Norse

M² - Monsters and Magic

Point Build v6.2 | 24/03/2022 15:09:09 | Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?		Characteristics		VM	Hits	Save	VP	Pts
General	0	4	General on foot		×	Major Hero	-	-	**2**	**0**	**3 +**	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
Pegasus		0	1	Monstrous Creature (I)	Regular		Fly	-	-		**2**	**2**	**6 +**	1	130

Unit name	Core	Min	Max	Unit type	Quality	Upgrade		Characteristics		Re-size	VM	Hits	Save	VP	Pts
Bondsmen	✓	3	12	Shieldwall, Deep	Regular	-	Berserker	Vengeance	-	-	**3**	**3**	**7 +**	3	112
Huscarls	×	1	3	Shieldwall, Deep	Veteran	2HCCW	Berserker	Vengeance	Saga of the Beast	-	**3**	**3**	**6 +**	3	157
Huntsmen	×	0	2	Light infantry, bow	Regular	-	-	-	-	-	**1**	**1**	**8 +**	1	40
Ulfwerener	×	0	2	Monstrous Creature (I)	Regular	-	Berserker	Saga of the Beast	-	-	**2**	**2**	**5 +**	1	112
Norse Horsemen	×	0	2	Cavalry, javelin	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	90
Norse Dwarfs	✓	2*	6	Auxiliaries	Regular	-	Unyielding	Stoicism	Berserker	-	**2**	**2**	**6 +**	2	107
Norse Dwarf Slayers	×	0	2	Warriors, Deep	Regular	-	Fanatic	-	-	-	**3**	**3**	**8 +**	3	100
Storm Giant	×	0	1	Monstrous Creature (II)	Regular	-	Giant	-	-	-	**2**	**3**	**5 +**	1	120
Giant War Mammoth	×	0	1	Monstrous Creature (III)	Regular	-	-	-	-	-	**3**	**4**	**5 +**	1	200
Longships	✓	0	1	War wagon - no shooting	Veteran	Extra Missiles	Littoral	Immobile	-	-	**3**	**3**	**6 +**	3	112

**** Minimums apply only if any Norse Dwarfs are used.***

Army Trait		Pts
They Came from the Sea…	Troops with the Littoral characteristic may replace the armies camp(s). You can field up to 1 troop of this type per command. They must be deployed as per camps (in the first deployment drop, touching the base table edge). When destroyed they count as losing a camp. Being destroyed they cannot be recaptured like a camp.	50
Army Characteristics		
Berserker	Troops with this characteristic are gifted a Minor Hero at the start of the game	
Saga of the Beast	Troops with this characteristic have Hatred (Monstrous Creature)	
Vengeance	When troops with this characteristic are destroyed in combat, draw a card on an 8+ they inflict an hit on their opponent. This counts as a 'strike back'	
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.	
Giant	When activating any Giant and a 1-PIP or 10-PIP card is drawn, draw another card and consult the following table 1-3 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey. This ends the Giants activation but not the commands 4-6 Move the Giant directly towards the nearest table edge. If equidistant randomise the direction. If he moves into another unit he will attack it regardless of which side it is on. 7-8 The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see within 2 boxes.. Strikes with 3 shooting attacks worked out in the usual way 9-10 The Giant moves towards the nearest enemy unit that he can see. If he is adjacent to the foe he will attack as normal. If friends are in the way he will walk through them. Walking though friendly troops inflicts 1 hit as if in melee. If the box he moves into is fully occupied then he displaces one of those units. The Giant and the passed through unit are swapped. Unit orientations are kept as they are. When a Giant is killed he falls! Follow the rules for movement Deviation. Every unit in the destination box takes a hit. Saves may be made but with a +2 Penalty	
Fanatic	As per TtS! Rules	
Littoral	Troops with this characteristic can treat impassible water features as open terrain.	
Immobile	The unit cannot move	
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.	
Spells		
Dread Visage	Target a unit or Monstrous General, within 2 boxes of the casting Wizard. When successfully cast place a Dread Visage token on the target Dread Visage token - Target unit has Terror	6
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
Eye of the Raven	If cast successfully place an Eye of the Raven token in the Wizards box. The Eye of the Raven token allows one army wide re-draw for ANY failed draw - Activation , Save , Shooting etc. When you perform the re-draw - remove the Eye of the Raven token. Until you make the re-draw the Eye of the Raven token remains in place. You can only have 1 Eye of the Raven token in play at any one time. You cannot re-draw a re-draw	7
Arcane Spite	If cast successfully place an Arcane Spite token in the Wizards box. This marker has an adverse effects on your enemy. Arcane Spite token - enemy troops in a box adjacent box suffer with the following - Save (+1) & Command (+1)	6