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## Amatzl Captain



Q3

C3

Str

5\*

Res

5\*

Will

3\*

AV Bonus  
+1 RES roll

## Special Abilities

Agile, Command, Fearless

**Agile** - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

**Command** - Can order Group Activation to up to 5 models within one Long stick and gives +1 to the activation roll of the group.

**Fearless** - immune to effect of *gruesome deaths* and *Terror*.

War Blade



Body AV

2\*

\*Front +1  
w/ Shield  
Rear AV=1

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## Amatzl Temple Guardian



Personality Model

Q3

C3

Str

5\*

Res

5\*

Will

3\*

AV Bonus  
+1 RES roll

## Special Abilities

Leader, Shooter (short), Fearless, Ether Tech (1)

**Leader** - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

**Shooter (short)** - Shoots using the Short stick. Long or Medium range weapon only fire with the Short stick.

**Fearless** - No Morale Check for *gruesome deaths* and *Terror*.

**Ether Tech (1)** - Can use CL 1 Ether Tech devices only. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

Pole Axe



Javelin

+0

Body AV

2\*

\*Front +1  
w/ Shield  
Rear AV=1

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## Amatzl Captain



## Notes and Info

Amatzl Captains command their sisters in battle as well as the savage beastmen that make up the front-line troops. They are fearless during combat, often laughing with pleasure while cutting through the enemy forces.



## Weapons and Attacks

**War Blade** (CL 0) H2H +1 Armor Break (1)

**Obsidian Knife** (CL 0) H2H

## Armor

**Light Armor** (CL 0) H:2 B:2\* L:1 W:2

Add +1 to RES rolls unless beaten by *Armor Break*

**Shield** (CL 0) +1 Body AV\* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

**Bash** - No penalty to CS when all weapons damaged.

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## Amatzl Temple Guardian



## Notes and Info

Leaders of Amatzl troops, the Temple Guardians are fearless warriors that are entrusted with protecting the most sacred of sites in the Empire. They carry heavy weapons tipped with electrically charged ether crystals.



## Weapons and Attacks

**Charged Crystal Poleaxe** (CL 1) H2H +1, Armor Break (1), Shock, Fragile

**Crystal Edged Maquahuatl** (CL 0) H2H +1, Armor Break (1)

**Javelin** (CL 0) Projectile Med

**Shock** - If weapon causes a wound, defender must roll a Resistance Check with 2 successes or be *transfixed*.

**Fragile** - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

## Armor

**Hide Armor** (CL 0) H:2 B:2\* L:1 W:2

Add +1 to RES rolls

**Shield** (CL 0) +1 Body AV\* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

**Bash** - Can be used for H2H attack. Cannot be damaged.





**46 Amatzl Warrior**





Pole Axe  
**+1**

Q3

C2

Str 5'

Res 5'

Will 3'

AV Bonus  
+1 RES roll

Body AV  
**2\***

\*Front +1  
w/ Shield  
Rear AV=1

**Special Abilities**

*Agile, Free Disengage*

*Agile* - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

*Free Disengage* - When leaving hand-to-hand combat or recoiling into an enemy, does not suffer a Free Hack.



**87 Amoxltli**  
Protector of Relics





Knife  
**+0**

Q3

C3

Str 5'

Res 5'

Will 3'

AV Bonus  
+1 RES roll

Bow  
**+1**

Body AV  
**1**

**Special Abilities**

*Tomb Hunter, Ether Tech (2), Agile, Stealth, Shooter (medium)*


*Tomb Hunter* - Gain +2 when rolling to open locks and disarm traps. They also gain +1 on Leap and Climb activities.

*Ether Tech (2)* - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.


*Agile* - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

*Stealth* - Immune to ranged attack/spells if adjacent to Partial Cover. Benefit lost for that turn if model attacks.

*Shooter (medium)* - Shoots using the Medium stick. Long range weapon only fire with the Medium stick.



**46 Amatzl Warrior**



**Notes and Info**

Amatzl Warriors act as guardians for the sorcerous witches who rule the empire and serve to protect ancient relics within their temples. These warriors are quick and agile, relying on speed over power, and do not hesitate to disengage and find a better tactical situation

**Weapons and Attacks**

Poleaxe (CL 0) **H2H +1 Armor Break (1)**


Obsidian Knife (CL 0) **H2H**

**Armor**


Light Armor (CL 0) **H:2 B:2\* L:1 W:2**  
Add +1 to RES rolls unless beaten by Armor Break

Shield (CL 0) +1 Body AV\* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - No penalty to CS when all weapons damaged.



