Army Creation Toolkit

**V1.0**

*Empowering Players to Create Their Favorite Army*

*By Rain ‘Unity’ Evans*

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and anyone caught copying or using it without my permission, will be mighty good friends of ourn, cause I don’t give a dern.

Publish it. Change it. Adapt it. Add to it. Post it. Yodel it from a mountain!

I wrote it, that’s all I wanted to do.

# Version Control

While the points system detailed in this book will hopefully never change only expand, the chances that everything is perfect are slim.

Everything has bugs.

To facilitate the support for updating the toolkit each army book created with it should include the following verbiage in the bottom left corner of the title page.

“Created with Toolkit V1.0”

This verbage will update if the core toolkit is ever updated.

# Introduction

This book assumes that you have read the OpenHammer core rule book and have played some games.

In this book we will detail how to build your own faction or army from scratch. This book contains the rules to make rules and is core to the OpenHammer value of open source rules and gaming. Wether you want to create your own personal chapter of Space Marines, import Battletech into the setting, or write an entirely new setting and game using OpenHammer as a template we aim to facilitate your creativity.

When creating an army there are many ways to proceed and this book aims to allow you to create with as much flexibility as possible. You may read it through linearly or pick and choose sections as you create different parts of your army, whichever feels more natural to you is the correct way to proceed.

# Army Book Template

To help you create and give you a starting point on an army book that does not require you to figure out document formatting etc. We have provided a template army book for you to use, it can be found at; **<<INSET URL OF TEMPLATE HERE>>**

Together with this book we hope that it will enable you to create with as little friction as possible and produce a book that is consistent in design and structure to other OpenHammer army books.

# Can we Publish your Work?

Would you like your army book to be listed on the OpenHammer GitHub? We would love that too! If you’d like to submit your work please email us at; **<<OPENHAMMER EMAIL>>** If your book is the right balance of fluffy, balanced, and fun then we might put it up next to our own books.

That said you are totally free to put it up on Drive through RPG or Reddit or your own site and hopefully down the line we can have our own publicly hosted archive of every user created book for the community to enjoy.

Building an Army

# The Philosophy of Building an Army

Within the OpenHammer system we prioritize lore accuracy and ‘fluffiness’ over what is traditionally seen in the mainline 40k tabletop. As a free game system we do not care about selling miniatures or hyping up the latest official releases and can show off miniatures in a way that is consistent with how they are described in novels and lore.

We are a miniature agnostic system which means that whatever you want to use to represent the units, terrain, or objectives in this game is up to you. We feel that your creativity or the miniatures that are available to you should not limit how you can play OpenHammer in any way. There are plenty of stories of soldiers in war zones playing 40k with stones and shell casings and that is the sort of expression that we want to promote.

Furthermore we want empower players to be able to create the OC army that they have been lovingly creating for years. We want to see you bring those characters from your personal lore brought to the tabletop with their own unique rules. We want to see the game freed from all constraints and unique armies in every game. We want to support your vision!

# Points Balanced System

# Learning from the Core Army Books

# Referencing to Other Army Books

# Choosing Stat Numbers

Stats in OpenHammer refers to the myriad numbers found on unit cards, stat blocks and referenced in other rules and abilities. In this section we will discuss what each stat represents in a lore or real world context.

## Movement

|  |  |  |
| --- | --- | --- |
| The movement stat while seeming obvious is constrained to its own context, the speeds listed on unit cards are not the flat out running speed of the unit but rather the speed at which they jog and jink from cover to cover in a chaotic warzone. However some units may move differently such as a jetpack squad, they cant really do half measures its jetpack go zooom or nothing. Similarly tanks can just drive over cover and zoom along at a faster speed and flying units go at whatever speed they fly at.  6” is the moving speed of a human soldier and their equivalents and is the baseline that all other movements are measured against. | **Movement (M)** | **Examples** |
| 1” - 3” | Human crawling |
| 4” - 5” | Slow humanoid |
| 6” | Human Baseline |
| 7” - 8” | Fast humanoids and trans-humans |
| 9” - 10” | inhumanly fast, slow vehicles |
| 11” - 12” | fast animanls running (horse), jetpacks, tanks |
| 13” - 18” | Cars, bikes, tanks |
| 19” - 22” | The fastest land and skimming vehicles |
| 23” - 26” | Slow aircraft like helicopters. |
| 27” - 40” | Aircraft |
| 41” - 60” | Fast aircraft, interceptors |
| 61”+ | Too fast to be useful in game. |

## Weapon and Ballistic Skills

|  |  |  |
| --- | --- | --- |
| Weapon and Ballistic skills are some of the simplest yet most consequential skills in the statblock, if you cant hit your enemies all your fancy weapons are worthless!  Not much really needs to be said as the descriptions for the stat levels tell the story quite well, however it should be said that 4+ is the baseline for all militarily trained creatures and 1+ should be used only in the most extreme cases for special characters of godlike power who can foresee the future and thus never miss without interference. | **Weapon/Ballistic Skill (WS/BS)** | **Examples** |
| 6+ | Attacking wildly or at random, without care. |
| 5+ | Untrained combatant |
| 4+ | Military trained in the skill |
| 3+ | Experts in the skill, trans-human baseline. |
| 2+ | Masters of the skill, expert transhumen |
| 1+ | Godlike, seeing the future, use *very* scarcely! |

## Strength

|  |  |  |
| --- | --- | --- |
| Strength is the only stat that will have examples for both units and weapons as it crosses over the two and is helpful to see in context between its two implementations. Strength like toughness is kind of a logarithmicly expanding skill, more a logarithm of vibes as it has no set expansion but follows a general power curve that is not linear.  Strength in this context represents the lifting or hitting power of a creature or the pushing/pulling power of a vehicle.  With weapons it represents the likelihood of wounding or damaging its target.  Strength 2 is equivalent to the range of every human, with the worlds strongest person edging into 3. While Strength 3 is the range for most modern military small arms. The weapon designed to combat something should have a point above the things toughness ideally. | **Strength**  **(S)** | **Examples** |
| 1 | small pets and children  / an Air Rifle |
| 2 | Human adult range to bodybuilder  / 22lr - 9mm |
| 3 | Worlds strongest man, transhuman  / 45ACP - 7.62mm |
| 4 | Gorilla, space marine  / .50BMG - small autocannon |
| 5 | Grizzly bear – SUV  / 20mm autocannon – 30mm autocannon |
| 6 | Large truck – small tracked vehicle  / 40mm autocannon – 50mm cannon |
| 7 | BMP – Bradley IFV  / 55mm cannon - 75mm Sherman low velocity gun |
| 8 | Heavy IFV – Light Tank  / 76mm HVAP – 90mm cannon |
| 9 | Modern MBT range  / 155mm howitzer - 105mm tank cannon |
| 10 | Super Heavy tank range  / 120mm tank cannon – 125mm tank cannon |
| 11 | Super Heavy tank range  / DARPA test Railgun |
| 12 | Titans?  / 12” - 14” naval gun |
| 13 | Titans?  / 16” – 18” naval gun |
| 14 | Titans?  / 1100lb bomb +++ |

## Toughness

|  |  |  |
| --- | --- | --- |
| Like strength, toughness is a logarithmical expansion of vibes as it has no set expansion but follows a general power curve that is not linear.  Toughness is the counterpoint to strength, representing the creature or vehicles innate resistance to being wounded; this could represent fast clotting blood, redundant organs, spall liners, or something even more esoteric.  Toughness 2 is the baseline for humans. | **Toughness**  **(T)** | **Real World Equivalent** |
| 1 | Small animals |
| 2 | Human baseline |
| 3 | Game animals (deer, boar), transhumans |
| 4 | Gorilla / large bear / car / space marine |
| 5 | Box truck / engine block / rhino (animal) |
| 6 | Semi truck engine |
| 7 | IFV / APC |
| 8 | Light Tank to MBT |
| 9 | Super heavy Tank range / reinforced concrete bunker |
| 10 | Naval Frigate |
| 11 | Naval destroyer / cruiser |
| 12 | Naval Heavy Cruiser / Battleship / Aircraft Carrier |
| 13 | Titans? |
| 14 | Titans? |

## Wounds

In OpenHammer wounds are more a signify-er of the importance of a model, how imposing it is to others or just its physical size than physical ability to take take bullets. However things like space marines with redundant organs would by the virtue of being able to survive with a heart destroyed have multiple wounds as default.

The baseline for humaoids is 1 wound but this can be increased by being important or by becoming more imposing.

Some examples of what would add more wounds to a person would be;

* being a character should add 2-4 wounds for importance.
* If a model has lore reasons like redundant organs then add a wound.
* equipment like power armour adds a wound.
* If something is bigger than a human then give it more wounds, think ogres, orcs, even things like cars fill this requirement.

