Swordpoint adaptation for DBA / DBM bases in 28mm and 15mm

For the 15mm :

One will convert for all distances by taking 1.5cm for one inch.

The size of the table will be proportionally larger, since we recommend 90cm * 120cm instead of 72cm x 108cm, the deployment is within 27cm for the large table edge instead of 18cm for the side edges to keep the same gap between the armies (36cm). This for a budget of 1000pts. For a 2000pts, we can take 120cm * 180cm, deployment 42cm from the big board.

For the DBA / DBM bases system :

For infantry in loose or close order, we gave a support bonus when the base had another base at its rear, totally or partially. We thus arrive at the ratio front / dice to throw equivalent to the Swordpoint system. Similarly, we will find the same ratios for the cavalry based by three or for the models that we adjusted. We thus have a cavalry base a little stronger with three points of strength, just like the models. For these, we must not forget that a model in this system represents two in Swordpoint . It was thus possible to give a little more efficiency to the heavy chariots compared to the light ones, by decreasing the resistance of the last ones by aligning it on the cavalry.

New table of units

Type	Low	Max	Fig /Based	Base Size	Strength	Dice HtH	Dice Shoot	MOV (cm)	cost
Foot SK	2	6	2	40 * 20	2	1	1	12	Normal
Cav SK	2	6	2	40 * 30	2	1	1	24	Normal
Foot CO	3	12	4	40 * 15	4	2 (+2) *	1	12	Normal
Foot OO	3	12	3	40 * 20	3	2 (+2) *	1	12	Normal
Cav CO	2	6	3 or 4	40 * 30	3	1.5 (**)	1.5 (**)	18	X1.5 (**)
Cav OO	2	6	3	40 * 30	3	1.5 (**)	1.5 (**)	24	X1.5 (**)
Lch	1	4	1	40 * 40	3	3	2	24	X2
Hch	1	4	1	40 * 40	4	4	2	18	X2
El	1	1	1	40 * 40	6	4 + 2	2	18	X2

* Bonus of two dices if a complete base in the back, if only a half-base , bonus of one dice.
** Rounding up: 1 base: 2 d, 2 bases: 3d, 3 bases: 5d, 4 bases: 6d, 5 bases: 8d, 6 bases: 9d.

Modification to take into account different bases system :
- The minimum number of bases at the front to get depth or CO bonuses is reduced from 3 to 2. A rank must include at least a base number equal to or greater than half the number of bases of its front,
- to count depth bonuses or " massed cavalry ". The depth bonus is calculated from the second row to the horse and the third for the infantry.
- All weapons normally firing on a single rank can in two ranks. The archers can shoot up to four ranks.
- Bonus shots with bow : valid from the second rank of shooter, or the third if the front is only of one base.
- Cavalry Open or Close shoot on their sides with a single rank.
- The bonus of one die for two bases (Shock Cavalry) is reduced to a single base for all bases with additional cost.
- The phalanges must have three ranks of depth instead of two to count their bonus.
- Masses pikes must have at least six bases and have twice as many ranks as columns, so for a front of two, at least four deep.
- Each elephant counts for two with regard to the army list, one can round up to the highest.

Adaptation Bruno André Giraudon, tested at the Figurine and Strategy Club, 2018.