**87 Amoxltli**  
Protector of Relics



**Notes and Info**

Amoxltli is entrusted with finding ancient relics, items of power that will help prepare the Axibalan Empire for the return of their gods. She defends her discoveries with an ancient bow and alloy arrows.

**Weapons and Attacks**

Ancient Bow and Alloy Arrow (CL 0)  
**Projectile (Med) +1, Armor Break (1), Precise**

Obsidian knife (CL 0) **H2H**

*Precise* - Attack at +2 when targeting a subsystem

**Armor**

Leather and Fur Outfit (CL 0) **H:2 B:1 L:1 W:2**  
Add +1 to RES rolls unless beaten by Armor Break



## 198 Azcalta

Mistress of the Apocalypse

Personality Model

Q2

C4

Str 5

Res 5

Will 2

Crystal Sword

+1

Body AV

2\*

\* with Force Shield

**Special Abilities**

Elder Sorcerer, Fearless, Ether Tech (2), Agile, Taskmaster

*Elder Sorceress* - Azcalta casts spells from Elemental, Psychic, Dimensional and Protection magic. Personality model.

*Fearless* - immune to effect of Gruesome Deaths and Terror.

*Ether Tech (2)* - Can use CL 1 & CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

*Agile* - Gets +1 to Climb and Leap activity rolls. Ranged attacks vs. model get -1 CS & ranged ttrack spells get -1 SA unless model is *transfixed*.

*Taskmaster* - Can spend 1 action to give a bonus of +1 to the Quality Checks of any figure within 1 Medium stick. The bonus is not cumulative with other leadership bonuses. Taskmasters cannot "motivate" models with *Artificial*, *Undead*, *Animals*, *Warbeasts*, *Leader* or *Command*.

## 184 Chimalma

Warrior of Legend

Personality Model

Q2

C4

Str 5

Res 5

Will 2

Bow Blades

+1

Bow

+1

Body AV

2\*

\* with Shield

**Special Abilities**

Hero, Tough, Agile, Shooter (medium), Ether Tech (2)

*Hero* - Always receive 1 automatic success when making any Check Rolls or activation rolls. Also, once per game, a Hero can re-roll one bad die roll. The result of the second die roll is final. Personality model.

*Tough* - Extra wounds. Only *fallen* on a double or triple.

*Agile* - Gets +1 to Climb and Leap activity rolls. Ranged attacks vs. model get -1 CS & ranged ttrack spells get -1 SA unless model is *transfixed*.

*Shooter (medium)* - Shoots using the Medium stick. Long range weapon only fire with the Medium stick.

*Ether Tech (2)* - Can use CL 1 & CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

## 198 Azcalta

Mistress of the Apocalypse

Notes and Info

Head

Body

Crystal Sword

Crystal Whip

Locomotion

Azcalta is one of the remaining queens of the empire, regal in bearing but terrifying to face. She is a master of all of the magical disciplines and is a deadly opponent in combat. She is usually accompanied by her loyal handmaiden, Luneia.

**Weapons and Attacks**

Charged Crystal Sword (CL 1) **H:2H +1 Armor Break (1)**, Shock, Fragile

Crystal Bladed Whip (CL 2) **H:2H +1 Armor Break (2)** Reach, Hazardous, Shock

*Shock* - If weapon causes a wound, defender must roll a Resistance Check with 2 successes or be *transfixed*.

*Fragile* - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

*Reach* - Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

*Hazardous* - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

**Armor**

Golden Skin (CL 0) **H:2\* B:2\* L:2\* W:2**

\* includes +2 bonus from Force Shield

**Special Items**

Force Shield (CL 2) - Acts as a Magical Shield. +2 AV to all parts of the model, excluding weapons. Does not add to Res,

## 184 Chimalma

Warrior of Legend

Notes and Info

Head

Body

Locomotion

Ancient Bow

Bow Blades

Knife

Chimalma is a legendary Amatzl warrior who wreaks havoc upon enemies with an ancient bow and explosive arrows. She is practically a one-woman army on the battlefield.