Don’t be afraid to play around with how many wounds something has until it feel ‘right’.

## Attacks

Attacks represent how well a model can swing their weapons, how trained they are at sword fighting, a single attack does not necessarily represent how many times you can swing a weapon but also does. Like wounds, attacks are representative of skill as well as importance or imposing stature.

1 attack represents the normal amount of swings that a human could make in a combat situation. With characters getting a few more.

## Leadership

Leadership is a strange stat in a statline full of strange stats, it is a compound of the ability to lead a squad or army and the morale / will to fight of a model. There is no defined examples of what leadership should be other than the baseline for a human of 6.

## Armour Saves

|  |  |  |  |
| --- | --- | --- | --- |
| Armour saves are the simplest stat in the game along side movement they have very defined very obvious examples and little vibes based interpretation. | **Armour Save (Sv)** | **Example** | **Unbrakable saves examples**  **(Sv++)** |
| - | Unarmoured | No save |
| 6+ | Heavy clothing, thick hide | Unit is lucky |
| 5+ | Soft armour, stab vests, unarmoured vehicles | Weak or partial coverage forcefield |
| 4+ | Rifle plates, armoured trucks | Standard Personal force field, character can dodge bullets |
| 3+ | Full plate, enclosed armour, APCs/IFVs/light tanks | Strong personal forcefield, character can dodge at super speed |
| 2+ | Heavy powered armour, tank armour | Space marine patriarch may have a save like this, super force field, use very very sparingly, feels unfair. |
| 2+  with re-roll | Artisan created power armour, ornate special armour | Godlike save, feels super unfair, don’t use without seriously good reason. Not even titans |
| 6+  on 2D6 | Special ornate enclosed armour for a character, not quite power armour, Use Sparingly, small units and characters. |  |
| 5+  on 2D6 | Special ornate epower armour for a character, not quite power armour, Use Sparingly, small units and characters. |  |
| 4+  on 2D6 | Tactical Assault armour, Super heavy tank armour. Use Sparingly, small units and characters. |  |
| 3+  on 2D6 | Space marine patriarchs armour, titan armour. Use Sparingly, small units and characters. |  |
| 2+  on 2D6 | Godlike armour, super heavy titan armour. Use basicly never but on the biggest toughest super units in the game. Walking gods only! |  |

# Weapon Stats

## Range

|  |  |  |
| --- | --- | --- |
| Range is a nice and simple stat like movement for units it has very little to be said about it outside of the examples. | **Range** | **Examples** |
| 1” – 12” | Pistols, Shotguns, handheld flamethrowers. |
| 13” – 18” | Sub machine guns, short range weapons, heavy flamethrowers. |
| 19” – 24” | Rifles, standard infantry weapon range |
| 25” – 36” | Heavy rifles, machine guns, heavy machine guns |
| 37” – 48” | Auto cannons, standard anti tank weapons |
| 49” – 72” | Tank Guns, mortars, super heavy weapons |
| 73”++ | Artillary, Titan class weapon. |

## Type

|  |  |  |
| --- | --- | --- |
| Weapon type is again a very simple stat that doesn’t need any explanation outside of the examples. | **Type** | **Examples** |
| Melee | Swords, Axes, stuff only usable in CQB combat, no range. |
| Pistol | Obvious… Pistols. |
| Grenade | Grenades or limited use weapons. |
| Assault | Shotguns, SMGs, Flamethrowers, stuff you can shoot from the hip. Batteries not included. |
| Automatic | Rifles and machine guns. Select fire weapons. |
| Heavy | Big weapons, Heavy machine guns, missile launchers, tank guns. weapons too big for their user to move and shoot them at the same time. |

## Shots

|  |  |  |
| --- | --- | --- |
| Shots like attacks for the unit statline are a more vague stat that defines the average accurate fire a weapon can lay down. A machine gun may shoot 90 rounds a minute but only have a shots number of 3 because a turn is shorter than a minute and only 3 rounds out of a burst will be accurate fire.  Similarly explosions and weapons with more random shots are only given the opportunity to hit what they averagely might hit. | **Shots** | **Examples** |
| 1 | Single shots and semi auto fire |
| 2 - 3 | Automatic weapons (not the type), machine guns, auto cannons. |
| 1D3 | Grenades, small explosions, 2” template. |
| 4 - 6 | Dual machine guns, rotary machine guns. |
| 1D6 | Flamethrower, Mortar, medium explosions, 3” templates |
| 2D3 | As above but with more consistency, cluster grenades |
| 1D3 + 3 | Heavy mortar, stronger weapon explosion, 4” template |
| 1D6 + 3 | Bigger explosion, heavy flamethrower, more consistent tank gun. |
| 7 - 15 | Heavy rotary cannons, big rotary machine guns. |
| 2D6 | Artillery explosion, multi shot cannons. |
| 3D3 | Cluster munitions, really big explosion, 5” template |
| 4D3 | Super heavy tank guns blast, 6” pie plate. |
| 4D6 | Huge blasts, super heavy artilery, titan guns. |
| 5D6++ | Titan Guns, stuff that could shouldn’t be shot on a battlefield. |

## Strength

See strength section of the unit stats **Pg##**

## Armour Penetration

|  |  |  |
| --- | --- | --- |
| Very much like the save stat the armour penetration stat is very self explanatory. An appropriate AP value is one that reduces the armour save of its intended target type to a 5+ or a 6+.  Removing armour save completely should be reserved for gross overkill like hitting imperial army soldiers with an autocannon, thats not its intended target and it feels like overkill. | **Armour Penetration (AP)** | **Example** |
| - | Fists, Shotguns, light multi shot weapons, Pistols, grenades, flamethrowers. |
| -1 | Rifles, heavy flamethrowers, explosions, rotary machine guns, lase weapons, close combat weapons, chain weapons. |
| -2 | Stud guns, autocannons, heavy lase, heavy explosions, rotary autocannons, powered weapons |
| -3 | Light anti tank weapons, plasma, powered fists and claws |
| -4 | Anti tank weapons, laser destroyers, microwave weapons, tank guns |
| -5 | Tank destroyer guns, light titan class weapons |
| -6 | As above |
| -7 | Titan class weapons |
| -8 | As above |
| -9 | Titan Destroyers |
| -10 ++ | Basically no save for even titans, super titan guns, naval main battery weapons. |

## Damage

|  |  |  |
| --- | --- | --- |
| Damage is very subjective but generally keep damage to a range that is sensible for the task of it.  Some general rules for types of weapon damage that keep things consistent between books and give some variability and texture to weapons are;  energy weapons should generally be either fixed low damage or variable damage (1-2 or 1d3 – 1d6+3).  Anti tank weapons that are solid shot or HEAT or equivalent should have fixed damage (6-12) big hits on tanks feels impactful but care should be placed to not try to overkill things and have the game feel less fun for all involved.  Anti infantry weapons with damage values above 2 have very little utility but a general use heavy weapons like an autocannon shouldn’t have a damage value below 2 less it feel like a high strength pea shooter. | **Damage**  **(D)** | **Example** |
| 1 | Most anti infantry weapons. |
| 2 | Anti heavy infantry weapons, stud weapons, chain weapons. |
| 3 | Light anti vehicle, autocannons, powered fists |
| 1D3 | Light anti tank explosions, energy weapons, |
| 1D3+3 | Light anti tank weapons, more consistent damage |
| 4 - 5 | Anti vehicle weapons, solid shot weapons, |
| 6 | True anti tank, ATGMs, tank gun AP shots |
| 1D6 | Microwave gun, energy weapons, very swingy anti tank weapons |
| 1D6+2 | Microwave cannon, heavy energy weapons, less swingy but still variable. |
| 1D6+3 | Laser destroyers, the least swingy anti tank energy weapons. |
| 8 – 12 ++ | Tank destroyer shots, titan guns, super heavy shots. |

# Sections of an Army Book

## Keywords

Keywords are tags that define various aspects of your army and the units it contains. Keywords allow rules to be targeted against specific types of units such as INFANTRY or VEHICLE or to encompass broader groups of units potentially from other army books within a faction, such as the HUMAN, ORC, or, DEMON keywords.

Keywords can be found within almost every rule in an army book as well as being attached to unit stat cards.

Your army book should contain a placeholder keyword for the specific regiment, chapter, or warband that a player names their army as. This keyword is in place to keep rules from your army book from bleeding out to either your opponent or units from any other army book that you may be using.

## Faction Special Rules

These are rules that apply to the army book as a whole or with keyword targeting diferent chunks of the army. An example of a faction special rule is from the Imperial Army book the Command Net rule;

|  |
| --- |
| **Command Net**  Across the army is a digital radio command channel through which units communicate with each other and with their commanders. All units with the VEHICLE or BATTLESUIT keyword and any units equipped with a Command Radio have access to this system.  If an OFFICER is equipped with or is attached to a unit that is equipped with a Command Radio then when they issue an Order they can issue that Order to any unit that has access to the Command Net anywhere on the board. Secondary requirements such as line of sight to the unit receiving orders or the an enemy unit targeted by the orders still apply. |

Here we can see that the rule has several sections that each have a closely constrained function.

