

# Design notes for Die is Cast army lists v1.1 29/5/13

Every army gets a 2/2 general for no cost.

Upgrades to the general or other command units are paid for at 25pts per level of ability.

Base points are as per WRG 6<sup>th</sup> edition, except that;

Slings, +1 point (they have been significantly improved in the rules)

Axes also +1 point,

Veteran combat ability or elite shots, +1 point

Elite fighting ability, +2 points

Legion, fanatics any other special ability really, +1 point.

The entire cost (original and extra points) are shown next to upgrade, likewise only the upgrades to the basic troop type is shown. An upgrade is precisely that, take the basic troop and modify that, it does not add any more figures to an army.

Sometimes an upgrade will apply to several units rather than just one. In this case the cost of the upgrade is specified as +number, the number given is then added to the basic cost of the figure to give the new points cost for the upgraded figure. I will try to keep these types of upgrades to a minimum.

These lists are designed for 1000 point armies and should be used for armies up to 1,500 points. For armies larger than that, double all maximums and minimums. Suggested initial playtest size, 500 points.

Once the figures for the army have been chosen they must be organised into units. A unit must start the game at least 5 figures strong (elephants and artillery do not form units and are always individual models). Maximum unit size, 50 models.

Each unit chosen has a command cost, of 10 points per unit..

## Conversion of WRG morale classifications;

D class; raw, poor

C class; average, seasoned

B class; steady, seasoned

A class; guard, seasoned

Suggestions for building armies;

Organise light troops in groups of 6.

Other units are best at least 12 strong but of course can be anything from 5 up.