









AZTECS





MYTHIC EARTH V1.1

TLALOCAN HIGH PRIEST UNIT DETAILS		POINTS VALUE: 113		UNIT OPTIONS				UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1 TLALOCAN HIGH PRIEST OR OTHER "GENERAL" MINI MUST BE INCLUDED IN AN AZTEC FORCE AND ONLY ONE MAY EVER BE INCLUDED IN AN AZTEC FORCE.				ADD TLALOCAN-BOUND DEAD UP TO A MAX UNIT SIZE OF 5 @ 5 PTS. EACH.				1	
UPGRADE TLALOCAN HIGH PRIEST TO 3 WOUNDS @ 10 PTS. UPGRADE TLALOCAN HIGH PRIEST TO TOUGHENED 2 @ 10 PTS.				UPGRADE TLALOCAN HIGH PRIEST TO MAGIC LEVEL 3 @ 25 PTS.					
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X TLALOCAN HIGH PRIEST WITH MACUAHUITL.		5	5	5	5	7	8	TOUGHENED 1, COMMANDING PRESENCE, 2 WOUNDS, MAGIC LEVEL 2, DREADFUL.	
2X TLALOCAN-BOUND DEAD WITH CLUBS.		5	5	5	5	4	6	LIVING DEAD, DREADFUL.	

TLALOCAN-BOUND DEAD UNIT DETAILS		POINTS VALUE: 55		UNIT OPTIONS				UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID.				ADD TLALOCAN-BOUND DEAD UP TO A MAX UNIT SIZE OF 15, @ 5 PTS. EACH.				1	
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X UNDYING CHAMPION WITH MACUAHUITL.		5	5	5	5	5	8	TOUGHENED 1, DREADFUL.	
4X TLALOCAN-BOUND DEAD WITH CLUBS.		5	5	5	5	4	6	LIVING DEAD, DREADFUL.	

TLALOCAN-BOUND MARAUDERS UNIT DETAILS		POINTS VALUE: 97		UNIT OPTIONS				UNIT ACTIVATION DICE	 
UNIT TYPE: MONSTER.				ADD TLALOCAN-BOUND MARAUDERS UP TO A MAX UNIT SIZE OF 5, @ 25 PTS. EACH.				1	
ADD 1 WOUND TO ALL MINIS IN THE UNIT @ 14 PTS PER MINI.				REPLACE ALL DUAL SWORDS WITH DUAL MACUAHUITLS @ 1 PT. PER MINI.					
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X MARAUDER CHAMPION WITH DUAL SWORDS AND LIGHT ARMOR.		5	5	6	6(7)	4	8	TOUGHENED 1, LIVING DEAD, DREADFUL, 2 FI ATTACKS.	
2X MARAUDERS WITH DUAL SWORDS AND LIGHT ARMOR.		5	5	6	6(7)	4	7	LIVING DEAD, DREADFUL, 2 FI ATTACKS.	


SPIDER SISTERS UNIT DETAILS		POINTS VALUE: 55		UNIT OPTIONS				UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID. A MAXIMUM OF ONE SPIDER SISTER UNIT MAY BE INCLUDED IN AN AZTEC FORCE.				ADD SPIDER SISTERS UP TO A MAX UNIT SIZE OF 5, @ 6 PTS. EACH.				1	
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X SPIDER PRIESTESS WITH DAGGER.		5	5	4	4	7	9	TOUGHENED 1, MAGIC LEVEL 1.	
2X SPIDER SISTERS WITH DAGGERS.		5	5	4	4	7	8		





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JAGUAR WARRIORS UNIT DETAILS		POINTS VALUE: 87		UNIT OPTIONS			UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.				ADD JAGUAR WARRIORS UP TO A MAX UNIT SIZE OF 10, @ 15 PTS. EACH.			1	
REPLACE ALL OF THE UNIT'S SWORDS WITH MACUAHUITLS @ 1 PT. PER MINI.				REPLACE ALL OF THE UNIT'S SWORDS WITH SPEARS FOR FREE.				
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X JAGUAR CAPTAIN WITH SWORD AND LIGHT ARMOR.		5	5	5	5(6)	8	8	TOUGHENED 1, FIERCE.
4X JAGUAR WARRIORS WITH SWORDS AND LIGHT ARMOR.		5	5	5	5(6)	8	7	FIERCE.

