

Army of the Riddermark



M² - Monsters and Magic

Point Build v6.0

12th April 2021

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	1	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 - Per Command													+1	+10
Unit name	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics			Re-size	VM	Hits	Save	VP	Pts
<i>Marshals Éored</i>	×	1	3	Cavalry, lance	Veteran	Extra Missiles	Nerves of Steel	Fearless	-	-	-	2	2	6+	2	140
<i>Kings Éored</i>	×	0	1	Cavalry, lance	Veteran	Extra Missiles	Nerves of Steel	Mighty Valour	Army Standard (II)	-	-	5	2	5+	4	170
<i>Éored Companies</i>	✓	4	10	Cavalry, lance	Regular	Extra Missiles	Nerves of Steel	-	-	-	-	2	2	7+	2	115
<i>Scouts</i>	×	0	3	Cavalry, bow	Regular	-	Fleet	-	-	-	-	2	2	8+	2	95
<i>Horseless Warriors</i>	✓	0	3	Shieldwall	Regular	-	-	-	-	-	-	2	2	7+	2	70
<i>Skirmishing Horse</i>	✓	0	2	Light cavalry, bow	Regular	-	Fleet	-	-	-	-	1	1	8+	1	55
<i>Levy Skirmishers</i>	✓	0	1	Light infantry, bow	Regular	-	-	-	-	-	-	1	1	8+	1	40

Army Trait		Pts
The Land of Chivalry	Before the first piece of terrain is placed the player must choose 1 of the following - 1 - Place 2 boxes of open terrain before any of ther terrain is placed. 2 - As the passive army their camps count as fortified (around each face of the box)	50
Army Characteristics		
Army Standard (II)	As per TtS! Rules	
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
Fleet	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.	
Mighty Valour	Troops with Mighty Valour apply -1 to their save. However, losing these elite troops does have an adverse effect on the army morale. When destroyed an extra VM is lost.	
Nerves of Steel	Troops with this characteristic add 1 to any PIP card when saving for a break test	
Spells		
Arcane Vigour	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
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
Doomroar	When cast successfully place a Doomroar token in the Wizards box. Casting this spell ends the Wizard's activation (but not the command). Doomroar token - Attack (-1). In addition enemy units adjacent have Save (+1)	6
Shield of Combat	When the spell is successfully place an Shield of Combat token in the Wizards box. Shield of Combat token - All friendly units in the same or adjacent square as the Shield of Combat token can draw an extra save card during melee, discarding one.	7

Rohan was a great kingdom of Men, located in the land once known as Calenardhon, situated in the great vale between the Misty Mountains to the north and the White Mountains to the south. The land of Rohan extended from the fords of the river Isen in the west, up to the shores of the river Anduin in the east. The forest of Fangorn lay within the borders of Rohan, and the Elven city of Lorien lay to the north of the river Limlight. The land was first known as "Rohan" to the Men of Gondor, and its people the Rohirrim, meaning 'the Horse-lords', but the people of Rohan called themselves the Eorlingas. The Household Eoreds were permanently standing and probably deserve classification as drilled. Other Riders were able to manoeuvre effectively and feign retreat (see the account of the Battle of the Fords of Isen in Unfinished Tales)

The Kings Éored must be lead by the Army commander (and only used if the King is present).