

# Pig Wars! Quantified!

The table below is a quantification of the existing skills, hits, armour and weapons taken from the Pig Wars chart, and the values associated with those items. Displayed on the chart are a range of values (Elite vs. Militia, armoured vs. unarmoured, mounted vs. unmounted) which can be used to create large units of troops in an improvised point system.

	Skill	Hits	Armour	Mounted	Weapon	Points
5	Monster	5			Lance (Mtd.)	5
4	Heroic	4	FP			4
3	Elite	3	PP		2-edged (2-handed weapon)	3
2	Veteran	2	FA		1-edged (Sword/Axe)	2
1	Average	1	PA	Yes	Spear/Club/Missile	1
0	Militia		UA	No	Improvised Weapon	0

Using this improvised point system the player is able to build a force not limited to 20 figures:

Unit	Skill	Hits	Armour	Mounted	Movement	Weapon	Points
The Necromancer	3	3	FA (2)	No (0)	6 (6)	2-handed Weapon (3)	11
Sir Edgar Ghostly, Standard Bearer	2	2	FA (2)	No (0)	6 (6)	Spear (1)	7
The Red Knight	2	2	FA (2)	Yes (1)	6 (6) / 16	Lance (5), Sword (2)	14
5 x Black Knights	2	2	FA (2)	Yes (1)	8 (8) / 16	Lance (5), Sword (2)	70
5 x Archers	1	1	PA (1)	No (0)	8 (8)	Bow (1), Sword (2)	30
20 x Infantry	0	1	PA (1)	No (0)	8 (8)	Spear (1)	60

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We now have a force of 33 figures comprised of 1 Commander-in-Chief (The Necromancer), 1 Standard Bearer (Sir Edgar Ghostly), 1 Sub-Commander (The Red Knight) and 30 troops (5 Heavy Knight Cavalry, 5 Archers and 20 Infantry).