

Ratmen



CROMARTY
FORGE



M² - 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	3	General on foot		×	Wizard : Level 1	-	-	-	3	0	3+	2	90		
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-	-	4	0	3+	2	140		
Wizard Level 3	0	1	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 - Per Command												+1 +10		
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
Snivelers	✓	2	15	Warriors, Deep	Raw	-	Under the Lash	Subterranean	Slave Troops	-	-	3	3	8+	3	66
Seekers	✓	0		Warriors, Deep	Regular	-	Under the Lash	Subterranean	Fanatic	-	-	3	3	8+	3	106
Claw Guard	×	0	3	Warriors, Deep	Veteran	-	Under the Lash	Subterranean	-	-	-	3	3	6+	3	136
Boomers	✓	0	4	Handgunners	Regular	-	Under the Lash	Subterranean	Black Powder	-	-	2	2	8+	2	96
Rat Golem	×	0	2	Monstrous Creature (I)	Regular	-	Under the Lash	Subterranean	Stupid	-	-	2	2	5+	1	91
Squeak Storm	×	0	4	Mobs	Regular	-	Under the Lash	Swarm	Subterranean	-	-	1	3	8+	2	96
Rat Roller	×	0	2	Knights - Lance	Regular	-	Unholy Engine	Fanatic	-	-	-	2	2	7+	2	130
Graaff Cannon	×	0	2	Artillery (Cannon)	Regular	-	Hell-forged Artillery	Black Powder	-	-	-	1	1	7+	1	90
Drum Rig of Fury	×	0	1	War wagon - Artillery (Organ Gun)	Regular	-	Army Standard (II)	Black Powder	-	-	-	5	3	7+	5	170

<i>Army Trait</i>		Pts
Rats Lair	<p>This army can place 2 Underground Lair tokens after the terrain placement phase, but before deployment. These can be placed in any box not containing impassible terrain. These tokens remain in play.</p> <p>Up to 3 units with the Subterranean characteristic can be placed underground. Attached Generals can be included in this ambush. These units are deployed off-table. Starting from the Player's 2nd turn you may try to deploy any off-table troops into a box containing a Underground Lair. Draw a card, if the result is 5+ then you can deploy the unit in the box.</p> <p>If enemy troops are in the box then the units cannot be deployed. Once deployed place the card draw as the activation card. The unit can then continue to activate as normal</p>	50
<i>Army Characteristics</i>		
Swarm	Troops with this characteristic deduct 1 from the Victory Point total. When a unit is destroyed Victory Medals lost are reduced by 2.	
Subterranean	Troops with this characteristic treat movement in Rocky Ground and Villages as an easy activation	
Under the Lash	Units with this characteristic, making a simple activation after the first, succeed if they equal the previous card. When a 10 PIP card is drawn for any activation, by a unit with this characteristic, the unit takes a hit. This hit may be saved	
Slave Troops	Troops with this characteristic cannot redraw a failed activation under any circumstance. Slave Troops can never benefit from a hero redraw in combat In addition only other Slave Troops perform a break test for seeing Slave troops destroyed.	
Unholy Engine	Troops with this characteristic cannot make difficult moves. This means it can only travel in a straight line. In addition, this also confers the Terror. The range for this Terror effect is 2 boxes.	
Hell-forged Artillery	When drawing a 1-PIP card when artillery shooting, a hit is inflicted on the shooting unit. This hit can be saved as normal. When drawing a 10-PIP card when artillery shooting, the target takes 2 hits. These hits can be saved as normal.	
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	
Army Standard (II)	As per TtS! Rules	
Stupid	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
<i>Spells</i>		
Sorcerous Blast	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
Climbing and Burrowing	Target a unit with the Subterranean characteristic in an adjacent box to the casting Wizard. If successfully cast place a Climbing and Burrowing token on the unit Climbing and Burrowing token - Troops can move into and out of impassible terrain. This token stays in play until the unit fails and activation to move	6
Arcane Spite	If cast successfully place an Arcane Spite token in the Wizards box. This marker has an adverse effects on your enemy. Arcane Spite token - enemy troops in a box adjacent box suffer with the following - Save (+1) & Command (+1)	6
Confusion	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