

DWARVEN EXILES

M² - Monsters and Magic

Point Build v6.0

15th 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		
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
Gate Guard or Deep Watch	×	1*	2	Auxiliaries	Regular	Extra Missiles	Unyielding	Stoicism	Mighty Valour	-	3	2	5+	2	125
Clansmen	✓	2	8	Auxiliaries	Regular	Extra Missiles	Unyielding	Stoicism	-	-	2	2	6+	2	120
Dwarven Militia	✓	2	6	Warriors, Deep	Regular	Extra Missiles	Unyielding	-	-	-	3	3	7+	3	107
Scrapings	✓	0	6	Warriors, Deep	Raw	-	Unyielding	-	-	-	3	3	8+	3	75
Dwarves on Ponies	×	0	1	Cavalry, lance	Regular	-	-	-	-	-	2	2	7+	2	90

Army Trait

	Pts
<p>Backbone of the Mountain</p> <p>Before the first piece of terrain is placed the player must choose 1 of the following -</p> <p>1 - Place 1 box of impassible terrain before any other terrain is placed.</p> <p>2 - As the passive army their camps count as fortified (around each face of the box)</p>	50

Army Characteristics

Army Standard (II)	As per TtS! Rules
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.
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.

This list represents the larger coalitions of Dwarves that came together for major wars but did not control any of the great cities of the seven original clans of dwarves. This includes the dwarves of the Ered Luin, the Iron Hills or the Grey Mountains or the coalition of the War of Dwarves and Orcs (TA 2793-9) where Thorin Oakenshield earned his name at the Battle of Nanduhirion. Although lacking the superb armouries of the great Dwarf Holds, these armies were still a force to be reckoned with. Allied contingents drawn from this list cannot include any otherwise compulsory Dwarven Militia. Mounted dwarves are never mentioned in battle but are strangely popular with gamers.

* Minimum only applies if the Army commander is the King, in which case he must be Senior & Major

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