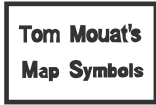


I want to adapt and use RW military symbols to display D&D armies. I think I'm close to having a way to incorporate all the presence or absence of each BR bonus factor from the Warmachine into the graphical display of a unit. I've been playing around with, and becoming more comfortable with, Mr. Mouat's MapSymb font set's and his wonderful excel and PowerPoint templates.



## Base Symbols

Obviously a Modern system has no designs for medieval/renaissance nor fantasy unit types, so I need to do some adapting. I had downloaded a font editor in the hopes of making my own symbols (i.e. like OldDawg hand drew in his Oceansend FGaz to keep consistency with that product), but I never could figure out that font editor so instead I'll have to reassign some of the symbols:



Infantry just as in the RW system. At first I was searching for a way to distinguish for example a finesse swordsman from an axmen wielding berserker from a club wielding brute, but I saved myself a lot of grief when I realised that which specific melee weapon is used has ZERO effect on the warmachine rules - just the fact of are you fighting mounted or on foot. I

suppose the weapon could be specified in one of the text corners if need be.

Units that fight mounted will mostly use the RW Cavalry/Reconnaissance symbol.



I've mapped various Archery/misile/shoot-y units onto various symbols for weapons (i.e. short bow is the RW Rifle symbol, longbow is the



Anti-tank projectile symbol, Slingers' use the RW



missile symbol, etc., etc.)



Pole-arm forces that fight in massed formation (i.e. pike men) would use the RW Anti-

Tank Symbol (A large triangle inside a box) while those that don't fight in large

or close formation use RW Rocketry symbols. (Update: I see that most

Rocketry symbols are missing from the font set, so I'll change it to the symbol on the right – I'm not sure what that is in the RW)



Spell casting units will use the RW Rotary-wing aircraft

land unit symbols, filled for arcane, unfilled for divine, filled with a (unfilled) RW "fuel" symbol

for mixed. Certain RW UAV symbol variants or fixed wing variants can be used for other

types of spell casting if it should come up.

Special racial units and tactics get their own base symbols (i.e. boulder-throwing giants, ravenous troll's who blindly wade in to melee, small & fast cavalry like goblin wolf riders, etc., etc.) as they come up. (Recent point from the Akesoli thread - need a symbol for non-boulder-throwing-giants - early preliminary ideas: perhaps the RW Mortuary affairs symbol? or RW Parachute symbol?)

## Br bonus factors:

Perhaps my favourite part of this is that I've almost worked out the kinks of how to display which BR bonus factors a unit gets in the warmachine rules through various symbol modifiers. Here's my somewhat jumbled notes (A couple of time's now I've tried to organize this better but I get bogged down in a detail and/or side tracked and then I get busy and before I know it several more months have gone by, so if I don't just post what I've got - in spite of the disorganization - I might never post this, so I hope it's coherent):

### Mounted

*Warmachine factors:* "a" if 20% or more of force is mounted, "b" if 50% or more of the force is mounted.

Note that any force getting "b" also qualifies for "a" by definition.

I've always assumed that this bonus is only added if the forces fight mounted, not if they fight dismounted - hence earlier discussions on this site and elsewhere discussing "mounted infantry" (FYI for mounted infantry I use the RW motorized infantry symbol).

If 50% or more of the force is mounted, then it will be shown with an appropriate base symbol element (thus earning both "a" & "b") - typically the Cavalry or reconnaissance symbol - though a few others might crop up (i.e. Goblin Wolf riders I'm thinking might use the RW "Signal" symbol).



For an infantry unit earning "a" (as a sort of combined arms) I'm using a small triple "s" symbol modifier at the bottom of the infantry symbol since it looks like figures linking together, hence "combined" arms (The RW "combined arms" symbol is inappropriate).

### Mounted:

- a. 20% or more of the force is mounted.
- b. 50% or more of the force is mounted.

### Missiles:

- c. 20% or more of the force can use missile fire.
- d. 20% or more of the force has a missile fire range of 100' or more.

### Magical:

- e. 1% or more of the force is equipped with magical abilities.
- f. 20% or more of the force is equipped with magical abilities.
- g. 100% of the force is equipped with magical abilities.

### Spells:

- h. 5% or more of the force can cast spells.
- i. 30% or more of the force can cast spells.

