

Magma Dwarfs



M² - Monsters and Magic

Point Build v6.0

11th 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	1	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		
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts	
Lammasu		0	2	Monstrous Creature (II)	Regular		Fly	Terror	-	-	-		2	3	6+	1	180
Bane Bull		0	2	Monstrous Creature (I)	Regular		Fly	Terror	-	-	-		2	2	6+	1	140
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts	
Magma Dwarf Warriors	✓	2	8	Auxiliaries	Regular	-	Unyielding	Stoicism	-	-	-		2	2	6+	2	100
Magma Dwarf Blunderbusses	✓	1	6	Handgunners	Regular	-	Unyielding	Stoicism	Black Powder	-	-		2	2	8+	2	110
Bullzentauro	×	0	2	Knights - Lance	Regular	-	Stoicism	-	-	-	-		2	2	6+	2	125
Hobgoblins	✓	0	3	Warriors	Regular	-	Mercenary	-	-	-	-		2	2	7+	2	50
Hobgoblin Wolf Riders	✓	0	2	Light cavalry, bow	Regular	-	Mercenary	-	-	-	-		1	1	8+	1	40
Slave Orcs	✓	0	4	Mobs	Raw	-	Slave Troops	-	-	-	-		3	3	9+	3	30
Black Orcs	×	0	2	Billmen	Regular	-	-	-	-	-	-		2	2	7+	2	70
Hobgoblin Bolt Thrower	×	0	1	Artillery (Bolt Shooter) - mobile	Regular	-	Mercenary	-	-	-	-		1	1	7+	1	55
Earthquake Cannon	×	0	2	Artillery (Cannon)	Regular	-	Hell-forged Artillery	Black Powder	-	-	-		1	1	7+	1	90
Rocket launcher	×	0	2	Artillery (Catapult)	Regular	-	Hell-forged Artillery	Black Powder	Deviates	-	-		1	1	7+	1	80

Army Trait		Pts
Backbone of the Mountain	Before the first piece of terrain is placed the player must choose 1 of the following - 1 - Place 1 box of impassible terrain before any other terrain is placed. 2 - As the passive army their camps count as fortified (around each face of the box)	50
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	
Deviates	See M ² rules on deviation	
Hell-forged Artillery	When drawing a 1-PIP card when artillery shooting, a hit is inflicted on the shooting unit. This hit can be saved as normal. When drawing a 10-PIP card when artillery shooting, the target takes 2 hits. These hits can be saved as normal.	
Mercenary	Mercenary troops must be paid 1 victory medal before the battle begins. You may choose not to do this - then, if their very first activation is a 1-PIP card they retreat from the battlefield (counting as lost)	
Slave Troops	Troops with this characteristic cannot redraw a failed activation under any circumstance. Slave Troops can never benefit from a hero redraw in combat In addition only other Slave Troops perform a break test for seeing Slave troops destroyed.	
Stoicism	Units with this characteristic can rally even when adjacent to the enemy.	
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.	
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		
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+
Magma Pool	When cast successfully place a 2 Magma Pool tokens into one or more contiguous boxes within 2 of the Wizard. These boxes must be vacant of all troops and terrain. A box can contain more than 1 token. At the beginning of the casting Wizard remove 1 Magma Pool token from each box containing them. Magma Pool token - Box is impassible terrain	6+
Sorcerer's Curse	Target enemy unit in adjacent box to the Wizard takes 1 hit. This hit cannot be saved. If a 10-PIP card is drawn for casting the Wizard also takes a hit - this hit can be saved.	8+
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+