

Tools to assist in Army set building

Posted by SteamWarlord - 10 Dec 2019 01:16

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Dead site, FRADLAND accessible via WAYBACK MACHINE (site that archives many no longer on line websites)

It has Guide Rules for creating your own Army thematic style, that is centered around race and alignment rather than a

statistical army that ignores these things in favor of squeezing out the best bonus possible, IE

Alignment limits

A good army must not include any evil units.

An evil army must not include any good units.

Note: Either army may include neutral units.

Race limits

Dwarves, Elves and Orcs can never be mixed. This is due to racial antipathy - these races will never fight alongside each other.

For example: if any army contains a Dwarf unit it cannot also contain an Orc unit or an Elf unit.

On the downloads page are Excel files to select units and it calculates the point cost of each army selected.

Once you are done and the points are under 2000, then one can create the actual army PGS file in the game at the side selection screen and use the Excel document as a reference of which to choose.

web.archive.org/web/20050207031004/http://come.to/fradland

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Re: Tools to assist in Army set building

Posted by Batz - 10 Dec 2019 16:41

Wow, I stop by for a quick bit of nostalgia and by coincidence someone has unearthed my old website and is talking about it

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Re: Tools to assist in Army set building

Posted by KGB - 14 Dec 2019 01:05

Batz,

Nice to see you stop by. Been a while.

KGB

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