### Flying:

- j. 1% or more of the force can fly.
- k. 20% or more of the force can fly.

### Speed:

- l. The force has an average movement rate of 100' per turn (or more).

An area that came up in some private discussions about this is the case of mounted archers compared to bow-armed cavalry compared to "mounted" archers. Missile units that fight and shoot from horseback (i.e. Ethengarians or GoT Dothraki) are covered in the next section, though those archery units that use mounts for speed and mobility but dismount to fight would have no visible indication under this system since it has no combat effect - though it would effect it's movement factor (see also the note for case "I", and the text-at-corners sections, below)

One corner case issue is that I don't currently have any symbol for an unit earning "a" and "c" but specifically NOT earning "b" (i.e. it is 20%-49% mounted AND 20% or more can use missile fire)

## Missiles

*Warmachine factors:* "c" if 20% or more of the force can use missile fire, "d" 20% or more of the force has a missile fire range of 100' or more.

Note that any force qualifying for "d" also qualifies for "c" by definition.

Question I'm unsure on is the range qualification for "d" based on long range increment or the medium range increment? Medium range would restrict it to Longbows and crossbows, while if it's based on long range it would add in short bows and slings. I'm assuming it means Medium range, and thus I have the appropriate breakdowns in my symbol sets.

Purely missile forces get their own sets of symbols: Arrows represent short bowmen, fletched arrow means longbow men, arrow under a circle (FGAZs Bombardier symbol)

means crossbowmen, etc., etc. (thus if forced to fight as infantry, they would suffer the secondary weapons penalty from Dragon 39) (note: pending outcome of some discussions elsewhere, the Crossbow symbol may be subject to change)



Any Infantry or Cavalry units with 20% or more missile armed forces have symbol modifiers at the base, with the modifier depending on the type of missile: the RW

"gull's wings" means short bows or slings. RW "organic airmobile" means longbows or crossbows. 2 or 3 dots mean thrown weapons



(javelins, spears, etc.). (Depending on your interpretation of the secondary weapons penalty rule you could apply such to these units when fighting only at range as missile troops.)



Boulder throwing giants get their own symbol (I'm thinking the RW

Ordnance symbol or perhaps RW Nuke), though one corner case issue

could be if a boulder throwing unit can qualify for "d" then I'm unsure how best to portray that (maybe with a different symbol?).

## Magical

*Warmachine factors:* "e" 1% or more of the force is equipped with magical abilities, "f" 20% or more of the force is equipped with magical abilities, "g" 100% of the force is equipped with magical abilities.

Magical abilities is defined as including "magical weapons, breath weapons, any poison, magical defences, regeneration, energy drain, wands and other devices, etc." but presumably specifically excludes spell casting since that has it's own category. I'm not sure I like including poison and BW in with this, and would prefer differentiating the symbol (and perhaps giving energy drain its own base symbol), but It's such a corner case - and has the same mechanical effect - that I'm not worrying about it at this time.

Note that any force qualifying for "f" also gets "e" by definition and likewise any force qualifying for "g" also qualifies for "e" and "f" by definition thus the symbol for the higher need not to allow for displaying the lower.



I'm portraying "e" with a line across the lower left corner of the symbol, and "f" with the lower left corner filled in. (Like the RW mobilization symbols, but on the left rather than the right - keeping the right side ones for their RW equivalent meaning).

Any unit qualifying for "g" through its innate nature should probably have its own base symbol, the only corner cases being some wealthy ruler outfitting a small force of regular forces thusly. Since any such unit would probably be elite and rare maybe just have it not be displayed and have to remember such (or displayed as elite if such is used, see below). Perhaps instead the line and solid triangle could be shifted to "f" and "g" respectively and some modifier be utilized to display "e"?

## Spells

*Warmachine factors:* "h" 5% or more of the force can cast spells, "i" 20% or more of the force can cast spells

note that this is defined to include scroll based spell casting or spell-like natural abilities in addition to typical spell casting.

Note that any force qualifying for "i" also qualifies for "h" by definition.



Any unit qualifying for "h" but not "i" gets a single line on the left side.

