City Dwarves

CROMARTY FORGE

M² - Monsters and Magic

Leader		Min	Max	Unit type	Quality	Detached?		Characteristics		VM	Hits	Save	VP	Pts
General		0	4	General on foot		✕	-	-	-	2	0	2 +	2	40
Detached General or Mounted General or Senior General														+10
Major Hero		0	4									**+1**		0
Brilliant		0	1										+1	+40
Minor Heroes		2	4											+10
Camp		1	1 - Per Command										+1	+10

Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics		Re-size	VM	Hits	Save	VP	Pts
Griffon		0	1	Monstrous Creature (II)	Regular		Fly	Terror	-	2	3	6 +	1	180

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics		Re-size	VM	Hits	Save	VP	Pts
War Altar	✕	0	1	War wagon - no shooting	Regular	-	Anti-Magic Aura	Immobile	-	3	3	7 +	3	120
Knights	✓	0	4	Later Knights - Lance	Regular	-	-	-	-	2	2	6 +	2	140
Pistol Reavers	✕	0	2	Cavalry, javelin	Regular	-	Black Powder	-	-	2	2	7 +	2	100
Halberdiers	✓	2	8	Billmen	Regular	-	Unyielding	Stoicism	-	2	2	7 +	2	90
Handguns	✓	2	6	Handgunners	Regular	-	Unyielding	Stoicism	-	2	2	8 +	2	100
X-bows				Crossbowmen	Regular	-	Unyielding	Stoicism	-	2	2	8 +	2	95
Zealots	✓	0	2	Warriors, Deep	Regular	-	Fanatic	-	-	3	3	8 +	3	100
Helicopter	✕	0	2	Light cavalry, javelin	Veteran	-	Fly	Flame Cannon	-	1	1	7 +	1	100
Airship	✕	0	1	Monstrous Creature (II)	Regular	-	Fly	Flame Cannon	Terror	2	3	6 +	1	190
Skirmishers	✓	0	2	Light infantry, javelin	Veteran	-	Black Powder	-	-	1	1	6 +	1	60
Cannon	✓	0	4	Artillery (Cannon)	Regular	-	Black Powder	-	-	1	1	7 +	1	80
Repeater Cannon	✕	0	2	Artillery (Organ Gun)	Regular	-	Black Powder	-	-	1	1	7 +	1	80
Flame Cannon	✕	0	2	Artillery (Organ Gun)	Regular	-	Flame Cannon	-	-	1	1	7 +	1	80
Tank	✕	0	2	Monstrous Creature (II)	Regular	-	Mechanical Monstrosity	Black Powder	-	2	3	5 +	1	200

	Army Trait	Pts
City Walls	As the passive army camps can be replaced by City Walls. These count as fortified camps (around the perimeter of boxes). All camps must be placed in contiguous boxes when this option is chosen. Units garrisoning the City walls have no flanks and any attack against the box will count as a frontal attack. If City Walls are chosen then at least 2 camps must be taken in the list As the active army place 1 box of impassible terrain directly before the passive army deploys its first command. While this is a terrain piece, for the purposes of enemy troop movement the counts as a unit. This means enemy cannot march while nearby	75

	Army Characteristics	
Mechanical Monstrosity	Mechanical Monstrosity is given to a Monstrous Creature (II). It can shoot as if it were an Organ Gun. When drawing a 1 PIP card for any activation place a Breakdown Effect token. This cannot be redrawn in any circumstance. Breakdown Effect - While this is in place this unit may neither move nor shoot. The only activation that it can perform is to repair itself. This is treated as a difficult activation. If a 1 PIP card is drawn for this activation the Steam Tank explodes as if it were artillery. If successful remove the Breakdown Effect Token	
Anti-Magic Aura	When an enemy wizard casts a spell within 3 boxes of troops with his characteristic, it can attempt to unbind the enemy magic. Draw a single card, if this card is higher than the total casting cost the spell is dispelled.	
Immobile	The unit cannot move	
Stoicism	Units with this characteristic can rally even when adjacent to the enemy.	
Unyielding	No unit with this rule can move more than one box per turn. A unit can still charge as a subsequent activation. The unit will not follow up if the enemy is destroyed or evades. However, when activating to move, even on a failed result the unit can still move 1 box . Failing in this way still ends the commands activation.	
Black Powder	Shooting hits made by troops with Black Powder characteristic have a +1 to Save modifier. This can stack with other modifiers	
Fanatic	As per TtS! Rules	
Flame Cannon	Organ Guns with this characteristic hit on a 6+	
Fly	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
Terror	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	