

SLANN

Army Trait

A Slann army can deploy an additional 2 water features after the terrain placement phase, but before deployment. These two woods are exempt from normal placement rules.

In addition up to 3 non-monstrous creature units can be placed into ambush. Attached Generals can be included in this ambush. These units are deployed off-table. Starting from the Player's 2nd turn you may try to bring any off-table troops in from ambush. Ambushing requires a difficult activation. If successfully activated, draw a card -



1	The unit is lost, but does not surrender any victory medals.
2-4	The unit is not deployed, but remains off-table
5-8	Deploy unit in a terrain box not adjacent to the enemy
9-10	Deploy unit in any terrain box

Army Characteristics

Old One Lineage

Each unit with this characteristic counts as having a minor hero.

Slann Litter

The unit gains +1 VP.

Webbed Feet

Troops with this characteristic can move into water features that are otherwise impassible. They also treat marsh and water features (such as spawning pools) as cover

Spells

BOG

Cast 5+

Place a *Bog token* in a box within 3 of the casting wizard.
Bog token - Command (+1)

VENOM OF COATL

Cast 6+

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal

SPAWN SLIME

Cast 8+

This spell can be cast on a friendly unit within 3 squares. The Wizard must be able to see his target to use this spell. Spawn Slime removes a single disruption marker from the unit.

BLOOD SACRIFICE

Cast 8+

When successfully cast sacrifice 1 unit in the Wizards box. Sacrificing a unit means they are destroyed, but this does not cause break tests. Victory Medals are sacrificed as normal.
Place a *Blood Sacrifice token* in the Wizards Box
Blood Sacrifice token - all friendly troops in the box, and adjacent boxes draw an extra card when attacking

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Amphibious Ambush

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1*	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2*	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3*	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount * Each Slann Wizard must have a litter	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Wizards Litter	War wagon - no shooting	Raw	Slann Litter		3	3	8 +	4		65

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
War Altar		0	1	War wagon - no shooting	Raw	Army Standard (II)	Slann Litter	<u>5</u>	3	8 +	6		95
Bull Slann Riders		0	4	Knights - Lance				<u>2</u>	2	6 +	2		110
Eagle Warriors		0	2	Javelinmen	Veteran	Old One Lineage	Webbed Feet	<u>2</u>	2	6 +	2		110
Jaguar Warriors		0	2	Javelinmen	Veteran	Old One Lineage	Webbed Feet	<u>2</u>	2	6 +	2		110
Alligator Warriors		0	2	Javelinmen	Veteran	2HCCW	Old One Lineage	<u>2</u>	2	6 +	2		120
Bull Slann		0	2	Javelinmen		2HCCW	Webbed Feet	<u>2</u>	2	7 +	2		90
Spawn Bands	●	2	10	Javelinmen			Webbed Feet	<u>2</u>	2	7 +	2		80
Jungle Braves	●	2	10	Javelinmen	Raw		Webbed Feet	<u>2</u>	2	8 +	2		60
Scouts	●	0	2	Light infantry, javelin			Webbed Feet	<u>1</u>	1	7 +	1		60
Animal Handlers		0	2	Monstrous Creature (I)	Raw		Stupid	<u>2</u>	2	6 +	1		75
Human Slaves	●	0	4	Mobs	Raw		Stupid	<u>3</u>	3	9 +	3		25
Troglodytes		0	3	Monstrous Creature (I)			Stupid	<u>2</u>	2	5 +	1		85
Lizardmen		0	2	Shieldwall, Deep				<u>3</u>	3	7 +	3		100
Coatl		0	2	Monstrous Creature (II)			Fly	<u>2</u>	3	6 +	1		180