

AGE OF SIGMAR POINT SYSTEM

I will try and explain this as simple and short-written as possible.

On **page 3**, you see a basic profile. A profile which costs 0 points. The Wolf Earl has no attacks, no special rules, bonuses to hit etc..

On **page 4**, you see a fully developed Wolf Earl. His profile was various bonuses and special rules, which I now will go through step by step how I calculate his points.

PROFILE WHEEL

Move: When calculating move follow the table below and apply cost, unless the model has the **Fly** ability. Models with the **Fly** ability cost +1 point per point over 4". Example: A flying model with Move 14" will cost +10 points.

Move	Cost
1"	-5
2"	-3
3"	-1
4"	0
5"	+1
6" and 7"	+2
8" and 9"	+3
10" and 11"	+4
12" and 13"	+5
14" and 15"	+6
16" and 17"	+7
18" and 19"	+8

If the model has no use for his Move, Ignore it. Most War Machines for example.

Save: When calculating save, follow the table below:

6+ save: +1 point cost
5+ save: +2 points cost
4+ save: +4 points cost
3+ save: +8 points cost
2+ save: +16 points cost

Bravery: When calculating Bravery, add +1 point cost per point above Bravery 5.

WOLF EARL EXAMPLE:

Move: 5 = +1 point
Save: 4+ = +4 points
Bravery: 8 = +3 points

Profil Wheel Total: +8 points.

WEAPON CHARACTERISTIC

Weapons: When calculating weapons we add all bonus the model benefit from. Unless the model is armed with both a missile weapon and a melee weapon, bonuses from all equipped weapons are calculated. If the model is armed with missile and melee weapons, calculate only the missile weapon and the most expensive melee weapon.

Melee Range: see table below

1" range: +0 point
2" range: +1 point
3" range: +2 points
4" range: +4 points

Missile Range: see table below

6" range: +1 point
12" range: +2 points
18" range: +4 points
24" range: +6 points
36" range: +10 points
48" range: +14 points

Note: you may find weapons that have a range not listed here. In such cases, apply the cost of the nearest highest range in the table.

Spells with Weapon characteristic: use the rules for missile weapons but divide the total result by 2.

Attacks: When calculating attacks, add +1 point per attack.

To Hit & To Wound: When calculating To hit and to wound, follow the table below:

To Hit or Wound - **6+**: -3 points
To Hit or Wound - **5+**: -1 point
To Hit or Wound - **4+**: 0 point
To Hit or Wound - **3+**: +2 point
To Hit or Wound - **2+**: +4 points

Rend: When calculating Rend, add +1 point per negative rend number. Example: Rend: -2 will cost +2 points.

Damage: When Calculating Damage, add +1 point per damage characteristic point. In addition, D3 costs +2 points and D6 costs +4 points.

WOLF EARL EXAMPLE:

Randgird Axe:

Range: 1" = 0 point

Attacks: 4 = +4 points

To Hit: 3+ = +2 point

To Wound: 3+ = +2 point

Rend: -1 = +1 point

Damage: 1 = 0 point

Weapon Total: +9 points (*applying Claws and Fangs of the Alpha Wolves would add +4 points due to their attacks characteristic.*)

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ABILITIES

When calculating abilities there is no table to follow or an easy correct number to add. I usually add +1 point to an ability which does not take affect every time, like re-roll 1s when rolling To Wound. Abilities that always take affect, I add +2 points, unless I can clearly see the benefits of the ability, like the Randgrid Axe of the Wolf Earl. This is an easy way to do it, but only play testing will apply "correct" cost to an ability.

Wizard: +35 points per spell/unbind per Hero phase.

Spells: when calculating spell cost, add +2 points per defensive spell and is the spell has special hex-like abilities, and offensive spells follow weapon characteristics (if it has). Apply the following cost if the spell contains any of the abilites:

Mortal Wounds Damage:

D3: 4 points

D6: 8 points

Multiply the damage by 2 if the spell has a set damage number.

DAMAGE TABLE:

Use the middle 'Wounds Suffered' and calculate the points as describes earlier in Profile Wheel and Weapon Characteristic.

WOLF EARL EXAMPLE:

Abilities: I will add +1 point for Wolfborn and Counter-attack abilities just for the sake of this example.

Randgrid Axe: Wolf Earl has a chose between +1 save or Damage D3. 3+ save is +8 point and D3 Damage is +2 points. I choose to apply the middle number (+5 points) and add +1 point for the ability to choose. +6 points for the Randgrid Axe.

Alpha Wolves: Already added Melee weapon characteristic, so only applying the range ability. Range 12" = +2 points and D3 wounds on 4+ = 1 point (D3=2 points divied by 2 (4+). Alpha Wolves adds +3 points.

Sage of Aegishjalmar: A powerful ability. Need to be play tested but will apply +5 points for this example.