The section in yellow describes what the rule is describing in real world terms, its fluff.

The blue section targets what units the rule applies to and then in green we have a conditional statement for when the rule should be applied.

Finally the purple section defines limitations to the rule.

This rule may be difficult to follow outside of its context as it heavily interacts with other faction special rules but it serves as a well formatted template for a good rule.

Faction special rules should be analyzed and counted when assigning points to units later on it this book.

## Faction Traits and adding personality to your army.

Faction traits can be written in many ways but at their most basic form are a group of selectable rules that define the overall character of different sub-factions of your army book defined by your placeholder keyword. The ways that traits can be selected are as varied as your imagination or how you want your army book to be used.

You could for instance have 4-5 defined sub factions such as; Cult of the Gear, Cult of Machine Spirit, Cult of the Reactor, and Cult of the Abandoned Flesh. Each with a selection of small rules that define how each work. This approach is tightly constrained and is indicative of an inflexible army.

Another method would be to have a list of small rules such as “+1 to hit with X weapon type” or “ Y keyword gains +1” movement” that can be freely selected from to create a truly bespoke army faction.

A middle ground that offers diverse faction trait choices while being more easily controlled to remove unwanted rule stacking, would be 3-4 lists of traits that a player must select 1 from each to a maximum of 2-3 selections.

A good way of adding personality to your army through the more flexible faction trait matrices is to select traits that only benefit keyword selected units such as VEHICLE or INFANTRY and to give each an emotive or unique title such as “Booming Voice” to increase the range of buffs from a character or “Reckless Gunner” to reduce the minimum range of weapons that have a minimum range.

Each choice should be tailored to be as equal points wise as possible so as to not create a selection that is objectively the ‘right choice’ and the limit the choice that players will be incentivised to take. These choices should also only be single point buffs, small changes to the behavior of other rules or larger more impactful choices that only occur in rarer circumstances or in unfavorable situations.

These choices should not be points costed as this system is used by every army book and is considered free in them all.

## Army Organization Charts

## Psychic Powers

Psychic powers are the effects that can be cast by PSYCHIC units. Each army can have any amount of ‘Schools’ with a single psychic generally only having access to powers within 1 school at a time.

Each psychic power is made up of 6 distinct elements

1. **Name;** Powers should be named to indicate what they do or how they do it
2. **Incarnation DC number;** The higher this number the harder a power is to successfully cast
3. **Range;** Powers can range between melee and 24” in range.
4. **Effect/damage;** What the power does to the target it is being used on and/or surrounding units
5. **Overcast/Addition affects;** When you roll 11+ this is a critical success and bonus affects are applied
6. **Backlash;** If a power is canceled in a mind war with the opponent rolling a critical the backlash is applied instead of the main effect.

|  |  |
| --- | --- |
| **Void Lightning – Incarnate on 7+**  If Incarnated choose a visible unit within 18” of the Incarnator, That unit takes D3 Deadly Wounds. Any unit within 6” of the targeted unit takes 1 Deadly Wound.  If incarnated with a Psychic roll of 11+, every unit 6” of the targeted unit takes an additional 1 Deadly Wound.  Backlash, Incarnator suffers D3 deadly wounds and every unit within 6” of the Incarnator takes 1 Deadly Wound. | **Void Shroud – Incarnate on 5+**  If Incarnated select a visible unit within 18” of the Incarnator, any ranged attacks targeted towards the unit must be resolved at -1 to hit until the start of your next Psychic Phase.  If incarnated with a Psychic roll of 11+, every unit within 6” of the targeted unit also gains the benefit of the Psychic Power.  Backlash, Incarnator suffers -1 to hit for any ranged weapons and a -1 to Incarnate further psychic powers until the start of your next Psychic Phase. |

Additional affects and backlash affects should be related to the main effects of the power and idealaly be less than half of the damage or buff/debuff that the main effect can apply. Alternate effects other than just more effect are things like spreading part of the effect to additional units.

A ‘school’ should have 6 powers within it so as to be readily select-able via D6 dice roll and each power should cost between 17 - 25 points so as to be relative to each other with the whole school not exceeding 125pts. These points are are for the internal balancing of the powers and should not be applied to the units that use them.

To calculate the points cost of a power consult the rules and chart below.

Each Power starts at 0pts for its baseline stat line and when calculating do not count any additional effects or backlash effects.

If a power affects the leadership stat, every 2 points of leadership changed only counts as 1 for points cost.

For point multipliers for auras and lines see page **##**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Points cost change** | | |  |
| **Change +/-** | Range | Buff/Debuff str | Damage | Incarnation Check |
| **-12** | -12 | **-----------** | **-----------** |  |
| **-11** | -11 | **-----------** | **-----------** |  |
| **-10** | -10 | **-----------** | **-----------** |  |
| **-9** | -9 | **-----------** | **-----------** |  |
| **-8** | -8 | **-----------** | **-----------** |  |
| **-7** | -7 | **-----------** | **-----------** |  |
| **-6** | -6 | **-----------** | **-----------** | +60 |
| **-5** | -5 | **-----------** | **-----------** | +50 |
| **-4** | -4 | **-----------** | **-----------** | +40 |
| **-3** | -3 | **-----------** | **-----------** | +30 |
| **-2** | -2 | **-----------** | **-----------** | +20 |
| **-1** | -1 | **-----------** | **-----------** | +10 |
| **Baseline** | **12”** | **0** | **0** | **6** |
| **+1** | +1 | +5 | +5 | -5 |
| **+2** | +2 | +15 | +10 | -10 |
| **+3** | +3 | +25 | +15 | -15 |
| **+4** | +4 | **-----------** | +20 | -20 |
| **+5** | +5 | **-----------** | +25 | -25 |
| **+6** | +6 | **-----------** | +30 | -30 |
| **+7** | +7 | **-----------** | +40 | -35 |
| **+8** | +8 | **-----------** | +50 | -40 |

## Supreme Commanders

In OpenHammer a Supreme Commander is is the overall general of your forces on the board, it is normally a CHARACTER unit but given the desperate nature of a lot of fantasy and science fiction armies this need not be a hard and fast rule. When you are creating your army book criteria for what units can become a supreme commander should be established and linked to defined tags like CHARACTER or COMMAND. These criteria should be quite narrowly defined with the creation of a tag specific to commander units always being a possibility if what could constitute a commander is convoluted in your army.

Rules that define what your supreme commander can be don’t need to be limited to tag however, implementing rules that reference faction special rules, impart hierarchy on candidates, or define some other constraining factors.

## Commander Traits

Commander traits like faction traits should bridge the gulf between fluffy and functional, with effects that describe behaviors that align with your faction and how they are lead. If your army has heroic action focused characters then commander traits that follow those actions like self buffs to stats or debuff auras will feel more in line with how the commander is played on the board than more strategic level traits like recovering strategic points or affecting deployment.

Commander traits in their most basic form should be a list of traits to choose from but again like faction traits the only limit to how traits can be chosen is your imagination. Having lists for different types of commander or lists with different personality types are all valid ideas.

Mechanically a commander trait should only impart a single effect such as a +1 to a stat, +6” to a type of movement, or giving a commander a minor ability such as the ability for a non psychic commander to enter a mind war.

Commander traits should be formatted similarly to faction traits, see **pg##**  for example;

|  |
| --- |
| **Tactical Genius**  Your Supreme Commander always fights first in CQB.  Your Supreme Commander’s unit may also fire defensively when a [REGIMENT] INFANTRY unit within 6” is charged, regardless of what stance your Supreme Commanders unit is in. |

## Unique Equipment and Weapons

When designing unique gear for your commanders it is important to consider the lore you have built around your army or faction. These items could be experimental, heirlooms, trophies, banners, etc, and while there are no rules stating the power of each item it is advised to keep them to 1 or 2 semi powerful buffs such as a 4+ unbreakable save, D3 wounds healed per turn, additional stats or a powered up version of a weapon that your commanders can wield. It is generally advised that these weapons replace on that a commander has already but items that provide buffs or abilities should be freely added rather than traded.

## Strategic Gambits

Strategic Gambits are very heavily linked to the units in your army book

## Writing a Weapon Statblock

Weapons are the core of the OpenHammer system, without weapons no war can be undertaken, no hammers can be swung. Weapons can be as weak as the lowly bayonet or as powerful as a super heavy laser cannon, the system can easily accommodate this range of power.

