

Chronopia Point System

To determine the point cost of a model start with its base line, and add to that base line thus increasing the cost of the model. The base line below costs 5 points, and a model cannot cost less than 5 points per model even with additions to the model that would reduce the total below five.

Base Line											
CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
8	8	0	10	2	1	3	2	12	0*	Assigned*	0*

Each point of **CC**, **RC**, **PW**, **LD**, **ST**, **AR** and **DEF** costs +1 point cost per +1 point raised.

Each point of **MV** costs +2 points

Each point of **WD** costs +4 points

Each point of **AC** costs +5 points

* The SZ category is assigned by the WYSIWYG principle, and the designer should use other models as a guide. The designer should use logical consistency when determining Size.

* In the case of DEF, raising it one point means -1 DEF, -2 DEF, and so on, so you get +1 DEF its -1 point cost for the model.

* The **base cost** for all models is *0 points*, but there is also a minimum cost of *5 points*, therefore no model can cost less than 5.

* If the base line is subtracted from, subtract a like amount of points it costs to buy that attribute. For example, a model that has a 1 MV gains -2 point cost, and a model that has an ST 2, gains -1 point. The negative points are subtracted from the overall cost of the model, but keep in mind there is a minimum cost of 5 points per model.

Weapons and Natural Attacks

A weapon cost includes the weapons Damage, Range, and any additional attributes the weapon might have. A Natural Attack will have a Damage cost, as well as, any additional attributes the Natural Attack might have added to the cost.

Most ranged weapons have a CC rating, therefore the cost of the weapon assumes this ability to be used in Close Combat. Most pure CC weapons, such as Melee weapons only buy damage and any additional attributes as they do not have a range.

Damage

The cost for *Missile Weapons* and *Natural Attacks* are listed below. The minimum assigned damage is 4. The maximum assigned damage is 24. Situational modifiers can alter the damage to a minimum of 2 and a maximum of 20, and during play this minimum and maximum cannot be exceeded.

Damage	Cost	Damage	Cost	Damage	Cost
4	1	11	8	18	15
5	2	12	9	19	16
6	3	13	10	20	17
7	4	14	11	21	18
8	5	15	12	22	19
9	6	16	13	23	20
10	7	17	14	24	21

Once base damage is calculated, the weapon might have additional attributes such as:

Damage Modifier = For each Damage Modifier (X damage) add: **Damage Cost / 2 (round up)** added to cost of attack. For example, 14 (x2) damage would cost 7 points for 14 damage. So if we plug that value into the formula we get $7 / 2 = 3.5$ round up + 4, so the cost for 14 (x2) damage would cost 7 (damage cost) + 4 (damage modifier) = 11 point final cost. Killing Stroke has the same cost.

Residual Damage = **Damage cost / 3 (round down)**. For example, 14 damage which also causes residual damage would cost $7 / 3 = 2.3$ round down +2, so the cost for 14 residual damage would cost 7 (damage cost) + 2 (residual cost) = 9 point final cost.

Damage Type = If a weapon inflicts *Dusk Realm Energies* or *Unlife Energies* these cost **0 points** as they are assigned, based on designer choice, and only assigned to certain models. If a model inflicts *Fire* or *Cold* based damage the cost equals the **Damage bonus / 2 round down** with a minimum cost of 1 point. If a weapon is assigned *Bludgeoning* damage then the cost is equal to the **bludgeoning bonus / 2 round up** with a minimum cost of 1 point.

Template Attacks

Templates are purchased as an attribute to an attack, and thus add to the attacks cost. If the template attack is **Directly Placed** add **4 points** to its cost.

Template Type	Cost
Powder Pipe Template	4
Burning Nectar Template	5
Firethrower / Balefire Template	6
Vortex Template	3
Greater Desert Wurm Template	4
Gourd Bomb Template	4
Hail of Arrows Template	8
Blizzard Template	8
Hornet's Nest Template	8
Lavapool	2
Icewall Template	3
Rock Outcrops Template	3
Boulder Template	2
Fire Bomb Template	3
Flame Lance Template	3
Ring of Fire Template	4
Quick Sand Template	2
Desert Twister Template	3
Sandstorm Template	6

Melee Weapon Damage

The cost of a melee weapon, which is used in Close Combat, is as follows:

Formula	Cost	Formula	Cost	Formula	Cost
ST + 1	1	ST + 5	5	ST + 9	9
ST + 2	2	ST + 6	6	ST + 10	10
ST + 3	3	ST + 7	7	ST + 11	11
ST + 4	4	ST + 8	8	ST + 12	12

* If a weapon only inflicts: ST, the cost is already paid for in buying ST.

Sweep = If the Melee weapon is capable of making a *Sweep* attack add **2 points** to its cost.

Polearm = If the Melee weapon is classified as a *Polearm* add **1 point** to its cost.