**Weapons and Attacks**

Ancient Bow & Explosive Arrows (CL 1) **Projectile (Med) +1 Armor Break (2)**, Blast (-1 Short radius), Unstable

Bow Blades (CL 0) **H:2H +1 Armor Break (1)**

Obsidian Knife (CL 0) **H:2H**

*Blast* - Target attacked with normal CS. Models within blast radius of 1 Short stick must defend vs. CS-1.

*Unstable* - If roll 1, roll again; on another 1, weapon destroyed.

**Armor**

Hide Armor (CL 0) **H:2 B:2\* L:1 W:2**

Add +1 to RES rolls unless beaten by Armor Break

Small Shield (CL 0) +1 Body AV \* to front only

**Special Items**

Psi Defense Helm (CL 2) - Gain +2 to Will Checks when defending against Psychic spell, attack or effect.



## 69 Coyotl Commander



### Special Abilities

**Gregarious, Scent Tracker, Command**

**Gregarious** - Gets +1 on Quality rolls for Group Activation.

**Scent Tracker** - Can move and attack normally in complete darkness. Field of "view" is two Long sticks in darkness in order to detect a target and attack. Ranged attacks can be used but get -1 to hit. Can also ignore *Camouflage*.

**Command** - Can order Group Activation and Group Channeling and gives +1 to the activation roll of the group.

## 50 Coyotl Warrior



### Special Abilities

**Gregarious, Scent Tracker**

**Gregarious** - Gets +1 on Quality rolls for Group Activation.

**Scent Tracker** - Can move and attack normally in complete darkness. Field of "view" is two Long sticks in darkness in order to detect a target and attack. Ranged attacks can be used but get -1 to hit. Can also ignore *Camouflage*.

## 69 Coyotl Commander

### Notes and Info

Coyotl Commanders are the elite soldiers of their kind, ferocious warriors that have cunning and guile enough to command troops in battle. They are armed with heavy clubs and shields like the coyotl warriors but are adorned with skulls and other trophies.



### Weapons and Attacks

**Heavy War Club** (CL 0) H2H +1 **Armor Break (1)**

**Sharp Teeth** (CL 0) H2H

### Armor

**Hide & Leather Armor** (CL 0) H:2 B:2\* L:1 W:2

Add +1 to RES rolls unless beaten by **Armor Break**

**Shield** (CL 0) +1 Body AV\* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

**Bash** - No penalty to CS when all weapons damaged.

## 50 Coyotl Warrior

### Notes and Info

Coyotl are beastmen that possess a size and tenacity that comes from a mixture of a species of long extinct hyena and savage human. Their warriors are excellent trackers, able to hunt out camouflaged enemies, and can attack in coordinated groups.



### Weapons and Attacks

**Heavy War Club** (CL 0) H2H +1 **Armor Break (1)**

**Sharp Teeth** (CL 0) H2H

### Armor

**Hide & Leather Armor** (CL 0) H:2 B:2\* L:1 W:2

Add +1 to RES rolls unless beaten by **Armor Break**

**Shield** (CL 0) +1 Body AV\* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

**Bash** - No penalty to CS when all weapons damaged.



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## Hlolt Gate Smasher



Q 4

C 4

Str

3\*

Res

4\*

Will

4\*

AV Bonus  
+1 RES roll

## Special Abilities

**Big, Savage, Powerful, Thick Skull**

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Savage** - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

**Powerful** - Gain +1 to Strength Checks (in stat above). Gain +1 CS when doing a Mighty Attack.

**Thick Skull** - Head Armor +1. Can attack without weapons with no penalty (head smash).

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## Koth-Yan



Q 4

C 4

Str

3\*

Res

3\*

Will

4\*

AV Bonus  
+2 RES roll

## Special Abilities

**Big, Savage, Thick Skull, Combo Attack (2-hit), Tough**

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Savage** - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

**Thick Skull** - Gain +1 to head armor. Can use head as basic H2H weapon so cannot be fully disarmed.

**Combo Attack (2-hit)** - Can make one more attack using its remaining actions if the first attack causes a wound.

**Tough** - Extra wounds. Only *fallen* on a double or triple.

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## Hlolt Gate Smasher



## Notes and Info

Of all of the beastmen creations of the Axibalan Sorcerers, the Hlolt are the largest and most powerful. They are used as shock troops, smashing down walls with massive stone hammers and goring any foolish enough to take them head-on.



## Weapons and Attacks

**Big War Hammer** (CL 0) **H2H +1, Armor Break (3), Knockback, Great Weapon**

**Big Horns** (CL 0) **H2H +1, Armor Break (1)**

**Knockback** - If the weapon causes a wound, the enemy is knocked directly backwards one Short stick and *fallen*. Can only knock back models the same size of the user or smaller.

