dagger	Light Crossbow
Short Sword	Heavy Crossbow
Club	Handgun
	One Shot Weapon

### Men-at-Arms

All Men-at-Arms in the unit are armed with 2 close combat weapons or 1 close combat and one shield.

They have medium armor

HP	Description	T	Ab	Df	Aln	CR
20	Soldier	T	9"	2k2	3k3	-
28	Sergeant	T	9"	3k2	4k3	4"
3	<i>Hardcase, Sole Survivor</i>					

#### Options

4	<i>Tough</i>
4	<i>WM: Shield (Shield, Buckler, Pavise)</i>
8	<i>WM: Large Shield</i>
4	<i>WM: Another Close Combat Weapon</i>
8	<i>Fast Horse</i>
-8	<i>No armor</i>
-4	<i>Light Armor</i>
4	<i>Heavy Armor</i>

#### Close Combat Weapons

#### Shield

Hand to Hand	Buckler
Wrestling	Shield
Dagger	Pavise
Short Sword	
Club	
Polearm	
Spear	
Greatsword	
Greataxe	

### Brigands

All *brigands* in the unit are armed with a ranged weapon and a close combat weapon or 2 close combat weapons

They have light armor

HP	Description	T	Ab	Df	Aln	CR
18	Brigand	T	12"	2k1	3k3	-
10	<i>Infiltration</i>					
26	Chief	T	12"	2k2	4k3	4"
12	<i>Infiltration, Dodge</i>					

#### Options

4	<i>WM: Buckler</i>
-4	<i>No armor</i>

#### Close Combat Weapons

#### Ranged Weapons

Hand to Hand	Bow
Wrestling	Sling
Dagger	Light Crossbow
Short Sword	One Shot weapon
Club	
Spear	

### Peasants

All *Peasants* in the unit are armed with a ranged weapon and a close combat weapon or 2 close combat weapons

They have no armor

HP	Description	T	Ab	Df	Aln	CR
10	Peasant	T	12"	1k1	2k2	-
18	Peasant Leader	T	12"	2k1	3k3	-

#### Options

-4	<i>Poorly trained</i>
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#### Close Combat Weapons

#### Ranged Weapons

Hand to Hand	Bow
Tools	Sling
Dagger	One Shot weapon
Club	
Short Sword	
Spear	

## Elites

Knight							
Knights are armed with 3 close combat weapons or 2 close combat weapons and 1 shield							
They have heavy armor							
They can form a unit including a Knight and his Squire or be added to Men-at-Arms.							
PP	Description	T	Ab	Df	Aln	CR	
48	Knight	E	9"	4k3	5k4	6"	
3	<i>Hardcase, Sole Survivor</i>						
40	Squire	E	9"	4k3	4k4	4"	
3	<i>Hardcase, Sole Survivor</i>						
Options							
-4	<i>Medium Armor (Poor Knight, Squire)</i>						
8	<i>Full Armor (Rich Knight)</i>						
4	<i>Horse</i>						
8	<i>Fast Horse</i>						
4	<i>WM: Shield</i>						
8	<i>WM: Large Shield</i>						
-5	<i>Blood Rage</i>						
-2	<i>Glory Hound</i>						
-2	<i>Vindictive</i>						
2	<i>Frenzied</i>						
4	<i>Tough</i>						
8	<i>Inspiring Example</i>						
3	<i>Charmed</i>						
8	<i>Banner ( count as Remote Servo-Link Tweak)</i>						
Close Combat Weapons		Mounted Combat Weapon				Shield	
Hand to Hand	Flail	Lance				Shield	
Wrestling	Polearm	Broadsword					
Dagger	Spear (Lance cutted)	Longsword					
Broadsword		Mace					
Longsword		Flail					
Greatsword		Horse Attack					
Greataxe							
Mace							
Axe							

Coutillier							
The role of the Coutillier is to killed captured Knight in case of problem. They can be added to a squad leaded by Knight (Lance)							
They are armed with a Short Sword (Coutille) a Buckler and another weapon							
They have medium armor							
PP	Description	T	Ab	Df	Aln	CR	
34	Coutillier	E	9"	3k3	4k3	4"	
-2	<i>Vindictive</i>						
11	<i>Hardcase, Sole Survivor, Eagle Eye</i>						
Options							
8	<i>Fast Horse</i>						
-4	<i>Light Armor</i>						
4	<i>Heavy Armor</i>						
Close Combat Weapons		Shield					
Hand to Hand		Buckler					
Wrestling							
Dagger							
Short Sword							
Spear							
Polearm							

Mercenary							
Mercenaries are armed with 4 weapons.							
They can have any armor							
PP	Description	T	Ab	Df	Aln	CR	
26	Mercenary	E	9"	2k2	4k4	-	
3	<i>Sole Survivor, Dodge</i>						
40	Mercenary Leader	E	9"	2k2	5k4	8"	
8	<i>Sole Survivor, Dodge, Butthole Sergeant</i>						
Options							
8	<i>Fast Horse</i>						
-5	<i>Blood Rage</i>						
-2	<i>Vindictive</i>						
2	<i>Frenzied</i>						
4	<i>Tough</i>						
14	<i>Lucky Bastard</i>						
1	<i>Fickle Finger of Fate</i>						
Weapons		Shield					
Any		Any					

## Specials

Valet							
The role of the Valet is to manage the logistic of the Lance							
They are armed with a spear and 3 others weapons. They have no armor							
PP	Description	T	Ab	Df	Aln	CR	
20	Valet	S	12"	2k1	4k3	-	
16	<i>Lurker, Scrounger</i>						
Options							
4	<i>Horse</i>						
Close Combat Weapons		Ranged Weapons			Shield		
Hand to Hand		Thrown Weapon			Buckler		
Wrestling							
Dagger							
Short Sword							
Spear							

Monk							
Monks are armed with 2 weapons and 1 Special Power							
They have no armor							
PP	Description	T	Ab	Df	Aln	CR	
42	Monk	S	15"	3k2	4k4	8"	
9	<i>Sole Survivor, Inspiring Example</i>						
Options							
-4	<i>Guilridden</i>						
4	<i>Horse</i>						
4	<i>Light Armor</i>						
2	<i>Faith (count as Cybernetic)</i>						
12	<i>SP: Fervor of God (Righteous)</i>						
5	<i>SP: War Chant</i>						
Close Combat Weapons							
Hand to Hand							
Wrestling							
Club							
Mace							

# Characters

Comte Edouard de Raskal		Hero Pts 5		Total 143			
Lord are armed with 4 weapons							
He wears full armor							
Qty	PP	Description	T	Mv	Df	Mn	CR
1	86	Lord	C	12"	5k5	A	10"
	-2	<i>Vindictive</i>					
	19	<i>Inspiring Example, Sole Survivor, Hard Case</i>					
	4	<i>Horse</i>					
	5	<i>Butthole Sergeant</i>					
	5	<i>Force Leader</i>					
	2	<i>Frenzied</i>					
	4	<i>Tough</i>					
Close Combat Weapons		Mounted Combat Weapon		Shield			
Hand to Hand Flail		Lance		Shield			
Wrestling	Polearm	Broadsword					
Dagger	Spear (Lance cutted)	Longsword					
Broadsword		Mace					
Longsword		Flail					
Greatsword		Horse Attack					
Greataxe							
Mace							
Axe							