Weapons are made up of 6 basic attributes;

Range, Type, Shots, Strength(S), Armour Penetration(AP), and Damage(D). As well as the weapons name and any special rules it may have.

Each of these attributes contribute to the points cost of a weapon and in turn there are few limitations to what stats you can give a weapon other than the final points cost that you are aiming for.

The Weapon statblocks below show both a melee weapon and a ranged weapon and both behave slightly differently from a points costing perspective.

Ranged weapons are the easiest to conceptualize as they are generally not impacted by the stats of the unit wielding them, this Lase Pistol for instance is worth 6pts and the xenotech saber is worth 10pts assuming it is carried by a basic human infantryman with S2 A1.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| X-12 Viridian Lase Pistol | 12” | Pistol 1 | 4 | -2 | 1 | When this weapon successfully damages its target, draw a line from the firing model through the targeted model up to the weapons max range. If this line crosses the base or hull of a model roll a D6 for that model, on a 4+ the model revives 1 Deadly Wound. |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| Xenotech Saber | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. |
| Slash | Melee | Melee 3 | +2 | -3 | 1 |  |
| Stab | Melee | Melee 1 | +3 | -5 | 2 | Attacks with this profile are made at -1 to hit. |

### Efficient Use vs Costing

It is assumed that all weapons are being used in the most efficient way they can be and as such all ‘Explosive’ weapons are assumed to be targeting a unit with 20 models, Automatic type weapons and weapons with effects based on range are assumed to be under the range for those effects to apply, and if a weapon has multiple profiles the most expensive one dictates the points cost for the whole weapon.

## Building your Armies Units

Units are the core of your army book, they will be the part that you will spend the most time on. There are three main types of units but that does not mean that you need to format your units in these ways, creating new ways to format your statblocks is fully within your control.

### Writing a Unit Card

I am assuming that you have played some games of OpenHammer and have read through one or more army book as well as the core rules and that you have a good idea on how a unit card is formatted. This section will serve to canonise the design of the unit card and highlight potential ways to format your own unit cards.

Please refer to the blank unit cards provided as they will be used as reference material throughout this section.

When writing the unit card out you should set the name at the top of the card to be a heading in your word processor so as to allow the table of contents to correctly link to the unit card.

### Unit Description and statline

In the unit description box *highlighted yellow* note down the composition of the units initial configuration, when detailing the units equipment you can add bullet points other than the ones that list the models general equipment such as if this unit had a radio as standard you could add;

* One Rifleman is equipped with a Command Radio

The statline for the unit can be written either with the leader at the top or at the bottom to your preference but in units with more that two statlines it is helpful to place the leader at the to so as to highlight them and show which model is in charge of the unit.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Core** | **31 Pts** | | **Infantry Squad** | | | | | | | | | |
| This Unit contains 1 Sergeant and 4 Rifleman.   * Each Rifleman is armed with a Lase Rifle, a Bayonet, Frag and Smoke Grenades * The Sergeant is armed with a Lase Rifle, Lase Pistol, Frag and Smoke Grenades | | | | | | | | | | | | |
| **No** | **Name** | **Pts** | **M** | **WS** | **BS** | **S** | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Rifleman | 6/model | 6” | 4+ | 4+ | 2 | 2 | 1 | 1 | 6 | 5+ |  |
| 1 | Sergeant | - | 6” | 4+ | 4+ | 2 | 2 | 1 | 1 | 7 | 5+ |  |

The next point of complexity is the options that the unit can take. With the veriety of special/heavy weapons that a unit could upgrade to and a breadth of gear there can often be quite complex lists of upgrades.

Listing upgrades as replacing an initial configuration weapon does limit the ability of players to cram all of their upgrades onto one model which would be undesirable behavior.

You will see in the below example that the special weapons are in one bullet point highlighted red but that the automatic lase rifle is in another bullet point highlighted blue this is to indicate that each is a seperate choice even if it has the same requirements as the first bullet point. The correct weapon config for a 5 man squad if both upgrades were chosen would be 1 leader, 2 base riflemen, 1 rifleman with special weapon, and 1 rifleman with the ALR. Both of the base riflemen could also choose to have under-slung grenade launchers.

Options can also just be straight upgrades such as the command radio not requiring any swapping.

All options should have their points values listed after the option and in the case of a list each points cost should be in the list with the option.

|  |  |  |
| --- | --- | --- |
| **OPTIONS** | * For every 4 Rifleman, 1 Rifleman can take a Lase Marksmans Rifle, Flamethrower, Plasma Rifle, or a Microwave Gun instead of their Lase Rifle. * For every 4 Rifleman, 1 rifleman can take an Automatic Lase Rifle instead of their Lase Rifle. * For every 2 Rifleman, 1 Rifleman with a Lase Rifle can take an Under-slung Grenade Launcher. * 1 Rifleman can be equipped with a Command Radio. **10 Pts** * The Sergeant can take a Powered Sword or a Chain Sword instead of their Lase Rifle. | |
| **Special Rules** | **Smoke Grenades:** When a model uses a Smoke Grenade in the shooting phase instead of targeting a unit instead target a point on the board within range. On a successful roll to hit, spawn a Smoke Marker at that point.  **Smoke Marker:** A smoke marker is a circular marker with a 3” diameter. This marker counts as a terrain piece with the tag OPAQUE. The smoke marker disperses at the start of your next shooting phase.  **Command Radio:** Connects this unit to the Command Net. | |
| FACTION KEYWORDS: | | **Human, Imperial Army, [regiment]** |
| Unit KEYWORDs: | | **Infantry, Infantry squad, Enlisted** |

There is no limit to special rules however too many may make the unit card unreadable, this is a major factor on more complex units. If the player cant read it without flipping to another page the unit should be revised in some way. The same is true of keywords, they are essential for the efficient targeting of army rules however too many keywords can make it impossible to understand how the unit actually works and interacts with said rules.

# Points Costing your Army

When costing your army we first need to make sure that all army special rules have been fully costed. Army special rules can be simple to cost or they can be very complicated depending on what sort of rules you have implemented, with some rules requiring exploration and thought to properly cost. Rules such as;

|  |
| --- |
| **Tactical Tenant**  Units with this Tenant improve the AP of Automatic and Grenade weapons by -1. This Tenant applies to TACTICAL units. |

Are in some regards simple to cost as it adds 2 stat points to a units weapons giving it +10pts. However as a grenade weapon cannot be used at the same time as another weapon this effectively cancels out one of the stat change as only one can be active per model in a unit on any turn and so it should properly be pointed at +5pts.

* Rules that give a unit the ability to give out buffs should be costed as if they were being applied to a 10 model unit unless there is a keyword that defines the type of unit that the buff is to be applied to.
* For instance buffs that only affect CHARACTER, VEHICLE, and MONSTER keyword units should only be costed as if they are applying to a unit of 1 model.
* Rules that allow a unit to choose from a list of effects that can be applied should be costed as the mean average of the lists points cost, for example in the following table of effects that the rule my send out the point cost for the rule should be 22pts (7+7+15+25+25+50 = 129 / 6 = 21.5 rounded up to 22pts)

|  |  |  |
| --- | --- | --- |
| **ORDER** | **EFFECT** | **Points Cost** |
| **No Backwards Step!** | Re-roll failed Leadership tests for this unit until the start of your next shooting phase. | 7pts |
| **Destroy My Target!** | Re-roll wound rolls against a single selected target until the end of the current shooting phase.  *Requires the ordering unit to have line of sight to the selected target.* | 7pts |
| **Move! Move! Move!** | The ordered unit must immediately make a normal as if it was the Movement Phase, instead of shooting this phase.  *This order cannot be issued to units in the Defence Stance.* | 15pts |
| **Fix Bayonets!** | During the units next Charge and CQB phases all Bayonets belonging to the ordered unit change there type to “Melee 2” | 25pts |
| **Fire at will!** | The ordered units Automatic type weapons increase 1 shot in their next shooting phase. Eg. a lase rifle becomes Automatic 2 and an automatic lase rifle becomes Automatic 4 | 25pts |
| **Hold, Damn you!** | While in the Defense stance the ordered unit also gains an ignore wounds save of 6+ until the start of your next shooting phase. | 50pts |

All of these rules are costed through the following table of points and following sections;

|  |  |  |  |
| --- | --- | --- | --- |
| **Effect** | **Cost** | **Effect** | **Cost** |
| Stat point added (per 2 points for LD) | +5pts per model | Adding buff in 1 phase ignoring the charge phase. | ½ cost of stat points rounded up |
| Stat point subtracted (per 2 points for LD) | -5pts per model | Adding buff in 1 turn per game. | ¼ cost of buff rounded up |
| Rerolls of 1 | +5pts per model | Move a second time | +15pts per unit |
| Rerolls of any number | +7pts per model | Adding to psychic incarnation roll | +5pts per 2 points |
| Deep strike on deployment | +15pts per unit | Subtracting from psychic incarnation roll | -5pts per 2 points |
| Remove Army org chart cost for unit | +10pts per unit | Adding to mind war roll | +5pts per 2 points |
| Auto succeed leadership test | +10pts per unit | Subtracting from mind war roll | -5pts per 2 points |
| Gain ignore wounds | +5pts per point per model |  |  |
| Gain unbreakable save | +5pts per point per model |  |  |
| Weapon stat point added | +5pts per model |  |  |

