



TAINO



MYTHIC EARTH V1.21

Cacique [ka'-sèk]								
Unit Type: Humanoid, Heroic Figure, General				UAD: 1		Unit Max: 5		Points: 94
Models	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
1x Cacique with stone axe and short bow, light armor	5	5	5	5(6)	7	8	2	Toughened, 3x Fight Attacks, Commanding Presence, Follow, Communal Spirit 3
2x Siba Warriors with stone axe and short bow, light armor	5	5	5	5(6)	7	6	1	Communal Spirit 3
Options								
Upgrade Cacique to 3 Wounds for 12pts					Add Siba Warriors at 15pts each			
Upgrade Cacique to Toughened 2 for 10pts								
Special Rules								
One and only one Cacique or other Taino "General" mini must be included in a Taino Force.								

Guami' (Tribal Hero) [gwà'-mè]								
Unit Type: Humanoid, Heroic Figure				UAD: 1		Unit Max: 1		Points: 56
Model	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
Guami' with club, short bow and light armor	5	5	5	5(6)	7	8	1	Toughened, 2x Fight Attacks, Commanding Presence, Follow, Communal Spirit 2
Options								
Upgrade Guami' to 2 Wounds for 12pts					Upgrade Guami' to Toughened 2 for 10pts			
Upgrade Guami' to 3 Wounds for 24pts								
Replace club with stone axe for 2pts								

Nitainos (Tribal Elders) [nè'-tī-ē-nyōs]								
Unit Type: Humanoid				UAD: 0		Unit Max: 1		Points: 22
Model	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
1x Nitaino	5	5	5	5	7	7	1	Toughened, Communal Spirit 2
Special Rules								
You can include 1 Nitaino for every 2 Siba Warrior Units in your warband.								
A Nitaino does not generate a unit activation dice. Individual Nitaino models are attached to a Siba Warrior unit and are deployed with that unit. Each Nitaino must select a unique fighting discipline from the list below that he imparts to the unit it joins. The Nitaino acts as the unit champion and assumes the weapon(s) defined for that unit.								
Fighting Discipline (can only be selected once per force)								
A. Disdain for 10pts					D. First Strike for 11pts			
B. Shoot +1 for all Charge-Throw Attacks for 5pts					E. Stealth for 11pts			
C. Berserk for 55pts					F. Hardy for 22pts			



TAINO



MYTHIC EARTH V1.21

Bohique [bō-wē-kā']								
Unit Type: Humanoid, Heroic Figure				UAD: 1		Unit Max: 5		Points: 59
Model	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
1x Bohique with club and short bow	5	5	5	5	7	8	2	Toughened, Magic Level 1, Communal Spirit 2
0x Siba Warriors with clubs and short bow	5	5	5	5	7	6	1	Communal Spirit 2
Options								
Upgrade Bohique to Magic Level 2 for 25pts					Upgrade Bohique to Toughened 2 for 10pts			
Upgrade Bohique to Magic Level 3 for 50pts					Add Siba Warriors for 10pts each			
Special Rules								
You can include a maximum of one Bohique unit in your Force.								

Siba Warriors [sē'-bā]								
Unit Type: Humanoid				UAD: 1		Max Unit: 10		Points: 50
Model	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
5x Siba Warriors with clubs and short bows	5	5	5	5	7	6	1	Communal Spirit 2
Options								
Replace clubs and short bows with spears for free					Add Siba Warriors for 10pts each			

Naborias (Civilians) [nā-bōr-ē'-az]								
Unit Type: Humanoid				UAD: 1		Unit Max: 10		Points: 45
Model	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
5x Naborias with clubs and thrown rocks	5	5	5	5	7	6	1	Quick as the Wind, Dodge, Communal Spirit 1
Options								
Add Naborias for 10pts each								

Guardians of the Caracaracol \,kara-karā-'kō\								
Unit Type: Monster				UAD: 1		Unit Max: 5		Points: 102
Models	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
3x Caracaracol with mystic shield	5	5	5	6(7)	7	9	1	D6x Strength 1 Fight Attacks
Options								
Upgrade Caracaracol to 2 Wounds for 14pts per model					Add Caracaracol for 34pts each			



TAINO



MYTHIC EARTH V1.21

Ciguapa [sē'-gwä-pä]								
Unit Type: Monster				UAD: 1		Unit Max: 1		Points: 68
Models	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
1x La Ciguapa	5	5	5	7	7	8	2	Toughened, Stealthy, 2x Strength 1 Fight Attacks, Magic Level 1, Inherent Spell (Sorcerous Suggestion)
Options								
Upgrade Ciguapa to 3 Wounds for 14pts								
Special Rules								
You can include a maximum of one Ciguapa unit in your Force.								

Opiyel-guobirán \ō-pē-'yel gwä-'bē-rän\								
Unit Type: Behemoth				UAD: 1		Max Unit: 1		Points: 127
Models	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
1x Opiyel-guobirán	8	5	7	9	7	8	2	Massive, Dodge, 3x Strength 2 Fight Attacks, Dreadful, Make Coquis
Options								
Upgrade Opiyel-guobiran to 3 Wounds for 18pt								
Special Rules								
You can include a maximum of one Opiyel-guobirán unit in your Force.								
Make Coquis: When an enemy unit is destroyed within 10" of the Opiyel-guobiran add one model to a friendly Coquis unit on the board. If no friendly Coquis unit exists, replace the destroyed unit with a new friendly Coquis unit and assign an On Alert action to the new unit with a new activation dice.								

