



**INCAS**

Sapa Warlord							Points Value
<b>Warlord Warrior Unit • Heroic Model</b>							<b>111</b>
<b>Special:</b> You must include one Sapa Warlord or Sapa Warlord Mounted on Spirit Jaguar unit in your warband and one only.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Sapa with macana, medium armor.	5	5	5	5(7)	7	10	Tough, Command, 3x HtH, Wound, Follow, Shieldwall.
2 x Cuzco Warriors with macana, medium armor.	5	5	5	5(7)	7	8	Shieldwall.
Options							
Upgrade Sapa to Wounds 2 @ 14pts.				Upgrade Sapa to Wounds 3 @ 28pts.			
Upgrade Sapa to Tough 2 @ 10pts.				Upgrade Sapa to Tough 3 @ 20pts.			
				Add up to 2 Cuzco Warriors @ 18pts each.			

Sapa Warlord Mounted on Spirit Jaguar							Points Value
<b>Warlord Mounted Unit • Heroic Model</b>							<b>145</b>
<b>Special:</b> You must include one Sapa Warlord or Sapa Warlord Mounted on Spirit Jaguar unit in your warband and one only.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1x Sapa with macana, medium armor.	6	5	5	5(8)	8	10	Tough, Command, 3x HtH, Wound, Follow.
1x Spirit Jaguar (mount).	-	-	6	-	-	-	2 x HtH, SV1, Ferocious Charge, Fast 6.
2x Spirit Jaguars.	6	-	6	6	7	7	2 x HtH, SV1, Ferocious Charge, Fast 6.
Options							
Upgrade Sapa to Wounds 2 @ 16pts.				Upgrade Sapa to Wounds 3 @ 32pts.			
Upgrade Sapa to Tough 2 @ 10pts.				Upgrade Sapa to Tough 3 @ 20pts.			
Add up to 2 Spirit Jaguars @ 22pts each.							



**INCAS**

Inti High Priest							Points Value
<b>Warrior Unit • Heroic Model</b>							<b>86</b>
<b>Special:</b> You can include a maximum of one Inti High Priest in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Inti High Priest with macana.	5	5	5	5	7	8	Wound, Tough, MOD 2, Boundless, Magic Level 1.
0 x Sacrificial Virgins.	5	5	4	5	7	7	
Special Rules							
<b>Boundless:</b> A wizard with this special rule can cast more than the maximum of one spell in a turn.							
Options							
Upgrade High Priest to Magic Level 2 @ 38pts.				Add up to 2 Sacrificial Virgins @ 8pts each.			
Upgrade High Priest to Magic Level 3 @ 75pts.							

Oracle							Points Value
<b>Warrior Unit • Heroic Model</b>							<b>57</b>
<b>Special:</b> You can include a maximum of one Oracle in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Oracle with macana.	5	5	5	5	7	8	Wound, Tough, Magic Level 1.
0 x Sacrificial Virgins.	5	5	4	5	7	7	
Options							
Upgrade Oracle to Magic Level 2 @ 25pts.				Add up to 4 Sacrificial Virgins @ 8pts each.			
Upgrade Oracle to Magic Level 3 @ 50pts.							



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Cuzco Warriors							Points Value
Warrior Unit							92
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Cuzco Leader with spear, medium armor.	5	5	5	5(7)	5	8	Tough, Shieldwall.
4 x Cuzco Warriors with spears, medium armor.	5	5	5	5(7)	5	7	Shieldwall.
Options							
Replace spears with macana @ free.				Add up to 5 Cuzco Warriors @ 16pts each.			
Replace spears with copper-headed axes @ 1pt per model.							

Antisuyu Archers							Points Value
Warrior Unit							77
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Antisuyu Leader with bow, dagger.	5	5	5	5	7	8	Tough, Shieldwall.
4 x Antisuyu Warriors with bows, daggers.	5	5	5	5	7	7	Shieldwall.
Options							
Give unit Dead-eye Shot @ 10pts.				Add up to 5 Antisuyu Warriors @ 13pts each.			

Ayllus Warriors							Points Value
Warrior Unit							87
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Ayllus Leader with ayllus, and dagger.	5	5	5	5	7	8	Tough, Shieldwall.
4 x Ayllus Warriors with ayllus, daggers.	5	5	5	5	7	7	Shieldwall.
Options							
Add up to 5 Ayllus Warriors @ 15pts each.							



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Condor Riders							Points Value
Mounted Unit							<b>114</b>
3 x Condor Rider.	8	6	5	6	7	7	Flies, Fast 8, 1x HTH, 2x Drop SV 2.
<b>Options</b>							
Add up to 2 Condors @ 38pts each.							

Maras							Points Value
Monstrosity Unit							<b>120</b>
<b>Special:</b> You can include a maximum of one Maras in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Maras with Macuahuitl of the Gods, Giant Tail Swipe, Spit Venom	7	5	7	8	8	9	Large, Regenerate, Fast 6, Haughty Disdain, Hit and Run, Adaptable, Wound 2.
<b>Weapons</b>							
<b>Macuahuitl of the Gods</b>			Melee			3x HtH, SV 3.	
<b>Giant Tail Swipe</b>			Melee			(D6+1)x HtH, SV 1.	
<b>Spit Venom</b>			Short 0-10"			2x Ranged, Venomous, Exchange of Missiles.	
<b>Options</b>							
Upgrade Maras to Wound 3 @ 16pts.							
<b>Special Rules</b>							
<b>Adaptable:</b>	When attacking in melee combat, this unit may choose any one, and only one, of its melee weapon choices.						
<b>Hit and Run:</b>	When consolidating after a round of combat, this unit may move up to 2(M).						
<b>Haughty Disdain:</b>	Units with the Haughty Disdain Special Rule automatically pass the first break test they are required to take in the game, regardless of whatever causes it.						