Kingdoms of the Mexica

2300 / 2300 VALID

1st Battalion

Duke [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	6	14	2	[160]
Special Rules: *Aura(Iron Resolve (+1) - Noble Trait only),Crushing Strength(1),Elite(Combat),Individual, Very Inspiring*									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[100]
Diadem of Dragonkind									[30]
Fireball (4)									
Special Rules: *Individual, Very Inspiring, Yielding*									

Assassin [1]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	3+	4+	4+	1	4	12	2	[150]
Scythe of the Harvester									[15]
Throwing Dagger (12", Piercing (1))									
Special Rules: *Crushing Strength(1),Duellist(D3+1),Individual, Feint, Stealthy, Vicious, Rampage(D3)*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[100]
Bane Chant (2)									[20]
Host Shadowbeast(5)									[20]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Bowmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Crossbows									[5]
Crossbows (24", Piercing (1))									
Traits: *Stoic*									
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Crossbows									[5]
Crossbows (24", Piercing (1))									
Traits: *Stoic*									

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	**30**	24	2	[195]
Spears									[25]
Aegis of the Elohi									[15]
Special Rules: *Phalanx, Iron Resolve* ***Traits:*** *Stoic*									

Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Jaguar Warriors] Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									
[Jaguar Warriors] Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									
[Jaguar Warriors] Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
Special Rules: *Elite(Combat)* ***Traits:*** *Noble*									
Specialist Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
Special Rules: *Elite(Combat)* ***Traits:*** *Noble*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Eagle Warriors] Support Lrg Cav Regiment	**10**	3+	-	5+	2	20	17	4	[300]
Change Sp to 9 and Gain Fly									[50]
Brew of Haste									[20]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly* ***Traits:*** *Noble*									

Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[The Temple] Support Ti	7	4+	-	5+	2	D6+8	20	6	[225]
Giant Cleaver									[0]
Special Rules: *Brutal(1),Crushing Strength(4),Height(6),Strider, Slayer(D6 - Combat)*									

Total Units:	14	**Total Unit Strength:**	27
Total Points:	2300		

Special Rules, Spells and Artefact descriptions are available with a Kings of War Bronze, Silver or Gold subscription.