EAGLE WARRIORS UNIT DETAILS		POINTS VALUE: 87		UNIT OPTIONS			UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.				ADD EAGLE WARRIORS UP TO A MAX UNIT SIZE OF 10, @ 15 PTS. EACH.			1	
REPLACE ALL OF THE UNIT'S BOWS WITH SLINGS @ 1 PT. PER MINI.				GIVE ENTIRE UNIT LIGHT ARMOR @ 2 PTS. PER MINI FOR SV (6).				
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X EAGLE CAPTAIN WITH BOW AND SWORD.		6	5	5	5	7	8	TOUGHENED 1, DODGE.
4X EAGLE WARRIORS WITH BOWS AND SWORDS.		6	5	5	5	7	7	DODGE.

QUETZALCOATL UNIT DETAILS		POINTS VALUE: 139		UNIT OPTIONS			UNIT ACTIVATION DICE	
UNIT TYPE: BEHEMOTH. A MAXIMUM OF ONE QUETZALCOATL UNIT MAY BE INCLUDED IN AN AZTEC FORCE.				UPGRADE QUETZALCOATL TO 3 WOUNDS @ 27 PTS.			1	
UPGRADE QUETZALCOATL TO MAGIC LEVEL 3 @ 25 PTS.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X QUETZALCOATL.		8	5	6	9	7	9	FLY, MASSIVE, DODGE, MAGIC LEVEL 2, 2 WOUNDS, TOXIC, 3 FI ATTACKS AT STRENGTH 2.

AYAR UNIT DETAILS		POINTS VALUE: 198		UNIT OPTIONS			UNIT ACTIVATION DICE	
UNIT TYPE: BEHEMOTH. A MAXIMUM OF ONE AYAR UNIT MAY BE INCLUDED IN AN AZTEC FORCE.				UPGRADE AYAR TO 4 WOUNDS @ 33 PTS.			2	
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X AYAR		5	5	6	11	7	8	MASSIVE, 2 FI ATTACKS AT STRENGTH 3, THROW CORPSE, 3 WOUNDS, STUCK IN, LIVING DEAD, DREADFUL, BURDENED.



AZTEC UNIT TALENTS SUMMARY.

All Force Rosters include a summary of the various Talents, or unique weapons which Units in the Force utilize. Following this summary is a detailed description of all of these Unit specific details.

Tlalocan High Priest. Toughened 1, Commanding Presence, Heroic Figure, 2 Wounds, Magic Level 2, Dreadful.

Tlalocan-Bound Dead. Toughened 1, Dreadful, Living Dead.

Tlalocan-Bound Marauders. Toughened 1, Dreadful, Living Dead, 2 FI Attacks.

Spiders Sisters. Toughened 1, Magic Level 1.

Jaguar Warriors. Toughened 1, Fierce.

Eagle Warriors. Toughened 1, Dodge.

Quetzalcoatl. Fly, Massive, Dodge, Magic Level 2, 2 Wounds, Toxic, 3 FI Attacks at Strength 2.

Ayar. Massive, 2 FI Attacks at Strength 3, Throw Corpse, 3 Wounds, Stuck In, Living Dead, Dreadful, Burdened.

Burdened. Some Units in the game are burdened by their mass, size or some other reason which makes them ponderous and slow to react. Burdened Units suffer -1 to their React Data Point. Burdened Units can never be moved against their will by Magic or Weapons of any type.

Commanding Presence. Some Heroic Figures have a much more commanding presence than any of their peers, making them even better at helping to bring Fleeing Units under control again. Any Friendly Heroic Unit with this Talent that has not yet received a Unit Activation Die in a Game Turn, can attempt (as per the normal Stop Fleeing rules) to perform a Stop Fleeing Unit Action on behalf of a nearby friendly Fleeing Unit, if that Unit is within 10" of the Heroic Figure. The Heroic Figure with the Commanding Presence Talent uses its UNMODIFIED Brave Data Point when testing to stop the friendly Unit from continuing to Flee. This counts as a Single-Action for the Heroic Figure.