## Costing Variable Stats

There are many rules that trigger on a dice roll such as 1 Deadly Wound on a D6 roll of 4+. When these rules are costed the chance of them activating must be taken into account and as such a 4+ is a 50/50 chance and the points cost for the deadly wound must be reduced by 50%. the following table shows the chances of each dice roll and the associated reduction in points.

|  |  |  |
| --- | --- | --- |
| **Dice roll** | **Chance** | **Points Reduction** |
| **1+** | 100% | 0% |
| **2+** | 83.33% | 17% |
| **3+** | 66.66% | 34% |
| **4+** | 50% | 50% |
| **5+** | 33.33% | 67% |
| **6+** | 16.66% | 84% |

Raw stats that are determined by dice roll are also always considered to be the average dice roll so a weapon with a strength stat of 2D6 would consider it to be 8 (4+4) for the purposes of assigning points to it.

## Costing Auras and Lines

Auras are abilities that effect a circular area that can be centered on the caster or any other arbitrary point on the board. Similarly a line is an ability that effects everything along a line drawn along the board. If an ability or rule is an aura or a line then its cost must add point to its cost based on the following table;

|  |  |  |
| --- | --- | --- |
| **Size of the ability** | **Aura** | **Line** |
| **1” - 3”** | +50% | +25% |
| **4” - 6”** | +200% | +100% |
| **7” - 12”** | +300% | +150% |
| **13” - 18”** | +400% | +200% |
| **19” - 24”** | +600% | +300% |
| **24”+** | +1000% | +500% |

If an aura effect increases in potency for every unit within its range then an extra 500% should be added regardless of the range of the aura.

Once your armies special rules have been costed you may move on the costing your units and their weapons.

## Costing Ranged Weapons

Although units and weapons can be costed in any order you may find it easier to cost your ranged weapons first.

### Basic Weapon Costing

Costing a weapon starts with the baseline cost of **0pts** and is then modified as we work from left to right along the statline based on the following chart. When a weapon is fully costed it can never have a points cost lower than **0pts**.

To cost for example this Rotary Autocannon;

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| Rotary Autocannon | 36” | Heavy 8 | 5 | -3 | 2 |  |

We take the “Baseline” highlighted in red for each stat and count up or down using the “Change +/-” and then read the + or – number in the stat we are costing and add it to the base cost of 0pts for the baseline.

The “Shots” and “Damage (D)” columns are different to the rest and to use them you multiply the shots of your weapon by its damage stat, that is the points cost for those columns.

* Range is 12” higher and in the +12 column we get +2pts for range.
* Strength is 2 points highter and in the +2 column we get +2pts for strength.
* Armour Penetration is 2 points highter and in the +2 column we get +2pts for Armour Penetration
* Finally we take the shots (8) and multiply them by the damage (2) giving up 16pts for shots and damage.
* The final cost for a Rotary Autocannon then is 2+2+2+16 = 22pts

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Points cost change** | | | | |  |  | **Points cost change** | | | | |
| **Change +/-** | **Range** | **Shots** | **S** | **AP** | **D** |  | **Change +/-** | **Range** | **Shots** | **S** | **AP** | **D** |
| **-19 to -23** | -4 |  |  |  |  |  | **+11** | +2 | xD | +21 |  | xSh |
| **-13 to -18** | -3 |  |  |  |  |  | **+12** | +2 | xD | +26 |  | xSh |
| **-7 to -12** | -2 |  |  |  |  |  | **+13** | +3 | xD | +29 |  | xSh |
| **-3 to -6** | -1 |  |  |  |  |  | **+14** | +3 | xD | +31 |  | xSh |
| **-3** | -1 |  |  |  |  |  | **+15** | +3 | xD | +37 |  | xSh |
| **-2** | -1 |  | -2 |  |  |  | **+16** | +3 | xD | +40 |  | xSh |
| **-1** | -1 |  | -1 | -1 |  |  | **+17** | +3 | xD | +43 |  | xSh |
| **Baseline** | **24”** | **1** | **3** | **-1** | **1** |  | **+18** | +3 | xD | +49 |  | xSh |
| **+1** | +1 | xD | +1 | +1 | xSh |  | **+19 to +24** | +5 | xD |  |  | xSh |
| **+2** | +1 | xD | +2 | +2 | xSh |  | **+25 to +30** | +7 | xD |  |  | xSh |
| **+3** | +1 | xD | +4 | +4 | xSh |  | **+30 to +36** | +9 | xD |  |  | xSh |
| **+4** | +1 | xD | +5 | +8 | xSh |  | **+37 to +42** | +12 | xD |  |  | xSh |
| **+5** | +1 | xD | +6 | +16 | xSh |  | **+43 to 48** | +15 | xD |  |  | xSh |
| **+6** | +1 | xD | +9 | +24 | xSh |  | **+49 to +54** | +18 | xD |  |  | xSh |
| **+7** | +2 | xD | +11 | +34 | xSh |  | **+55 to +60** | +22 | xD |  |  | xSh |
| **+8** | +2 | xD | +13 | +46 | xSh |  | **+61 to +66** | +26 | xD |  |  | xSh |
| **+9** | +2 | xD | +17 |  | xSh |  | **+67 to +72** | +30 | xD |  |  | xSh |
| **+10** | +2 | xD | +19 |  | xSh |  | **+73 and up** | +35 | xD |  |  | xSh |

### Weapon Special Rules

Weapons can have a verity of special effects outside of the base attack that they innately have. Some special rules augment the attack such as ‘explosive’ or ‘auto hit’ while others have effects that are independent of the main weapons statline.

Below is a list of common special rules and their associated points costs.

|  |  |  |  |
| --- | --- | --- | --- |
| **Effect** | **Cost** | **Effect** | **Cost** |
| Automatically Hits | +1pt per shot | Re-roll a roll of 1 | +5pts per re-roll |
| Add/Subtract Stat points | +/-2pts | Re-roll any dice roll | +7pts per re-roll |
| Add/Subtract Leadership Stat | +/-2pts per 2 points changed | Indirect Fire | +10pts |
| add point to dice roll | +2pt per point added | Ignores ‘Protect the Officer’ | +10pts |
| Subtract point from dice roll | -1pt per point subtracted | Healing wounds | +5pts per wound healed |
| Causes a deadly wound | +5pts per deadly wound | Ignore terrain effects | +5pts |
| Causes additional damage | +2pts per point of damage | Causes deadly wounds to the user | -5pt per deadly wound |
| Only fires once per game | -5pts | Unlisted Effect | +5pts (increase in +5 increments during testing until it feels balenced.) |
| Always hits last in CQB | -5pts |
| Always hits first in CQB | +10pts |

### Explosive Weapons

As the explosive weapon rule affects the amount of shots that a weapon gets it is always considered to be shooting at a unit of 10 models meaning that it has a minimum of 6 shots. If the average number of shots that a weapon gets is higher than 6 then that should be used instead.

### Weapons with multiple statlines

Weapons may have multiple statlines for instance if they shoot multiple different types of projectile or have a charged attack. When calculating points for a weapon with multiple statlines the points for each should be calculated separately and then the highest value chosen for the weapon as a whole.

### Final Example

Bringing all that together, a more complicated weapon such as this Plasma Blaster would be pointed like so;

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Special Rules |
| Plasma Blaster | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. |
| Pulse | 48” | Heavy D3 | 6 | -4 | 2 |  |
| Overcharge | 48” | Heavy D6+4 | 7 | -4 | 3 | Explosive, On an unmodified hit roll of 1 the wielder takes 4 deadly wounds after the shot is resolved. |

* Pulse: Baseline 0pts, Range +5pts, Strength +4pts, AP +4pts, Shots \* Damage +6pts.

Total = 19pts (5+4+4+6)

* Overcharge: Baseline 0pts, Range +5pts, Strength +5pts, AP +4pts.

Shots \* Damage (min 6, avg D6 = 3, so 3+4 = 7 and we choose 7 \* 3) +21pts.

Special rule for 4 deadly wounds on a roll of 1, is 16% of 20pts = 3.2pts rounded to 4pts.

Total = 39pts (5+5+4+21+4)

* So the cost of the Plasma Blaster is 39pts as we choose the “Overcharge” profile to cost the weapon, even though it has a large negative side effect.

### Melee type Weapons

Melee type weapons differ from ranged weapons in several major ways.

