

# Desert Raiders



CROMARTY  
FORGE



M<sup>2</sup> - Monsters and Magic

Point Build v6.0

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Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics			VM	Hits	Save	VP	Pts		
General	0	4	General on foot		×	-	-	-	2	0	2+	2	40		
Wizard Level 1	0	2	General on foot		×	Wizard : Level 1	-	-	3	0	3+	2	90		
Wizard Level 2	0	1	General on foot		×	Wizard : Level 2	-	-	4	0	3+	2	140		
Wizard Level 3	0	0	General on foot		×	Wizard : Level 3	-	-	5	0	3+	2	190		
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	1 - Per Command										+1 +10		
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics			Re-size	VM	Hits	Save	VP	Pts
Spine Beast		0	1	Monstrous Creature (II)	Regular		Terror	Relic Beast	Cold Blooded		3	3	4+	2	150
Mastix hunter		0	2	Monstrous Creature (II)	Regular		Fearless	Cold Blooded	-		2	3	5+	1	135
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics			Re-size	VM	Hits	Save	VP	Pts
Agama Archers	✓	0	12	Light infantry, bow	Regular	-	Cold Blooded	-	-	-	1	1	8+	1	30
		3		Bowmen	Regular	-	Silent Command	Cold Blooded	-	-	2	2	8+	2	65
Mastix Warriors	✓	0	6	Shieldwall	Regular	-	Silent Command	Cold Blooded	-	-	2	2	7+	2	65
Guards of Apep	×	0	1	Shieldwall	Veteran	2HCCW	Silent Command	Cold Blooded	Guards	-	2	2	6+	2	100
Poison Lizards	×	0	2	Monstrous Creature (I)	Raw	-	Silent Command	Breath Weapon	-	-	2	2	6+	1	110
Snake Warriors	✓	0	4	Monstrous Creature (I)	Regular	2HCCW	Silent Command	Cold Blooded	Fearless	-	2	2	5+	1	110
Ceratope Riders	×	0	2	Knights - Lance	Veteran	-	Silent Command	Cold Blooded	-	-	2	2	5+	2	125
Archaeoptaurs	✓	1	4	Cavalry, bow	Veteran	-	Silent Command	Fleet	Fly	-	2	2	8+	2	150

Army Trait		Pts
<b>Shifting Sands</b>	All troops in the army move in and out of sand dunes as an easy activation.	20
Army Characteristics		
<b>Guards</b>	Troops with this characteristic take an extra disruption marker before being destroyed, if in the same box as the Army Commander.	
<b>Cold Blooded</b>	Troops with this characteristic suffer an additional +1 penalty when making difficult activations. Representing the creatures being cold-blooded brutes and slow to react.	
<b>Terror</b>	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	
<b>Relic Beast</b>	Troops with this characteristic get a -1 to Save, add 1 VP to the army but lose 1 extra VM when destroyed	
<b>Breath Weapon</b>	Monstrous Creatures with this characteristic can shoot into their front facing box. No ammunition is tracked, or expended. They are limited to 1 breath weapon attack per turn. Breath Weapons hit on a 6+, with a negative modifier to the enemy save equal to the Monstrous Creatures level.	
<b>Fearless</b>	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
<b>Fly</b>	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.	
<b>Fleet</b>	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
<b>Silent Command</b>	Units with this characteristic are never out of command	
Spells		
<b>Sorcerous Blast</b>	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
<b>Arcane Vigour</b>	Pick a visible box within 4 boxes of the casting Wizard. The spell affects all units within that box. Units in the box can be moved as if they had received a successful activation, even if they have already been activated previously.	7
<b>Confusion</b>	This spell can be cast on an enemy unit within 3 squares regardless of whether the Wizard can see it or not. When successfully cast place a Confusion token on the enemy unit. Confusion token - The unit cannot charge or advance closer to any enemy. Even units that are otherwise obliged to charge, or advance will not do so.	6
<b>Desert Sun</b>	If cast successfully place a Desert Sun token on the table Desert Sun token - all troops with the Cold Blooded Characteristic ignore its effect.	5