

CHILDREN OF APEP

TO THE STRONGHOLD!

5.2

Army Trait

City Walls

As the passive army camps can be replaced by City Walls. These count as fortified camps (around the perimeter of boxes). All camps must be placed in contiguous boxes when this option is chosen. Units garrisoning the City walls have no flanks and any attack against the box will count as a frontal attack. If City Walls are chosen then at least 2 camps must be taken in the list

As the active army place 1 box of impassible terrain directly before the passive army deploys its first command. While this is a terrain piece, for the purposes of enemy troop movement the counts as a unit. This means enemy cannot march while nearby

Army Characteristics

Guards

Troops with this characteristic take 4 disruption markers before being destroyed, if in the same box as the Army Commander.

Relic Beast

Troops with this characteristic get a -1 to Save, add 1 VP to the army but lose 1 extra VM when destroyed

Cold Blooded

Troops with this characteristic suffer an additional +1 penalty when making difficult activations. Representing the creatures being cold-blooded brutes and slow to react.

Spells

SUNSTRIKE

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. If there is a *Desert Sun token* in play add 1 to the casting result.

LOST IN THE DESERT

Cast 6+

This spell can be cast on an enemy unit within 3 squares regardless of whether the Wizard can see it or not.

When successfully cast place a *Lost in the Desert token* on the enemy unit.

Lost in the Desert token means the unit cannot charge or advance closer to any enemy. Even units that are otherwise obliged to charge, or advance will not do so.

WINGS IN THE DESERT

Cast 6+

Pick a visible friendly unit within 4 boxes of the casting Wizard. The spell affects only a single unit. The unit can be moved just as if it had received a successful activation, even if his already been activated.

DESERT SUN

Cast 7+

If cast successfully place a *Desert Sun token* on the table

Desert Sun token - all troops with the Cold Blooded Characteristic ignore its effect. In addition remove any *Sand Storm token* in play

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Points

30

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		0
Brilliant	0	1					+1	+40
Minor Heroes	2	4						+10
Camp	1	1 - Per Command					+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Spine Beast	Monstrous Creature (II)			Terror Relic Beast		3	3	4 +	2	160

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Agama Archers	●	2	10	Light infantry, bow				1	1	8 +	1	40	
				Bowmen				2	2	8 +	2	70	
Warriors	●	2	10	Shieldwall, Deep			Cold Blooded	3	3	7 +	3	90	
Guards of Apep		0	3	Shieldwall, Deep	Veteran		Cold Blooded Fearless Guards	3	3	6 +	3	130	
Poison Lizards		0	2	Monstrous Creature (I)	Raw		Breath Weapon	2	2	6 +	1	105	
Snake Warriors		0	2	Monstrous Creature (I)		2HCCW	Cold Blooded Fearless	2	2	5 +	1	105	
Ceratope Riders		0	3	Cataphracts, lance	Veteran		Cold Blooded Stupid	2	2	5 +	2	105	
Archaeosaurs		0	3	Cavalry, bow			Fly Fleet	2	2	9 +	2	125	
Stegosaur		0	2	Monstrous Creature (III)			Cold Blooded Relic Beast	4	4	4 +	2	200	