

Dwarfs



M² - Monsters and Magic

Point Build v6.1

27th Jul 2021

Army Build 6.1

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 2	0	3	General on foot		×	Wizard : Level 2	-	-		4	0	3 +	2	140
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>Kings Throne</i>	×	0	1	None	Regular	-	Army Standard (II)	-	-	-	-	2	0	0 +	2	30
<i>Anvil of Destruction</i>	×	0	1	War wagon - Artillery (Organ Gun)	Regular	-	Black Powder	-	-	-	-	3	3	7 +	3	140
<i>Trollslayers</i>	×	0	2	Warriors, Deep	Regular	-	Fanatic	-	-	-	-	3	3	8 +	3	100
<i>Warriors</i>	✓	2	6	Warriors	Regular	-	Unyielding	Stoicism	-	-	-	2	2	7 +	2	80
<i>Hammerers</i>	×	0	2	Warriors	Regular	-	Unyielding	Stoicism	Mighty Valour	-	-	3	2	6 +	2	85
<i>Iron Breakers</i>	×	0	1	Warriors, Deep	Veteran	2HCCW	Unyielding	Stoicism	Mighty Valour	-	-	4	3	5 +	3	165
<i>Crossbows</i>	✓	2	6	Crossbowmen	Regular	-	Unyielding	-	-	-	-	2	2	8 +	2	80
<i>Handgunners</i>	✓	2	6	Handgunners	Regular	-	Unyielding	Black Powder	-	-	-	2	2	8 +	2	95
<i>Rangers</i>	×	0	2	Billmen	Regular	Extra Missiles	Stoicism	-	-	-	-	2	2	7 +	2	105
<i>Cannon</i>	×	0	4	Artillery (Cannon)	Regular	-	Black Powder	-	-	-	-	1	1	7 +	1	80
<i>Organ Gun</i>	×	0	2	Artillery (Organ Gun)	Regular	-	Black Powder	-	-	-	-	1	1	7 +	1	80
<i>Flame Cannon</i>	×	0	2	Artillery (Organ Gun)	Regular	-	Flame Cannon	-	-	-	-	1	1	7 +	1	80
<i>Catapults</i>	×	0	2	Artillery (Catapult)	Regular	-	Deviates	-	-	-	-	1	1	7 +	1	60
<i>Gyrocopter</i>	×	0	2	Light cavalry, javelin	Veteran	-	Fly	Black Powder	-	-	-	1	1	7 +	1	100

Army Trait		Pts
Spell Resistance	When any unit makes an armour save from a spell, they add 1 PIP to card drawn.	40
General Characteristics		
Rune Priest	Picking this trait means you cast no Magic. However they can field a Rune Priest (counting as a Level 2 Wizard). A Rune Priest cannot cast any spells but is skilled at unbinding enemy magic. When a Rune Priest attempts to dispel they can discard the lowest card rather than the highest	
Army Characteristics		
Black Powder	Shooting hits made by troops with Black Powder characteristic have a +1 to Save modifier. This can stack with other modifiers	
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.	
Stoicism	Units with this characteristic can rally even when adjacent to the enemy.	
Fanatic	As per TtS! Rules	
Flame Cannon	Organ Guns with this characteristic hit on a 6+	
Deviates	See M ² rules on deviation	
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.	
Army Standard (II)	As per TtS! Rules	
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.	