

MYRMYZTEC ARMY

LONG LIFE TO THE SUN!

Hidden in the the Mexican tropical jungles, near Yucatan, an old civilization of several thousand years wakes up from a prophetic hibernation which lasted centuries...

it is said in " the Prediction of the Sacred Pheromone ":

When zealots will return we shall wake up...

Go on, sisters, we will repel them to save our sun!!!

Effectively, several centuries ago, myrmyztecs already repulsed an exoborg invasion and saved our ecosystem. The Sun God considered that the earth was safe, and offered to the defenders of our planet an eternal rest, a peaceful hibernation after all these war years.

Now that the exoborg queen landed on Earth and begins its process of conquest of the planet, This former(ancient) civilization goes out gradually of its torpor to defend(forbid) the future of the planet and its nature. The sacrificial Knives affutent, nets with prisoners weave, and the faith in the nature and in the god sun was never so strong. The hour came to rewrite the prediction and to protect the planet of the robotization exoborg. HELP THE SISTERS OF the SUN!



Special
side

JAGUAR ANT (4 small rounds) :

When the jaguar ant recovers an enemy insect and that she is on her special side, the enemy insect is not eliminated. He becomes a prisoner. a pawn net is placed on it, and this insect is placed in the prisoners camp zone, which is short-ranged of one of the myrmyztec bases.



EAGLE ANT (3 rectangles):

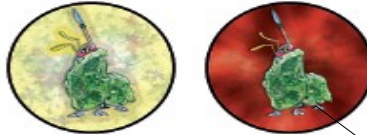
the eagle ant can't put up with not capturing anything and it can prove to be very fickle! The myrmyztec player can play the Eagle ant a first time. If it captures an insect, its movement is over. If no insect is captured, the player can play it a second time but beware! If it captures nothing after this second movement, the adversary can play it once immediately!. The eagle ant cannot capture bases but it captures all insects (enemies and allies). Furthermore, it is directly eliminated if its controller ejects it from the game area.



THE ANT SHAMAN (3 big rounds)

Instead of moving the shaman, you can throw a projectile "pheromone".

See "pheromone"



THE CHAMELEON ANT (3 small rounds)

Special side

The chameleon ant works in synergy with its two other sisters! It has the capability to absorb the powers of the last captured insect. When it captures an enemy insect, this insect is eliminated and its descriptive card is placed visibly in order to easily remember the power the chameleon ants possess (do not forget that they all have the same power). The chameleon ant has a special face for the powers using special faces (when it is the case).

Attention: it is imperative that the power of the captured insect be "playable", that is that the power chitnian warrior, the Red Guard sovietopter, the worker Sovietopter, the transporter usartropode and Big Burgundy gasterorist. And maybe other powers in some of the future armies to be produced on the blog...



THE PRIESTESS OF THE SUN (2 small rounds)

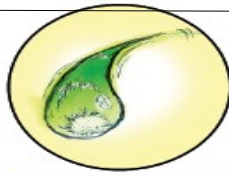
Special

When it lands on its special face and when there is a prisoner, the myrmyztec player can choose to eliminate a prisoner of his/her choice during a painful sacrifice to summon the solar power and resuscitate a lost unit. This unit is reborn next to the "QUEEN ANT" base which is essential to use this power. After this sacrifice, the priestess is flipped on its normal face.

POWER OF EXCEPTION! The solar punishment!

When both priestesses are on their special face, they can sacrifice a prisoner to summon the anger of the sun and launch a "meteor attack". The ant player takes the three meteor pawns supplied in his/her basic box, but he/she can also take three perpendis if his/her hand is big enough and provided the table is solid! In approximately two rulers of distance, the player opens his/her fist and drops these three meteor pawns at the same

time, where he wishes, but on the game area (set,play) it is better. All the insects captured by meteor pawns are eliminated. Both priestesses are flipped on their normal face after a "meteor attack". It is necessary to have both priestesses and the observatory base to use this power.



PHEROMONE (2 big rounds)

Instead of moving an insect indicated by the dice, the ant player can place this insect next to the pheromone of the shamane if there is one in play AND PLAY IT!

The player ant player can take back a pheromone any time.



PAWN NET (2 tokens like the chitinian web)

Prisoners are considered as eliminated for the opposite player and are not given back in case of reinforcements. However, the opposite player can free the prisoners by capturing them. The net pawn is then removed from the game..



Principal base:

The Ant Queen



Base 1

The Pyramid



Base 2

The observatory

Myrmyztec Army, created by Spaceturtle also known as Professor Tortuga, Janfi (illustrations) and Mr.F (Observatory). Colors by my brother José ! Translation: My dear friends Terry and Eric (HE IS a legend). Thanks to all of them and feel free to comment this army on the blog MMreloaded... If you post your comment on the blog, we will translate the Evolution cards... Please don't be shy, it gives us motivation...ENJOY !!