









MAYA



MYTHIC EARTH V1.1

HALACH UINIC WARLORD UNIT DETAILS. POINTS VALUE: 125			UNIT OPTIONS				UNIT ACTIVATION DICE 1	 	
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1X HALACH UINIC WARLORD OR OTHER "GENERAL" MINI MUST BE INCLUDED IN A MAYA FORCE AND ONLY ONE MAY EVER BE INCLUDED IN A MAYA FORCE.			ADD ALMEHENOB NOBLES UP TO A MAX UNIT SIZE OF 5 @ 19 PTS. EACH. GIVE ALL NOBLES SPEARS @ 0 PTS.				GIVE ALL NOBLES MED. ARMOR @ 2 PTS. PER MINI FOR A SAVE OF 6(8).		
UPGRADE HALACH UINIC WARLORD TO TOUGHENED 2 @ 10 PTS. UPGRADE HALACH UINIC WARLORD TO 3 WOUNDS @ 14 PTS.			GIVE ALL NOBLES IN THE UNIT HUGE MACUAHUITLS @ 2 PTS. PER MINI.				GIVE ALL NOBLES MACUAHUITLS @ 1PT. PER MINI.		
UNIT MEMBERS, EQUIPMENT & DATA POINTS.			M	SH	FI	SV	RE	BR	TALENTS
1X HALACH UINIC WARLORD WITH SWORD AND LIGHT ARMOR.			5	5	5	6(7)	8	10	TOUGHENED 1, COMMANDING PRESENCE, 2 WOUNDS, CAUSE FEAR, VENGEFUL, VICIOUS, 3 FI ATTACKS, FOLLOW.
2X ALMEHENOB NOBLES WITH SWORDS AND LIGHT ARMOR.			5	5	5	6(7)	7	8	CAUSE FEAR, VENGEFUL, VICIOUS.

AH KIN PRIESTESS UNIT DETAILS. POINTS VALUE: 62			UNIT OPTIONS				UNIT ACTIVATION DICE 1	 	
UNIT TYPE: HUMANOID. HEROIC FIGURE. A MAXIMUM OF ONE AH KIN PRIESTESS MAYBE INCLUDED IN A MAYA FORCE.			UPGRADE PRIESTESS TO TOUGHENED 2 @ 10 PTS.						
UPGRADE PRIESTESS TO MAGIC LEVEL 2 @ 25 PTS. UPGRADE PRIESTESS TO MAGIC LEVEL 3 @ 50 PTS.			GIVE THE ENTIRE UNIT DREAD @ 10 PTS.				ADD ALUX SPIRITS UP TO A MAX UNIT SIZE OF 5 @ 10 PTS. EACH.		
UNIT MEMBERS, EQUIPMENT & DATA POINTS.			M	SH	FI	SV	RE	BR	TALENTS
1X AH KIN PRIESTESS WITH OBSIDIAN DAGGER.			5	5	5	5	7	9	TOUGHENED 1, 2 WOUNDS, CAUSE FEAR, MAGIC LEVEL 1.
0X ALUX SPIRITS WITH INSULTS & TRICKERY.			5	5	3	5	5	7	SPIRITS, 1 FI ATTACK, 1 SHOOT ATTACK, CHOKING, CAUSE FEAR.



ALMEHENOB NOBLES UNIT DETAILS. POINTS VALUE: 112			UNIT OPTIONS				UNIT ACTIVATION DICE 1	 	
UNIT TYPE: HUMANOID. ADD ALMEHENOB NOBLES UP TO A MAX UNIT SIZE OF 10 @ 19 PTS. EACH.			REPLACE ALL SWORDS WITH SPEARS @ 0 PTS.						
GIVE THE ENTIRE UNIT MEDIUM ARMOR @ 2 PTS. PER MINI FOR A SAVE OF 6(8).			REPLACE ALL SWORDS WITH HUGE MACUAHUITLS @ 1PT. PER MINI.				REPLACE ALL SWORDS WITH HUGE MACUAHUITLS @ 2 PTS. PER MINI.		
UNIT MEMBERS, EQUIPMENT & DATA POINTS.			M	SH	FI	SV	RE	BR	TALENTS
1X ALMEHENOB NOBLE LEADER WITH SWORD AND LIGHT ARMOR.			5	5	5	6(7)	7	9	TOUGHENED 1, CAUSE FEAR, VENGEFUL, VICIOUS.
4X ALMEHENOB NOBLES WITH SWORDS AND LIGHT ARMOR.			5	5	5	6(7)	7	9	CAUSE FEAR, VENGEFUL, VICIOUS.