**Great Weapon** - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

## Armor

**Bone & Leather Armor** (CL 0) **H:3\* B:1 L:1 W:2**

Add +1 to RES rolls unless beaten by **Armor Break**  
+1 **Thick Skull** bonus\*

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## Koth-Yan



## Notes and Info

Koth-Yan is a mighty Hlolt beastman, created by the sorceresses of the Empire to crush enemy lines. He is able to withstand massive amounts of damage before falling, and can smash enemies with his heavy ball and chain or impale them on his tusks.



## Weapons and Attacks

**Big Spiked Ball and Chain** (CL 0) **H2H +1, Armor Break (3), Knockback, Great Weapon**

**Big Tusks** (CL 0) **H2H +1, Armor Break (1) Reach**

**Knockback** - If weapon causes a wound, enemy is knocked directly backwards 1 Short stick and rendered *fallen*. Only affects models the same size or smaller.

**Great Weapon** - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

**Reach** - Can do H2H attack without counterattack. If both models have weapons with **Reach** the effect is nullified.

## Armor

**Scale and Chain Mail** (CL 0) **H:3\* B:2 L:2 W:2**

Add +2 to RES rolls \* **Thick Skull** Bonus





## 67 Lunea

Handmaiden of Azcalta

Q 3

C 3

Str 5

Res 5

Will 3

Knife +0

Body AV 0

**Special Abilities**

**Agile, Fanatical, Distract**

*Agile* - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

*Fanatical* - Only *fallen* if the enemy rolls a "6" in combat. Otherwise the model recoils.

*Distract* - Can hypnotize with her gaze. Treat as the ability to cast a *Transfix* spell by using action points. Range is Short with 1 action, Medium with 2 and Long with 3 actions. There is no "spell failure". Distract does not work on *Artificial* or *Undead* models.



## 97 Mayahuel

Sorceress of Thunder

Personality Model

Q 3

C 2

Str 5

Res 5

Will 3

Knife +0

Body AV 0

**Special Abilities**

**Elementalist, Airborne, Energy Shield, Agile**

*Elementalist* - Can only cast Elemental magic but gains +1 to Spellcasting Roll. Elemental attack spells cast at them get -1 SA penalty. Elementalist are Personalities.

*Airborne* - Fly up or down 1 Altitude Level (med stick), with 1 action. Height adds directly to shooting range. Flying down to H2H combat it gains Charge (+1) or Rush (+2) with the airborne bonus for higher ground (+1). Model near ground can land. Taking off = 1 action. If *fallen* or *transfixed*, model falls to the ground.

*Energy Shield* - Enemy ranged attacks get -2 CS, Elemental and Channeling attack spells get -2 SA.

*Agile* - Gets +1 to Climb and Leap activity rolls. Ranged attacks vs. model get -1 CS & ranged attack spells get -1 SA unless model is *transfixed*.



## 67 Lunea

Handmaiden of Azcalta

**Notes and Info**

Lunea is the handmaiden of the queen, Azcalta. She is fanatical in her devotion, never leaving Azcalta's side during battle. She is able to confuse and beguile enemies with her beauty, before cutting their throats.




**Weapons and Attacks**

**Obsidian knife (CL 0) H2H**

**Armor**

**Golden Skin (CL 0) H:0 B:0 L:0 W:2**




## 97 Mayahuel

Sorceress of Thunder

**Notes and Info**

With swirling ethereal energy coursing around her body, Mayahuel floats over the battlefield like a ghostly witch. She is able to cast powerful elemental spells that can create thunderstorms, cause earthquakes and can even use the power of the sea to devastate



**Weapons and Attacks**

**Obsidian knife (CL 0) H2H**

**Armor**

**Golden Skin (CL 0) H:0 B:0 L:0 W:2**



## 65 Ocelotl Longtooth



### Special Abilities

**Stealth, Forester, Agile, Shooter (medium)**

**Stealth** - Immune to ranged attack/spells if adjacent to Partial Cover. Benefit lost for that turn if model attacks.

**Forester** - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement reduction.

**Agile** - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

**Shooter (medium)** - Shoots using the Medium stick. Long range weapon only fire with the Medium stick.

## 99 Quetzali

Mistress of the Stygian Depths

### Personality Model



### Special Abilities

**Shaman, Stygian Caller, Forester, Agile, Dodge**

**Shaman** - Can summon wild creatures and cast Elemental Conjunction spells. Allocate up to half of warband points to "Summoning Pool" and double value. Summon creatures with Spelcasting Roll. Each success = up to 50 points from pool. 3 failures = loss of ability until healed. Creature starts at edge of map closest to scenic item and disappears when Shaman dies. Can "charm" wild creature already on map using summoning points. Personality model.