First, the negative points for having a short range do not apply and the points for range are always +0pts.

Second, Strength of a melee weapon will normally be additive to the strength of the model wielding it. For instance a S2 model with a S+3 melee weapon would be priced as a S5 weapon. As such you cannot accurately cost a melee weapon without first constructing the unit that it goes with and the cost cannot be universally calculated like a ranged weapon. Some very powerful melee weapons may also have a multiplicative strength that multiplies the weilders strength by the strength value of the weapon. Multiplicative strength should be noted as X# on the statline.

One thing to note is that the additive strength component of a melee weapon is not required and you can have a melee weapon with a fixed strength or a ranged weapon with an additive strength.

Thirdly, the shots that a melee weapon has must be multiplied by the number of attacks that the model wielding the melee weapons has. So a Melee 3 weapon weilded by a A2 model would need to be costed as a 6 shot weapon.

## Costing Units

Like costing weapons, costing units is a highly involved and sometimes complex process but it follows similar processes to the above descriptions of costing weapons so this section can be somewhat truncated.

For this section we will be using several units from the Imperial Army army book, including; Infantry Squad, Political Officer, and Manticore IFV.

During the costing process we will proceed along the following steps so as to keep ourselves from getting confused with the notes and numbers we will generate.

1. Cost the units statline
2. Cost the units special rules, psychic ability, and transport capacity.
3. Cost the units weapons
4. Cost the units options and weapon upgrades
5. check what army special rules apply to the unit.
6. Now we cost the initial configuration of the unit and the cost per model of any extra models.
7. Finally we round the initial cost of the unit to the nearest 5pts

### Rounding unit costs

When you have finished calculating the initial configuration cost of a unit that is displayed at the top of that units unit card, you should round that number up or down to the nearest 5pts.

eg. 31pts becomes 30pts

The reasoning behind this is to make building an army a little easier and allow units to fill up round numbers before upgrades are added.

### Costing the statline, INFANTRY.

Costing the statline of a unit is much the same as a weapon except with a different table of points and a different starting points number for the baseline. The Baseline points value for a model is 6pts, and no model may be cheaper than 1pt with all gear, weapon and special rules taken into account. The table below details the points for an infantry statline;

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Points cost change** | | | | | | | | | | | |
| **Change +/-** | **M** | **WS** | **BS** | **S** | **T** | **W** | **A** | **LD** | **Sv** | **Unbreakable Save** | **Ignore Wounds** | **Dodge** |
| **-6** | -10 |  |  |  |  |  |  |  |  |  |  |  |
| **-5** | -5 |  |  |  |  |  |  | -3 |  |  |  |  |
| **-4** | -4 |  |  |  |  |  |  | -2 |  |  |  |  |
| **-3** | -3 | -5 | -5 |  |  |  |  | -2 |  |  |  |  |
| **-2** | -2 | -3 | -3 |  |  |  |  | -1 | -2 |  |  |  |
| **-1** | -1 | -1 | -1 | -1 | -1 |  |  | -1 | -1 |  |  |  |
| **Baseline** | **6”** | **4+** | **4+** | **2** | **2** | **1** | **1** | **6** | **5+** | **0** | **0** | **0** |
| **+1** | +1 | +2 | +2 | +1 | +1 | +1 | +1 | +1 | +1 | +3 | +5 | +5 |
| **+2** | +2 | +5 | +5 | +2 | +2 | +2 | +2 | +1 | +2 | +5 | +10 | +10 |
| **+3** | +4 | +25 | +25 | +3 | +3 | +3 | +3 | +2 | +3 | +10 | +20 | +20 |
| **+4** | +6 |  |  | +4 | +4 | +4 | +4 | +2 | +10 | +25 | +40 | +40 |
| **+5** | +8 |  |  | +6 | +6 | +5 | +5 |  | +4 | +50 | +80 | +80 |
| **+6** | +10 |  |  | +9 | +9 | +6 | +6 |  | +6 |  |  |  |
| **+7** | +13 |  |  | +12 | +12 | +7 | +7 |  | +10 |  |  |  |
| **+8** | +16 |  |  | +18 | +18 | +8 | +8 |  | +20 |  |  |  |
| **+9** | +19 |  |  | +20 | +20 | +9 | +9 |  | +40 |  |  |  |
| **+10** | +21 |  |  | +22 | +22 | +10 | +10 |  |  |  |  |  |
| **+11** | +24 |  |  | +24 | +24 | +11 | +11 |  |  |  |  |  |
| **+12** | +29 |  |  | +26 | +26 | +12 | +12 |  |  |  |  |  |
| **+13** | +32 |  |  | +28 | +28 | +13 | +13 |  |  |  |  |  |
| **+14** | +35 |  |  | +30 | +30 | +14 | +14 |  |  |  |  |  |
| **+15** | +38 |  |  | +32 | +32 | +15 | +15 |  |  |  |  |  |
| **+16** | +41 |  |  | +34 | +34 | +16 | +16 |  |  |  |  |  |
| **+17** | +44 |  |  | +36 | +36 | +17 | +17 |  |  |  |  |  |
| **+18** | +48 |  |  | +38 | +38 | +18 | +18 |  |  |  |  |  |

The Infantry Squad statline below should be;

* Rifleman: Identical to baseline 6pts
* Sergeant: Identical to baseline 6pts, LD +1pt

Total = 7pts.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Core** | **## Pts** | | **Infantry Squad** | | | | | | | | | |
| This Unit contains 1 Sergeant and 4 Rifleman.   1. Each Rifleman is armed with a Lase Rifle, a Bayonet, Frag and Smoke Grenades 2. The Sergeant is armed with a Lase Rifle, Lase Pistol, Frag and Smoke Grenades | | | | | | | | | | | | |
| **No** | **Name** | **Pts** | **M** | **WS** | **BS** | **S** | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Rifleman | #/model | 6” | 4+ | 4+ | 2 | 2 | 1 | 1 | 6 | 5+ |  |
| 1 | Sergeant | - | 6” | 4+ | 4+ | 2 | 2 | 1 | 1 | 7 | 5+ |  |

The Special rules of the infantry unit below are very simple with the command radio being an item and thus costed later on and the smoke grenades being essentially free. The reasoning being that spawning a smoke cloud is an unknown effect (5pts) but it is also short ranged (-3pts) and its effect works to block LOS for the Imperial Army player too effectively making it neutral and so I count it as free.

|  |  |
| --- | --- |
| **Special Rules** | **Smoke Grenades:** When a model uses a Smoke Grenade in the shooting phase instead of targeting a unit instead target a point on the board within range. On a successful roll to hit, spawn a Smoke Marker at that point.  **Smoke Marker:** A smoke marker is a circular marker with a 3” diameter. This marker counts as a terrain piece with the tag OPAQUE. The smoke marker disperses at the start of your next shooting phase.  **Command Radio:** Connects this unit to the Command Net. |

Next we work out the points of each weapon the unit carries. As this has been covered in the above section on weapons I will not go over the process here, please refer up to “Costing Ranged Weapons” Pg22.

For the sake of later steps that involve the weapon points I have added a points cost column on the far left of the table.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Range** | **Type** | **S** | **AP** | **D** | **Special Rules** | **Points Cost** |
| Lase Rifle | 24” | Automatic 1 | 3 | -1 | 1 |  | 2pts |
| Lase Pistol | 12” | Pistol 1 | 3 | 0 | 1 |  | 0pts |
| Frag Grenade | 6” | Grenade D3 | 3 | -1 | 1 | Explosive | 0pts |
| Smoke Grenade | 6” | Grenade 1 | - | - | - | See Unit Special Rules | 0pts |
| Bayonet | Melee | Melee 1 | +1 | -1 | 1 |  | 1pt |
| **Powered Sword** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. | - |
| Slash | Melee | Melee 2 | +1 | -2 | 1 |  | 3pts |
| Stab | Melee | Melee 1 | +2 | -4 | 1 |  | 3pts |
| **Chain Sword** | - | - | - | - | - | When the wielder fights, choose one of the profiles below for each attack. | - |
| Slash | Melee | Melee 2 | +1 | -1 | 2 |  | 4pts |
| Stab | Melee | Melee 1 | +2 | -1 | 2 |  | 3pts |
| Lase Marksmans Rifle | 36” | Automatic 1 | 4 | -2 | 1 | Models with this Weapon Gain +1 to hit in the shooting phase. | 8pts |
| Automatic Lase Rifle | 24” | Automatic 3 | 3 | -1 | 1 |  | 6pts |
| Flamethrower | 12” | Assault D6 | 4 | 0 | 1 | Explosive, this weapon automatically hits its target. | 10pts |
| **Plasma Rifle** | - | - | - | - | - | When the wielder Shoots, choose one of the profiles below. | - |
| Standard | 24” | Assault 1 | 7 | -3 | 1 |  | 7pts |
| Overcharged | 24” | Assault 1 | 8 | -3 | 2 | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | 8pts |
| Microwave Gun | 12” | Assault 1 | 8 | -4 | D6 | Under half range change the Damage of this weapon to D6+2. | 12pts |
| Under-slung Grenade Launcher | 18” | - | - | - | - | When firing select one Grenade Equipped by the model using this weapon. This weapons Type, S, AP, D, Special Rules matches the chosen grenades until the end of the phase. | 2pts |

The Options section below is again simple with 3 different weapon upgrade paths and an item for the riflemen and 1 upgrade path for the sergerant.