Ability Total: +16 points

WOUNDS

Wounds are not added to the cost on its own, but rather the End Total cost of a model is multiplied by how many wounds it has. **Example:** A model with an End Total of 25 points and he has 5 Wounds, the model would cost $25 \times 5 = 125$ points.

Multiply by the number on the table below:

2 Wounds: X 1.5

3 Wounds: X 2.0

4 Wounds: X 2.5

5 Wounds: X 3.0

6 Wounds: X 3.5

7 Wounds: X 4.0

8 Wounds: X 4.5

9 Wounds: X 5.0

Example: A Prosecutor has a End Total of 26 points. His profile reads 2 Wounds. See Table for 2 Wounds = X 1.5. Model Cost = $26 \times 1.5 = 39$ points. (Would personally rounded this up to 40 points ;))

Note: When any model benefit from a higher Damage characteristic than 1, add 1 point per point over Damage characteristic of 1 to the models Wounds for the purpose of calculating the End Cost with amount of Wounds the model has. **Example:** An Irongut's Damage is 3. His End Cost is 22. Now add his Damage to his Wounds, which gives us a total of 7. Look at table above and you will find that you must calculate the End Cost by 4.0 (22×4). Model cost for an Irongut is 88 points per model.

WOLF EARL EXAMPLE:

END TOTAL:

Profile Wheel total: +8 points

Weapons total: +13 points (9+4)

Ability total: +16 points

End Total: 37 points.

Multiplied by Wounds: $37 \times 5 = 185$ points.

GOOD LUCK WITH AGE OF SIGMAR!

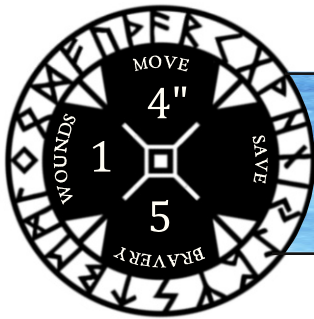


WOLF EARLS

The most powerful Norseman in every House is the Wolf Earl. Most Wolf Earls were once War Chieftains, but occasionally, one inherits the title from his father. Rules of succession vary a great deal. In the Norse culture, the kinship leader is always the victor of a bloody contest, with all claimants battling for control. Most Wolf Earls bear the favour of their Gods, having a famous saga and a binding oath to show their rule.

There are only nine Wolf Earls at power at any given time, one for each Kinship House - only King Ragnar Ulgrim rule over these sagas written heroes. Once a year, if not more councils are needed, a royal meeting called Irminsul is held. Here the King, Stormjarl and the nine Wolf Earls council events of the Norse. When the council is over, which can last for days even weeks, a great feast is held, which lasts for nine days and nine nights.

A Wolf Earl is the supreme battle leader, an iconic figure for any Norse Warrior on the battlefield. The legacy he leaves behind will echo through history for generations to come.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Randgrid Axe	1"	0	4+	4+	-	1
Claws & Fangs	1"	0	4+	4+	-	1

DESCRIPTION

Wolf Earl is a single model. He is armed with Randgrid Axe and is accompanied by two Alpha Wolves. Alpha Wolves fights with Claws & Fangs.

MODEL COST: 0 Points

ABILITIES

KEYWORDS:

WOLFBORN, ORDER, HERO, ALPHA WOLVES, WOLF EARL

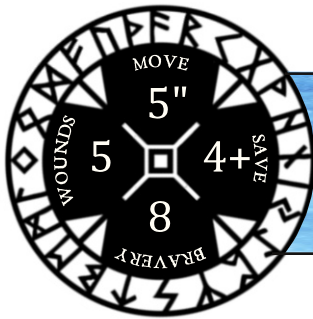


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MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Randgrid Axe	1"	4	3+	3+	-1	1
Claws & Fangs	1"	4	4+	4+	-	1

DESCRIPTION

Wolf Earl is a single model. He is armed with Randgrid Axe and is accompanied by two Alpha Wolves. Alpha Wolves fights with Claws & Fangs.

MODEL COST: 185 Points

ABILITIES

Wolfborn, Counter-attack

Randgrid Axe: A Wolf Earl can either choose to strike with his Randgrid Axe as great weapon or as a single weapon with shield. If single weapon and shield is chosen, the Wolf Earl's Save is increased to 3+. If great weapon is chosen, his damage is increased to D3.

Alpha Wolves: A Wolf Earl is accompanied by two Alpha Wolves. In addition to attacking in assault phase, the Wolf Earl can pick one enemy unit within 12". Targeted unit suffers D3 Wounds on a roll of 4+.

COMMAND ABILITY

Saga of Aegishjalmr: If this model is your general and uses this ability, until the start of your next Hero phase, all units with the **Wolfborn** Keyword within 18" of this model, can re-roll Battleshock tests. In addition, once per battle in your Hero phase, a Wolf Earl can call upon the power of Aegishjalmr. Models rolling saves against wounds caused by the Wolf Earl must subtract 1 from their rolls.

KEYWORDS:

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