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CALAKMAL WARRIORS UNIT DETAILS. POINTS VALUE: 107		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID.		REPLACE ALL SWORDS WITH SPEARS @ 0 PTS.					1	
ADD CALAKMAL WARRIORS UP TO A MAX UNIT SIZE OF 10 @ 18 PTS. EACH.		REPLACE ALL SWORDS WITH MACUAHUITLS @ 1PT. PER MINI.						
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X CALAKMAL WARRIOR LEADER WITH SWORD AND LIGHT ARMOR.		5	5	5	6(7)	7	9	TOUGHENED 1, CAUSE FEAR, VENGEFUL, VICIOUS.
4X CALAKMAL WARRIORS WITH SWORDS AND LIGHT ARMOR.		5	5	5	6(7)	7	8	CAUSE FEAR, VENGEFUL, VICIOUS.

TIKAL ARCHERS UNIT DETAILS. POINTS VALUE: 97		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID.		REPLACE ALL BOWS WITH ATLATLS @ 2 PTS. PER MINI.					1	
ADD TIKAL ARCHERS UP TO A MAX UNIT OF 10 @ 16 PTS. EACH.		GIVE THE ENTIRE UNIT LIGHT ARMOR @ 2 PTS. PER MINI FOR A SAVE OF 5(6).						
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X TIKAL ARCHER LEADER WITH SWORD AND BOW.		5	5	5	5	7	9	TOUGHENED 1, CAUSE FEAR, VICIOUS.
4X TIKAL ARCHERS WITH SWORDS AND BOWS.		5	5	5	5	7	8	CAUSE FEAR, VICIOUS.



ALUX UNIT DETAILS. POINTS VALUE: 73		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: MULTITUDES.							1	
ADD ALUX MULTITUDE BASES UP TO A MAX UNIT SIZE OF 5 @ 21 PTS. EACH.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
3X ALUX MULTITUDES ARMED WITH INSULTS & TRICKERY.		8	6	3	5	7	8	3 SHOOT ATTACKS, CHOKING, DREADFUL, DODGE.







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B'ALAM SHAPE-SHIFTERS UNIT DETAILS. POINTS VALUE: 60		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: HUMANOID AND BEAST.		REPLACE ALL SPEARS WITH OBSIDIAN DAGGERS @ 0 PTS. PER MINI.					1	
ADD B'ALAM SHAPE-SHIFTERS UP TO A MAX UNIT SIZE OF 5 @ 20 PTS. EACH.		GIVE THE ENTIRE UNIT MEDIUM ARMOR @ 2 PTS. PER MINI FOR A SAVE OF 5(7).					GIVE THE ENTIRE UNIT VENGEFUL @ 1 PT. PER MINI.	
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X B'ALAM SHAPE-SHIFTER LEADER WITH SPEAR AND LIGHT ARMOR.		5	5	5	5(6)	7	9	TOUGHENED 1, CAUSE FEAR, SHAPE-SHIFT, VICIOUS.
2X B'ALAM SHAPE-SHIFTERS WITH SPEARS AND LIGHT ARMOR.		5	5	5	5(6)	7	8	CAUSE FEAR, SHAPE-SHIFT, VICIOUS.
JAGUAR FORM.		8	-	6	5	5	7	TOUGHENED 1 (LEADER), SHAPE-SHIFT, 2 FI ATTACKS AT STRENGTH 1, DODGE.