* The Radio allows order buffs to be applied to the unit anywhere on the board and through testing I found that 10pts was a fair amount.
* For each weapon upgrade that replaces a weapon as indicated by the verbiage “instead of their weapon” you must remove the cost of the replaced weapon from the cost of the upgrade. Not doing so will mean you are double costing the upgrade making it more expensive than it should be.
* If an upgrade is a list then put the cost after the item as shown, however if the upgrade is a single item then placing the points at the end of the line is prefered.

|  |  |
| --- | --- |
| **OPTIONS** | * For every 4 Rifleman, 1 Rifleman can take a Lase Marksmans Rifle**(6pts)**, Flamethrower**(8pts)**, Plasma Rifle**(6pts)**, or a Microwave Gun**(10pts)** instead of their Lase Rifle. * For every 4 Rifleman, 1 rifleman can take an Automatic Lase Rifle instead of their Lase Rifle. **4pts** * For every 2 Rifleman, 1 Rifleman with a Lase Rifle can take an Under-slung Grenade Launcher. **2Pts** * 1 Rifleman can be equipped with a Command Radio. **10Pts** * The Sergeant can take a Powered Sword**(1pt)** or a Chain Sword**(2pts)** instead of their Lase Rifle. |

There are no Army special rules that apply to this unit so no costing is necessary for them, so we can finally cost the full unit and additional models.

As noted above a Rifleman is 6pts but with their weapons and gear they are 9pts (6+2+1) and the Sergeant is 7pts but with gear he is also 9pts (7+2)

This leads the initial configuration cost of the squad to be 45pts ((9\*4)+9)

As this units initial configuration cost is already devisible by 5 no rounding is needed.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Core** | **45 Pts** | | **Infantry Squad** | | | | | | | | | |
| This Unit contains 1 Sergeant and 4 Rifleman.   1. Each Rifleman is armed with a Lase Rifle, a Bayonet, Frag and Smoke Grenades 2. The Sergeant is armed with a Lase Rifle, Lase Pistol, Frag and Smoke Grenades | | | | | | | | | | | | |
| **No** | **Name** | **Pts** | **M** | **WS** | **BS** | **S** | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Rifleman | 9/model | 6” | 4+ | 4+ | 2 | 2 | 1 | 1 | 6 | 5+ |  |
| 1 | Sergeant | - | 6” | 4+ | 4+ | 2 | 2 | 1 | 1 | 7 | 5+ |  |

### Costing the statline, CHARACTER.

Characters so long as they are infantry are costed in the same way as infantry using the same tables, however characters tend to have more complicated stats, options, and special rules. As with infantry the baseline cost of a model is 6pts.

An example of this is the Political Officer shown below. The points costs for each part of their unit card are shown in red.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Command** | **36 Pts** | | | | | | **Political Officer** | | | | | | | | | | | | |
| A Political Officer is a Character armed with a Stud Pistol. | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | | | **WS** | **BS** | **S** | **T** | **W** | **A** | **Ld** | **Sv** |  | |
| 1 | Political Officer | | | | 10pts | | 6” | | | 3+ | 3+ | 2 | 2 | 3 | 3 | 9 | 5+ |  | |
| **Weapon** | | **Range** | | **Type** | | **S** | | **AP** | **D** | | **Special Rules** | | | | | | | | **Points Cost** |
| Stud Pistol | | 12” | | Pistol 1 | | 5 | | -2 | 1 | |  | | | | | | | | 2pts |
| **Powered Sword** | | - | | - | | - | | - | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | | | - |
| Slash | | Melee | | Melee 2 | | +1 | | -2 | 1 | |  | | | | | | | | 7pts |
| Stab | | Melee | | Melee 1 | | +2 | | -4 | 1 | |  | | | | | | | | 8pts |
| **Chain Sword** | | - | | - | | - | | - | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | | | - |
| Slash | | Melee | | Melee 2 | | +1 | | -1 | 2 | |  | | | | | | | | 12pts |
| Stab | | Melee | | Melee 1 | | +2 | | -1 | 2 | |  | | | | | | | | 7pts |
| **Powered Fist** | | - | | - | | - | | - | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | | | - |
| Punch | | Melee | | Melee 1 | | X2 | | -3 | D3 | |  | | | | | | | | 10pts |
| Crush | | Melee | | Melee 1 | | X3 | | -5 | 3 | | Attacks with this profile are made at -1 to hit. | | | | | | | | 19pts |
| **Plasma Pistol** | | - | | - | | - | | - | - | | When the wielder shoots, choose one of the profiles below. | | | | | | | | - |
| Standard | | 12” | | Pistol 1 | | 7 | | -3 | 1 | |  | | | | | | | | 6pts |
| Overcharged | | 12” | | Pistol 1 | | 8 | | -3 | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | | | | 8pts |
| **OPTIONS** | * This Model may take either a Chain Sword**(12pts)**, Powered Sword**(8pts)**, or a Powered Fist**(19pts)** * This model may replace its Stud Pistol with a Plasma Pistol. | | | | | | | | | | | | | | | | | | |
| **Special Rules** | **Iron Discipline:** Any friendly [REGIMENT], INFANTRY units within 6” of this unit gain a +2 to their Leadership stat.(2pts)  **No Retreat, No Surrender!:** Any INFANTRY unit that fails a Leadership Test within 6” of this unit must loose 1 model and then re-roll the Leadership Test. Do not count the models lost through this ability towards any Leadership Test. (0pts)  **Company Command:** This model can Issue Orders to any lower ranked unit and can issue one order in each game round. (22pts)  **Steady the Line:** This model may also choose to Attach or detach itself to a INFANTRY unit from your army, either during deployment or at the start of any phase. When this model is attached it looses its CHARACTER Keyword and regains it when it is detached. (0pts) | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Character, Infantry, Officer, Captain, Political Officer** | | | | | | | | | | | | | | | | |

#### Psychic Abilities

Adding psychic powers to a unit is very simple. Add the following section to a units unit card under the special rules section and use the following table to calculate a points value.

Note that a unit does not need to have the ability to incarnate psychic powers and enter a mind war, a unit can have either separate from the other if needed.

|  |  |
| --- | --- |
| **Psychic Powers** | This Model can Incarnate one Psychic Power per friendly Psychic Phase and attempt to enter a Mind War with one Enemy Psychic in each Enemy Psychic Phase. This Model Knows the default Powers as well as two Powers from the Sanctioned Psychana School. |

|  |  |
| --- | --- |
| **Psychic Ability type** | **Cost** |
| Power incarnation attempt per turn. | +5pts per attempt |
| Mind war attempt per turn | +5pts per attempt |
| Amount of powers known over 2 (excluding default powers) | +5pts per power |

### Costing the statline, VEHICLE and MONSTER.

Vehicle and monster statlines work the same way in OpenHammer with the differences coming in other parts of the rules. These types of units are generally bigger and more complex units than infantry, with some mechanics that infantry do not have. Below is the unit card of a “Manticore IFV” as an example.

The Manticore has its points values coloured red as in the above section and explenations follow later on in this section.

