The Empire

M² - Monsters and Magic

Point Build v6.1 27th Jul 2021 Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?					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	College of Magic	-		**3**	**0**	**3 +**	2	105
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	College of Magic	-		**4**	**0**	**3 +**	2	155
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	College of Magic	-		**5**	**0**	**3 +**	2	205
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

Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade				Re-size	VM	Hits	Save	VP	Pts
Griffon		0	1	Monstrous Creature (II)	Regular		Fly	Terror	-		**2**	**3**	**6 +**	1	180

Unit name	Core	Min	Max	Unit type	Quality	Upgrade				Re-size	VM	Hits	Save	VP	Pts
War Altar	×	0	1	War wagon - no shooting	Regular	-	Army Standard (III)	Immobile	-	-	**6**	**3**	**7 +**	6	90
Imperial Knights	✓	1	4	Later Knights - Lance	Regular	-	Knightly Order	-	-	-	**2**	**2**	**6 +**	3	145
Knights of the Order	×	0	3	Later Knights - Lance	Veteran	-	Knightly Order	Fearless	Determined	-	**2**	**2**	**5 +**	4	175
Pistoliers	✓	0	2	Cavalry, javelin	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	90
Outriders	×	0	2	Light cavalry, javelin	Regular	-	-	-	-	-	**1**	**1**	**7 +**	1	50
Halberdiers				Billmen	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	70
Spearmen	✓	2	8	Spearmen	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	70
Swordsmen				Auxiliaries	Regular	-	-	-	-	-	**2**	**2**	**6 +**	2	80
Greatswords	×	0	1	Auxiliaries	Veteran	2HCCW	Determined	-	-	-	**2**	**2**	**5 +**	3	115
Handgunners	✓	2	6	Handgunners	Regular	-	-	-	-	-	**2**	**2**	**8 +**	2	80
Crossbowmen				Crossbowmen	Regular	-	-	-	-	-	**2**	**2**	**8 +**	2	75
Flagellants	✓	0	2	Warriors	Regular	-	Fanatic	-	-	-	**2**	**2**	**8 +**	2	60
Cannon	×	0	2	Artillery (Cannon)	Regular	-	Black Powder	-	-	-	**1**	**1**	**7 +**	1	80
Hellblaster	×	0	2	Artillery (Field gun)	Regular	-	Black Powder	-	-	-	**1**	**1**	**7 +**	1	90
Steam Tank	×	0	2	Monstrous Creature (II)	Regular	-	Mechanical Monstrosity	Black Powder	-	-	**2**	**3**	**5 +**	1	200

Army Trait		Pts
General Muster	Each command must have at least two units of a compulsory core troop type.	*-100*
General Characteristics		
College of Magic	Wizards casting a spell add +1 to their casting draw for each other Wizard, with the College of Magic characteristic, in the army. The maximum this can be modified by is equal to the casting Wizards level.	
Army Characteristics		
Mechanical Monstrosity	Mechanical Monstrosity is given to a Monstrous Creature (II). It can shoot as if it were an Organ Gun. When drawing a 1 PIP card for any activation place a Breakdown Effect token. This cannot be redrawn in any circumstance. Breakdown Effect - While this is in place this unit may neither move nor shoot. The only activation that it can perform is to repair itself. This is treated as a difficult activation. If a 1 PIP card is drawn for this activation the Steam Tank explodes as if it were artillery. If successful remove the Breakdown Effect Token	
Army Standard (III)	As per TtS! Rules	
Immobile	The unit cannot move	
Knightly Order	Troops with this Characteristic give 1 extra VP. Knightly Orders manoeuvre as if they were a deep unit.	
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
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	
Determined	Troop with this characteristic add 1 to the victory point total	
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.	
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	
Spells		
Ball of Flame	When cast successfully, starting from the Wizards box pick a face - - Make 3 shooting attacks into a box contiguous to the selected face - Make 2 shooting attacks in the 2nd box from the selected face - Make 1 shooting attack in the 3rd box from the selected face The route of the ball of flame is in a 3 box line. Normal saves may be made from these attacks	*7*
Teleport	When cast successsfully the Wizard can be taken from his current position, and placed in any other box containing troops in his command. Alternatively he can be placed a friendly camp box	*5*

Harbinger of Doom	Using line of sight, as if shooting, target a box within 3 of the casting Wizard. Successfully casting the spell places a Harbinger of Doom Comet token in the target box. On an 11+ an extra Harbinger of Doom Comet token is placed per PIP over 10 - up to the level of the caster. Harbinger of Doom Comet tokens can be dispelled while in play. Each successul dispel removes 1 token. The dispel value, once in play, is 8+ Harbinger of Doom - If one or more unit is in the same box as the token, at the beginning of the units turn turn draw a card 1-2 Remove a Harbinger of Doom Comet token from the box 3-8 Each unit in the box takes 1 automatic hit 9-10 Move the Harbinger of Doom Comet token by Deviation (facing is closest to the player drawing the card)	*8*
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*