Dodge. Units with the Dodge Talent are harder to hit from Shooting. Deduct 1 from any Shoot Attacks which target this Unit after the targetted Unit with the Dodge Talent moves. This is true for any type of Movement this Unit makes, be it because of a Move, Charge, Countercharge, or March Unit Action. If for some reason the Unit with Dodge does not perform a movement type Unit Action before it is Shot at then the enemy Shots will not be negatively affected.

Dreadful. Units with the Dreadful Talent are hard to damage, or even hit. Such Units will negatively affect most enemy Units trying to hurt them:

- * Shoot Attacks Against Dreadful Units are at -1 Shoot Value.
- * Hand-To-Hand Fight Attacks Against Dreadful Units are at -1 Fight Value.
- * In addition, any non-Dreadful Unit which loses a Hand-To-Hand Fight with a Dreadful Unit will suffer a further -1 on the Brave Test roll required of the losing Unit. This -1 modifier is in addition to any other negative modifiers that may affect the Testing Unit, but it does not add an additional Unit Brave Status Marker to the Testing Unit.





AZTEC UNIT TALENTS SUMMARY CONTINUED.

Fierce. Units with the Fierce Talent can reroll all failed rolls to Hit in its first Hand-To-Hand Fight of the Game.

Fly. See Core Rulebook.

Living Dead. Units with the Living Dead Talent do not need to take a Brave Test when they lose a Hand-To-Hand Fight or when they are brought to below 50% of their Unit's starting number of Minis from Shooting attacks.

Living Dead Units will collect Unit Brave Status Markers as normal from Shoot Hits, and Wounds suffered in Hand-To-Hand Fights. In addition, a Living Dead Unit will still be automatically destroyed if it collects 150% or more than its highest Brave Data Point.

Living Dead Units negate any benefits gained by the enemy from its Venomous Attacks.

Living Dead Units are not affected in any way by Units with Terror, Dreadful, Cause Fear, Choking Attacks, or Insults and Trickery Talents.

Magic Levels. See Core Rulebook.

Massive. Units which have the Massive Talent are easier to Hit when being shot at. Enemy Units performing Shoot Actions against a Massive Unit will always be able to Draw Line of Sight to their target as it stands head and shoulders above all other Units in the Game. Enemy Units targeting Massive Units will benefit from +1 to their Shoot Value. Please note that other Massive Units will block Line of Sight if they're in the way of the Shooting Unit, even if it is a Friendly Massive Unit which is intervening with the Shoot Action.

Stuck In. Aura 10". When an enemy Unit within the Stuck In Aura successfully receives a Unit Activation Die, it immediately takes a Brave Test at a -1 modifier to the roll.

Brave Test Passed: The Unit may act normally.

Brave Test Failed: The Unit can only perform a Charge Unit Action targeting the "Stuck In" Aura Unit. **Note:** This will not affect a Unit which is already engaged in a Hand-To-Hand Fight, is Frozen or is Fleeing.

Throw Corpse (Shot). Overhead Shot using the 3" template at Strength 1. Must perform a Focused Shot Double-Action to Shoot. Range of Throw Corpse Shot is 5" - 20".





AZTEC UNIT TALENTS SUMMARY CONTINUED.

Toughened X. An individual Mini with the Toughened X Talent can reroll one failed Save roll per Game Turn. Only a single failed Save roll can be re-rolled at one time Per Toughened X available. This reroll can be used no matter the source of the possible damage (Shooting, Magic, hand-To-Hand Fight, etc.). A Mini may have the option of rerolling multiple failed Save rolls per Game Turn, up to a maximum of 3 times. These additional save rolls are expressed by a number represented by the “X” that follows the word Toughened. For Example a Toughened 2 Mini would be able to re-roll two failed Save rolls per Game Turn.

Toxic. Any Unit which successfully Hits an Enemy in a Hand-To-Hand Fight gains one additional Hit. Add this additional bonus Hit to the other Hit(s) which the Friendly Unit inflicted on the enemy.