CAMAZOTZ UNIT DETAILS. POINTS VALUE: 137		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: BEHEMOTH. A MAXIMUM OF ONE CAMAZOTZ MAY BE INCLUDED IN A MAYA FORCE.							1	
UPGRADE CAMAZOTZ TO 3 WOUNDS @ 24 PTS.								
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
1X CAMAZOTZ.		8	7	6	8	7	9	MASSIVE, DREADFUL, DODGE, FLY, TERROR, HATEFUL GLARE, 3 FI ATTACKS AT STRENGTH 2, 2 WOUNDS.

CHILDREN OF XIBALBA UNIT DETAILS. POINTS VALUE: 123		UNIT OPTIONS					UNIT ACTIVATION DICE	 
UNIT TYPE: MONSTER.		ADD CHILDREN OF XIBALBA UP TO A MAX UNIT OF 5 @ 41 PTS. EACH.					1	
WAR SPEAR: THROWN WEAPON. STRENGTH 1, PIERCE 2.		ADD 1 WOUND TO ALL MINIS IN THE UNIT @ 14 PTS. PER MINI.						
UNIT MEMBERS, EQUIPMENT & DATA POINTS.		M	SH	FI	SV	RE	BR	TALENTS
3X CHILDREN OF XIBALBA WITH WAR SPEARS.		6	5	6	7	7	9	3 FI ATTACKS, DODGE, VENGEFUL.



MAYA 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.

Halach Uinic Warlord. Toughened 1, Heroic Figure, Commanding Presence, 2 Wounds, Follow, Cause Fear, Vengeful, Vicious,

Ah Kin Priestess. Toughened 1, Heroic Figure, 2 Wounds, Cause Fear, Magic Level 1, Spirits (Alux) Choking (Alux), Insults and Trickery (Alux).

Almehenob Nobles. Toughened 1, Cause Fear, Vengeful, Vicious.

Calakmal Warriors. Toughened 1, Cause Fear, Vengeful, Vicious.

Tikal Archers. Toughened 1, Cause Fear, Vicious.

Alux. Choking, Dreadful, Dodge.

B'Alam Shape-Shifters. Toughened 1, Cause Fear, Shape-Shift, Vicious, Dodge (jaguar form).

Camazotz. Massive, Fly, Dodge, Dreadful, Terror, Hateful Glare, 2 Wounds.

Children of Xibalba. Dodge, Vengeful, War Spear.

Cause Fear. Whenever this Unit wins a Hand-To-Hand Fight, add 1 additional Unit Brave Status Marker to the losing Unit before it takes its Brave Test for losing the combat. Units that have any of the following Talents- Cause Fear, Dreadful or Terror- are immune to Cause Fear. Behemoths are also immune to Cause Fear.

Choking. If a Unit is Hit by Choking Attack(s), from Shooting or Hand-To-Hand, it loses its Save bonus.

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.





MAYA TALENTS SUMMARY CONTINUED.

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.

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.

Fly. See Core Rulebook.

Hateful Glare. Single Shoot Attack with a range of 20". If the target Unit is Hit it suffers no actual Hits (no need to roll for Saves). Instead the Hit Unit suffers an additional 1+ D3 Unit Brave Status Markers instead of only one for being hit. Unit must also immediately take a Brave Test to see if it Flees.

Insults and Trickery. Ranged Weapon (Shoot Attacks). Range 0"-10", Unsaved Hits generate Unit Brave Status Markers instead of Wounds. Insults and Trickery Attacks have the Pierce X talent (see below).

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.

Pierce X*.

For each unsaved wound this weapon inflicts it causes an additional, automatic Hit. This is repeated a maximum number of times equal to the Pierce Value X*.

Shape-Shift. Before assigning this Unit a Unit Activation Die, the Unit may switch its physical form, replacing the Minis and its Data Points with the appropriate version.

Spirits. Spirit Units are automatically destroyed if the Magic User they accompany is destroyed. Spirits can be sacrificed by the Magic User they accompany for a re-roll. Only one Spirit may be sacrificed per Game Turn in this way. This re-roll can be used for any purpose. Remember that you can never re-roll and re-roll.

