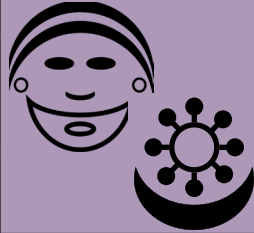


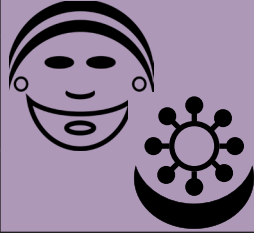


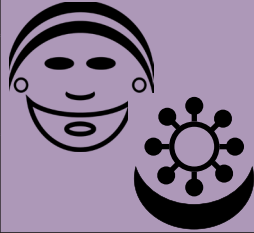
INCAS



MYTHIC EARTH V1.1

SAPA GENERAL UNIT DETAILS		POINTS VALUE: 111		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1 SAPA GENERAL OR OTHER "GENERAL" MINI MUST BE INCLUDED IN AN INCA FORCE AND ONLY ONE MAY EVER BE INCLUDED IN AN INCA FORCE.				ADD CUZCO WARRIORS UP TO A MAX UNIT SIZE OF 5 @ 18 PTS. EACH.				1	
UPGRADE SAPA TO TOUGHENED 2 @ 10 PTS. UPGRADE SAPA TO TOUGHENED 3 @ 20 PTS.				UPGRADE SAPA TO 3 WOUNDS @ 14 PTS.					
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X SAPA WITH MACANA AND MEDIUM ARMOR.		5	5	5	5(7)	7	10	TOUGHENED 1, COMMANDING PRESENCE, 2 WOUNDS, 3 FI ATTACKS, FOLLOW, SHIELDWALL.	
2X CUZCO WARRIORS WITH MACANA AND MEDIUM ARMOR.		5	5	5	5(7)	7	8	SHIELDWALL.	

SAPA GENERAL MOUNTED ON SPIRIT JAGUAR UNIT DETAILS		POINTS VALUE: 145		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1 SAPA GENERAL OR OTHER "GENERAL" MINI MUST BE INCLUDED IN AN INCA FORCE AND ONLY ONE MAY EVER BE INCLUDED IN AN INCA FORCE.				ADD SPIRIT JAGUARS UP TO A MAX UNIT SIZE OF 5 @ 16 PTS. EACH.				1	
UPGRADE SAPA TO TOUGHENED 2 @ 10 PTS. UPGRADE SAPA TO TOUGHENED 3 @ 20 PTS.				UPGRADE SAPA TO 3 WOUNDS @ 32 PTS.					
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X SAPA WITH MACANA AND MEDIUM ARMOR.		6	5	5	6(8)	8	10	TOUGHENED 1, COMMANDING PRESENCE, 2 WOUNDS, 3 FI ATTACKS, FOLLOW.	
1X SPIRIT JAGUAR (MOUNT).		6	-	6	-	-	-	2 FI ATTACKS AT STRENGTH 1, MADDENED CHARGE, DODGE.	
2X SPIRIT JAGUARS.		6	-	6	6	7	7	2 FI ATTACKS STRENGTH 1, MADDENED CHARGE, DODGE.	

INTI HIGH PRIEST UNIT DETAILS		POINTS VALUE: 86		UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. A MAXIMUM OF ONE INTI HIGH PRIEST MAY BE INCLUDED IN AN INCA FORCE.				ADD SACRIFICIAL VIRGINS UP TO A MAX UNIT SIZE OF 3 @ 8 PTS. EACH.				2	
UPGRADE HIGH PRIEST TO MAGIC LEVEL 2 @ 38 PTS. UPGRADE HIGH PRIEST TO MAGIC LEVEL 3 @ 75 PTS.									
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS	
1X INTI HIGH PRIEST WITH MACANA.		5	5	5	5	7	8	TOUGHENED 1, 2 WOUNDS, BOUNDLESS, MAGIC LEVEL 1.	
0X SACRIFICIAL VIRGINS.		5	5	4	5	7	7		