Any unit qualifying for both "h" and "i", but with less than 50% of spell casters, gets a pair of lines on the left side

Any unit of 50% or more such units gets a spell caster base symbol element (I can even distinguish between arcane and divine)

note for Magical & Spells: both modifiers are on the left of the symbol, makes for a nice thematic sense. I can also do a solid bar on the left.... so



perhaps swap "e" & "h", "f" and "i", and use the bar for "g"???? (Though see the note under "l")

## Flying

*Warmachine factors:* "j" 1% or more of the force can fly, "k" 20% or more of the force can fly note that any force qualifying for "k" also qualifies for "j" by definition.



For a unit with "k" I'm using the RW Airmobile symbol.

for a unit with "j" but not "k" I'm considering either a bar at the top (slightly offset from the top to distinguish from the HQ symbol, but this might not be clear at small sizes) or having the top third a different color somehow (or perhaps no color), not sure however if I can combine the symbols for "i" & "h" with that for "j", I would need to test that (i.e. the case of mages casting fly spells on themselves). (**Update:** turns out I can do either a line or a solid bar, but not an offset bar – though again that's the RW HQ symbol which it might be best to keep matching it's RW usage, plus there might be some combination issues – so I'm leaning towards having the top be colored now. On the right is an example just picking purple on a light blue fill for demonstrative purposes – I wouldn't actually use such an atrocious color combination.)



## Speed

*Warmachine factor:* "l" The force has an average movement rate of 100' per turn (or more). I've always assumed this for is for in-battle speed, not pre-battle mobility, thus mounted infantry and bow armed cavalry would not get it.

I'm assuming any cavalry symbolized force always qualifies (or would a heavy knight in full armor and full barding slow a warhorse down below this speed?) so I only need to show this for non mounted units, so I'm using a solid bar (**or line**) at the bottom (RW Supply symbol).



If a full plate armor and barded knight would be too slow, maybe use a solid bar on the left (the RW, though outdated, "Heavy" symbol sometimes reused nowadays for "main gun system") to indicate that this mounted unit doesn't get the bonus.



## Symbol Fill

I also show the race by the color of the symbol fill (Human blue, elf green, dwarf/gnome brown, humanoids red, etc.) and the Light/Medium/Heavy nature of the armaments by the shade (a darker/deeper shade for Heavy, a lighter shade for Light, normal for Medium) - though for full archery units I find it better to use a series of bars across the stem of the symbol. I can even split the shading to show mixed race or mixed armor, though if it is both

mixed race AND mixed armor that can get confusing (though see "d1" below). It could also cause problems if using the top color to show "j" (per above)

## If you add in the optional factors from Dragon 39:

### Mounted (continued)

*Warmachine factors:* "b1" if "b" is true (50% or more of the force is mounted) AND 40% or more of the mounted troops are medium cavalry; "b2" if "b" and "b1" is true AND 40% or more of the mounted troops are heavy cavalry.

Since "b" is shown by a base symbol element, this will only apply on some cavalry symbols. Further since light/medium/heavy are shown by the shade BUT since 40% is less than the 50% it is possible to have "b1" but yet the unit overall be Light or Heavy, so I am unsure how to display that. Probably best to just round it and display such units as if it was a 50/50 split. "b2" means overall 50% or more is mounted, & of the mounted at least 40% is medium cavalry and at least 40% is heavy. In the rare corner case where the remaining 20% or less is neither (be it light cavalry or non-cavalry entirely), again I would probably

just round that to 50/50 ignoring the remainder - though the vary rare case of a unit qualifying for both "b2" & "c" is displayable – **though not always clear –**



**see on right**

### Missiles (continued)

*Warmachine factor:* "d1" if "c" is true (20% or more of the force can use missile fire) AND 50% or more of the missile troops are bow-armed light cavalry.

Again, I assume this is only for those forces that fight and shoot from the saddle, not those that dismount before shooting.

For full archery units qualifying for this I might have to use both the bars and shading.

As above, if it's nearly 50/50 I can use shading, but I can imagine various scenarios where it wouldn't be, so I'm not sure how to display this one.

### Infantry (new)

*Warmachine factors:* "m" If 50% or more of the infantry is Medium, "n" if 50% or more of the infantry is Heavy, "o" if 40% or more of the force is Light infantry AND is fighting in mountains, hills, woods, or swamps.

