Twilight of the Soldier Kings point system
v 0.2

Twilight of the Soldier Kings is designed to enable players to game out historic battles on the table top. Obviously, this point system could be used for 'pick up' games but also for scenarios and historical 'what if's'. So 'what if' the 'British' had fought the Austrians in the SYW? They could also be used to give an idea of how much defenses/defensive terrain a side might need to balance a scenario.

Generals:
- **Army general**
  - Rank 0: 10 pts
  - Rank 1: 20 pts
  - Rank 2: 40 pts
  - Rank 3: 60 pts
- **General**
  - Rank 0: 5 pts
  - Rank 1: 15 pts
  - Rank 2: 30 pts
  - Rank 3: 50 pts

Basic cost of units (Trained(C), Standard size):
- Infantry: 10 pts
- Cavalry: 12 pts
- Artillery: 15 pts
- Light Infantry: 5 pts
- Light Horse: 8 pts

Percentage modifiers (of the modified points value):
- Large: +20%
- Standard: +0%
- Small: -10%
- Tiny: -20%
- Determined: +20%
- Wavering: -20%

Basic cost modifiers:
Point modifiers – All units:
- Elite: +3 pts
- Trained:
  - (A): +2 pts
  - (B): +1 pts
  - (C): +0 pts
  - (D): -1 pts
  - (E): -2 pts
- Raw: -3 pts

Point modifiers – Infantry

- Fire rating 1: +3 pts
- Fire rating 2: +2 pts
- Fire rating 3: +0 pts
- Fire rating 4: -2 pts
- Assault Tactics: +1 pts
- Bayonet Tactics: -1 pts
- Improved Mobility: +3 pts
- Ordre Profond: +1 pts
- Stuborn: +1 pts
- Rapid Fire: +3 pts

Point modifiers – Cavalry

- Charge:
  - Superior: +3 pts
  - Average: +0 pts
  - Inferior: -3 pts
- Weight:
  - Heavy cavalry: +3 pts
  - Medium cavalry: +0 pts
  - Lancers/Eastern: -2 pts
  - Light cavalry: -3 pts
- Poor: -3 pts

Point modifiers – Artillery

- Obsolete: -2 pts
- Field: +0 pts
- Improved: +2 pts
- Light/Horse: +0 pts
- Stuborn: +1 pts

General Rules:

Calculate the modified points value of the unit: basic cost, adding the appropriate modifiers.
Then apply the appropriate percentage modifiers to the modified value.
Round to the nearest.

Example:

Infantry, FR3, Large, Trained (B), Determined, AT:

> 10+0 (FR3) + 1 (Trained (B)) + 1 (AT) = 12 pts
>
> 12 x (1 + 20% (large) + 20% (determined)) = 16,8 rounded to 17 pts