**Stygian Caller** - Shaman can summon Stygian Wild Creatures

**Forester** - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

**Agile** - Gets +1 to Climb and Leap activity rolls. Ranged attacks vs. model get -1 CS & ranged attack spells get -1 SA unless model is *transfixed*.

**Dodge** - Enemy attacker must win in combat by one point to cause injury, regardless of the Armor Break of the weapon.

## 65 Ocelotl Longtooth

### Notes and Info

These lithe and agile creatures are a blend of giant cat and human. Ocelotl are renowned stealth hunters and trackers in the forests, being the quickest and most silent of all of the beastmen. The Longtooth warriors specialize in close and ranged combat.



### Weapons and Attacks

**Javelins** (CL 0) **Projectile (Med)**

**Heavy Arm Blades** (CL 0) **H2H +1 Armor Break (1)**

**Sharp Teeth** (CL 0) **H2H**

### Armor

**Thick Skin** (CL 0) **H:1 B:1 L:1 W:2**

Add +1 to RES rolls unless beaten by Armor Break

## 99 Quetzali

Mistress of the Stygian Depths

### Notes and Info

Quetzali has mastered the secrets of summoning the wild creatures of the Underlands to do her bidding. She has also discovered the secrets of the Stygian Depths and is able to draw forth the elder serpents from below, utilizing their dark magic.



### Weapons and Attacks

**Snake Pet** (CL 0) **H2H Poison (deadly)**

**Obsidian knife** (CL 0) **H2H**

**Poison (deadly)** - If weapon causes a wound, defender rolls Resistance Check (at -2) with 2 success or is poisoned. Must resist poison (no actions) each turn when activated. On three failures, suffer 2 wounds. Poison does not affect *Artificial* or *Undead* models. An adjacent *Healer* can cure poison with 1 action.

### Armor

**Golden Skin** (CL 0) **H:1\* B:1\* L:1\* W:2**

\* has Dodge ability for AV bonus (see front of card)



## 105 Thulaja Princess of the Blood Star

Personality/Model

Q 3  
C 3  
Str 5  
Res 5  
Will 3

Longsword +1  
Throwing Knife +0  
Body AV 1\*  
Dodge +1 AV

### Special Abilities

**Assassin, Combo Attack (2-hit), Agile, Shooter (short), Stealth, Dodge**

**Assassin** - Gain +2 to CS when targeting a subsystem in H2H or ranged combat. All attacks that cause a wound, cause one extra wound. No effect on Artificial models or Undead. Personality model.

**Combo Attack (2-hit)** - Can make one more attack using its remaining actions if the first attack causes a wound.

**Agile** - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

**Shooter (short)** - Shoots using the Short stick. Long and Medium range weapon only fire with the Short stick.

**Stealth** - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that turn if model attacks.

**Dodge** - Enemy attacker must win in combat by one point to cause injury, regardless of the Armor Break of the weapon.

## 64 Tlactl Bone Snapper

Q 4  
C 4  
Str 5  
Res 5  
Will 4  
AV Bonus +1 RES roll

Great Axe +1  
Body AV 1

### Special Abilities

**Combo Attack (3-hit), Savage, Berserk**

**Combo Attack (2-hit)** - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

**Savage** - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

**Berserk** - Model goes berserk with line-of-sight to enemy. Berserk model must activate with three dice (+1 bonus) and charge into H2H combat with the closest enemy. Gain +1 CS on first contact. No morale check when in contact with enemy. Cannot be part of group activation unless all models in the group have Berserk ability. The Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

## 105 Thulaja Princess of the Blood Star

### Notes and Info

Thulaja has been trained for years to kill silently and quickly by the Axibalan Empire. Skilled with multiple weapons and light on her feet, Thulaja is a deadly enemy but is vulnerable to attack due to her lack of armor.