As with infantry the baseline cost of a model is 6pts.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Transport** | **165 Pts** | | | | | | **Manticore IFV** | | | | | | | | | | | |
| This Unit contains 1 Manticaore IFV   * This Model is armed with a Lase Autocannon and a Heavy Stud Gun | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | **Pts** | | **M** | **WS** | **BS** | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  | |
| 1 | Manticore IFV | | | | 109pts | | **12”** | 5+ | **4+** | 7 | | 7 | 6-12 | **3** | 6 | 3+ |  | |
|  |  | | | |  | | **8”** |  | **5+** |  | |  | 3-5 | **2** |  |  |  | |
|  |  | | | |  | | **2”** |  | **6+** |  | |  | 1-2 | **1** |  |  |  | |
| Weapon | | | | Range | | Type | | S | AP | D | Special Rules | | | | | | | Points Cost |
| Lase Autocannon | | | | 36” | | Heavy 3 | | 6 | -1 | 1 |  | | | | | | | 9pts |
| Heavy Stud Gun | | | | 36” | | Heavy 3 | | 6 | -2 | 2 |  | | | | | | | 13pts |
| Autocannon | | | | 48” | | Heavy 2 | | 6 | -3 | 3 |  | | | | | | | 17pts |
| Dual Heavy Stud Gun | | | | 36” | | Heavy 6 | | 6 | -2 | 2 |  | | | | | | | 19pts |
| Heavy Flamethrower | | | | 12” | | Heavy D6+2 | | 5 | -1 | 1 | Explosive, this weapon automatically hits its target. | | | | | | | 16pts |
| AA Machine Gun | | | | 36” | | Heavy 3 | | 4 | -2 | 1 | The weapon has a +1 to hit models with the FLY or AIRCRAFT keywords | | | | | | | 9pts |
| Dual Stud Rifle | | | | 24” | | Automatic 2 | | 5 | -2 | 2 |  | | | | | | | 11pts |
| Tank Plow | | | | Melee | | Melee 2 | | +1 | -1 | 1 |  | | | | | | | 12pts |
| ATGM | | | | 48” | | Heavy 1 | | 8 | -4 | 6 | This weapon can only be fired once per battle | | | | | | | 16pts |
| **Options** | | * This model may replace its Lase Autocannon with a Heavy Flamethrower**(7pts)**, Autocannon**(8pts)**, or Dual Heavy Stud Gun**(10pts)** * This model may replace its Heavy Stud Gun with a Heavy Flamethrower. **3pts** * This model may take an AA machine gun**(9pts)** or a Dual Stud Rifle.**(11pts)** * This model may take an ATGM. **16pts** * This model may be upgraded with Additional Armour. **2Pts** * This model may take a Tank Plow **12pts** | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Smoke Launchers:** Upto twice per game, instead of shooting any weapons this turn this unit may deploy defensive smoke grenades that reduce the to hit roll of all ranged attacks targeted against this unit by 1 until the start of your next shooting phase. 1pt  **Additional Armour:** If Any model in this unit takes the Additional Armour upgrade increase its armour save by 1  **Tank Plow:** Any model with a tank plow can cross Boggy and Difficult terrain without penalty to its movement.  **Firing Ports:** Up to 6 Models that are embarked in this TRANSPORT and armed with Lase Rifles or Lase Carbines may fire them trough the vehicles firing ports. 12pts  **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model, not including this unit. 0pts | | | | | | | | | | | | | | | | |
| **Transport** | | This model may transport up to 10 [REGIMENT] INFANTRY models. Each FIRE SUPPORT TEAM, MORTAR TEAM, or OGRE SQUAD model takes up the space of three other models. 20pts | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | **Human, Imperial Army, [regiment]** | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | **Vehicle, Manticore IFV, Enlisted** | | | | | | | | | | | | | | | |

#### Degrading Stats

Vehicles and monsters can have, but don’t have to have, degrading stats. Degrading stats are a group of stats that decline as the unit takes damage and are shown as extra rows under the statline with the stats that are degrading moderated by wound brackets.

There is no limit to how many stats can degrade but as a rule of thumb 2-3 should be your minimum. Similarly there is no limit to the number of times a stat can degrade or even that they must degrade in a linear fashion.

As you can see below, this Manticore has 2 stages of degradation and 3 stats that are degrading.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **No** | **Name** | **Pts** | **M** | **WS** | **BS** | **S** | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Manticore IFV | - | **12”** | 5+ | **4+** | 7 | 7 | 6-12 | **3** | 6 | 3+ |  |
|  |  |  | **8”** |  | **5+** |  |  | 3-5 | **2** |  |  |  |
|  |  |  | **2”** |  | **6+** |  |  | 1-2 | **1** |  |  |  |

#### Differences in Costing

While the costing table for vehicles and monsters may be similar to the infantry table there is one notable exception, the toughness and wounds columns. In this table, like with weapons, these stats multiply together to form the final cost of the stats. This helps to balance the sheer power inherent in such large and heavily statted models as vehicles or monsters.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Points cost change** | | | | | | | | | | | |
| **Change +/-** | **M** | **WS** | **BS** | **S** | **T** | **W** | **A** | **LD** | **Sv** | **Unbreakable Save** | **Ignore Wounds** | **Dodge** |
| **-6** | -10 |  |  |  |  |  |  |  |  |  |  |  |
| **-5** | -5 |  |  |  |  |  |  | -3 |  |  |  |  |
| **-4** | -4 |  |  |  |  |  |  | -2 |  |  |  |  |
| **-3** | -3 | -5 | -5 |  |  |  |  | -2 |  |  |  |  |
| **-2** | -2 | -3 | -3 |  |  |  |  | -1 | -2 |  |  |  |
| **-1** | -1 | -1 | -1 | -1 | -1 |  |  | -1 | -1 |  |  |  |
| **Baseline** | **6”** | **4+** | **4+** | **2** | **2** | **1** | **1** | **6** | **5+** | **0** | **0** | **0** |
| **+1** | +1 | +2 | +2 | +1 | xW | xT | +1 | +1 | +1 | +3 | +5 | +5 |
| **+2** | +2 | +5 | +5 | +2 | xW | xT | +2 | +1 | +2 | +5 | +10 | +10 |
| **+3** | +4 | +25 | +25 | +3 | xW | xT | +3 | +2 | +3 | +10 | +20 | +20 |
| **+4** | +6 |  |  | +4 | xW | xT | +4 | +2 | +10 | +25 | +40 | +40 |
| **+5** | +8 |  |  | +6 | xW | xT | +5 |  | +4 | +50 | +80 | +80 |
| **+6** | +10 |  |  | +9 | xW | xT | +6 |  | +6 |  |  |  |
| **+7** | +13 |  |  | +12 | xW | xT | +7 |  | +10 |  |  |  |
| **+8** | +16 |  |  | +18 | xW | xT | +8 |  | +20 |  |  |  |
| **+9** | +19 |  |  | +20 | xW | xT | +9 |  | +40 |  |  |  |
| **+10** | +21 |  |  | +22 | xW | xT | +10 |  |  |  |  |  |
| **+11** | +24 |  |  | +24 | xW | xT | +11 |  |  |  |  |  |
| **+12** | +29 |  |  | +26 | xW | xT | +12 |  |  |  |  |  |
| **+13** | +32 |  |  | +28 | xW | xT | +13 |  |  |  |  |  |
| **+14** | +35 |  |  | +30 | xW | xT | +14 |  |  |  |  |  |
| **+15** | +38 |  |  | +32 | xW | xT | +15 |  |  |  |  |  |
| **+16** | +41 |  |  | +34 | xW | xT | +16 |  |  |  |  |  |
| **+17** | +44 |  |  | +36 | xW | xT | +17 |  |  |  |  |  |
| **+18** | +48 |  |  | +38 | xW | xT | +18 |  |  |  |  |  |

#### Explosions!

Vehicles and monsters also have some mechanism for them to explode or cause chaos when they are destroyed. The standard rule, as seen below, is to make the model damage everything around it when its wounds are reduced to a sufficient negative number with a single final hit.

The reasoning is that a sufficiently big gun can cause the explosion but smaller weapons have a smaller and smaller chance dropping down to impossible for standard infantry weapons.

|  |
| --- |
| **Explosive:**  If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model. |

#### Transporting

Vehicles and sometimes monsters can also transport other units. The rules for this are simple. Add the following section to a units unit card under the special rules section and use the following table to calculate a points value.

In this section you can see the 10 models can be transported but larger models are restricted to the cost would be 20pts (10x2pts)

|  |  |
| --- | --- |
| **Transport** | This model may transport up to 10 [REGIMENT] INFANTRY models. Each FIRE SUPPORT TEAM, MORTAR TEAM, or OGRE SQUAD model takes up the space of three other models. |

|  |  |
| --- | --- |
| **Transportation option** | **Cost** |
| Infantry model with restrictions | +2pts per model |
| Infantry model without restrictions | +4pts per model |
| Other than infantry model transportation | +4pts per wound of model |
| Transport allows units inside to shoot out | +2pts per model that can shoot out |

# Final Words

This book was written to enable you the players of OpenHammer to go out and create. To build your own armies, to bring in factions from outside of the Warhammer universe, to craft your own OC army that you have been collecting for years or decades with the characters that you have made and the lore you have crafted.

However there is so much that can be imagined and written into rules that this book does not cover or cannot cover because I the author cannot think of it, that does not mean that you cannot use those rules in OpenHammer.

This book is a starting point to creating factions and rules in a balanced way not the ending point, if you can conceive it and it is not covered here then play test it and find the points that are balanced yourself. If you wish to contribute your rules to the project then please consider submitting them to the GitHub by adding an issue or discussion thread. I would love to see what is created by the community and would love to create a second toolkit book dedicated to the wild and wonderful ways that y’all can expand on the OpenHammer platform.

-Unity.