



MAYA

Halach Uinic Warlord							Points Value
Warlord Warrior Unit • Heroic Model							125
Special: You must include one Halach Uinic Warlord unit in your warband and one only.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Halach Uinic Warlord with sword, and light armor.	5	5	5	6(7)	8	10	Tough, Follow, Command, 3x HtH, Wound, Cause Fear, Vengeful, Vicious
2 x Almehenob Nobles with swords, light armor.	5	5	5	6(7)	7	8	Cause Fear, Vengeful, Vicious.
Options							
Upgrade Halach Uinic to Wounds 2 @ 14pts.				Add up to 2 Almehenob Nobles @ 19pts each.			
Upgrade Halach Uinic to Tough 2 @ 10pts.				Give unit macuahuitl @ 1pt per model.			
Give unit spears @ free.				Give unit huge macuahuitl @ 2pts per model.			
Give unit Medium Armor @ 8pts plus 2pts per Almehenob Noble, giving them Res 6(8).							

Ah Kin Priestess							Points Value
Warrior Unit • Heroic Model							62
Special: You can include a maximum of one Ah Kin Priestess in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Ah Kin Priestess with obsidian dagger.	5	5	5	5	7	9	Tough, Wound, Cause Fear, Magic Level 1.
0 x Alux spirits with insults & trickery.	5	5	3	5	5	7	Spirit, 1x HtH SV0, 1x Ranged SV0, Choking, Harassment.
Options							
Upgrade Ah Kin Priestess to Magic Level 2 @ 25pts.				Upgrade Ah Kin Priestess to Tough 2 @ 10pts.			
Upgrade Ah Kin Priestess to Magic Level 3 @ 50pts.				Add up to 4 Alux spirits @ 10pts each.			
				Give unit Dread @ 10pts.			



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Almehenob Nobles							Points Value
Warrior Unit							112
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Almehenob Noble Leader with sword, light armor.	5	5	5	6(7)	7	9	Tough, Cause Fear, Vengeful, Vicious.
4 x Almehenob Nobles with swords, light armor.	5	5	5	6(7)	7	9	Cause Fear, Vengeful, Vicious.
Options							
Give unit spears @ free.				Add up to 5 Almehenob Nobles @ 19pts each.			
Give unit macuahuitl @ 1pt per model.				Give unit medium armor @ 2pts per model increasing Res to 6(8).			
Give unit huge macuahuitl @ 2pts per model.							

Calakmal Warriors							Points Value
Warrior Unit							107
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Calakmal Warrior Leader with sword, and light armor.	5	5	5	6(7)	7	9	Tough, Cause Fear, Vengeful, Vicious.
4 x Calakmal Warriors with swords, light armor.	5	5	5	6(7)	7	8	Cause Fear, Vengeful, Vicious.
Options							
Give unit spears @ free.				Add up to 5 Calakmal Warriors @ 18pts each.			
Give unit macuahuitl @ 1pt per model.							

Tikal Archers							Points Value
Warrior Unit							97
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Tikal Archer Leader with sword or axe, bow.	5	5	5	5	7	9	Tough, Cause Fear, Vicious.
4 x Tikal Archers with swords, bows.	5	5	5	5	7	8	Cause Fear, Vicious.
Options							
Give the unit atlatl @ 2pts per model.				Add up to 5 Tikal Archers @ 16pts each.			
Give the unit Light Armor @ 2pts per model increasing Res to 5(6).							



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Alux							Points Value
Swarm Unit							73
Unit	Ag	Acc	Str	Res	Init	Co	Special
3 x Alux Swarm armed with insults & trickery.	6	6	3	5	7	8	3x Ranged SV0, Choking, Dread, Fast 8.
Options							
Add up to 2 Alux Swarms @ 21pts each.							

Camazotz					Points Value		
Monstrosity Unit					137		
Special: You can include a maximum of one Camazotz in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Camazotz.	6	7	6	8	7	9	Large, Dread, Fast 8, Flies, Terror, Baleful Glare, 3x HtH SV2, Wound.
Options							
Upgrade Camazots to Wound 2 @ 24pts.							

Children of Xibalba							Points Value
Monster Unit							123
Unit	Ag	Acc	Str	Res	Init	Co	Special
3 x Children of Xibalba with War Spears.	5	5	6	7	7	9	3 x HtH, Fast 6, Vengeful.
Weapons							
War Spear. Melee.				SV1, Exchange of Missiles, Pierce 2*.			
Options							
Add up to 2 Children of Xibalba @ 41pts each.				Add Wound to all models in unit @ 14 pts per model.			
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*.							



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B'alam Shape-shifters							Points Value
Warrior Unit / Beast Unit							60
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Shape-shifter Leader with spear, light armor.	5	5	5	5(6)	7	9	Tough, Cause Fear, Shape-shift, Vicious.
2 x Shape-shifter Warriors with spears, light armor.	5	5	5	5(6)	7	8	Cause Fear, Shape-shift.
Jaguar form.	6	-	6	5	5	7	Tough (leader), Shape-shift, 2 HtH SV1, Fast 8.
Options							
Give unit medium armor @ 2pts per model increasing Res to 5(7).				Give unit Vengeful @ 1pt per model.			
Give unit obsidian dagger @ free.				Add up to 2 B'alam Shape-shifters @ 20 pts each.			

Special Rules / Abilities

Cause Fear.

Whenever this unit wins a round of combat, add 1 pin to the losing unit before break tests are taken. Units that cause fear, dread or terror and any monstrosity are immune to Cause Fear.

Insults and Trickery.

Ranged Weapon. Only has Short Range 0"-10", Unsaved Hits generate Pins instead of Wounds.

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-shifter.

Before assigning this unit an Order Dice, the unit may switch forms, replacing the model and stats with the appropriate version.