### Weapons and Attacks

**Longsword** (CL 0) H2H +1 Armor Break (2),  
**Throwing Knife** (CL 0) Projectile (Short), Precise  
**Obsidian Knife** (CL 0) H2H  
**Precise** - Attack at +2 when targeting a subsystem

### Armor

**Bare Skin** (CL 0) H:1\* B:1\* L:1\* W:2  
\* +1 AV from Dodge Ability

## 64 Tlactl Bone Snapper

### Notes and Info

Tlactl are the heavy troops of the Axibalan Empire, charging into battle recklessly while wielding a multitude of weapons. Their attacks leave enemies a bloody ruin, a sight that can send other combatants fleeing in terror.



### Weapons and Attacks

**Stone Great Axe** (CL 0) H2H +1, Armor Break (2), Great Weapon  
**Horns** (CL 0) H2H  
**Arm Spikes** (CL 0) H2H

**Great Weapon** - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

### Armor

**Hide & Leather Armor** (CL 0) H:2 B:1 L:1 W:2  
Add +1 to RES rolls



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## Tlactl Headhunter



Q 4

C 4

Str

5\*

Res

5\*

Will

4\*

Great Club

+1

Body AV

1

## Special Abilities

Savage, Berserk, Bloodthirsty

**Savage** - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

**Berserk** - Model goes berserk with line-of-sight to enemy. Berserk model must activate with three dice (+1 bonus) and charge into H2H combat with the closest enemy. Gain +1 CS on first contact. No morale check when in contact with enemy. Cannot be part of group activation unless all models in the group have Berserk ability. The Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

**Bloodthirsty** - must preferentially target enemies within one Long stick that are *fallen*, *transfixed*, *entangled* or otherwise incapacitated or injured. Move to attack when activated, unless in hand-to-hand combat already. A *Taskmaster* or *Shaman* can redirect the beast with 1 action.

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Xitlalli  
Sorceress of Fire

Personality Model

Q 3

C 2

Str

5\*

Res

5\*

Will

3\*

Knife

+0

Body AV

1\*

Dodge

+1 AV

## Special Abilities

Channeler, Energy Resistance, Agile, Dodge

**Channeler** - Can cast Channeling attack and conjuration spells only. Personality model.

**Energy Resistance** - Energy attacks and attack spells at -2. Stacks with *Agile*. No effect from boiling water and lava.

**Agile** - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

**Dodge** - Enemy attacker must win in combat by one point to cause injury, regardless of the Armor Break of the weapon.

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## Tlactl Headhunter



## Notes and Info

Tlactl are the heavy troops of the Axibalin Empire, charging into battle recklessly while wielding a multitude of weapons. Their attacks leave enemies a bloody ruin, a sight that can send other combatants fleeing in terror.



## Weapons and Attacks

**Stone Great Club** (CL 0) H2H +1, Armor Break (2), Great Weapon

**Horns** (CL 0) H2H

**Knife** (CL 0) H2H

**Great Weapon** - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

## Armor

**Hide & Leather Armor** (CL 0) H:2 B:1 L:1 W:2

Add +1 to RES rolls unless beaten by Armor Break

87

Xitlalli  
Sorceress of Fire

## Notes and Info

Xitlalli is the youngest of the noble sorceresses, quick of temper and eager to prove herself in battle. She is able to channel ethereal fire to turn enemies into piles of smoking ash. Her powers have also made her resistant to all forms of energy attacks.



## Weapons and Attacks

**Obsidian knife** (CL 0) H2H

## Armor

**Golden Skin** (CL 0) H:1\* B:1\* L:1\* W:2

\* has Dodge ability for AV bonus (see front of card)





## 81 Xuihcoatl Sorceress of Battle

Personality/Model

Q 3

C 3

Str 5\*

Res 5\*

Will 3\*



Knife  
+0

Body AV  
2\*

\* Magical Shield  
+2 AV

**Special Abilities**

Battlemage, Magical Shield

***Battlemage*** - Casts only attack spells from the Elemental and Psychic magic lists. Can make Spellcasting Roll and split points between spells, regular attacks and movements in the same turn. Personality model.

***Magical Shield*** - The model gets a bonus of +2 to Armor Value to all parts of the model, excluding weapons. The bonus does not apply to Resistance Checks.



## 127 Zaniab - Outlaw Queen

Personality/Model

Q 2\*

C 3

Str 5\*

Res 5\*

Will 2\*



Greatsword  
+1

Throwing Knife  
+0

Body AV  
1

**Special Abilities**

Combat Master, Tomb Hunter, Agile, Shooter (short), Greedy, Ether Tech (2)

***Combat Master*** - Can make one Hand to Hand attack per action used. Gets the +1 bonus from charging into combat but only on the first attack. Personality model.