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MYTHIC EARTH V1.1

ORACLE UNIT DETAILS		POINTS VALUE: 57		UNIT OPTIONS			UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. A MAXIMUM OF ONE ORACLE MAY BE INCLUDED IN AN INCA FORCE.		ADD SACRIFICIAL VIRGINS UP TO A MAX UNIT SIZE OF 3 @ 8 PTS. EACH.			1			
UPGRADE ORACLE TO MAGIC LEVEL 2 @ 25 PTS. UPGRADE ORACLE TO MAGIC LEVEL 3 @ 50 PTS.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X ORACLE WITH MACANA.		5	5	5	5	7	8	TOUGHENED 1, 2 WOUNDS, MAGIC LEVEL 1.
0X SACRIFICIAL VIRGINS.		5	5	4	5	7	7	

CUZCO WARRIORS UNIT DETAILS		POINTS VALUE: 92		UNIT OPTIONS			UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.		ADD CUZCO WARRIORS UP TO A MAX UNIT SIZE OF 10 @ 16 PTS. EACH.			1			
REPLACE ALL SPEARS WITH MACANAS @ FREE. REPLACE ALL SPEARS WITH COPPER-HEADED AXES @ 1 PT. EACH.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X CUZCO LEADER WITH SPEAR AND MEDIUM ARMOR.		5	5	5	5(7)	5	8	TOUGHENED 1, SHIELDWALL.
4X CUZCO WARRIORS WITH SPEARS AND MEDIUM ARMOR.		5	5	5	5(7)	5	7	SHIELDWALL.



ANTISUYU ARCHERS UNIT DETAILS		POINTS VALUE: 77		UNIT OPTIONS			UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.		ADD ANTISUYU ARCHERS UP TO A MAX UNIT SIZE OF 10 @ 13 PTS. EACH.			1			
GIVE THE ENTIRE UNIT EAGLE-EYE @ 10 PTS.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X ANTISUYU LEADER WITH BOW AND DAGGER.		5	5	5	5	7	8	TOUGHENED 1, SHIELDWALL.
4X ANTISUYU ARCHERS WITH BOWS AND DAGGERS.		5	5	5	5	7	7	SHIELDWALL.







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MYTHIC EARTH V1.1

AYLLUS WARRIORS UNIT DETAILS	POINTS VALUE: 87		UNIT OPTIONS				UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID.		ADD AYLLUS WARRIORS UP TO A MAX UNIT SIZE OF 10 @ 15 PTS. EACH.				1		
UNIT MEMBERS, EQUIPMENT & DATA POINTS.	M	SH	FI	SV	RE	BR	TALENTS	
1X AYLLUS LEADER WITH AYLLUS AND DAGGER.	5	5	5	5	7	8	TOUGHENED 1, SHIELDWALL.	
4X AYLLUS WARRIORS WITH AYLLUSES AND DAGGERS.	5	5	5	5	7	7	SHIELDWALL.	

CONDOR RIDERS UNIT DETAILS	POINTS VALUE: 114		UNIT OPTIONS				UNIT ACTIVATION DICE	 
UNIT TYPE: BEAST. MOUNTED.		ADD CONDOR RIDERS UP TO A MAX UNIT SIZE OF 5 @ 38 PTS. EACH.				1		
UNIT MEMBERS, EQUIPMENT & DATA POINTS.	M	SH	FI	SV	RE	BR	TALENTS	
3X CONDOR RIDERS.	8	6	5	6	7	7	FLY, DODGE, 1 FI ATTACK, 2X SKY DROP ATTACKS AT STRENGTH 2.	

MARAS UNIT DETAILS	POINTS VALUE: 120		UNIT OPTIONS				UNIT ACTIVATION DICE	 
UNIT TYPE: BEHEMOTH. A MAXIMUM OF ONE MARAS MAY BE INCLUDED IN AN INCA FORCE.		UPGRADE MARAS TO 4 WOUNDS @ 16 PTS.				1		
MARAS FIGHT (FI) ATTACKS: MACUAHUITL OF THE GODS: 3 FI ATTACKS AT STRENGTH 3. GIANT TAIL SWIPE: D6+1 FI ATTACKS AT STRENGTH 1.		RANGED ATTACKS. SPIT VENOM: CAN BE USED AS THROWN WEAPON. 2 SHOOT TOXIC ATTACKS WITH 0"-10" RANGE.						
UNIT MEMBERS, EQUIPMENT & DATA POINTS.	M	SH	FI	SV	RE	BR	TALENTS	
1X MARAS WITH MACUAHUITL OF THE GODS, GIANT TAIL SWIPE, SPIT VENOM.	6	5	7	8	8	9	MASSIVE, REGENERATION, DODGE, DISDAIN, HIT AND RUN, ADAPTABLE, 3 WOUNDS.	



