

# Xenocide Point System (6/1/05)

*Like all of Thane's Games, this is meant to be a very robust point system, capable of handling extreme stat lines. The downside of this is that costing out homemade creatures is pretty complicated. The system is designed so once you make your troops, you can keep using them with a simple point total. If you don't want to make creatures or weapons, you can use the premade troop types without all the complication.*

**A basic human has the following stat line:**

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	0	0	3	4	0	5	2

**Unarmed, this is worth 10 points (2 points movement + 6 points Defense + 2 points melee)**

**Movement** (2 X Move Factor)

Movement	4"	6"	8"	10"	12"	Grav Pack	Hover Pack	Teleport
Move Factor	0.5	1	1.5	2	3	X 2	X 3	X 4

The move factor also gets used for calculating the melee value, so don't lose it.

**Defenses** (6 X Defense Factor X Wounds)

Base Defense Factor = 1 for Armor 0

Each point of armor from 1 to 5 = +0.1 (+0.5 base for Armor 5)

Each point of armor from 6 to 9 = +0.2 (+1.3 base for Armor 9)

Each point of armor adds 1 from 10 to 20 (+ 2.3 base for Armor 10, 7.3 base for Armor 15)

Armor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Base Cost	1.1	1.2	1.3	1.4	1.5	1.7	1.9	2.1	2.3	3.3	4.3	5.3	6.3	7.3	8.3

Aspect	-2	-1	0	1	2	3	4	5	6
Multiplier	3	1.5	1	0.75	0.66	.5	.4	.3	.2

*Example: A model has 3 wounds, an Aspect of 3, and an armor of 9. It has a Defense factor of (2.3 X .5) = 1.15. Its total defense cost = 6 X 1.15 X 3 (wounds) = 20.7*

If it had an armor of 12 it would have a defense factor of 5.3 X .5 = 2.65, and a total defense cost of 47.7

**Melee** (2 X melee factor X movement factor)

Base = 1

Each point higher than melee skill 4 adds 0.25

Each point lower than melee skill 4 subtracts 0.25

Each point of melee defense adds 0.25

Each point of strength adds 0.1

If the model has multiple melee attacks, multiply the melee factor by the number of attacks it can make.

Add the Movement, Defense and Melee totals together, and multiply this by the morale factor

### **Morale**

Multiply the entire model value by a factor based on morale

Morale	4	5	6	7	8	9
Factor	0.75	1	1.25	1.66	2.5	5

### **Weapons**

Weapons have a base cost. This cost is multiplied based on the weapon capacity of the model, and multiplied again based on its missile skill.

#### Missile Skill

Missile Skill	2	3	4	5	6	7
Skill Factor	0.66	1	1.33	1.66	2	2.33

#### Weapon Capacity

Weapon Capacity	1	2	3	4	5	6	7
Weapon Cost Modifier	0.66	1	1.5	2	2.5	3	3.5

### **Weapon Construction** (Attack Factor X Rate of Fire X Size Factor)

While no definitive limits to weapon construction are given at this point, it is important to consider the following - too much weapon power will negate the value of armor, and make the game very defensive as players refuse to commit troops to dangerous areas. So while it might sound cool to make pistols with a power of 10, it will probably make your game a lot less interesting.

If you are wondering about a modern comparison of weapon power, I'm considering a power 2 weapon to be equivalent to a hit from a .50 caliber sniper rifle. A standard 7.62 round is Str 0. A DU slug from a Bushmaster would be about a 7.

Missile weapons have 5 basic attributes:

Range Class - determines the breakdown of short, medium and long range.

# of attacks - how many shots it can make in a turn

Power - The weapon's ability to penetrate armor, if it has an area of effect and if it can compound its damage.

Size - how big the weapon is to hold.

Attack Factor = (Range Base cost X power factor X damage factor X AoE factor)

### Range Class

There are five Range classes, plus three cone ranges and thrown weapons. They each have a base point cost, which is multiplied based on it's other attributes.

Range Class	Base cost	Normal	Long
I	5	12"	18"
II	15	24"	36"
III	26	36"	48"
IV	26	24"	LOS
V	49	36"	LOS
Thrown	5	6" + 6" per model's Strength	
Short cone	1.5	6"	
Medium cone	3	12"	
Long cone	5.5	18"	

### Power

Multiply the cost by the same values as the armor bonuses:

Power	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Multiplier	1	1.1	1.2	1.3	1.4	1.5	1.7	1.9	2.1	2.3	3.3	4.3	5.3	6.3	7.3	8.3

Weak weapons decrease the base cost by 10% per point of weakness (negative power), to a maximum of Weak 5 (0.5).

