The Under Empire

M² - Monsters and Magic

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

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics			VM	Hits	Save	VP	Pts
General	0	4	General on foot		×	Clan	-	-	**2**	**0**	**2 +**	2	-60
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	Clan	-	**3**	**0**	**3 +**	2	-10
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	Clan	-	**4**	**0**	**3 +**	2	40
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	Clan	-	**5**	**0**	**3 +**	2	90
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
Clan Rats	✓	2	15	Warriors, Deep	Regular	-	Under the Lash	Subterranean	-	-	**3**	**3**	**7 +**	3	106
Slave Rats	✓			Warriors, Deep	Raw	-	Under the Lash	Subterranean	-	-	**3**	**3**	**8 +**	3	76
Rat Swarms	✓	0	6	Mobs	Raw	-	Under the Lash	Swarm	Subterranean	-	**1**	**3**	**9 +**	2	66
Storm Rats	×	0	4	Warriors, Deep	Veteran	2HCCW	-	-	-	-	**3**	**3**	**6 +**	3	140
Jezzails	✓	0	6	Handgunners	Regular	-	Under the Lash	Subterranean	Black Powder	-	**2**	**2**	**8 +**	2	96
Shaper Clan only															
Rat Ogres	×	0	3	Monstrous Creature (I)	Regular	-	Under the Lash	-	-	-	**2**	**2**	**5 +**	1	103
Hell-pit Monstrosity	×	0	2	Monstrous Creature (II)	Veteran	-	Under the Lash	Regeneration	-	-	**2**	**3**	**4 +**	1	163
Volcaic Clan only (Clan Rats replace all Clan Rats above)															
Clan Rats	✓	0	10	Javelinmen, Deep	Regular	-	Poison	-	-	-	**3**	**3**	**7 +**	3	110
Rat Roller	×	0	3	Knights - Lance	Regular	-	Unholy Engine	Fanatic	-	-	**2**	**2**	**7 +**	2	130
Warp Cannon	×	0	2	Artillery (Cannon)	Regular	-	Hell-forged Artillery	Black Powder	-	-	**1**	**1**	**7 +**	1	90
Bell Temple	×	0	1	War wagon - Artillery (Organ Gun)	Regular	-	Black Powder	-	-	-	**3**	**3**	**7 +**	3	140
Contagion Clan only (Replacing all Clan Rats)															
Plague-rat Monks	✓	0	10	Warriors, Deep	Regular	-	Fanatic	-	-	-	**3**	**3**	**8 +**	3	100
Skulk Clan only															
Assassins	×	0	6	Light infantry, javelin	Veteran	-	Subterranean	Poison	-	-	**1**	**1**	**6 +**	1	63

Army Trait		Pts
Rats Lair	This army can place 2 Underground Lair tokens after the terrain placement phase, but before deployment. These can be placed in any box not containing impassible terrain. These tokens remain in play. Up to 3 units with the Subterranean characteristic can be placed underground. Attached Generals can be included in this ambush. These units are deployed off-table. Starting from the Player's 2nd turn you may try to deploy any off-table troops into a box containing a Underground Lair. Draw a card, if the result is 5+ then you can deploy the unit in the box. If enemy troops are in the box then the units cannot be deployed. Once deployed place the card draw as the activation card. The unit can then continue to activate as normal	*50*
General Characteristics		
Clan	Clan Generals must belong to a Clan specified by the army list. Each Clan command can only have troops of the same Clan. Each Clan command must have at least 1 unit of core troops. Each unit is from a specific Clan. If no Clan is specified they can be from any. An army can contact commands of different Clans.	
Army Characteristics		
Swarm	Troops with this characteristic deduct 1 from the Victory Point total. When a unit is destroyed Victory Medals lost are reduced by 2.	
Subterranean	Troops with this characteristic treat movement in Rocky Ground and Villages as an easy activation	
Under the Lash	Units with this characteristic, making a simple activation after the first, succeed if they equal the previous card. When a 10 PIP card is drawn for any activation, by a unit with this characteristic, the unit takes a hit. This hit may be saved	
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.	
Unholy Engine	Troops with this charactertistic cannot make difficult moves. This means it can only travel in a straight line. In additon, this also confers the Terror. The range for this Terror effect is 2 boxes.	
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.	
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	
Poison	Saves mades against a Poison attack save on a 7+. If the units save is worse than 7+, they use that instead.	
Regeneration	When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.	
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*
Climbing and Burrowing	Target a unit with the Subterranean characteristic in an adjacent box to the casting Wizard. If successfully cast place a Climbing and Burrowing token on the unit Climbing and Burrowing token - Troops can move into and out of impassible terrain. This token stays in play until the unit fails and activation to move	*6*
Skitterleap	If cast successfully the Wizard, and any unit in the same box, can be moved to any other vacant box within 4 boxes to the original location. The destination box must be empty and not be adjacent to any enemy troops	*6*
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*