"m" & "n" are problematic as written, because there is no minimum amount of overall infantry needed to qualify. Just because 100% of the infantry is medium and/or heavy, but the Infantry is only 1% of the entire force I don't think it should qualify. If the Infantry is 50%-

100% of the force yes, But where to draw the line? 20% as in factors "a" & "c", 40% as in factor "o" in this same section, or 50% as in factor "b1"? 20% would seem to be in the spirit of combined arms doctrine, but I wonder if it starts becoming too easy to craft units whose BR is too high, plus it creates all kinds of hard to display situations as well as the same problems as in "d1". If I set it at 50%, then it will always use an Infantry base symbol and I don't have to worry about a bunch of corner cases, and thus it is easily shown by shading. It is even possible to depict those carefully constructed units that meet both "m" & "n". However, setting it 40% might be the best compromise - though it raises a few corner cases that might require rounding to 50/50 but it still allows for a true combined arms (Infantry-Cavalry-Archery) tactical approach for the player who very meticulously crafts and trains their forces.

For "o", if the total Infantry is 50% or more, I can display that with a small "L" at the bottom (i.e. a force that is 60% Medium or Heavy Infantry and 40% Light Infantry can be displayed as a Medium or Heavy Infantry unit with an "L" - a 30% Medium, 30% Heavy, 40% Light all Infantry force could be displayed as a 50/50 Medium/Heavy Infantry with an "L", etc., etc. - With a straight majority Light Infantry force the "L" would be redundant). One problem is I can't display the "L" with a Cavalry or Archers base symbol, so I have no symbol for a unit that was 40-49% Light Infantry and 51%-60% non-Infantry. Likewise, I can't combine the "L" symbol with the symbols for factors "c" nor "d"



## Other Points I'm considering incorporating: Scouts

I'm thinking of using the artillery dot base symbol element for any scout capable unit (per Dragon 39 or per Birthright rules)

### Many RW meanings can still be used for their RW meanings

other things (non warmachine related) can also be shown, i.e. mobilization status with lines or triangles in the lower right (especially useful if combined with various dominion rules add-on's or troop maintenance/muster variants). Various other RW symbol modifiers can be used to mean the same things as they do in the RW system - not every aspect of a symbol needs to be connected to a rule's effect.

### Green or Elite Status:

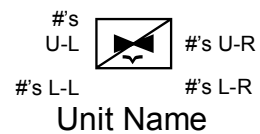
I've also pondered whether Green or elite status could be useful to display, and if so how to do so. Perhaps by changing the color of the symbol (not the fill but the lines that make up the symbol) - though this can start to get messy if not done carefully - versions would need to be worked out for each race's color and each light/medium/heavy shading. Another idea could

be to repurpose the RW "Feint" and "Task Force" symbols for green and elite, though then you can't use them for their RW uses (I can see "Task Force" coming up in a game, i.e. X10, but not "Feint"). Maybe a dashed or doubled border, though that then removes the ability to use them for the RW uses (dashed=expected or presumed location, doubled border=emplaced, i.e. fortified)

Another possibility is to use a grey or dark grey, partial or complete fill for either a reserve or green unit - though after seeing a sample of that I wonder if it would be better to save a grey fill for unread "race".

## Corner-Text

I can also fairly easily place small text (or more importantly numbers) at each of the 4 corners (outside the symbol) and of course larger text below the symbol (though that can interfere with some of the mobility indicators). In the RW system the text in various places around the symbols have specific defined meanings, i.e. Lower-left usually being unit name or identifier, lower-right parent unit name, etc.. Since unit parentage is not likely an issue (and can just be combined with a slash or dash in the name when needed) perhaps just put the name in the larger text below the symbol and now there's 4 open spots for numbers.... what numbers or text are used in the warmachine system? let's see: BR #, # of personnel, sometimes movement factor, BFR and/or troop class, fatigue notes, or even the factors that go into the BFR (like leadership, troop class & level, equipment, training) - so a lot of possible uses beyond just notes. I also see there is some sort of 4 part health bars type things (with multiple gradations) that I need to play around with to learn but that could perhaps be used for things like casualties and wounded, fatigue, supplies, etc., etc.



Sample: Mage-cavalry  
with secondary short bows

## Conclusion

Anyway, that's enough of my jumbled thoughts for now. Hope this was coherent, I could work on fine-tuning it for ever (and end up getting side tracked again) but I need to just get it out and start maybe getting some feedback. Wish I still had a website so I could upload some samples.