Coquis \kō-'kēs\								
Unit Type: Multitudes				UAD: 1		Unit Max: 5		Points: 34
Models	Move	Shoot	Fight	Save	React	Brave	Wnds	Talents
Coquis	5	5	4	5	7	7	2	3x Ranged 10" Strength 0, 3x Fight Attacks
Special Rules								
This unit cannot be included in your army during list building or at deployment. This unit can only be deployed as a result of the Make Coquis rule of the Opiyel-guobiran.								



Inherent Spells

Name: Sorcerous Suggestions
CV: 15
Range: 20"
Target: One enemy warrior unit within range.
Duration: Instantaneous
Effect: If successfully cast, the target unit is Drawn Closer.

Ever-Living

Name: Shell of the Caracaracol
CV: 15
Range: 10"
Target: A number of friendly humanoid units equal to the caster's Magic Level within range and LoS.
Duration: The spell lasts until the end of the game turn
Effect: Target units cannot be targeted by non-hand-to-hand attacks.

Name: Mother Turtle's Song
CV: 15
Range: 10" x caster level
Target: A single friendly unit within range and LoS.
Duration: Instantaneous
Effect: An affected Humanoid Unit heals D6 wounds. An affected Monster Unit heals D3 wounds. This affect can return minis to the unit distributing wounds evenly. This spell cannot raise a Unit beyond its starting number.

Name: Spreading Elder Knowledge
CV: 16
Range: 10" x caster level
Target: A Nitainos model within range.
Duration: Instantaneous
Effect: The affected Nitainos model can move to another humanoid unit that is within 10" x caster level of the Nitainos model. No unit can contain more than one Nitainos model at the same time.

Ever-Changing

Name: The Ciguapa's Gaze
CV: 15
Range: 10' x caster level
Target: An enemy unit within range and LoS.
Duration: Instantaneous
Effect: In a jealous rage for the Ciguapa's favor, the unit fights amongst itself. Every model in the unit must perform a single fight attack against the unit itself as if it had performed a Combat Action. These attacks will not cause the unit to take any Brave Tests once the attacks are resolved. It is possible for the unit to destroy itself.

Name: Quicksand
CV: 15
Range: 10" x Caster Level
Target: A single humanoid enemy unit within range and LoS.
Duration: The spell lasts until the end of the turn
Effect: The affected unit must pass a React Test or become Frozen.

Name: Juracan
CV: 15
Range: 20"
Target: A number of enemy units equal to the caster's Magic Level within range and LoS.
Duration: Instantaneous
Effect: Each affected unit takes 1D3 Strength 0 hits and must perform a consolidation move directly away from the caster.



TAINO



MYTHIC EARTH V1.21

Berserk. When charging or countercharging a Berserk unit does not need to take a Unit Activation Test. In addition, a Berserk unit always fights with double its attacks in hand-to-hand fighting. A unit ceases to be Berserk for the remainder of the game if it loses a hand-to-hand fight, becomes frozen, or if it flees for any reason.

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.

Communal Spirit X. If a friendly unit is charged, another friendly unit within 5" that has the "Communal Spirit X" special rule can be given an unused activation dice to add their ranged attacks to the Charge-Throw. A unit can never have more assigned activation dice than X. A unit that has been assigned an activation dice can no longer activate but can still use the Communal Spirit ability

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.

Drawn Closer. The target Unit must take a consolidation move up to 2x its Movement directly closer to the attacking Unit and at least 1" away from any other Unit. The Unit can pass through Difficult Landscape Areas without any Movement reduction. The Unit cannot pass through Impassable Landscape Areas.

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."



TAINO



MYTHIC EARTH V1.21

First Strike. When a unit charges it attacks and wounds before the opponent. Destroyed models are removed and cannot attack back.

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.

Hardy. When a Mini is wounded, instead of removing it from the Unit, add a Wound Token, and corresponding Unit Brave Status Marker, to the Unit. At the end of the Game Turn, remove a Mini for each Wound Token on the Unit. If at any point the number of Wound Tokens equals or exceeds the number of models in the Unit, immediately remove the Unit.

Inherent Spell (X). Some magic users and non-magic users may know one or more Inherent Spells. If the unit that knows Inherent Spells does not have a Magic Level, it can only ever know the specified Inherent Spells listed as X and can never cast other spells or attempt to dispel. If the unit does have a Magic Level, the inherent spell counts against the spells known.

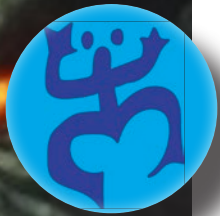
Magic Levels. See Core Rulebook.

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.

Quick as the Wind. When this Unit is assigned a March Unit Action it is at three times its standard Move Data Point- 3xM.

Stealth. Any successful Shooting hits against Units within or behind Landscape Feature(s) must be re-rolled.

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.



TAINO



MYTHIC EARTH V1.21

Everliving Blessings of The Way

Guardians of the Caracaracol.

After assigning a Unit Activation Die to this unit, remove 1 Brave Status Marker from every friendly unit within 10".

Opiyel-guobirán.

When a friendly unit dies, trigger the Make Coquis special rule.

Everchanging Blessings of The Way

Guardians of the Caracaracol.

After assigning a Unit Activation Die to this unit, add 1 Brave Status Marker to every enemy unit within 10".

Opiyel-guobirán.

As a "Shoot" unit action, target an enemy unit within 10". That unit must pass a BraveTtest at -2 or become Frozen.