INCAS TALENTS SUMMARY.

All Force Rosters will 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.

Sapa General (on foot). Toughened 1, Heroic Figure, Commanding Presence, 2 Wounds, 3 FI Attacks, Follow, Shieldwall.

Sapa General on Spirit Jaguar (mounted). Toughened 1, Heroic Figure, Commanding Presence, 2 Wounds, 3 FI Attacks (Sapa), Follow, Maddened Charge, 2 FI Attacks at Strength 1 (Spirit Jaguars), 1 Dodge.

High Priest. Toughened 1, Heroic Figure, 2 wounds, Boundless, Magic Level 1.

Oracle. Toughened 1, Heroic Figure, 2 wounds, Magic Level 1.

Cuzco Warriors. Toughened 1, Shieldwall.

Antisuyu Archers. Toughened 1, Shieldwall, (Eagle-Eye upgrade option).

Ayllus Warriors. Toughened 1, Shieldwall.

Condor Riders. Fly, Dodge, 1 FI Attacks, 2 Sky Drop Attacks at Strength 2.

Maras. Massive, Regeneration, Dodge, Disdain, Hit and Run, Adaptable, 3 Wounds.

Adaptable. When attacking with Hand-To-Hand Fight Attacks, this Unit may choose any one, and only one, of its Melee Combat Weapon choices.

Boundless. A Magic User with this Talent can re-roll one Failed Casting Attempt and one Failed Dispelling Attempt per Game.

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.

Disdain. Units with the Disdain Talent automatically pass the first Brave Test they are required to take in the Game, regardless of the reasons for having to take the Brave Test. One use only.

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.

Eagle-Eye. A Unit with the Eagle-Eye Talent can re-roll one missed Shoot Attack each time the Unit performs a Shoot Unit Action.





INCAS TALENTS SUMMARY CONTINUED.

Fire Ammunition. Unit is assigned not one, but two, Unit Brave Status Markers when Hit with a Shoot Attack from a ranged weapon armed with this ammunition. This type of ammunition affects all types of Units, even the Living Dead and negates all Regeneration Talent benefits.

Fly. See Core Rulebook.

Follow. When a Heroic Figure with the Follow Talent is assigned a Unit Activation Die, and he and his Unit are performing either a Move or March Unit Action, then up to 3 Friendly Units within 5" of the Heroic Figure Mini can mimic his Unit's actions. For example, a Sapa General is assigned a Unit Activation Die, and he and his Unit Move. Any other 3 friendly Units that, prior to the Sapa and his Unit moving, were within 5" of his Unit can now also Move as if they too were assigned a Unit Activation Die. This is a Free Unit Action for the Units that Follow. Follow only works for Move and March, not any other type of Unit Actions. Any Unit can Follow in this way, Even Units that were already assigned Unit Activation Dice, but NOT Units that are Frozen, Fleeing or engaged in a Hand-To-Hand Combat.

Hit and Run. When Consolidating after a Hand-To-Hand Fight which the Unit has won, this Unit's Consolidation Move Unit Action is instead a March Unit Action.

Maddened Charge. If a Unit with the Maddened Charge Talent Charges or Countercharges into a Hand-To-Hand Fight combat, then each Mini in that Unit gains an extra Attack in the initial Attack dice roll. The extra Attack only applies every time the Unit performs a Charge or Countercharge Unit Action.

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.

Regeneration. A Unit with the Regenerate Talent always re-rolls Failed Save dice rolls.

Shieldwall. Units with the Shieldwall Talent can form a Shieldwall after it is assigned a Unit Activation Die so as to perform a Move Unit Action. Once the Unit is in the Shieldwall formation, the following rules apply:

- Unit is at a -1 to its React Data Point.
- Unit cannot perform a March Unit Action until the controlling player announces that the Unit is no longer in Shieldwall formation in a following Game Turn. Until then, the Unit remains in Shieldwall formation.
- Unit loses Shieldwall formation if it Flees or is Frozen.
- Once in Shieldwall formation the Unit is at a -1 from enemy Shooting, and those shots are also at -1 Strength.