X Wounds. Some Minis such as Heroic Figures, Monsters or Behemoths can take much more damage than the average creature. In such cases a Mini will have the X Wounds Talent, where the “X” stands for the number of Wounds above one (1) the Mini must suffer before being removed from the battle.





The Way of The Everliving and Everchanging Magic Spells.

Armor of the Gods.

Casting Value: 16

Range: 10"

Target: Any single friendly non-Living Dead Unit, or a number of friendly Living Dead Units equal to the Caster's Magic Level that is within range. It is not necessary for the Caster to have Line of Sight to the target Unit(s).

Effect: The affected Unit(s) receive a Save bonus of +2.

Duration: The spell lasts until the end of the Game Turn during which it was cast.

Power Siphon.

Casting Value: 16

Range: 10"

Target: Any single friendly non-Living Dead Unit, or a number of friendly Living Dead Units equal to the Caster's Magic Level, that is within range. It is not necessary for the Caster to have Line of sight to the target Unit(s).

Effect: The affected Unit(s) receive a Fight bonus of +2.

Duration: The spell lasts until the end of the Game Turn during which it was cast.

The Way of The Everliving Magic Spells.

Curse of Servitude.

Casting Value: 14

Range: 10"

Target: A number of friendly Living Dead Humanoid or Living Dead Monster Units equal to the Caster's Magic Level that are within range, but no Line of Sight is needed to cast this spell.

Effect: Each affected Humanoid Unit has a number of Minis equal to $D3 + \text{Caster's Magic Level}$ added back to the Unit as they rise from the dead around them.

- Each affected Monster Unit, divides this number by 3, rounding down and adds that many Minis back to the Unit if the Minis were 1 Wound each. If the Minis are 2 Wounds each then first add a Wound to any Mini which is down to one Wound, and then add the remaining raised minis (number of Wounds from the roll above).
- This spell cannot raise a Unit beyond its starting number.

Tlaloc's Edict.

Casting Value: 16

Range: 10"

Target: Any single friendly non-Living Dead Unit, or a number of friendly Living Dead Units equal to the Caster's Magic Level, and within range. It is not necessary for the caster to have Line of Sight to the target Unit(s).

Effect: The affected Unit(s) receive a Brave bonus of +2.

Duration: The spell lasts until the end of the Game Turn during which it was cast.





The Way of The Everchanging Magic Spells.

Unnatural Speed.

Casting Value: 16

Range: 10"

Target: The spell affects a single friendly non-Living Dead Humanoid Unit within range or a number of friendly Living Dead Units equal to the Caster's Magic Level. No Line of Sight is needed to cast this spell.

Effect: The affected Unit(s) gain Move 8 and the Dodge Talent.

Duration: The spell lasts until the end of the Game Turn during which it was cast.

Sun Smite.

Casting Value: 14

Range: 10" per Caster Level.

Target: Any enemy Unit within range and Line of Sight as per the normal Shoot rules.

Effect: Magic Missile. The target Unit suffers D6 Hits at Strength 2. Does not add a Unit Brave Status Marker to the affected Unit.





Everliving Blessings of The Way.

Ayar.

After successfully assigning the Ayar a Unit Activation Die, target a Living Dead Unit within 20" of the Ayar. That Unit may add Minis to itself at a rate of D6 for Humanoids, or D3 for a Monster Unit. This ability cannot bring a Unit above its starting size.

Quetzalcoatl.

After a friendly Magic User within 20" of a Quetzalcoatl successfully receives an Activation Die, the Caster's Magic Level is increased by +1 to a maximum of 4.

Everchanging Blessings of The Way.

Ayar.

After a Unit within range of the Ayar's Stuck In Aura successfully receives an Activation Die and before the Brave Test against the Aura is taken, the target Unit automatically fails the Brave Test for the Aura.

Quetzalcoatl.

After a Magic User fails a Casting or Dispelling attempt it can reroll the failed attempt. When a Caster rolls a double 10 while Casting or Dispelling it does not receive the obligatory 2 Unit Brave Status Markers, but the Casting or Dispelling attempt still fails.