Terror. Units taking any Brave-based Tests that are within 15" of a Unit with the Terror Talent do not remove any Unit Brave Status Markers if they pass the Brave Test. No exceptions. This can even negate the benefits of a Regroup Unit Action. If at any time a Fleeing Unit comes within 5' of a Unit with Terror Talent, the Fleeing Unit is immediately destroyed.





MAYA 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.

Vengeful. If a Vengeful Unit wins a Hand-To-Hand Fight, then it does not perform a Consolidation Move but instead **Pursues** the losing Unit if the losers Flee from the combat. This is treated exactly as a new Charge (following the rules around Charging a Fleeing Unit). This is a Free Unit Action for the Vengeful Unit.

The Pursuing Unit can only Pursue the Fleeing Unit and no other Unit.

Vengeful only works on the first round of a Hand-To-Hand Fight and only after the Vengeful Unit Charged, or Countercharged.

If the Vengeful Unit's opponent does not Flee then the Vengeful Unit makes another round of attacks just as if it had received an “Attack” Unit Action. This Action is Free and as it is an “Attack” Unit Action, it does not allow for simultaneous attacks from the enemy Unit.

If now, the enemy does not Flee and is not destroyed then further Vengeful effects are spent, and won't come into play until the Vengeful Unit once again Charges or Countercharges.

Vicious. Any die roll to Hit of a '1' made in any Hand-To-Hand Fight assigns a Unit Brave Status Marker on the Vicious Unit's opponent, even if any wounds were successfully saved (or not).

War Spear. (This is not a Talent but a Weapon and is included here for ease of reference). Can be used in a Hand-To-Hand Fight and as a Thrown Weapon. Strength 1. Pierce 2.



The Way of The Everchanging Magic Spells.



Illusion of Terror.

Casting Value: 16

Range: 10" x Caster Level.

Target: An enemy Unit within range and Line of Sight.

Effect: The affected Unit makes a Consolidation Move in any direction, controlled by the Caster.

Fury of the Alux.

Casting Value: 14

Range: 10" x Caster Level.

Target: A single Point on the battlefield within range and Line of Sight.

Effect: All enemy Units within 6" of the target Point are assigned D3 Unit Brave Status Markers.

Visage of Camazotz.

Casting Value: 14

Range: 20".

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

Effect: The target Unit is assigned 1 Unit Brave Status Marker per Caster's Magic Level and must immediately take a Brave Test as if it had lost a Hand-To-Hand Fight.

The Way of The Everliving Magic Spells.

Enforced Discipline.

Casting Value: 16

Range: 10" x Caster Level.

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

Effect: All affected Units may remove 1 Unit Brave Status Markers. Any Fleeing Units may instead remove D6 Unit Brave Status Markers and can immediately attempt (as a Free Unit Action) to "Stop Fleeing".

Blood Curse.

Casting Value: 16

Range: 10" x Caster Level.

Target: An enemy Unit within range and Line of Sight.

Effect: Magic Missile. The target Unit suffers D3 Shoot Hits at Strength 1. The target Unit also adds D3 Unit Brave Status Markers.

Totem Shield.

Casting Value: 16

Range: 10"

Target: A number of friendly Units equal to the Caster's Magic Level within range and Line of Sight.

Effect: The affected Unit receives a Save bonus of +2.

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





Everliving Blessings of The Way.

Camazotz.

After the Camazotz successfully Hits an enemy Unit with its Hateful Glare Attack, all enemy Units within 6" of the Unit which was Hit also get assigned 1 Unit Brave Status Marker.

Everchanging Blessings of The Way.

Camazotz.

After assigning a Unit Activation Die to the Camazotz, choose a single enemy Non-Behemoth Unit within 20" of the Camazotz.

That Unit has its Brave Data Point reduced by 1 until the end of the Game Turn. If that Unit is engaged in a Hand-To-Hand Fight with the Camazotz, then instead its Brave Data Point is reduced by 2.

