

# ORCTHANC



M<sup>2</sup> - Monsters and Magic

Point Build v6.0

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Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics				VM	Hits	Save	VP	Pts		
General	0	4	General on foot		×	-	-	-	-	<b>2</b>	<b>0</b>	<b>2+</b>	2	40		
Wizard Level 1	0	1	General on foot		×	Wizard : Level 1	-	-	-	<b>3</b>	<b>0</b>	<b>3+</b>	2	90		
Wizard Level 2	0	1	General on foot		×	Wizard : Level 2	-	-	-	<b>4</b>	<b>0</b>	<b>3+</b>	2	140		
Wizard Level 3 (Saruman)	0	1	General on foot		×	Wizard : Level 3	Long Reach	-	-	<b>5</b>	<b>0</b>	<b>3+</b>	2	290		
Detached General or Mounted General or Senior General													+10			
Major Hero	0	4									<b>+1</b>			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
Wargs with riders	×	0	3	Camelry, bow	Regular	-	Fleet	-	-	-	-	<b>2</b>	<b>2</b>	<b>8+</b>	2	95
Uruk Hai	✓	0	6	Auxiliaries	Regular	-	Animosity	-	-	-	-	<b>2</b>	<b>2</b>	<b>6+</b>	2	70
Man Orcs	✓	0	3	Auxiliaries	Regular	-	Berserker	-	-	-	-	<b>2</b>	<b>2</b>	<b>6+</b>	2	87
Man Orcs	×	0	4	Pikemen	Regular	-	-	-	-	-	-	<b>3</b>	<b>3</b>	<b>7+</b>	3	130
Orc Legion of the White Hand	✓	3	10	Warriors, Deep	Raw	Extra Missiles	Animosity	-	-	-	-	<b>3</b>	<b>3</b>	<b>8+</b>	3	62
Snaga	✓	1	4	Light infantry, bow	Regular	-	-	-	-	-	-	<b>1</b>	<b>1</b>	<b>8+</b>	1	40
Dunlending Cavalry	×	0	1	Cavalry, javelin	Regular	-	Mercenary	-	-	-	-	<b>2</b>	<b>2</b>	<b>7+</b>	2	80
Dunlendings	✓	0	2	Warriors	Regular	-	Mercenary	Fleet	-	-	-	<b>2</b>	<b>2</b>	<b>7+</b>	2	55

Army Trait		Pts
<b>General Muster</b>	Each command must have at least two units of a compulsory core troop type.	-100
General Characteristics		
<b>Long Reach</b>	A Wizard with this characteristic is not present on the battlefield. He cannot command any troops, and cannot be targetted in any way. When casting any spell however, you can treat any box as the casting location.	
Army Characteristics		
<b>Animosity</b>	When activating troops with this characteristic, and a 1-PIP card is drawn one unit in the activation takes a hit. If a generals re-draw is then used no saves are allowed, otherwise a save can be made	
<b>Berserker</b>	Troops with this characteristic are gifted a Minor Hero at the start of the game	
<b>Fanatic</b>	As per TtS! Rules	
<b>Fleet</b>	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
<b>Mercenary</b>	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)	
<b>Peasants's Duty</b>	Units with this characteristic suffer a -1 PIP adjustment when being activated, unless as part group move. However, they add 1 additional VP to the army.	
Spells		
<b>Arcane Vigour</b>	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
<b>Curse</b>	This spell targets a single enemy unit within 2 boxes of the casting wizard. When successfully cast place as Curse token. Curse token - Draw 2 cards when making a save, discarding the highest PIP card	7
<b>Doom and Despair</b>	When cast successfully place a Doom and Despair token in a target box within 3 boxes of the casting Wizard Doom and Despair token: Command (+4) Note that even other Undead are not immune - they are overcome by the ennui of the tomb!	6
<b>Sorcerous Blast</b>	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

The Uruk-hai who captured Merry and Pippin in the raid on Parth Galen are described as mailed, carrying a shield, a short stabbing sword and great yew bows but it is unlikely they performed in battle primarily as archers. At the Battle of the Fords of Isen, Uruks were able to overcome the Rohan shieldwall. "Pike armed men" are mentioned at the battle of the Fords of Isen. The West March of Rohan between the Isen and the Adorn had lapsed into Dúnnish control, many men of the area were of mixed blood and the nobles may have still fought in the Rohirrim fashion. Saruman did not command in person.