If the weapon has a damage multiplier, multiply the power factor of the weapon by (multiplier X 0.75)

*Example: A weapon has a range class of 3 and a Power of 4. Its power factor is (11 X 1.4) = 15.4. If it was a Power 4(X3) weapon, its power factor would be (11 X 1.4 X 2.25) = 34.7*

### Area of Effect

The AoE factor is 2 for every d3 hits it can inflict, if any.

### Size

Multiply the cost of the weapon by a factor based on its size

Size	0	1	2	3	4	5	6	7
Factor	2	1.5	1	0.66	0.5	0.4	0.33	0.29

If this seems weird, it is normalized to the capacity of a carrying creature. That means it is just as easy for a capacity 1 creature to carry a size 1 weapon as it is for a capacity 3 creature to carry a size 3 weapon - if the weapons otherwise have the same stats, they will cost the same.

### Melee Weapon Costs

## Vehicles

Vehicles base their points much like normal troops. They pay a cost for movement, a cost for defense, and this is modified based on its sturdiness (morale). It can have various weapon mounts using the same size class and accuracy modifiers when buying weapons for them; these weapons will be cheaper if they have restricted firing arcs. Some vehicles that can carry troops require the player pay for this troop capacity.

### Movement (5 X Movement factor X strength factor)

Base Movement	4"	6"	8"	10"	12"	14"	16"	20"
Point Cost	0.5	1	1.5	2	3	4	5	7

This value is multiplied by a factors based on the strength, the turn radius, and the mode of propulsion:

### Strength Factor

This works just like weapon power:

Power	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Multiplier	1	1.1	1.2	1.3	1.4	1.5	1.7	1.9	2.1	2.3	3.3	4.3	5.3	6.3	7.3	8.3

Vehicles can have high strengths - a motorcycle would have a 1, a standard car a 3, an APC a 7, a Tank a 10. Strengths should follow this basic scaling fairly closely, because you don't want a motorcycle ramming a main battle tank to hurt the main battle tank.

### Propulsion Factor

Walking (1) - Generally not very fast, but agile in vertical terrain. Can turn in place.

Wheeled (0.66)- Generally faster, but with turning limitations and more terrain limitations.

Tracked (1)- Very powerful for moving through terrain and for destroying buildings and obstructions. Can turn in place.

Skimming (1.33) - Can ignore many kinds of flat terrain, and can fall off heights safely. Can turn in place.

Hover/Antigrav (2)- Can float over all terrain, and can be air dropped/ space dropped.

Flying (1.5) - Generally must stay airborne unless a long landing pad is available. Has turning limitations, and must always move at least one movement increment. Can be air dropped/space dropped.

### Defense (12 X Defense Factor X Threshold Factor)

The Defense Factor is just like normal troops defense factor:

Base Defense Factor = 1 for Armor 0

Each point of armor from 1 to 5 = +0.1 (+0.5 base for Armor 5)

Each point of armor from 6 to 9 = +0.2 (+1.3 base for Armor 9)

Each point of armor adds 1 from 10 to 20 (+ 2.3 base for Armor 10, 7.3 base for Armor 15)

Armor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Base Cost	1.1	1.2	1.3	1.4	1.5	1.7	1.9	2.1	2.3	3.3	4.3	5.3	6.3	7.3	8.3

Aspect	-2	-1	0	1	2	3	4	5	6
Multiplier	3	1.5	1	0.75	0.66	.5	.4	.3	.2

Damage Threshold factor is directly determined by the Damage Threshold  
Damage Threshold

Threshold	1	2	3	4	5	6	7	8	9	10
Factor	1	1.1	1.2	1.3	1.5	1.7	2	2.5	3	4

**Passengers** (# of passengers X Defense Factor x Threshold Factor X Movement factor X 0.1)

Open Vehicles cost half as much for their Passengers.

### Weapons

Weapon mounts cost nothing, but will affect how expensive the weapon is to mount to the vehicle. Just like normal troops, higher capacity mounts will make weapons more expensive, as will higher accuracy. The capacity of the mount represents how well the weapon is stabilized to fire while moving. A vehicle weapon mount can only accept a weapon size +1.

Accuracy (Base cost x (Accuracy factor) x (Weapon Capacity factor) x (Facing factor))

Missile Skill		2	3	4	5	6	7		
Skill Factor		0.66	1	1.33	1.66	2	2.33		
		<u>Weapon Capacity</u>							
Weapon Capacity			1	2	3	4	5	6	7
Weapon Cost Modifier			0.66	1	1.5	2	2.5	3	3.5

### Facing

The weapons will also be discounted if their facing is restricted:

Forward 90 = 0.75

Forward 180 = 0.90

Side or Rear 90 = 0.50

Side or Rear 180 = 0.75

So a Weapon's cost = Base cost x (Accuracy factor) x (Weapon Capacity factor) x (Facing factor)