***Tomb Hunter*** - Tomb hunters are trained to open locks and disarm mechanical traps. They also gain +1 on Leap and Climb actions.

***Agile*** - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

***Shooter (short)*** - Shoots using the Short stick. Long and Medium range weapon only fire with the Short stick.

***Greedy*** - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn looting.


***Ether Tech (2)*** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.



## 81 Xuihcoatl Sorceress of Battle

Notes and Info

A sorceress trained to utilize ethereal magic in battle, Xuihcoatl is a dangerous enemy to face. She is able to cast devastating magic spells while slashing enemies in combat with an obsidian blade. She is protected by a glowing magical shield.




**Weapons and Attacks**

Obsidian knife (CL 0) H2H

**Armor**

Golden Skin (CL 0) H:2\* B:2\* L:2\* W:2


\* with +2 bonus from Magical Shield



## 127 Zaniab - Outlaw Queen

Notes and Info

Zaniab is a mercenary and outlaw of the Axibalan Empire, willing to join any force as long as she is paid well. Zaniab uses her skills to plunder lost tombs in search of gold and ancient treasures.



**Weapons and Attacks**

Ancient Greatsword (CL 0) H2H +1 Armor Break (2), Great Weapon

Throwing Knife (CL 0) Projectile (Short), Precise

Obsidian Knife (CL 0) H2H

*Great Weapon* - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

**Armor**

Thick Robes (CL 0) H:0 B:1 L:1 W:2



## 86 Amatzl Dragon Hunter



### Special Abilities

**Agile, Shooter (medium), Rapid Shot, Forester, Lethal (dragons & draconids)**

**Agile** - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

**Shooter (medium)** - Shoots using the Medium stick. Long range weapon only fire with the Medium stick.

**Rapid Shot** - Can shoot again using available actions if the previous shot hits and causes a wound, up to three shots.

**Forester** - Can move through Forest or Fungal Forest scenic terrain without movement reduction.

**Lethal (dragons & draconids)** - If an attack causes a wound to a draconid or dragon model, add one extra wound.

## 100 Coszcatl Enchantress of Xibalba

Personality Model



### Special Abilities

**Enchanter, Energy Shield, Ether Tech (2)**

**Enchanter** - Able to cast spells from the Enchantment list. Personality model.

**Energy Shield** - Enemy ranged attacks get -2 CS while enemy Elemental and Channeling attack spells get -2 SA.

**Ether Tech (2)** - Can use up to CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

## 86 Amatzl Dragon Hunter

### Notes and Info

These warriors have been trained to hunt down all creatures having the blood of dragons. They are skilled archers of the forest who know the weak points in their targets, making them lethal to Draconids.



### Weapons and Attacks

**Ancient Bow and Alloy Arrow** (CL 0) **Projectile (Med)** +1, **Armor Break (1)**, **Precise**

**Hunting Spear** (CL 0) **H2H** **Reach**

**Precise** - Attack at +2 when targeting a subsystem

**Reach** - Can do H2H attack without counterattack. If both models have weapons with **Reach** the effect is nullified.

### Armor

**Light Leather Armor** (CL 0) **H:0 B:1 L:1 W:2**

## 100 Coszcatl Enchantress of Xibalba

### Notes and Info

Coszcatl is a powerful enchantress who has explored the Stygian Depths of Xibalba and learned to use different types of magic. She is able to cast spells that help her allies during battle, improving their attacks and defense, while charming or clouding the minds of her enemies.



### Weapons and Attacks

**Charged Crystal Staff** (CL 1) **H2H** +1 **Armor Break (1)** **Shock**, **Fragile**

**Shock** - If weapon causes a wound, defender must roll a Resistance Check with 2 successes or be *transfixed*.

**Fragile** - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

### Armor

**Bare Skin** (CL 0) **H:0 B:0 L:0 W:2**

### Special Items

**Control Device (mechs)** (CL 2) - Gives +1 bonus to activation for one mech within range of 1 Long stick.



## 119 Ancient Mech Sentinel



### Special Abilities

**Big, Tough, Artificial (mech), Shooter (long), Ether Tech (2)**

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Tough** - Extra wounds. Only *fallen* on a double or triple.

