

Desert Kingdoms



CROMARTY
FORGE



M² - Monsters and Magic

Point Build v6.0

23rd Mar 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 | 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 | 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 | 10 | Light infantry, bow | Regular | - | Cold Blooded | - | - | - | 1 | 1 | 8+ | 1 | 30 |
| | | 2 | | Bowmen | Regular | - | Silent Command | Cold Blooded | - | - | 2 | 2 | 8+ | 2 | 65 |
| Mastix Warriors | ✓ | 2 | 8 | Shieldwall | Regular | - | Silent Command | Cold Blooded | - | - | 2 | 2 | 7+ | 2 | 65 |
| Guards of Apep | × | 0 | 3 | 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 | 1 | Monstrous Creature (I) | Regular | 2HCCW | Silent Command | Cold Blooded | Fearless | - | 2 | 2 | 5+ | 1 | 110 |
| Ceratope Riders | ✓ | 0 | 3 | Knights - Lance | Veteran | - | Silent Command | Cold Blooded | - | - | 2 | 2 | 5+ | 2 | 125 |
| Archaeoptaurs | ✓ | 0 | 2 | Cavalry, bow | Veteran | - | Silent Command | Fleet | Fly | - | 2 | 2 | 8+ | 2 | 150 |
| Stegosaur | × | 0 | 2 | Monstrous Creature (III) | Regular | - | Silent Command | Cold Blooded | Relic Beast | - | 4 | 4 | 4+ | 2 | 205 |

| Army Trait | | Pts |
|------------------------|---|-----|
| City Walls | <p>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</p> <p>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</p> | 75 |
| Army Characteristics | | |
| Guards | Troops with this characteristic take an extra disruption marker before being destroyed, if in the same box as the Army Commander. | |
| Cold Blooded | Troops with this characteristic suffer an additional +1 penalty when making difficult activations. Representing the creatures being cold-blooded brutes and slow to react. | |
| 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 | |
| Relic Beast | Troops with this characteristic get a -1 to Save, add 1 VP to the army but lose 1 extra VM when destroyed | |
| Breath Weapon | <p>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.</p> <p>Breath Weapons hit on a 6+, with a negative modifier to the enemy save equal to the Monstrous Creatures level.</p> | |
| Fearless | Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless. | |
| Fly | <p>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).</p> <p>Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on</p> <p>Troops with Fly have a -1 PIP modifier when making saving rolls.</p> | |
| 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. | |
| Silent Command | Units with this characteristic are never out of command | |
| Spells | | |
| 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 |
| 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 | <p>This spell can be cast on an enemy unit within 3 squares regardless of whether the Wizard can see it or not.</p> <p>When successfully cast place a Confusion token on the enemy unit.</p> <p>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.</p> | 6 |
| Desert Sun | <p>If cast successfully place a Desert Sun token on the table</p> <p>Desert Sun token - all troops with the Cold Blooded Characteristic ignore its effect.</p> | 5 |