



AZTECS

Tlalocan High Priest							Points Value
Warlord Warrior Unit • Heroic Model							103
Special: You must include one Tlalocan High Priest unit in your warband and one only.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Tlalocan High Priest with macuahuitl.	5	5	5	5	7	8	Tough, Command, Wound, Dread, Magic Level 2.
0 x Tlalocan-Bound Dead with clubs.	4	5	5	5	4	6	Undead, Dread.
Options							
Upgrade Tlalocan High Priest to Wounds 2 @ 10pts.				Upgrade Tlalocan High Priest to Tough 2 @ 10pts.			
Upgrade Tlalocan High Priest to Magic Level 3 @ 25pts.				Add up to 4 Tlalocan-Bound Dead @ 5pts each.			

Tlalocan-Bound Dead							Points Value
Warrior Unit							55
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Undying Champion with macuahuitl.	5	5	5	5	5	8	Tough, Dread.
4 x Tlalocan-Bound Dead with clubs.	4	5	5	5	4	6	Undead, Dread.
Options							
Add up to 10 Tlalocan-Bound Dead @ 5pts each.							



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Jaguar Warriors							Points Value
Warrior Unit							87
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Jaguar Captain with sword, light armor.	6	5	5	5(6)	8	8	Tough, Savage.
4 x Jaguar Warriors with swords, light armor.	6	5	5	5(6)	8	7	Savage.
Options							
Give unit macuahuitl @ 1pt per model.				Add up to 5 more Jaguar Warriors @ 15pts each.			
Give unit spears @ free.							

Eagle Warriors							Points Value
Warrior Unit							87
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Eagle Captain with bow, sword.	6	5	5	5	7	8	Tough, Fast 6.
4 x Eagle Warriors with bows, swords.	6	5	5	5	7	7	Fast 6.
Options							
Replace bows with slings @ 1pt per model.				Add up to 5 more Eagle Warriors @ 15pts each.			
Give unit light armor @ 2pts per model.							



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Tlalocan-Bound Marauders							Points Value
Monster Unit							97
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Marauder Champion with dual sword, light armor.	4	5	6	6(7)	4	8	Tough, Undead, Dread, 2x HtH.
2 x Marauders with dual swords, light armor.	4	5	6	6(7)	4	7	Undead, Dread, 2x HtH.
Options							
Add up to 2 more Marauders @ 25pts each.				Replace dual swords with dual macuahuitls @ 1pt per model.			
Add Wound to all models in the unit @ 14pts per model.							

Spider Sisters							Points Value
Warrior Unit							55
Special: You can include a maximum of one Spider Sister unit in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Spider Priestess with dagger.	4	5	4	4	7	9	Tough, Magic Level 1.
2 x Spider Sisters with daggers.	4	5	4	4	7	8	
Options							
Add up to 2 more Spider Sisters @ 6pts each.							



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Quetzalcoatl							Points Value	
Monstrosity Unit							139	
Special: You can include a maximum of one Quetzalcoatl in your warband.								
Unit	Ag	Acc	Str	Res	Init	Co	Special	
1 x Quetzalcoatl.	7	5	6	9	7	9	Large, Fast 8, 3x HtH SV2, Venomous, Flies, Magic Level 2, Wound.	
Options								
Upgrade Quetzalcoatl to Magic Level 3 @ 25pts.				Upgrade Quetzalcoatl to Wound 2 @ 27pts.				

Ayar							Points Value	
Monstrosity Unit							198	
Special: You can include a maximum of one Ayar in your warband.								
Unit	Ag	Acc	Str	Res	Init	Co	Special	
1 x Ayar.	5	5	6	11	7	8	Large, Undead, Dread, Heavily Laden, MoD2, 2x HtH SV3, Throw Corpse, Stuck In, Wound 3.	
Options								
Upgrade Ayar to Wound 4 @ 33pts.								
Special Rules								
Throw Corpse: Overhead, Fire Order to shoot, 0-20", D6 SV1								
Stuck In: Aura 10". When an enemy unit within the aura would be assigned an order dice, take an order test at -1 Command. Pass: the unit may act as normal. Fail: the unit must charge the Ayar using a Run order and Sprint if possible.								