**Artificial (Mech Construct)** - Immune to poison, Psychic Magic, morale and *Madness*. Cannot be gruesomely killed.

**Shooter (Long)** - Shoots with the Long stick. Range depends on weapon so Long range weapon needed for a Long shot.

**Ether Tech (2)** - Can use up to CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

## 71 Minotaur Blood Lord



### Special Abilities

**Big, Savage, Bloodthirsty, Combo Attack (2-bit)**

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Savage** - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

**Bloodthirsty** - must preferentially target enemies within one Long stick that are *fallen*, *transfixed*, *entangled* or otherwise incapacitated or injured. Move to attack when activated, unless in hand-to-hand combat already. A *Taskmaster* or *Shaman* can redirect the beast with 1 action.

**Combo Attack (2-bit)** - Can make one more attack using its remaining actions if the first attack causes a wound.

## 119 Ancient Mech Sentinel

### Notes and Info

The Axibalds have recovered constructs from the temples of a lost elder civilization and deciphered their operation. These heavily armed mechs carry advanced weaponry and are almost unstoppable in battle.



### Weapons and Attacks

**Eye Beam** (CL 2) *Energy Long +2, Armor Break (1), Precise, Refract*

**Shock Strike** (CL 2) *H2H +1, Armor Break (1), Shock*

**Precise** - Attack at +2 when targeting a subsystem

**Refract** - Ranged attack into Tactical Cover at -2

**Shock** - If weapon causes a wound in combat defender must roll a Resistance Check with 2 successes or be *Transfixed*.

### Armor

**Light Ancient Alloy Plating** (CL 2) *H:3 B:3 L:3 W:2*

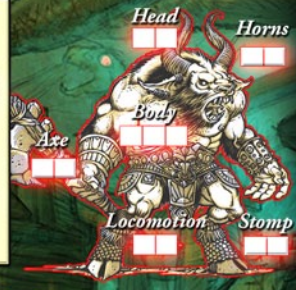
### Special Items

**Power Amplifier** (CL 2) - Powers up Energy Weapons. Adds +1 wounds when an attack wins with a double or triple.

## 71 Minotaur Blood Lord

### Notes and Info

One of the most powerful of the beastmen is the Minotaur Blood Lord. Monstrous in size and appetite, this horrific creature can smash through enemies with ease, stopping during the battle only to feed on their bloody remains.



### Weapons and Attacks

**Big Stone Axe** (CL 0) *H2H +1, Armor Break (2)*

**Big Stomp** (CL 0) *H2H +1, Armor Break (1)*

**Big Horns** (CL 0) *H2H +1, Armor Break (1)*

### Armor

**Thick Skin** (CL 0) *H:1 B:1 L:1 W:2*

Add +1 to RES rolls unless beaten by *Armor Break*



# 108 **Tayanna Chakal** Amatzl Temple Commander

Personality Model

Q 3

C 3

Str

5\*

Rcs

5\*

Will

3\*

AV Bonus  
+1 RES roll

Crystal Spear

+1

Solar Beam

+1

Body AV

2\*

\* Front +1  
w/ Shield  
Rear AV=1

Special Abilities

**Leader, Shooter (medium), Fearless,  
Ether Tech (2)**

**Leader** - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

**Shooter (medium)** - Shoots using the Medium stick.

**Fearless** - No Morale Check for *gruesome deaths* and *Terror*.

**Ether Tech (2)** - Can use CL 1 or 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

# 108 **Tayanna Chakal** Amatzl Temple Commander

Notes and Info

Tayanna Chakal is a Temple Commander for the Empire of Ataldn, an alliance between the Ancients with their marine technology and the Axibaldn Empire, with their armies of beastmen and powerful sorceresses.



Weapons and Attacks

**Charged Crystal Spear** (CL 1) *H2H +1, Armor Break (1), Shock, Fragile*

**Solar Beam** (in spear blade) (CL 0) *Energy Med +1 Precise*

**Shock** - If weapon causes a wound, defender must roll a Resistance Check with 2 successes or be *transfixed*.

**Fragile** - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

**Precise** - Attack at +2 when targeting a subsystem

Armor

**Hide Armor** (CL 0) *H:2 B:2\* L:1 W:2*

Add +1 to RES rolls

**Shield** (CL 0) +1 Body AV \* (front only), *Bash*, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

**Bash** - Can be used for H2H attack. Cannot be damaged.