Lance = If the Melee weapon is classified as a *Lance* add **1 point** to its cost.

Range Classes

Ranged Weapons have a Range that is purchased as a Range Class. The chart below reflects a base range of *12-inches* as costing *2 points*, and thereafter each *+3-inches* added to the weapons MX range category costs *1 point* more.

Range Class	CR	MD	MX	Cost
Class A	4	8	12	2
Class B	5	10	15	3
Class C	6	12	18	4
Class D	7	14	21	5
Class E	8	16	24	6
Class F	9	18	27	7
Class G	10	20	30	8
Class H	20	30	40	11
Class I	9	20	27	8
Class J	10	24	20	9

* Class I and J are odd and illogical but in the Chronopia book, if you desire to keep them here they are, but it is highly suggested to drop them and use Class F as Class I, and use Class G as Class J. In other words, Composite Bow uses Class G, and Long Bow and Longbow of Fire Runes uses Class F.

Thrown Weapon

Thrown Weapons have a base costs of *1 point* due to the fact they can be thrown before a Charge or Countercharge plus the cost of each *2-inch* range increment. The Javelin is assigned a 5-inch increment, and thus the extra inch is *free*. This is illogical, so it is suggested to either assign 4 or 6-inches + ST for the Javelin thus the cost is logically assigned at 3 or 4.

Base Range	Cost
2-inches + ST	2
5-inches + ST	3

Flying Model = Models of this classification add **4 points** to the cost of the model. This pays for its general movement ability plus its ability to make a Dive Attack.

Cannot Run = This attribute is assigned based on type of model, and costs **0 points**. -2?

Mounted Troop = The cost for Mounted Troop equals the **Mount's ST / 2 (round up) + 1**, which is the value of the ST bonus added to a CC attack for that models rider. The ability to take simultaneous actions is figured into the formula above as the +1 therefore its paid for. If the Mounted model **May Dive For Cover** then add an additional **2 points** to the cost of the model.

Special Abilities

Special Abilities are model attributes listed in the Special Abilities section of the model's profile.

<u>Special Ability</u>	<u>Cost</u>	<u>Special Ability</u>	<u>Cost</u>
Backstab	3	Infiltrate	1
Berserk	6	Killing Stroke	
Blind Fighting	1	Damage Cost / 2 round up	
Blood Frenzy	1	Leap	4
Brace	4	Magic Resistance	5
Chameleon	7	Outmanuever	3
Climb	1	Ram Attack	
Cold Blooded	-1 (-2)? 0?	1 + Damage cost / 2 round up	
Commanding Presence	3	Secondary Attack	
Desert Warrior	1	[equals Cost of Attack (damage +	
Eagle Eye	4	attributes) / 2 round down]	
Feast	4	Sense Presence	1
Feint	3	(2 if model has thrown weapon)	
Ferocity	1	(3 if model has missile weapon)	
Forest Warrior	2	Shield Wall	9
Group Attack	4	Stalk	6
Hail of Arrows	7	[Hide + Stealth + 1]	
Hate	1	Stealth	2
Hide	3	Subterranean Warrior	1
Hunter	1	Swamp Warrior	2
Ice Warrior	1	Trample	
Immunity	3	Damage Cost + 3	
[Immune to Panic costs 3]		Tunnel	5
[Immune to Fear costs 3]		Unseen Assailant	30
Indomitable Will	7		
[Steadfast + 1]			

Weapon Cost

Weapon Modifiers

Each weapon has modifiers for each range category. Each modifier costs +1 point for each +1 modifier, and -1 for each -1 modifier that the weapon has per range category. A weapons cost formula would include: **Range Class + Damage Cost + Attribute Cost + Modifier Cost**

Attributes are elements which modify the cost such Special Rules, or anything else that modifies the cost. Special damage types like damage modifiers and residual damage, etc. are worked into the Damage Cost. The cost for allowing certain Load Outs are assigned rather than assigned a cost, but some exceptions exist, noted in the weapon profile's notes which has the weapon cost formula. A weapon can cost 0 or less than 0, which can reduce the cost of a model, but can never reduce the cost of the model below 5, which is the base model cost for any model.

Weapon ROF

Each weapon type has a ROF assigned to it, the cost for that ROF determined for each range band which has that type of ROF. Each **3/1 ROF costs 3 points**. Each **2/1 ROF costs 2 points**, each **1/1 ROF costs 0**, each **1/2 ROF costs 0**, and each **1/3 ROF costs 0**. If the weapon has a **1/2 ROF** assigned to *all* range bands the weapon can be fired at, then deduct **-1 points** from the cost of the weapon. If the weapon has a **1/3 ROF** assigned to *all* range bands the weapon can be fired at, then deduct **-2 points** from the cost of the weapon.

the cost of Tunnel.