Sky Drop Attack. A Unit with the Sky Drop Attack Talent is typically also a Unit that can Fly. Sky Drop Attacks are Shooting Attacks that have a range of 0"-10", Hit at Strength 2, and do not suffer any negative modifiers to its Shoot attempts when shooting against an Enemy Unit in Difficult Landscape.

Spectral Nightmares Ammunition. Unit suffers not one, but D3, Unit Brave Status Markers when Hit with a Shoot Attack from a weapon armed with this ammunition. This type of ammunition affects all types of Units, even the Living Dead.





INCAS 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 Everchanging Magic Spells.

Note: Sacrificial Virgin - An Inca Caster may choose to sacrifice one Sacrificial Virgin to subtract 1 from the total casting value after the casting roll has been made.

Lunatic Fringe.

Casting Value: 16

Range: 10" x Caster Level.

Target: All friendly Units within range and Line of Sight.

Effect: Remove one Unit Brave Status Marker from each affected friendly Unit and move them on to an enemy Unit within range and Line of sight of the Caster. Only one Unit Brave Status Marker may be removed from each friendly Unit in this way, and only one Unit Brave Status Marker may be applied to any individual enemy Unit. If you run out of enemy Units to move a Unit Brave Status Marker to, simply discard any remaining unassigned Unit Brave Status Markers. The Caster immediately gets assigned one Unit Brave Status Marker himself, even if the spell was successfully dispelled.

Empower Quilla Spirit Alpacas.

Casting Value: 14

Range: 10"

Target: Any point on the battlefield within range and Line of Sight.

Effect: Spirit Alpacas run in a straight, hair-thin line, beginning at the chosen spot and extending a number of inches equal to D6 X the Caster's Magic Level.

Any Unit that the straight line touches suffers D3 + 1 Unit Brave Status Markers.

Quilla's Shining Light.

Casting Value: 16

Range: 10" x Caster Level.

Target: A number of friendly Units equal to the Caster's Magic Level, that are within range and armed with ranged weapons. Caster does not need Line of Sight to the target Units.

Effect: The affected Units gain the Spectral Nightmares Ammunition Talent.





The Way of The Everliving Magic Spells.

Note: Sacrificial Virgin - An Inca Caster may choose to sacrifice one Sacrificial Virgin to subtract 1 from the total casting value after the casting roll has been made.

Inti's Guiding Hand.

Casting Value: 14

Range: 10"

Target: Any friendly Unit armed with bows and within range. It is not necessary for the Caster to have Line of Sight to the target Unit.

Effect: The affected Unit can immediately make a Shoot ranged Attack as if given the Focused Shot Unit Action. This Unit may ignore Line of Sight restrictions for shooting. The ranged Attacks generated by this spell bless the Shooting Unit with an increase to their Shoot Data Point of +1 per Magic Level of the Caster, replacing the standard +1 modifier for Focused Shot. **Note:** The Unit which benefits from this spell can Shoot even if it has already received a Unit Activation Die and performed its Unit Action. If the Unit is engaged in a Hand-To-Hand Fight, is Frozen or Fleeing, it may not Shoot because of this spell.

Empower Inti's Spirit Alpacas.

Casting Value: 14

Range: 10"

Target: Any point on the battlefield within range and Line of Sight to the Caster.

Effect: Spirit Alpacas run in a straight, hair-thin line, beginning at the chosen spot and extending a number of inches equal to D6 X the Caster's Magic Level. Any Unit that this straight line touches suffers D3 Shoot Hits at Strength 1.

Inti's Burning Heat.

Casting Value: 16

Range: 10" x Caster Level.

Target: Any friendly Unit within range and Line of Sight.

Effect: The Blessed Unit gains Fire Ammunition and +1 Strength to all of its Shooting Attacks.

Duration: The spell lasts until the end of the Game Turn.





Everliving Blessings of The Way.

Maras.

After successfully receiving a Unit Activation Die, the Maras gains the Follow Talent for the duration of the Game Turn.

Everchanging Blessings of The Way.

Maras.

After a successful Charge or Countercharge, the Maras' Tail Swipe becomes a Thrown Weapon attack.

When the Maras lashes out with its tail it Hits D3+1 enemy models from the engaged Unit which are then knocked senseless and unable to attack in that Charge or Countercharge round of simultaneous of combat.

